Problem 2: Order food in a food delivery app

Objects and behaviors:

InternetService:

    Data: name, phoneNumber

    Behaviors: connect, reconnect

App:

    Data: listOfRestaurant, map

    Behaviors:

User:

    Data: name, phoneNumber, userLocation, destination, foodPreference, maxWaitingTime

    Behaviors: logIntoApp, search, wantToEat, order, makePayment, wait, Checkdeliverystatus, pickupfood, review

Restaurant:

    Data: name, detailedPhote, category, deliveryTime, reviews, menu

    Behaviors: confirmOrder

Delivery System:

    Data: Road, path

    Behaviors: estimateDeliveryTime, locateOrder

Carrier:

    Data: name,

    Behaviors: confirmUserOrder, delivered

Credit Card:

    Data: name, bankName, cardNumber, address, securityCode, expirty

    Behaviors:

Bank:

    Data:

    Behaviors: authorizedTransaction

Sequence of invoking behaviors on objects

OrderingFoodInFoodDeliveryApp:

User Xin:

Carrier foodcarrier

If the Internet.isAvailable

      Xin.loginToApp -> username, pin:connected

      If ordering food now:

            Xin.search(destination, foodPreference)

                                  ->list of restaurants: Restaurant

            Loop restaurant in list of restaurants:

                  If Xin.wanToEat(restaurant.menu, phote, review) and

                      Xin.maxWaitingTime < restaurant.estimateDeliveryTime:

                      Targetrestaurant = restaurant

                      Break;

            Xin.order

            Xin.makePayment ->creditCard, address: confirmation

            Xin.wait

            Xin.checkdeliverystatus

                  -> App.show

                  ->deliverysystem.locateOrder, estimateDeliveryTime

            If delivered:

                Xin.pickupfood

Else

      Internet.reconnect