

Order food in a restaurant

Objects and Behaviors:

Customer:

Data: numberOfCustomer, money
Behavior: lookMenu, order, eat, pay

Food

Data: price, flavor, size
Behavior:

Restaurant:

Data: name, location, phoneNumber, environment, menu
Behavior:

Waiter:

Data: name
Behavior: placeOrder, serveCustomer, checkOut, cleaning

Sequence of invoking behaviors on Objects:

OrderFoodInRestaurant:

```
Customer peter;
Food myFood;
Restaurant thai;
Waiter kevin;
peter.sitInRestaurant -> thai: available
if (available is true)
  Loop
    if peter.findDesirableFood
      peter.order -> thai, kevin, lookMenu, myFood, eat, pay
      kevin.placeOrder -> thai, peter, serveCustomer, checkOut
    end
    if peter.canNotFindDesirableFood
      peter.canNotOrder -> thai
    end
  end
end
else
  peter.canNotSitInRestaurant
end
```