

EXERCISE: 5

FOOD ORDERING SYSTEM

AIM:

To design and implement a UML Diagram for a Food Ordering System using Umbrello UML modelling software.

PROCEDURE:

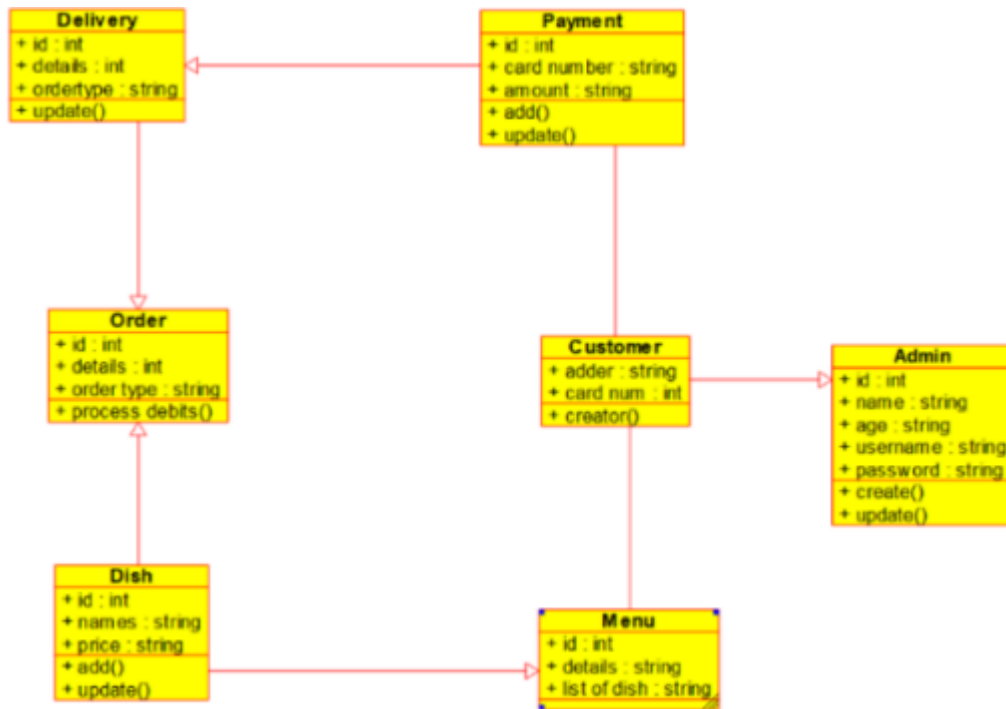
1. Install and open Umbrello UML Modeller on the system.
2. Create a new UML project in Umbrello.
3. Understand system requirements to identify functionalities and interactions.
4. Identify key entities, actors, and external systems involved.
5. Select suitable UML diagrams like Use Case, Class, Sequence, and Activity.
6. Define relationships and interactions between system components.
7. Design structural diagrams such as Class, Object, and Component diagrams.
8. Develop behavioral diagrams like Sequence, Activity, and State diagrams.
9. Ensure consistency and accuracy across all UML diagrams.
10. Validate and refine diagrams based on system requirements and feedback.
11. Save the diagram and export it as an image file for documentation

DIAGRAM:

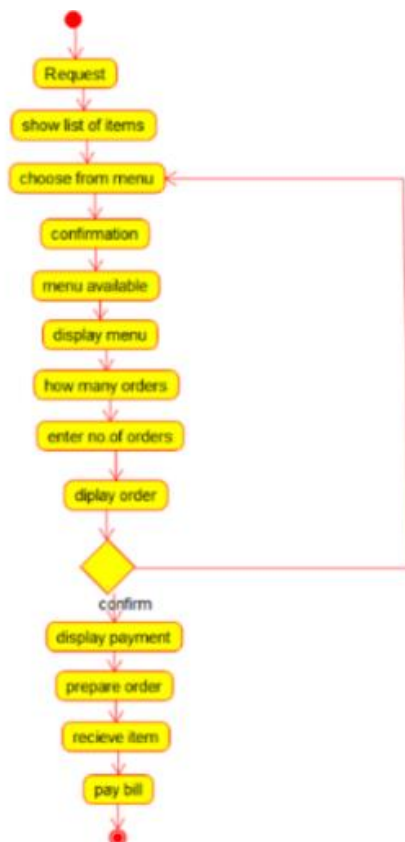
USE CASE DIAGRAM



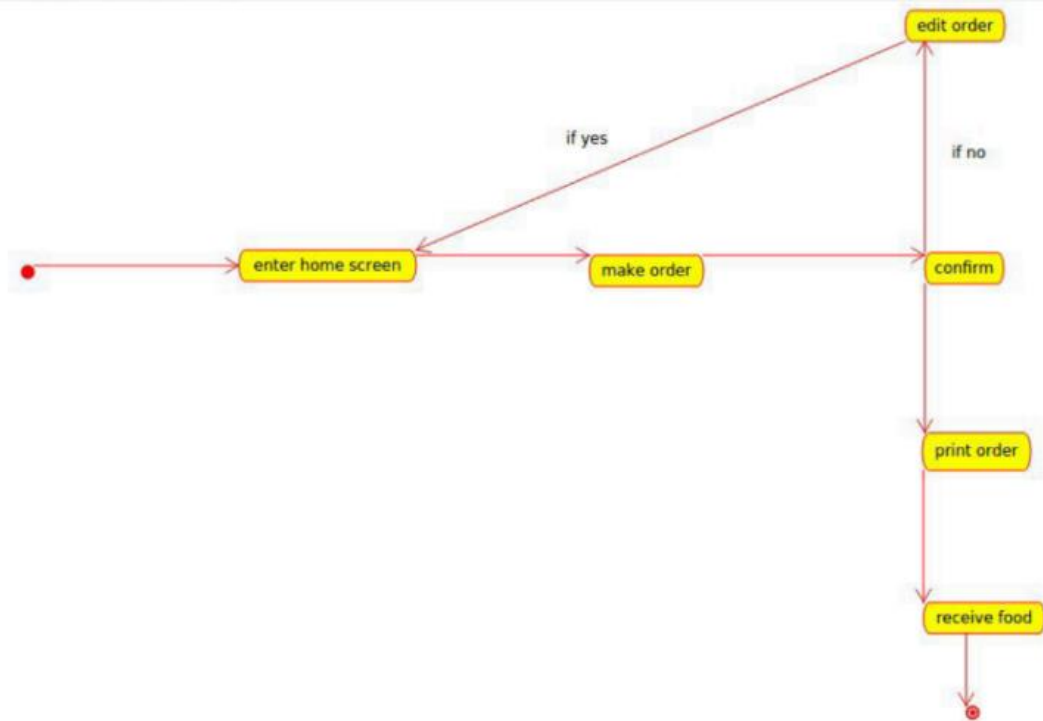
CLASS DIAGRAM



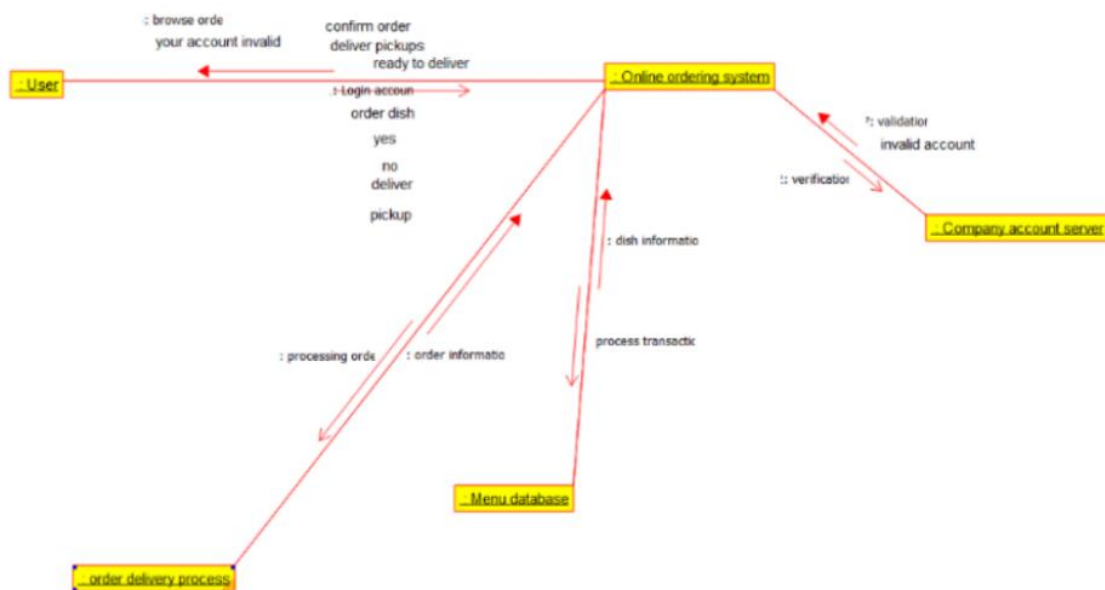
ACTIVITY DIAGRAM



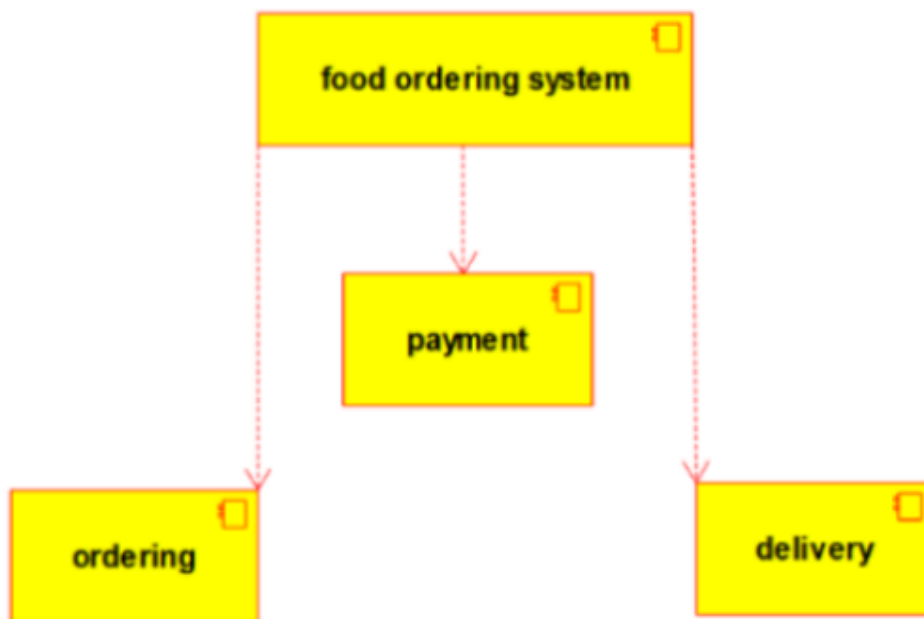
STATE DIAGRAM



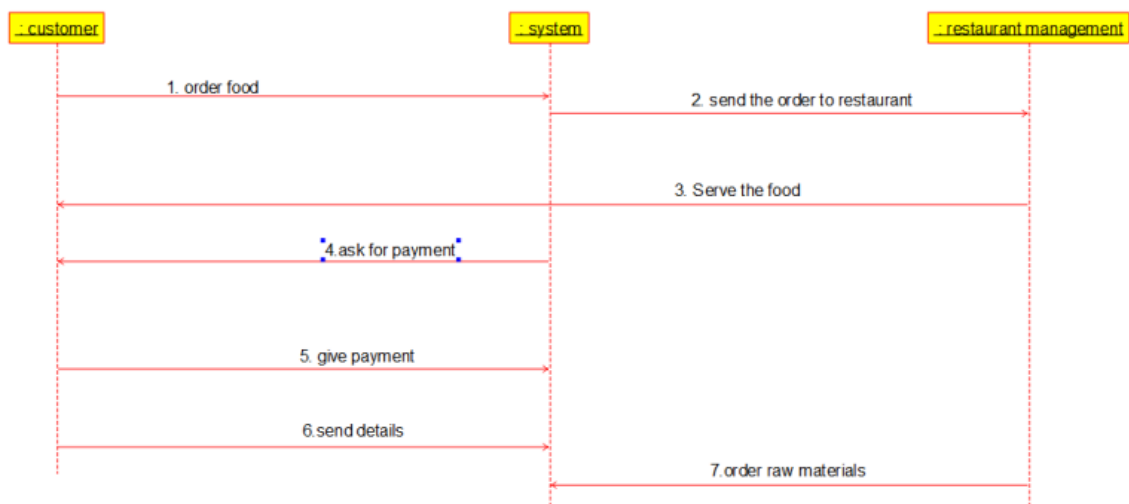
COMMUNICATION DIAGRAM



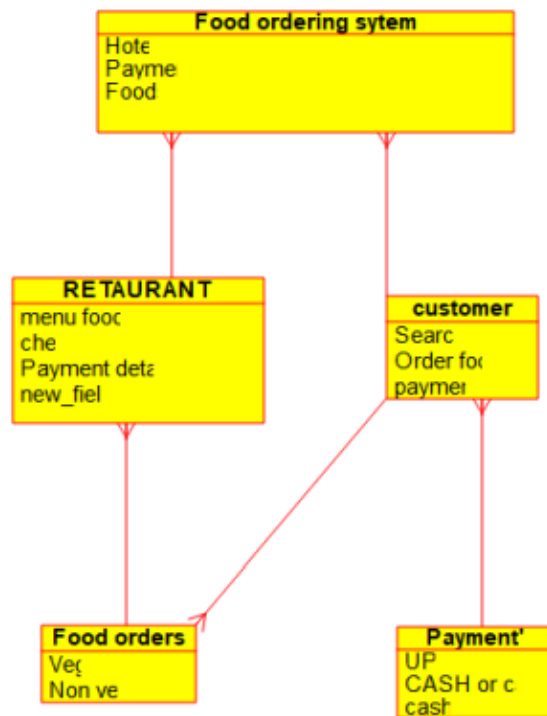
COMPONENT DIAGRAM



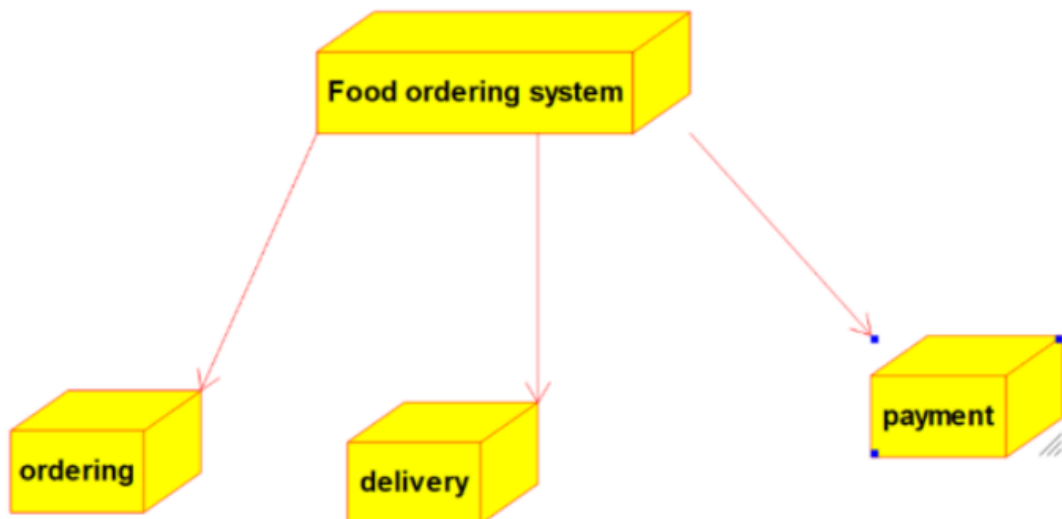
SEQUENCE DIAGRAM



ENTITY RELATIONSHIP DIAGRAM



DEPLOYMENT DIAGRAM



RESULT:

The UML Diagram for the Food Ordering System has been successfully designed using Umbrello, representing various components and their relationships in the system.