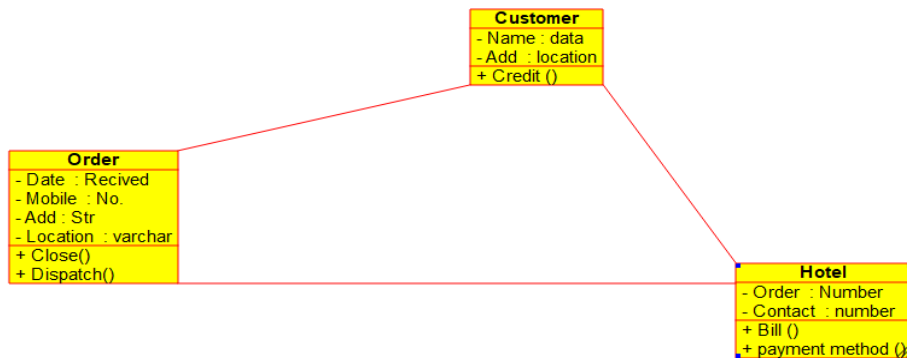


# FOOD ORDER SYSTEM

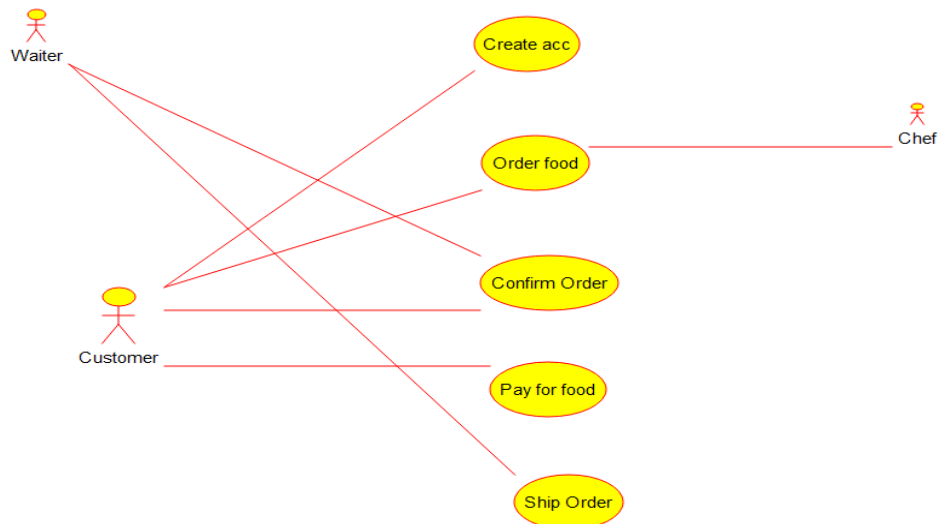
HARINI A

192011344

## Class diagram



## Use case Diagram



Code Generator

```
#include "Customer.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Customer::Customer () {
```

```
    initAttributes();
```

```
}
```

```
Customer::~~Customer () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void Customer::initAttributes () {
```

```
}
```

```
#include "data.h"
```

```
// Constructors/Destructors
```

```
//
```

```
data::data () {
```

```
}
```

```
data::~~data () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```