

## Experiment-2

Draw a coffee day ordering system. A coffee day shop vending machine dispenses coffee to customers. Customers order coffee by selecting a recipe from a set of recipes. Customers pay for the coffee using coins. Change is given back, if any, to the customers. The 'service assistant' loads ingredients (coffee powder, milk, sugar, water, chocolate) into the coffee machine. The 'service assistant' adds recipe by indicating the name of the coffee, the units of coffee powder, milk, sugar, water, chocolate to be added as well as the cost of the coffee. The service assistant can also edit and delete a recipe. Develop the use case diagram for the specification above.

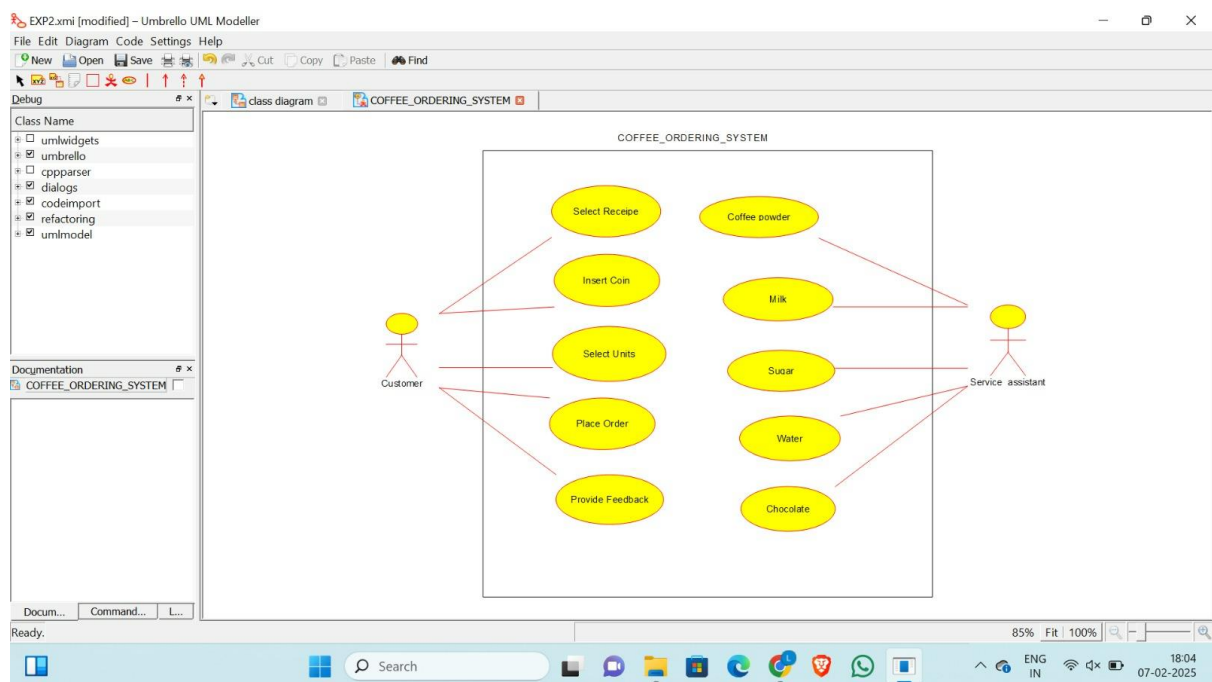
### Aim

To develop a **Use Case Diagram** for the **Coffee Day Ordering System**, which illustrates the interactions between users (customers and service assistants) and the vending machine.

### Procedure

1. Identify key users involved in the system.
2. List the main actions performed by each user.
3. Establish relationships between users and actions.
4. Create the UML diagram with appropriate symbols.
5. Review and finalize the diagram for accuracy.

## USECASE DIAGRAM



## **Result**

A UML use case diagram for the Coffee Day Ordering System has been created, showcasing customer orders, payments, and service assistant tasks.