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
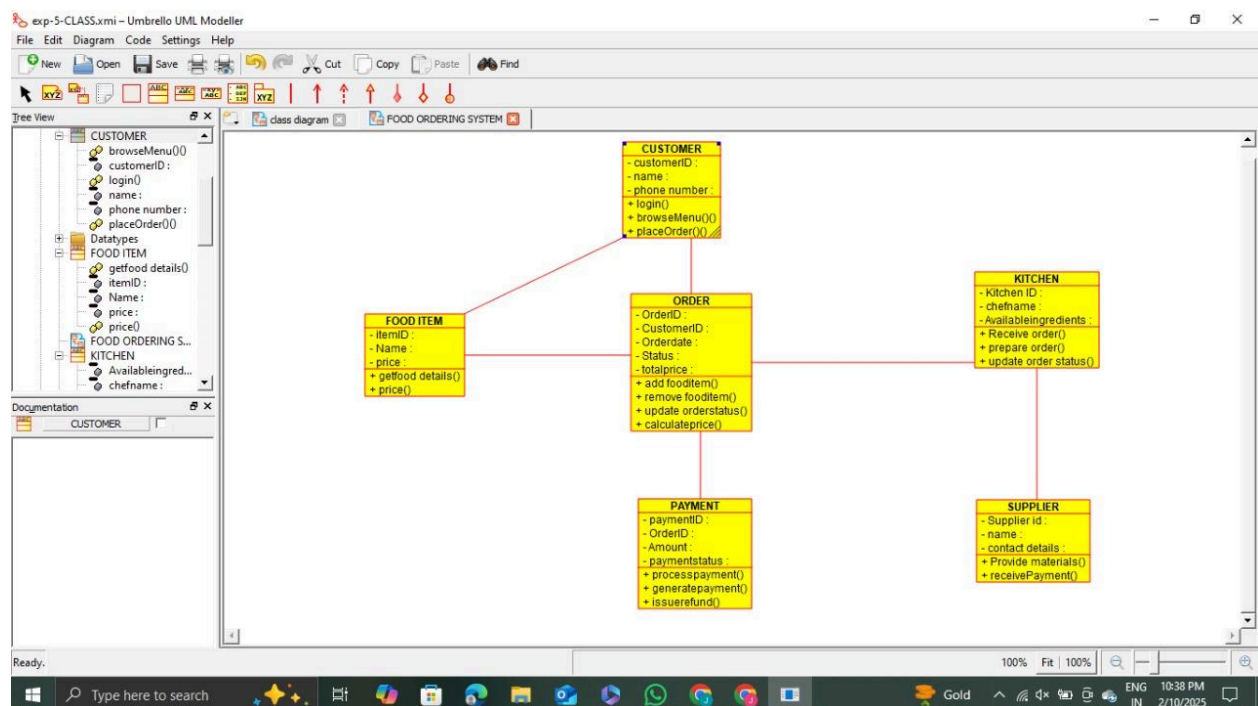between customers, restaurant staff, and suppliers.

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
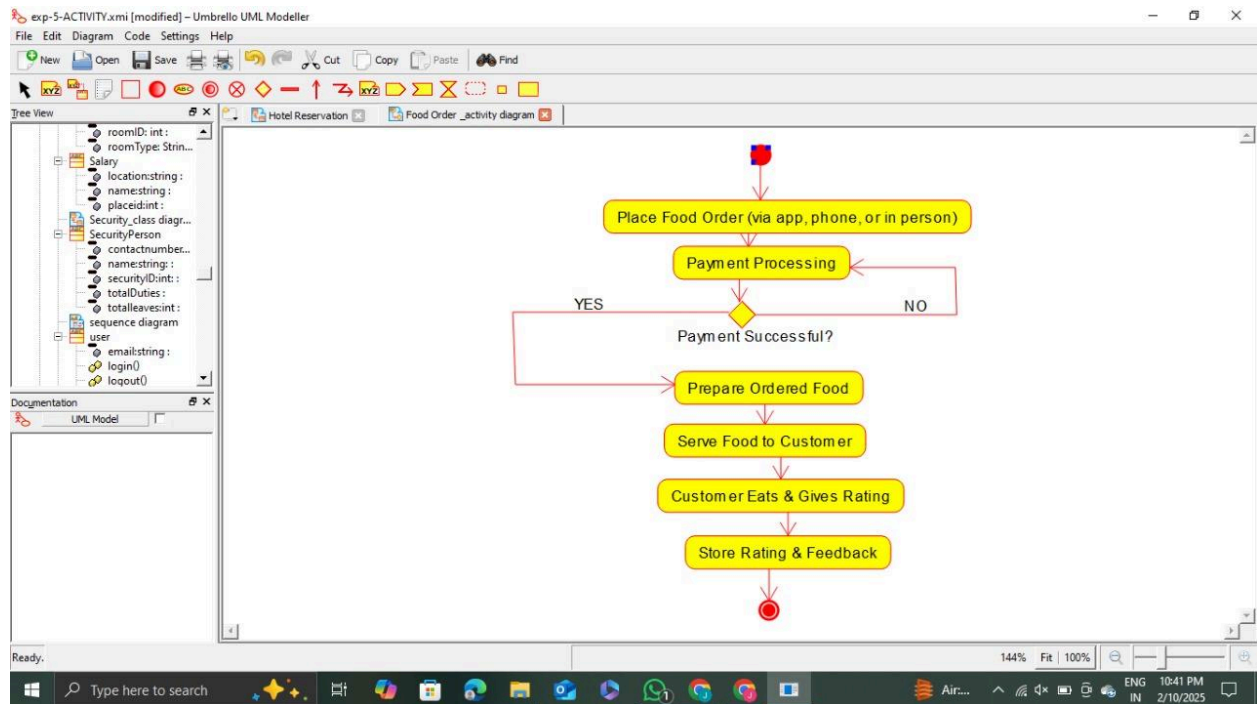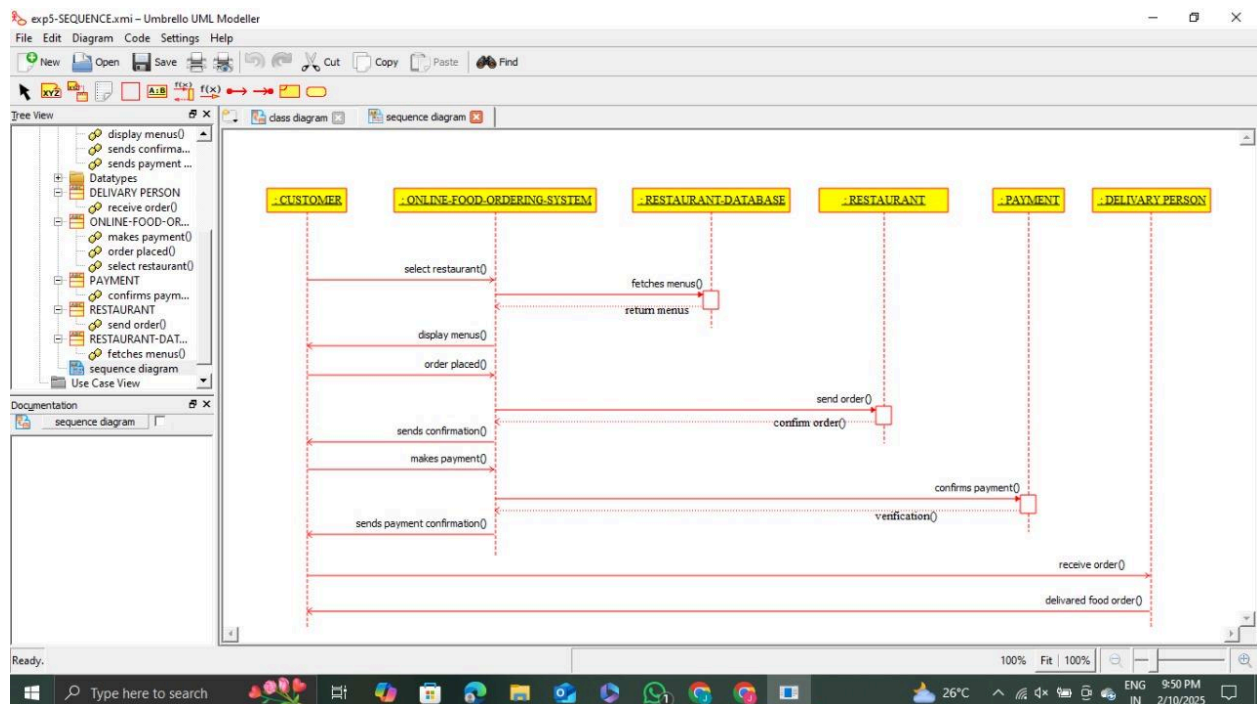   diagrams to represent the system flow.

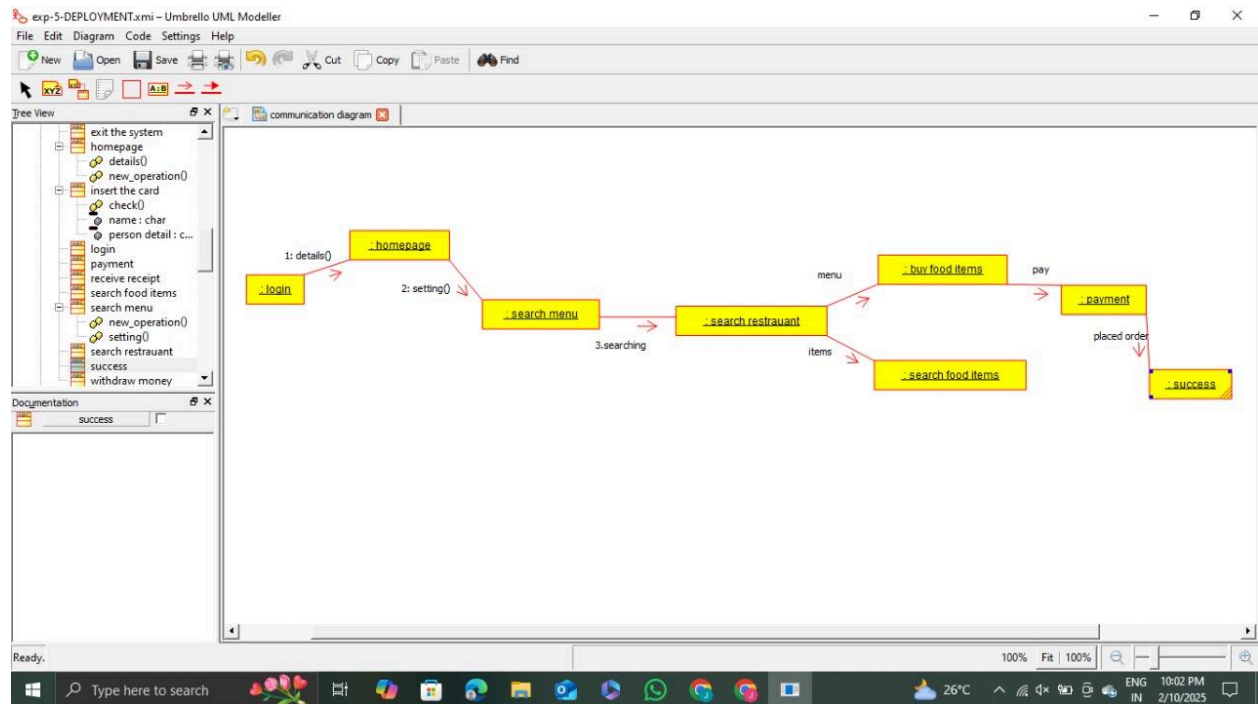**DIAGRAM**

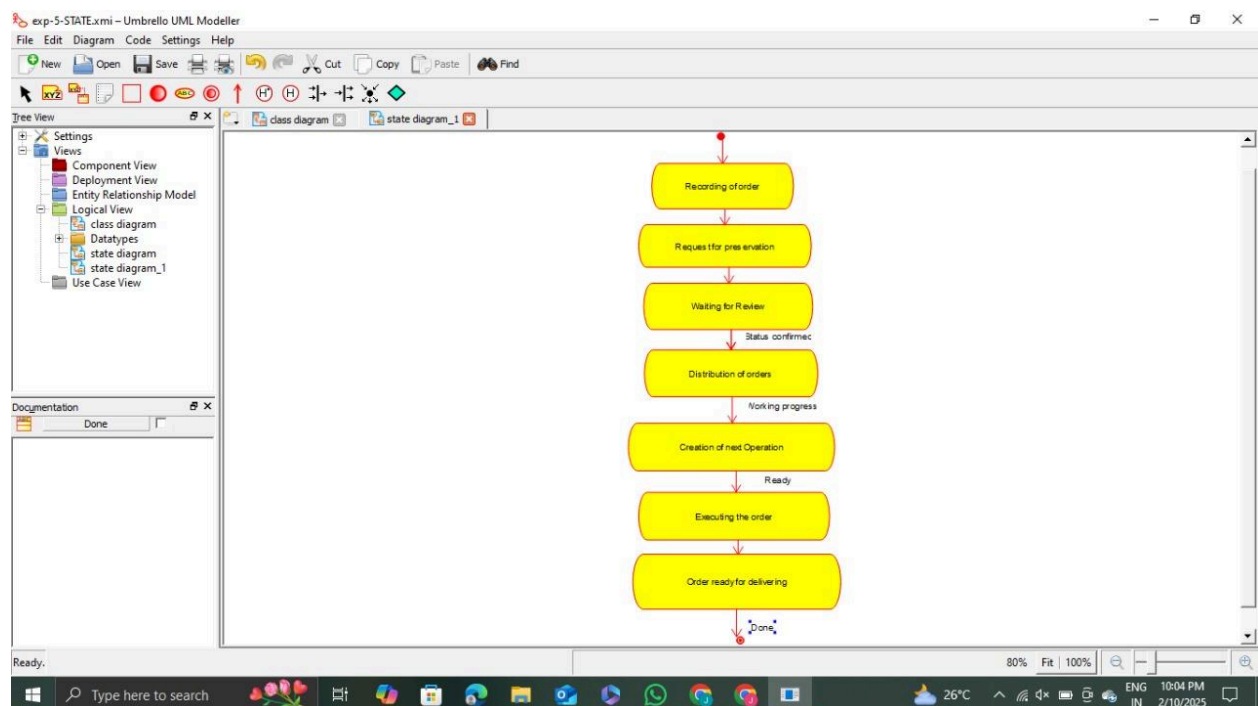**USE CASE DIAGRAM**
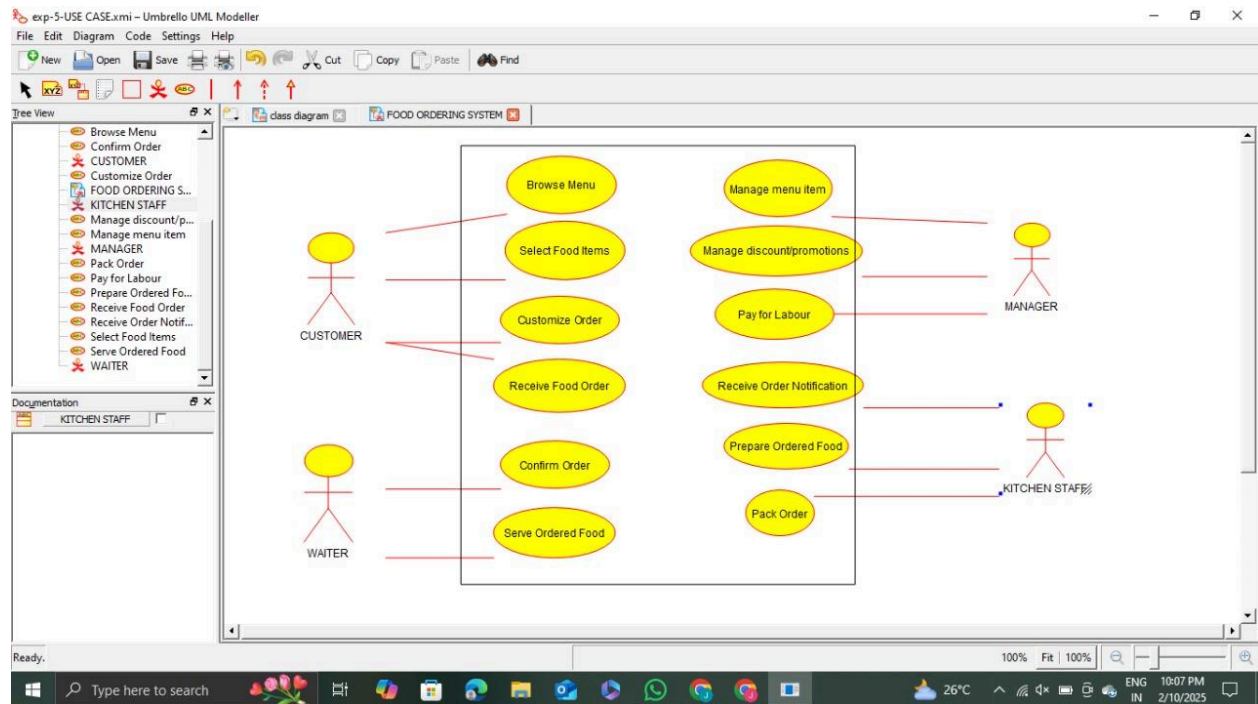
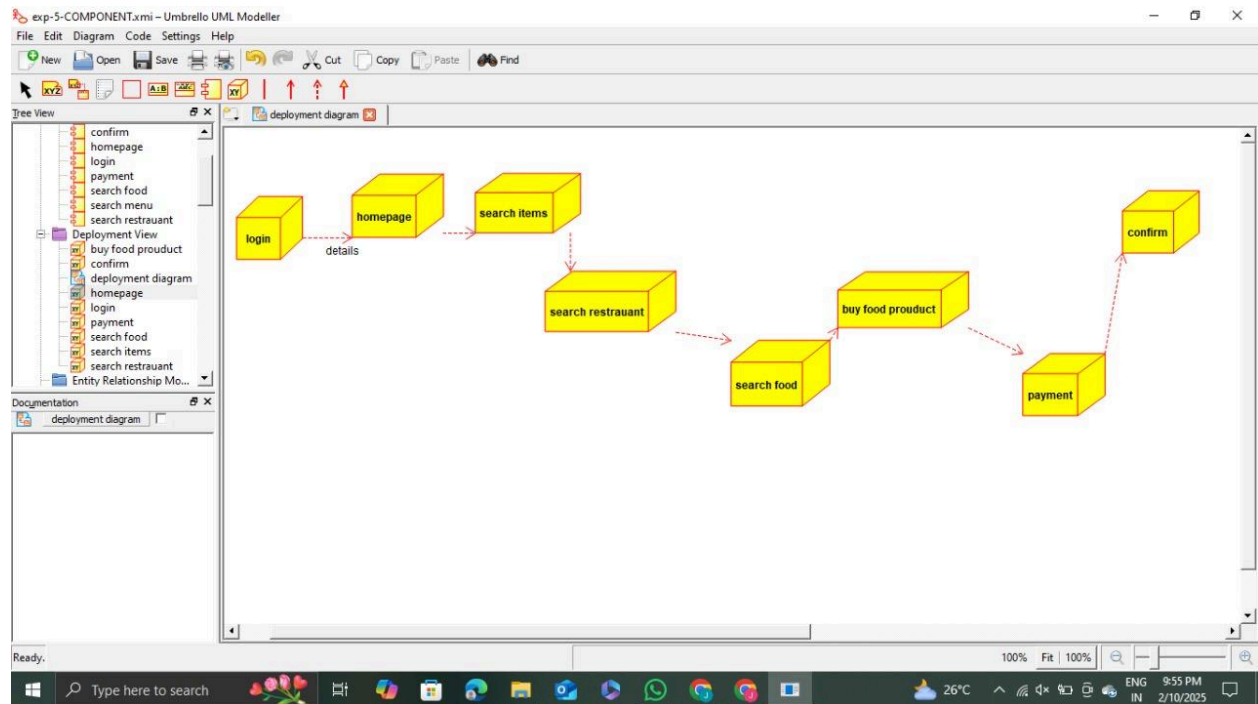# CLASS DIAGRAM

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.