

# Casual Block Diagram for Software Design

## Instructions for Creating Design Diagrams:

1. **Identify Key Components:** Begin by identifying the major components of the system. These components should align with the high-level user stories and requirements.
2. **Choose the Right Diagrams:** Select appropriate diagrams to represent different aspects of your system.  
*It is not necessary to use UML Diagrams for software design*, but you may get better ideas if you explore common UML diagrams for software design, such as:
  - **Use Case Diagrams:** To represent the interactions between actors (users) and the system.
  - **Class Diagrams:** To define the structure of classes, their attributes, and relationships.
  - **Sequence Diagrams:** To depict the interactions between objects or components over time.
  - **Activity Diagrams:** To model the workflow or processes within the system.
  - **Component Diagrams:** To show the physical structure of the system and how components interact.
3. **Define Relationships:** Use arrows, lines, and labels to define relationships between components, classes, or objects. Indicate the direction of communication and dependencies.
4. **Include Annotations:** Provide explanations and annotations where necessary to clarify the purpose and functionality of different elements within your diagrams.
5. **Keep It Simple:** While it's important to represent the essential components and interactions, avoid overcomplicating your diagrams. Keep them clear and concise.

## Examples of Design Diagrams (NOT limited to):

1. **Use Case Diagram:** Actors include Customers, Restaurant Staff, and Administrators. Use cases could include "Place Order," "Update Menu," and "View Order History."
2. **Class Diagram:** Classes could include "User," "Order," "Menu Item," and "Payment." Relationships show how these classes are connected.
3. **Sequence Diagram:** A sequence diagram for the "Place Order" use case would show how a Customer interacts with the Order and Menu Item objects.
4. **Component Diagram:** Could include "User Interface (arbitrary)," "API endpoints" and "Database Server," showing how they are connected.

These examples give you a starting point for creating design diagrams for the Online Restaurant Ordering System.