SOFTWARE ENGINEERING

EXPERIMENT (4): Sketch a Class Diagram for the project.

- **TE COMP B ROLL NO. 02**
- **TE COMP B ROLL NO. 12**
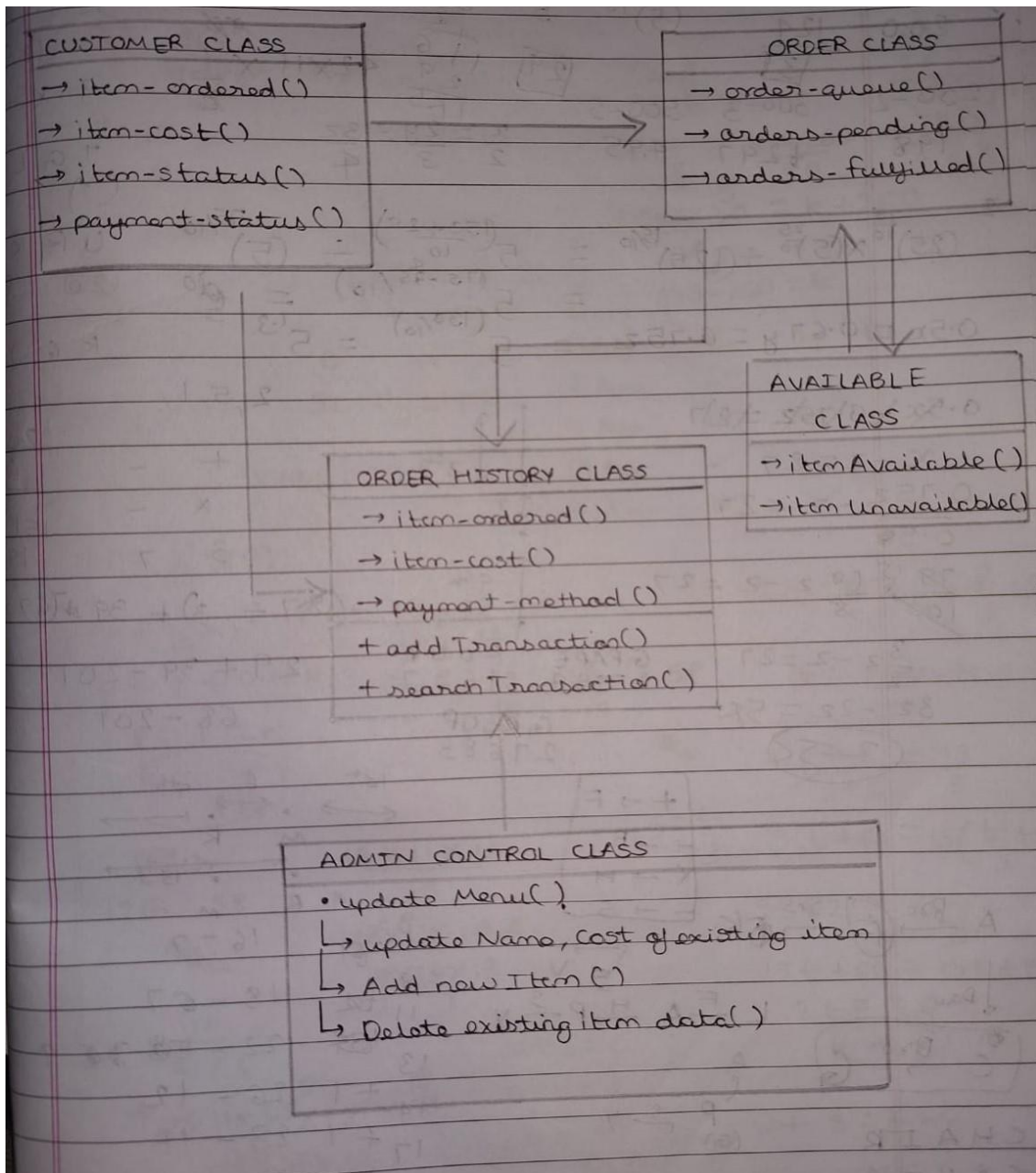- **TE COMP B ROLL NO. 18**
- **TE COMP B ROLL NO. 25**

TOPIC: CANTEEN MANAGEMENT SYSTEM

Aim: To sketch a Class Diagram for the project.

Theory:

❖ **Class Diagram**

- Class diagram is a static diagram. It represents the static view of an application. Class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application.

- Class diagram describes the attributes and operations of a class and also the constraints imposed on the system. The class diagrams are widely used in the modeling of object-oriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages.

- Class diagram shows a collection of classes, interfaces, associations, collaborations, and constraints. It is also known as a structural diagram.

CUSTOMER CLASS
→ item-ordered ()
→ item-cost ()
→ item-status ()
→ payment-status ()

ORDER CLASS
→ order-queue ()
→ orders-pending ()
→ orders-fulfilled ()

AVAILABLE CLASS
→ item Available ()
→ item Unavailable ()

ORDER HISTORY CLASS
→ item-ordered ()
→ item-cost ()
→ payment-method ()
+ add Transaction ()
+ search Transaction ()

ADMIN CONTROL CLASS
• update Menu ()
↳ update Name, Cost of existing item
↳ Add new Item ()
↳ Delete existing item data ()

Conclusion: Thus, the students were able to understand as well as design the class diagram for their following topic.