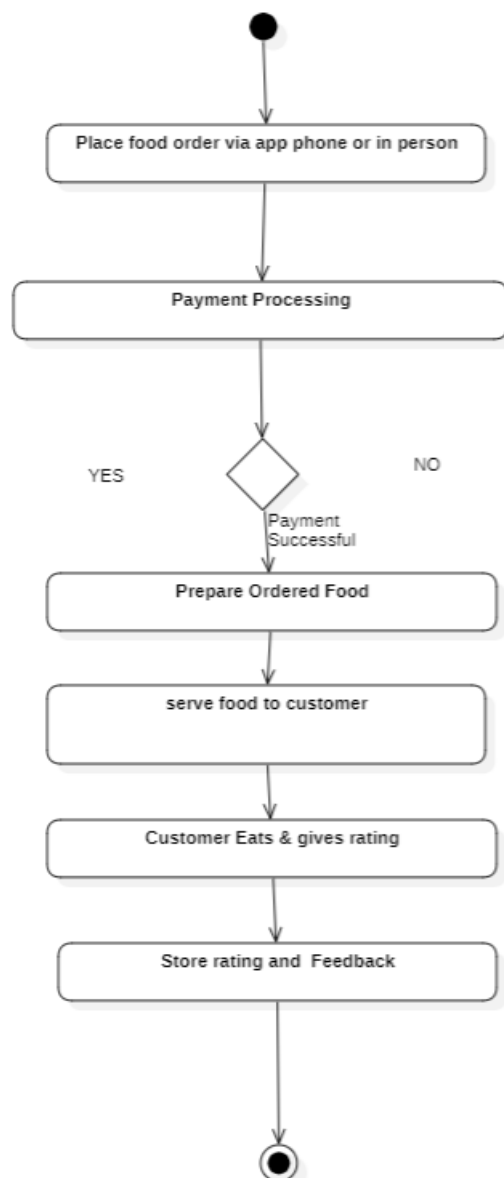5. Food Ordering System

Aim:

To model a UML Diagram for a Food Ordering System where customers order, pay, and restaurants manage food preparation and supply.

Procedure:

1. Identify key activities: Receive Orders, Produce Food, Serve Food, Collect Payments, Store Payment Details.

2. Establish relationships between actors and activities.

3. Draw the UML Use Case Diagram.

4. Review for accuracy.

Diagram:

Result:A UML Diagram depicting the working of a food ordering system.