UML Diagram Food Delivery System

User
- userID: int
- name: String
- email: String
- password: String

+ login(): boolean
+ logout(): void
+ updateProfile(): void

Admin
- adminID: int
- name: String
- email: String
- role: String
- privileges: List<String>

+ addAdminAccount(): void
+ viewSystemInfo(): void
+ updateAdminRole(role: String): void
+ modifyPermissions(privileges: List<String>): void
+ deleteAdminAccount(): void
+ monitorActivity(): void
+ resolveDisputes(): void
+ maintainSecurity(): void
+ generateReports(): void

Food Delivery System
systemName: String
restaurants:
List<Restaurants>
users: List <User>
orders: List <Order>

Review
- reviewId : int
- restaurant : Restaurant
- customer : Customer
- rating : int
- comment : String

+ displayReview() : void

Restaurant
- name : String
- address : String
- phoneNumber : String
- menu : Menu
- reviews : List<Review>

+ addMenuItem(item : String, price : double) : void
+ removeMenuItem(item : String) : void
+ getMenu() : Menu
+ addReview(review : Review) : void
+ getAverageRating() : double

Customer
- name : String
- email : String
- address : String
- cart : Cart

+ addToCart(item : String) : void
+ placeOrder() : Order
+ writeReview(restaurant : Restaurant, rating : int,
comment : String) : void

Cart
- items : Map<String, Integer>
- total : double

+ addItem(item : String, quantity : int) : void
+ removeItem(item : String) : void
+ calculateTotal() : double

Delivery Person
- name : String
- phoneNumber : String
- currentOrder : Order

+ deliverOrder() : void
+ updateStatus(status : String) : void

Order
- orderId : int
- customer : Customer
- restaurant : Restaurant
- total : double
- status : String

+ updateStatus(status : String) : void
+ assignDeliveryPerson(dp : DeliveryPerson) : void

Payment
- paymentId : int
- order : Order
- amount : double
- paymentMethod : String
- isPaid : boolean

+ processPayment() : boolean
+ refund() : void

Menu
- items : List<String>
- prices : Map<String, Double>

+ addItem(item : String, price : double) : void
+ removeItem(item : String) : void
+ displayMenu() : void

Menu Item
- itemID: int
- name: String
- description: String
- price: double
+ updatePrice(double): void
+ displayDetails(): void

Contains — Owns One — Belongs to One — Contains — Places — Manages — Contains — Sends Reviews — Writes — Has Multiple — Provides Menus — Contains Multiple — Assigned — Each Order Has One — Owns — Manages — Pays Via — Contains