

2. Coffee Shop Ordering System

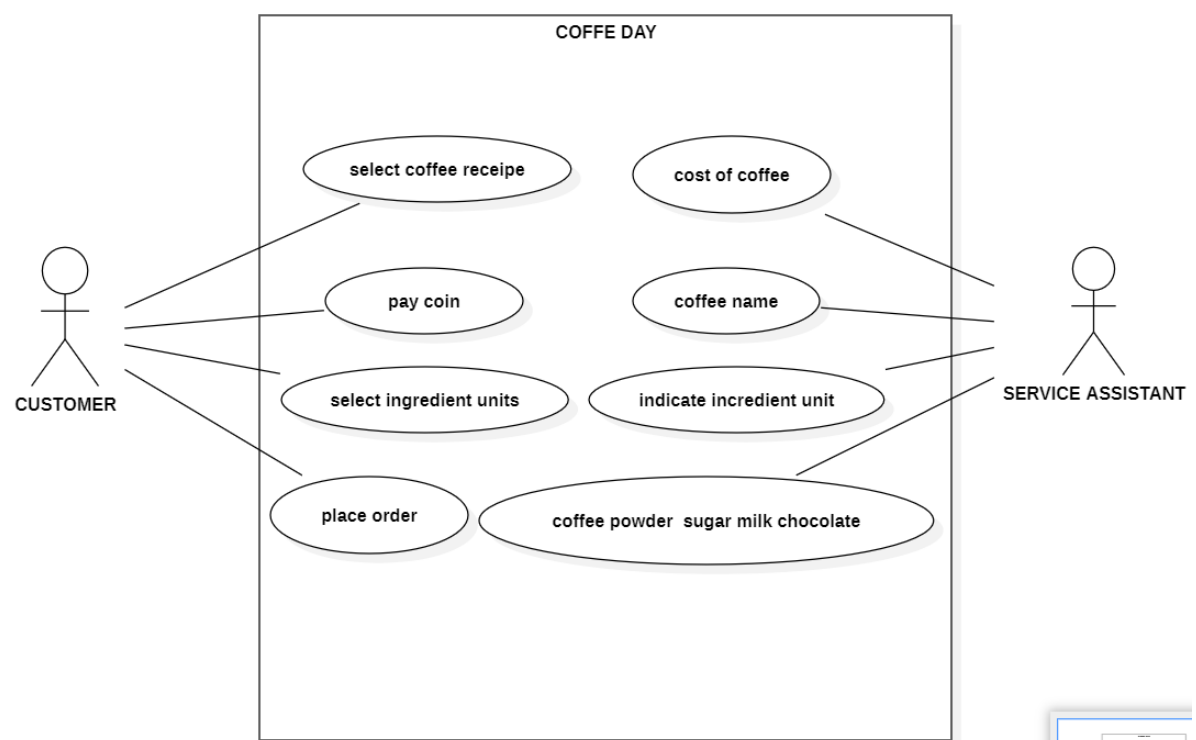
Aim:

To develop a UML Use Case Diagram for a Coffee Shop Ordering System where customers order coffee, make payments, and service assistants manage recipes.

Procedure:

1. Identify actors: Customer, Service Assistant, and Vending Machine.
2. Define use cases: Order Coffee, Pay, Get Change, Load Ingredients, Add/Edit/Delete Recipe.
3. Represent interactions between actors and use cases.
4. Verify the completeness and correctness of the diagram.

Diagram:



Result:

A UML Use Case Diagram representing interactions in a coffee shop ordering system.