

Draw a UML diagram for a food ordering system Systems. The activities of the food ordering system are listed below. Receive the Customer food orders, Produce the customer ordered food, Serve the customer with their ordered food, collect payment from Customers, Store customer payment details, Order Raw Materials for food products, Pay for Raw Materials and Pay for Labour.

AIM

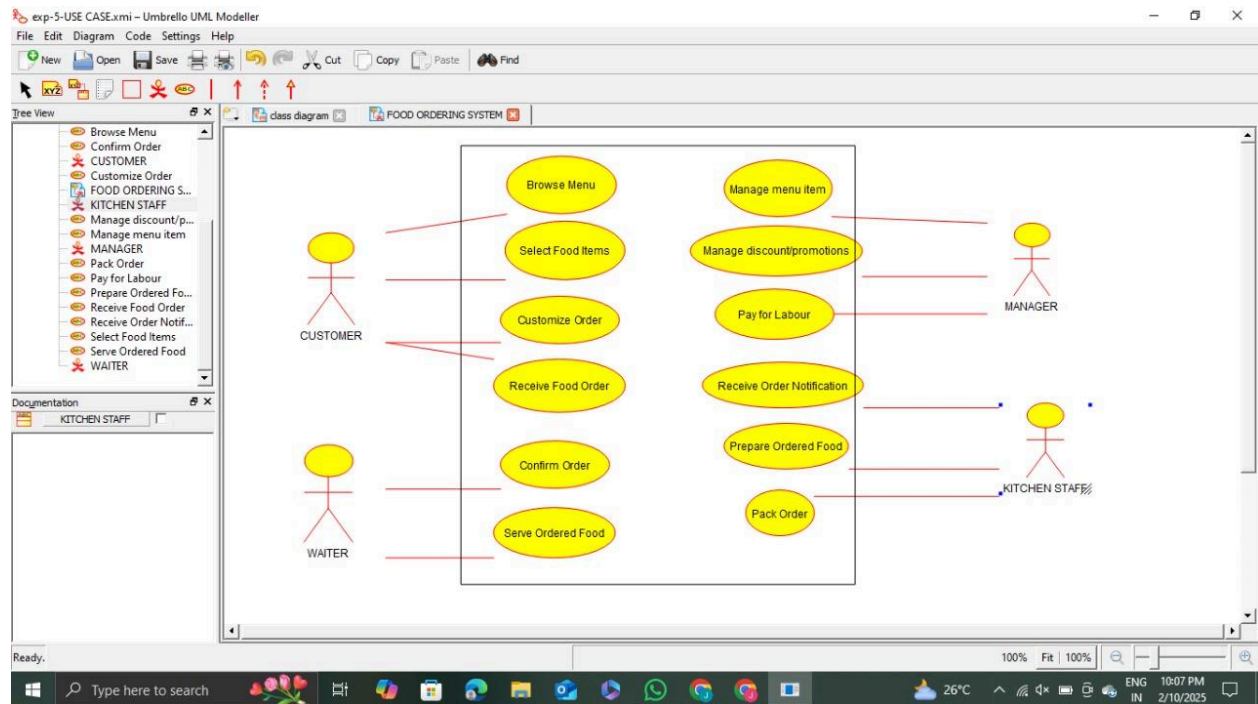
To develop a UML Diagram for a Food Ordering System, illustrating interactions between customers, restaurant staff, and suppliers.

PROCEDURE

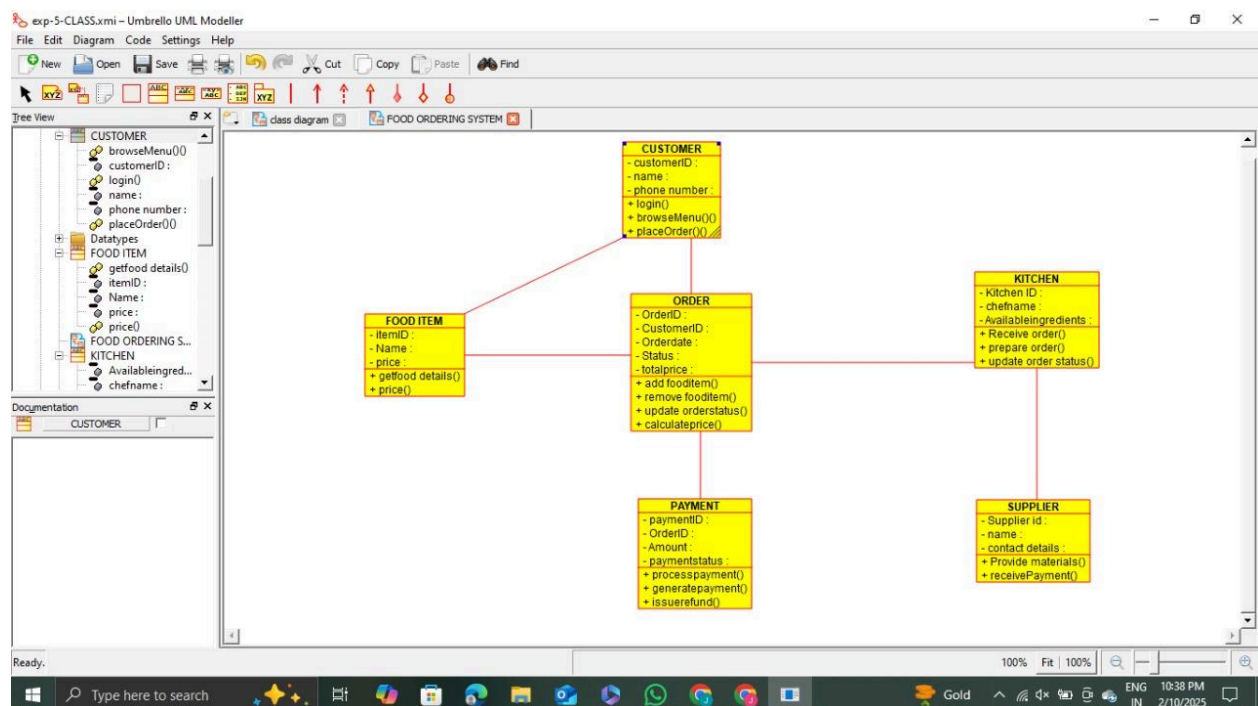
1. **Identify Actors:** Customer, Restaurant Staff, Cashier, Supplier.
2. **Identify Use Cases:** Place Order, Prepare Food, Serve Food, Make Payment, Store Payment Details, Order Raw Materials, Pay for Materials & Labor.
3. **Establish Relationships:** Connect actors to relevant use cases based on interactions.
4. **Draw UML Diagrams:** Use Case, Class, Sequence, and Activity diagrams to represent the system flow.

DIAGRAM

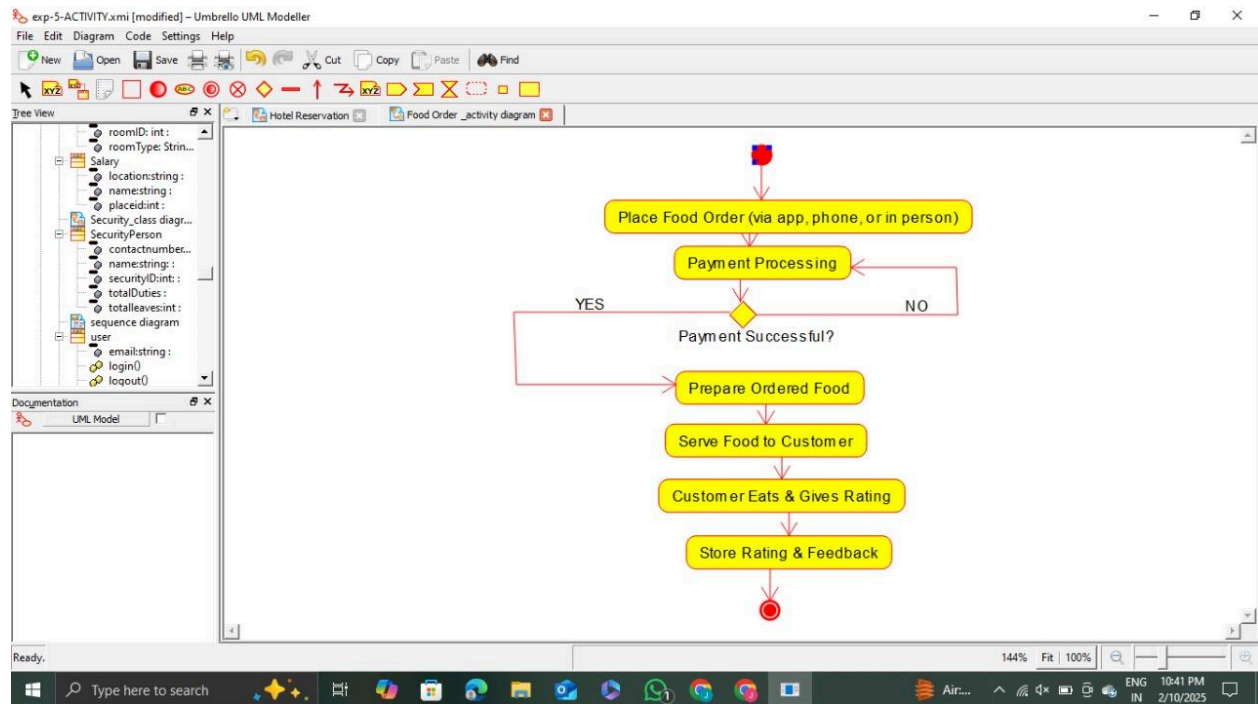
USE CASE DIAGRAM



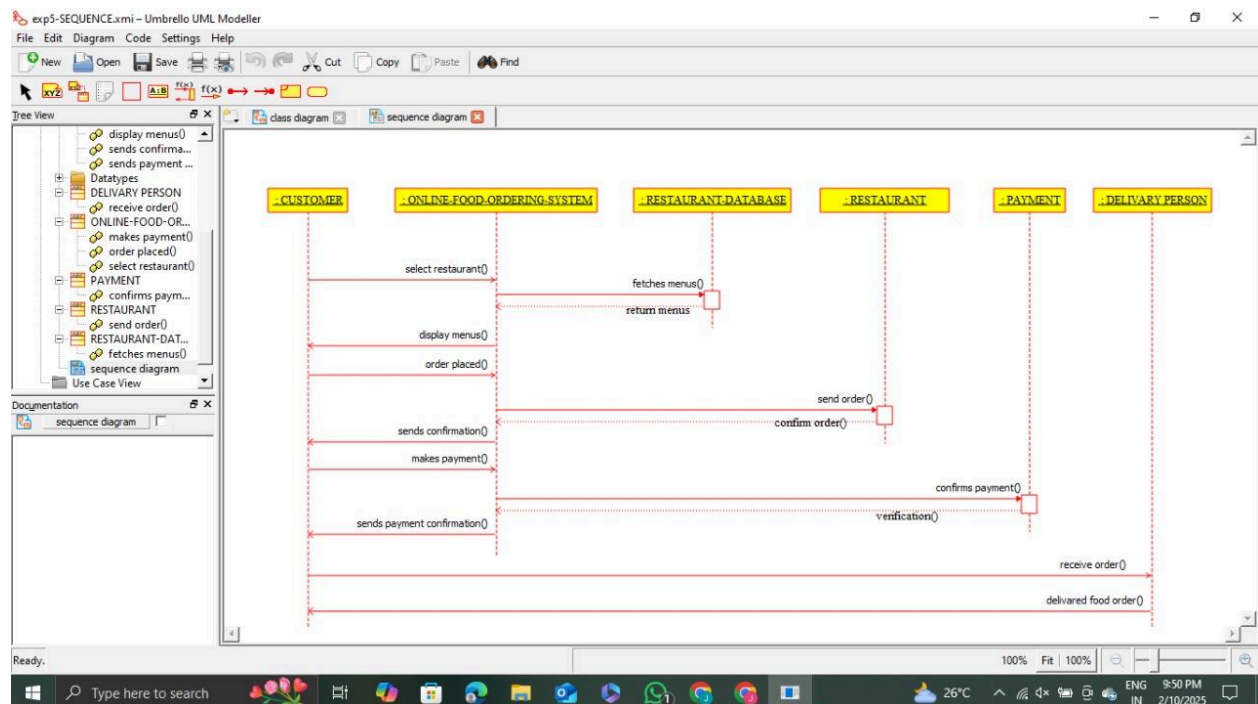
CLASS DIAGRAM



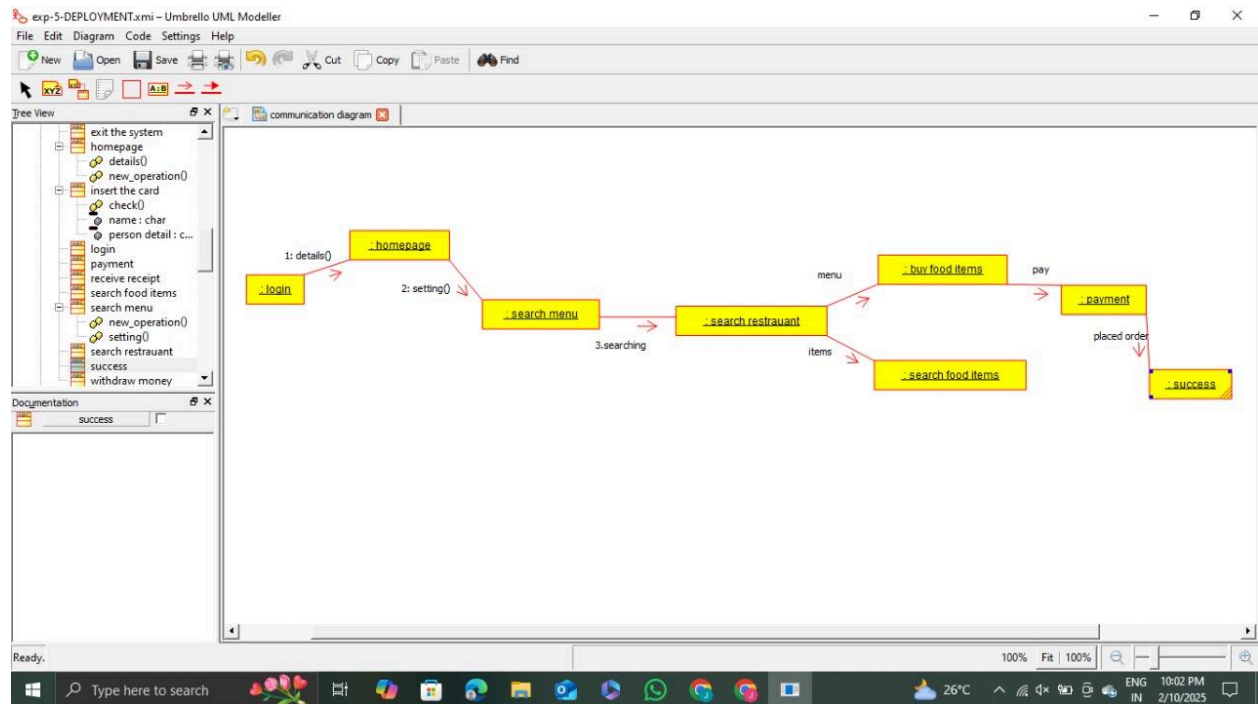
ACTIVITY DIAGRAM



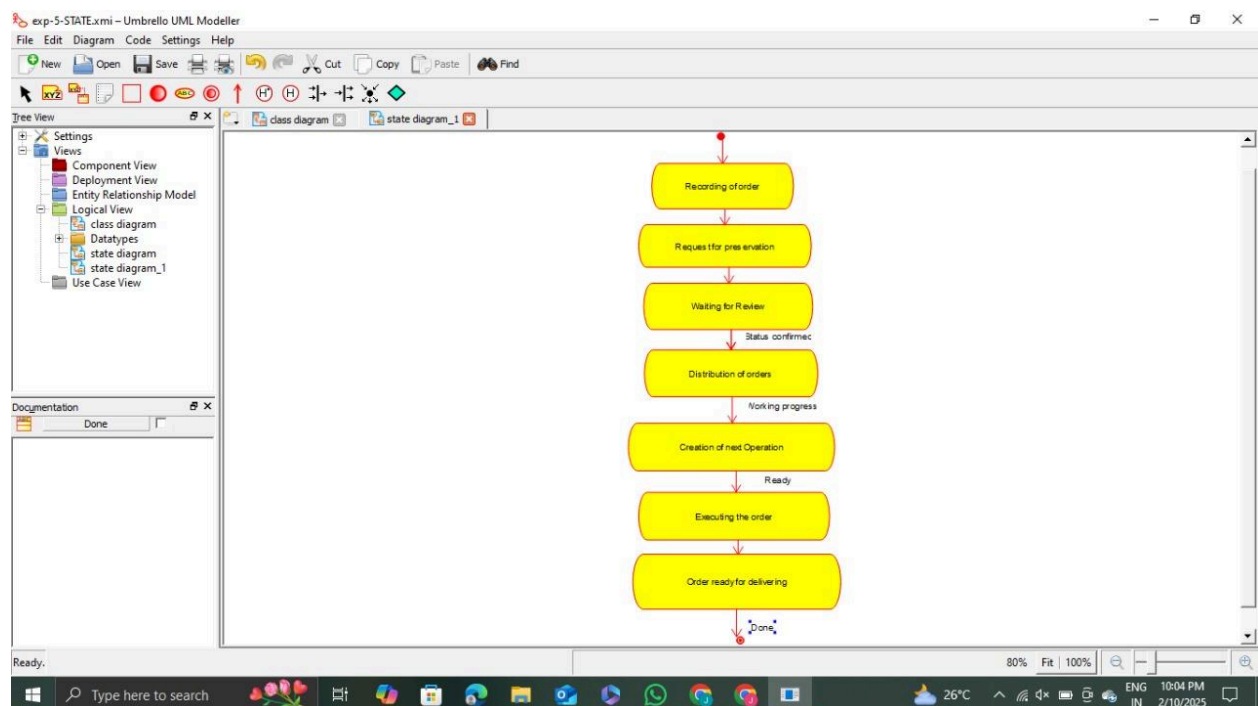
SEQUENCE DIAGRAM



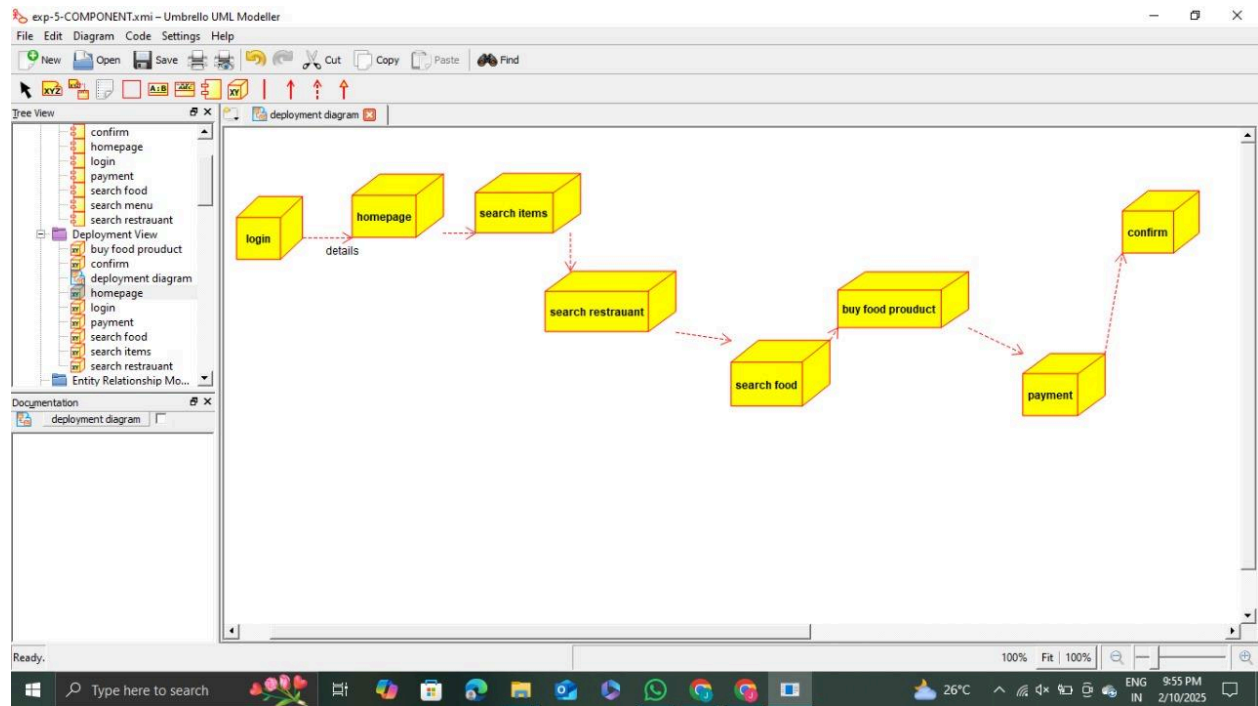
DEPLOYMENT DIAGRAM



STATE DIAGRAM



COMPONENT DIAGRAM



RESULT

The **UML Diagram** for the **Food Ordering System** has been successfully developed, visually representing how customers, restaurant staff, and suppliers interact within the system.