

Order a hotel online before a trip

Identify Objects and Behaviors:

Thing (Object)/ Entity:

Information (Data)/ (State):

Services (Behaviors)/ (Actions)

Things:

Traveler:

Data: Number of people, Date, Names, Phone, Email address

Behaviors: search, compare, reserve, cancel, reviews

Internet:

Data: Booking, Hotels, Expedia, Hotwire, Kayak

: Group of Websites (Collection of Websites)

Behaviors: searchForHotelReserveWebsites

HotelReserveWebsite

Data: URL, AvailableHotels, BankAccount

Behaviors: search, sort, display, compare, placeTheOrder

Hotel

Data: Price, Location, availableDate, roomSize, Rate, Facilities, Surroundings

Behavior:

CreditCard

Data: Number, name, company, expiry, security code, address

Behavior:

CreditCardCompany

behavior: authorize Transaction

Sequence of invoking behaviors on Objects:

OrderHotelOnline:

Traveler peter,
Internet internet,
ElectronicWebsite booking,
Hotel myDestination,
CreditCard card,
CreditCardCompany visa,
ReserveConformation response,

If Internet.isAvailable

peter.searchInInternet -> internet, question: Collection of HotelReserveWebsite

//peter.findDesirableWebsiteInFirstPage -> Collection of Websites: website

pageNumber = 1;

Loop

if peter.findsNoPages

break

end

peter.findDesirableWebsiteInPage -> internet, question, page Number:

website

booking = website;

if booking has available hotels

break

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        else
            pageNumber = pageNumber + 1
        end
    End
    booking = website
    if booking has available hotels or booking!=null
        booking.searchForHotel -> priceRange, Location, availableDate: Collection
of Hotel
        myDestination = Hotel
        peter.reserveHotel -> myDestination, creditCard, names, emailAddress,
booking: ReserveConfirmation
        response = reserveConfirmation
    Else
        peter.cantReserveHotel
    Else
        peter.browseInternetAfterAWhileBack
    
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