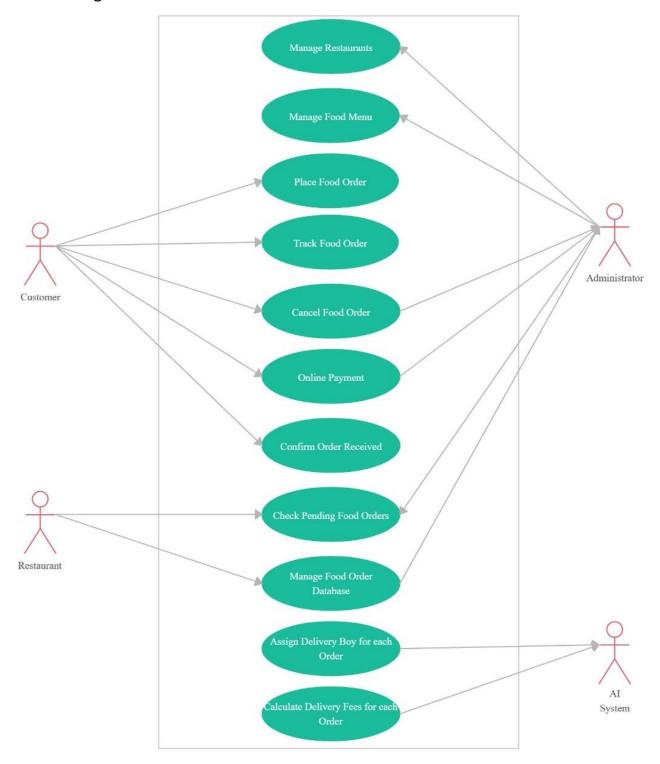
SOFTWARE ENGINEERING PRINCIPLES <u>ASSESSMENT – 4</u>

S SHARMILEE PRUSTY - 23MID0003 ARYAN SINHA – 23MID0088 SHRIYA GARG – 23MID0169

Use Case diagram:



Class Diagram:

CLASS DIAGRAM PAYMENT # id : int +name : string +date : string +address : string +id:int +card number:string +amount:string +add() +update() +refund() +validateCard() +update() +trackOrder() +cancelOrder() #idint +name:string +age:string +contactnum:string -username:string -password:string #id:int +details : int +ordertype:string +address:string +name:string #cardnum:int +create() +update() +manageOrder() generateReport() manageMenu() +processDebit() +processMenu() +updateOrderStatus() +applyDiscount() #create() +update() +orderHistory() MENU TABLE DISH #id:int +details:string +listofdish # id : int +name : string +price : string +details : int +ordertype:string +add() +add() +update() +remove() +searchDish() +getDish() +setPrice() +getDetails() +updateStock() +processDebit() +processMenu() +updateAvailablity()