

EXERCISE-5

Draw a UML diagram for a food ordering system Systems. The activities of the food ordering system are listed below. Receive the Customer food orders, Produce the customer ordered food, Serve the customer with their ordered food, collect payment from Customers, Store customer payment details, Order Raw Materials for food products, Pay for Raw Materials and Pay for Labour

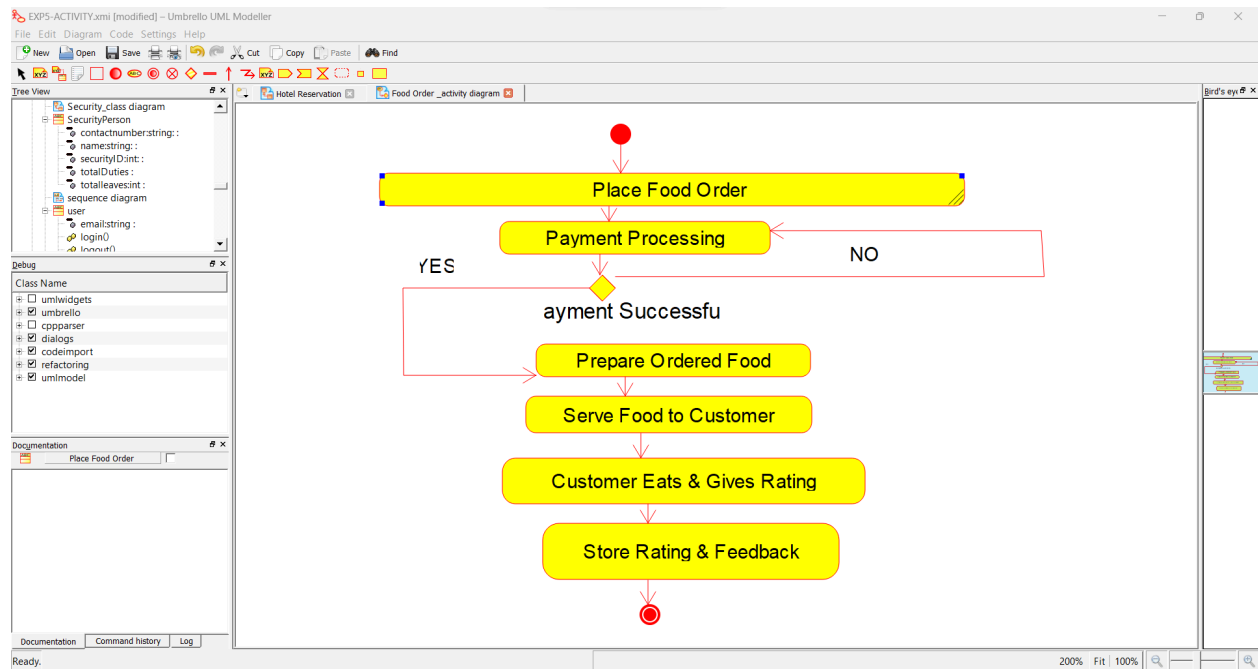
Aim:

To develop a **UML Diagram** for a **Food Ordering System**, representing the interactions between various processes involved in food ordering, preparation, and payments.

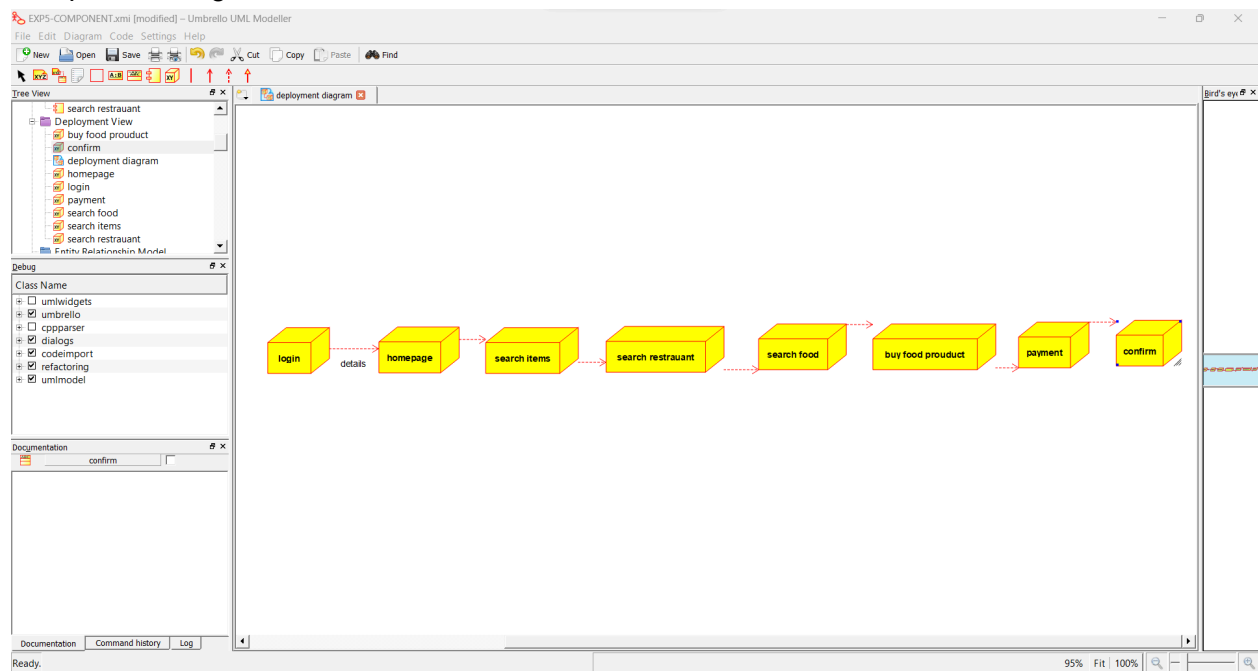
Procedure:

1. **Identify Actors** – Define key users: Customer, Chef, Cashier, Supplier, and Manager.
2. **Define Use Cases for Customer** – Include actions like Place Order, Make Payment, and Receive Food.
3. **Define Use Cases for Chef** – Cover activities like Prepare Food and Serve Food.
4. **Define Use Cases for Cashier** – Include actions like Collect Payment and Store Payment Details.
5. **Define Use Cases for Supplier** – Include activities like Provide Raw Materials and Receive Payment.
6. **Define Use Cases for Manager** – Oversee Order Raw Materials, Pay for Raw Materials, and Pay for Labor.
7. **Draw UML Diagram** – Use CASE tool to represent actors as stick figures, use cases as ellipses, and relationships with lines.
8. **Review and Validate** – Ensure completeness, correctness, and clarity of system functionalities and relationships.

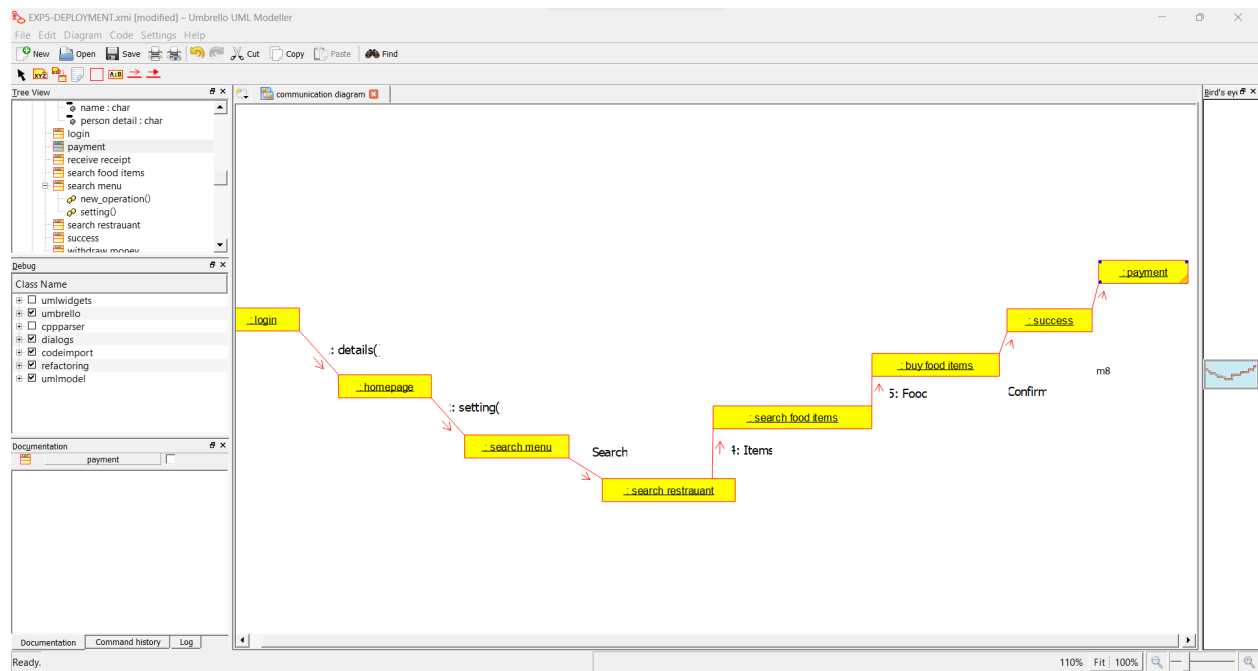
Activity Diagram:



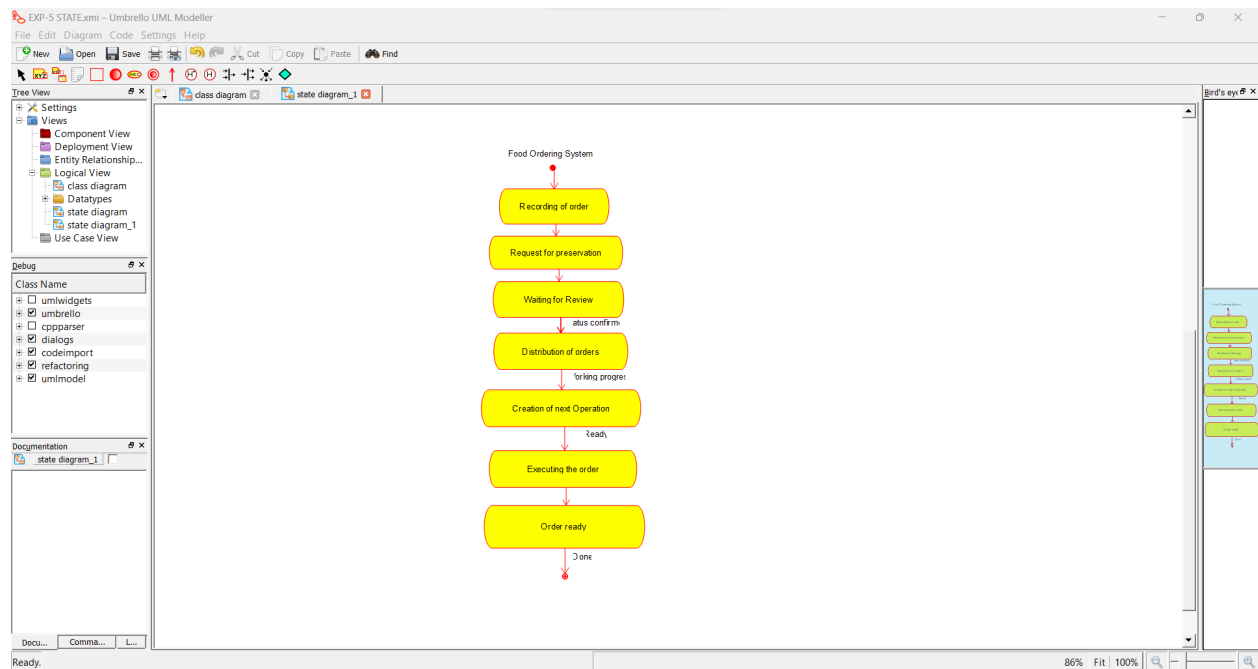
Component Diagram:



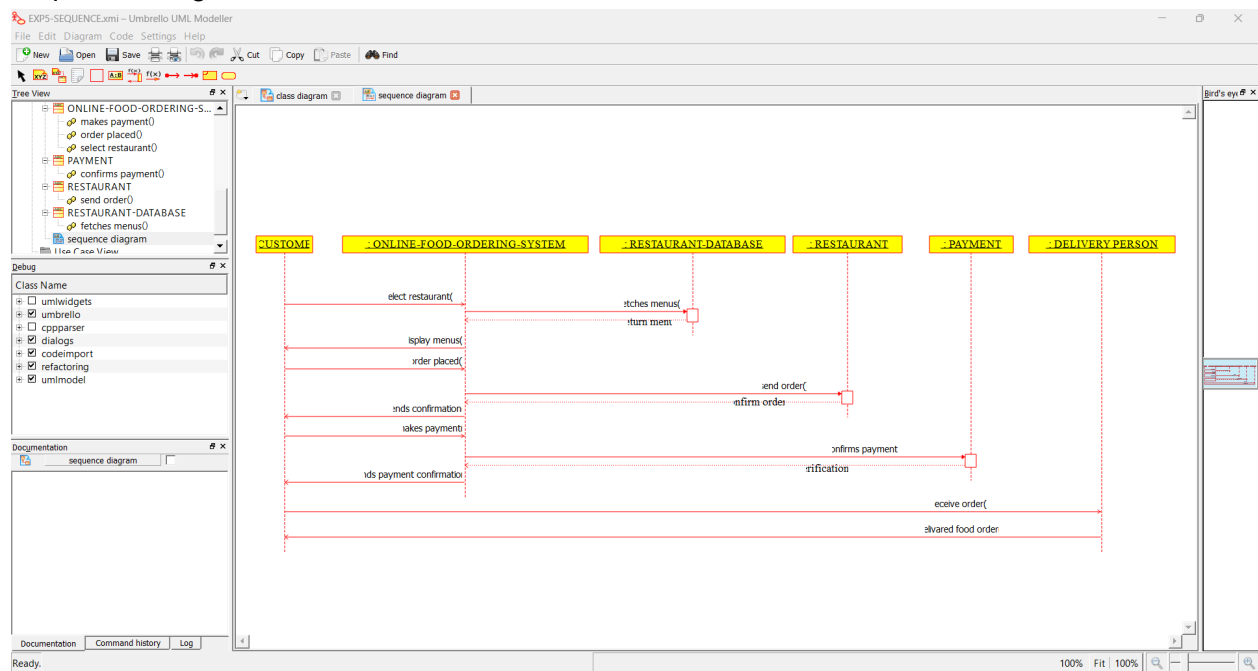
Deployment Diagram:



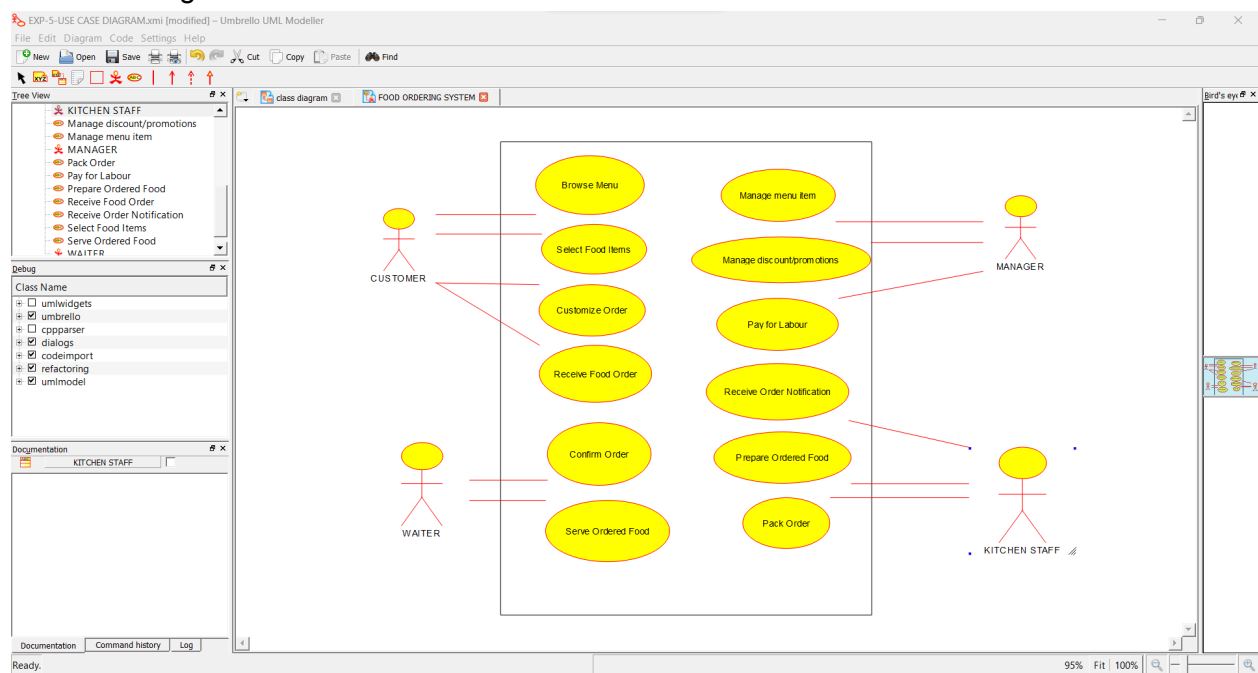
State Diagram:



Sequence Diagram:



UseCase Diagram:



Result:

A **UML Diagram** for the **Food Ordering System** was successfully developed, detailing the interactions between customers, chefs, cashiers, suppliers, and managers.