

# **OOAD LAB 4**

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**Problem Statement:**

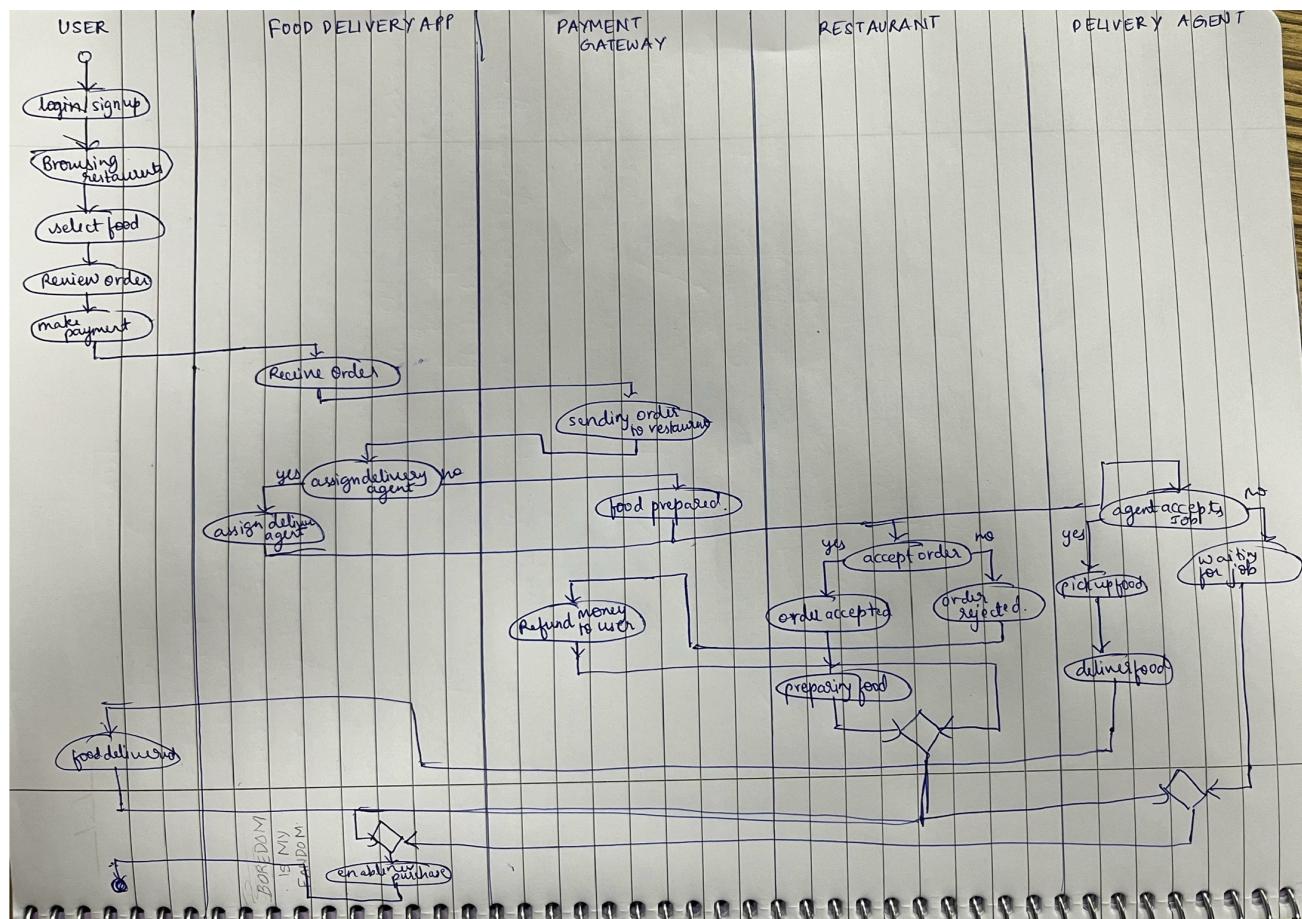
**Lab 4 – Part 1: Activity Diagram**

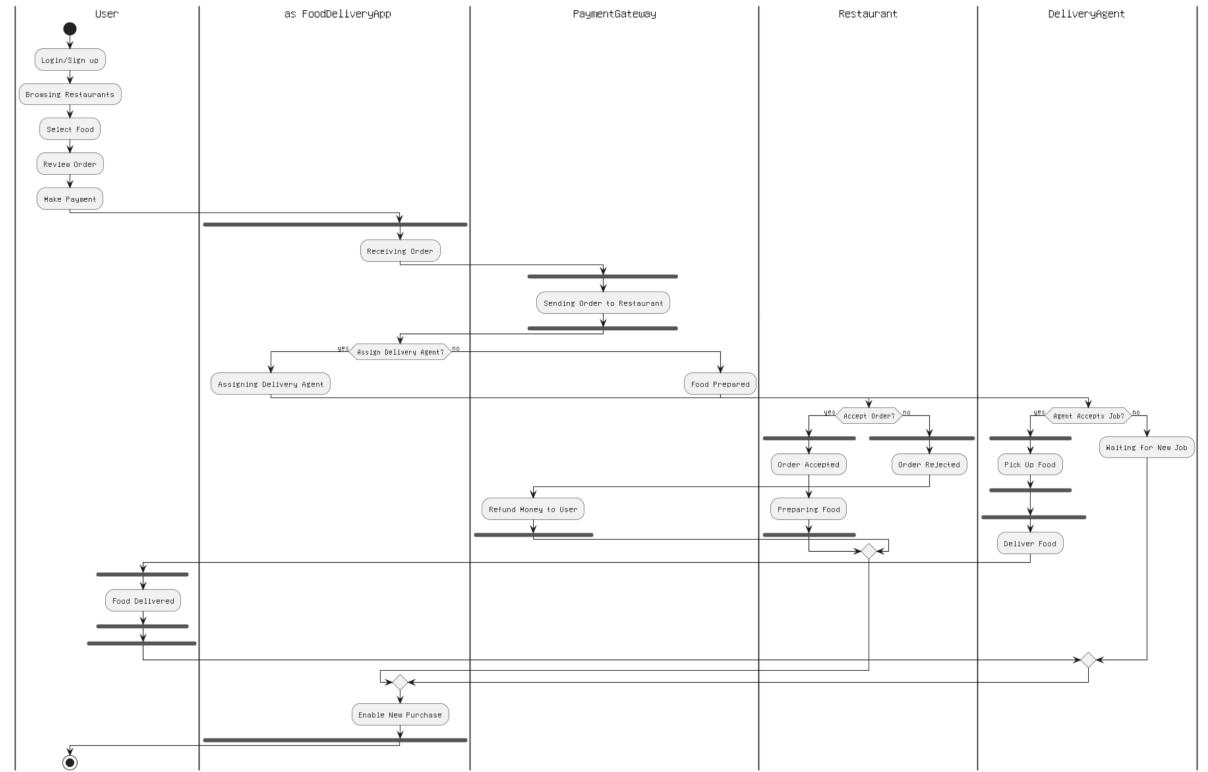
Prepare an Activity diagram with object flows and Swim-lanes.

Case Study:

A user logs in (or signs up) into the app to order for food. Before the order is sent to the restaurant, the user must make the payment. The order is sent to a restaurant, and if the restaurant accepts the order and begins its preparation. If the order is rejected, the user is refunded their money. When the food is ready, it is picked up by a delivery agent and couriered to the user's address. Until the food is delivered, the user cannot make another purchase.

Diagrams:





## Lab 4 – Part 2: State Diagram

### Problem Statement:

Prepare State Diagrams for the Delivery Agent object with states, transitions and appropriate actions.

### Case Study:

The delivery agent must wait until they get a delivery job. Upon accepting the job, the agents verify themselves at the restaurant, picks up the order, and delivers it to the address given to them. While they are enroute before reaching the restaurant, if the customer cancels their order, the agent once again waits for their next job.

