

# Practical 3

Name : Dhanshree Dharpure

Roll No. : 03

CSE B1

**Aim: To design a Class Diagram to represent the structural view of the system.**

**Theory:**

## **Class scenario name: User**

Purpose: Represents a user of the food safety portal, who can register, log in, update account settings, update preferences, and perform various actions like searching, exploring, and planning events in restaurants.

Detailed explanation:

- The User class has several properties like username, password, settings, preferences, and favorite\_restaurants.
- The User class has methods like register(), login(), updateAccountSettings(), updatePreferences(), searchRestaurants(), exploreRestaurantDetails(), planGroupEvent(), and saveFavoriteRestaurant().
- The User class has a relationship(composition) with the AccountSettings, UserPreferences, and (aggregation) with Restaurant classes.

## **Class scenario name: AccountSetting**

Purpose: Represents the account settings of a user, such as dietary restrictions, security question, and security answer.

Detailed explanation:

- The AccountSettings class has properties like dietaryRestrictions, securityQuestion, and securityAnswer.
- The AccountSettings class has a relationship (composition) with the User class.

**Class scenario name: UserPreferences**

Purpose: Represents the user preferences, such as email, totalUsers, and totalRestaurants.

Detailed explanation:

- The UserPreferences class has properties like email, totalUsers, positiveFeedback, regularCustomers, and totalRestaurants.
- The UserPreferences class has a relationship(composition) with the User class.

**Class scenario name: Restaurant**

Purpose: Represents a restaurant, which has opening hours, promotions, ratings, and menus.

Detailed explanation:

- The Restaurant class has properties like openingHours, promotions, ratings, and menu.
- The Restaurant class has methods like getOpeningHours(), getPromotions(), and getMenu().
- The Restaurant class has a relationship(dependency) with the Menu class.

**Class scenario name: Menu**

Purpose: Represents a menu, which has menuitems and a name.

Detailed explanation:

- The Menu class has properties like name and menuitems.
- The Menu class has a relationship with the MenuItem class.

**Class scenario name: OpeningHours**

Purpose: Represents the opening hours of a restaurant, which has days and hours.

Detailed explanation:

- The OpeningHours class has properties like days and hours.
- The OpeningHours class has a relationship(composition) with the Restaurant class.

**Class scenario name: Promotion**

Purpose: Represents a promotion, which has a name, description, and start and end dates.

Detailed explanation:

- The Promotion class has properties like name, description, startDate, and endDate.
- The Promotion class has a relationship(composition) with the Restaurant class.

**Class scenario name: Rating**

Purpose: Represents a rating, which has a user, restaurant, rating value, and review.

Detailed explanation:

- The Rating class has properties like user, restaurant, value, and review.
- The Rating class has a relationship(composition) with the User and Restaurant classes.

**Class scenario name: OnlineBooking**

Purpose: Represents an online booking, which has a user, restaurant, date, time, and payment method.

Detailed explanation:

- The OnlineBooking class has properties like user, restaurant, date, time, and payment.
- The OnlineBooking class has methods like confirm() and cancel().
- The OnlineBooking class has a relationship(aggregation) with the User, Restaurant, and Payment classes.

### **Class scenario name: Payment**

Purpose: Represents a payment method.

Detailed explanation:

- The Payment class has properties like method and amount.
- The Payment class has a relationship(composition) with the OnlineBooking class.

### **Class scenario name: Feedback**

Purpose: Represents feedback, which has a user, content, and rating.

Detailed explanation:

- Feedback class has properties like user, content, and rating.
- The Feedback class has a relationship(aggregation) with the User class.

### **Class scenario name: FeedbackAnalysis**

Purpose: Represents feedback analysis, which has total feedback, positive feedback, and negative feedback.

Detailed explanation:

- The FeedbackAnalysis class has properties like totalFeedback, positiveFeedback, and negativeFeedback.
- The FeedbackAnalysis class has a relationship(composition) with the Feedback class.

### **Class scenario name: SystemPerformance**

Purpose: Represents system performance, which has bookings processed and system uptime.

Detailed explanation:

- The SystemPerformance class has properties like bookingsProcessed and systemUptime.

### **Class scenario name: Admin**

Purpose: Represents an admin user, who can manage user accounts and view system performance.

Detailed explanation:

- The Admin class has properties like username and password. • The Admin class has methods like manageUserAccounts() and viewSystemPerformance().
- The Admin class has an indirect relationship(association) with the AccountSettings, UserPreferences, and SystemPerformance classes.

### **Class scenario name: City Employee**

Purpose: Represents a city employee who can view food safety inspection reports for restaurants in the city and update their status.

Detailed explanation:

- The CityEmployee class has properties like username and password.
- The CityEmployee class has methods like viewReports() and updateRestaurantStatus().
- The CityEmployee class has a relationship(association) with the Restaurant, Report class.

**Result: Class diagram has been designed and studied.**

(Screenshot is attached below and also jpeg is uploaded with this docx)







