Experiment-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.

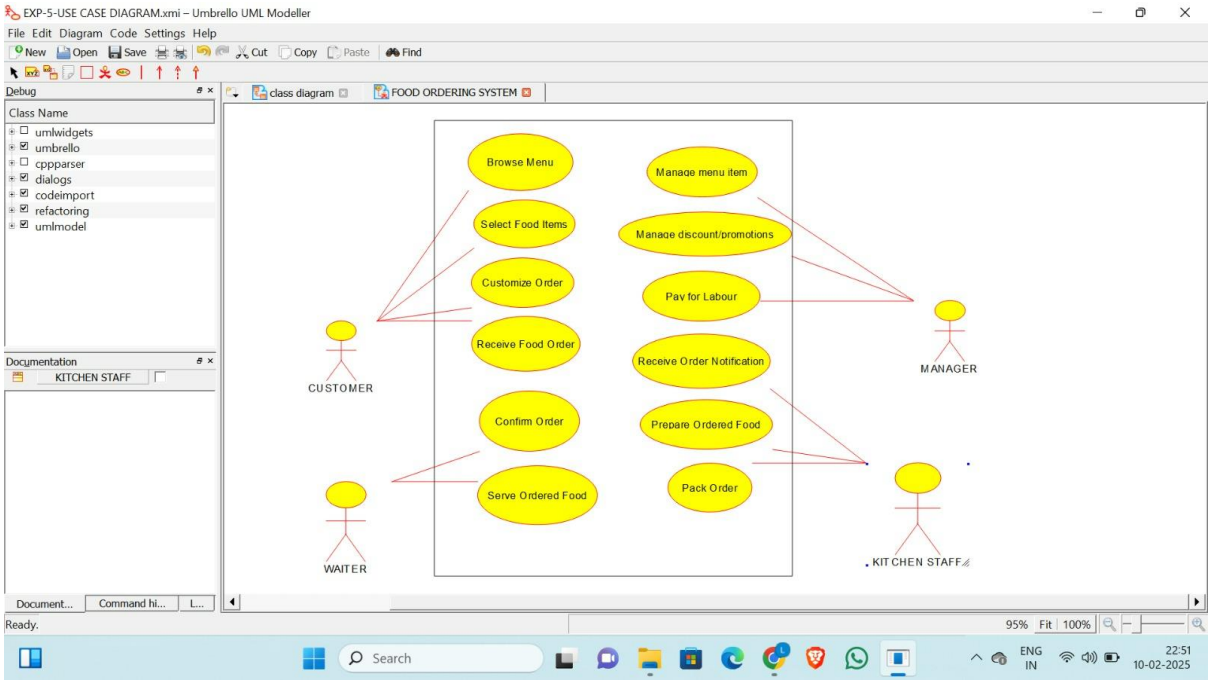
Aim:

To design a **UML diagram** for a **Food Ordering System**, illustrating the interactions between customers, kitchen staff, and the payment system.

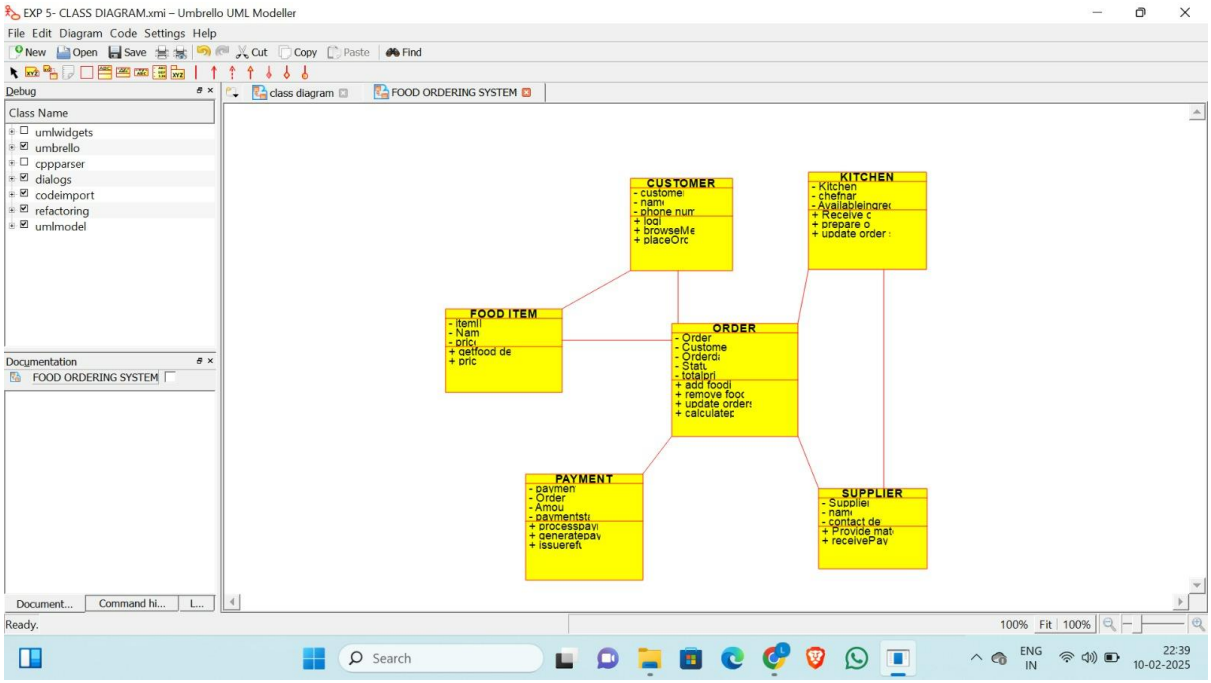
Procedure:

1. Identify key actors: Customer, Kitchen Staff, Cashier, and Supplier.
2. Define system functionalities such as receiving orders, preparing food, serving customers, and processing payments.
3. Establish relationships between actors and system processes, ensuring logical flow.
4. Include interactions for raw material ordering, supplier payments, and labor costs.
5. Validate the diagram to ensure it accurately represents the food ordering workflow.

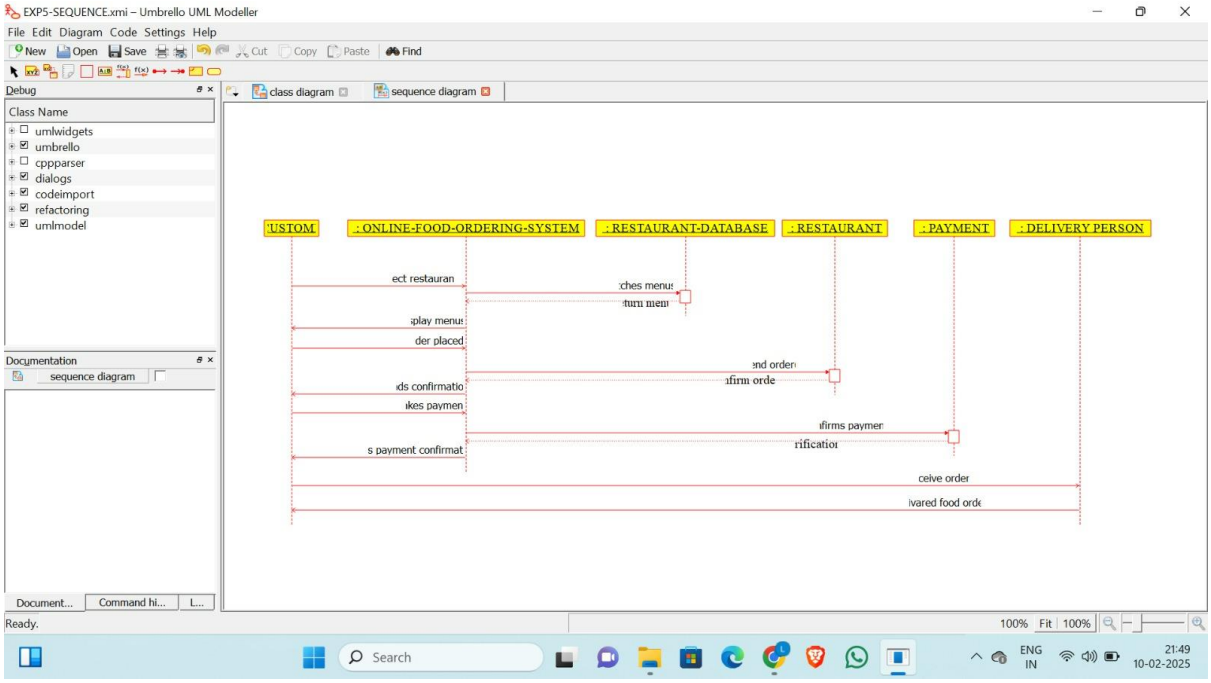
USECASE DIAGRAM



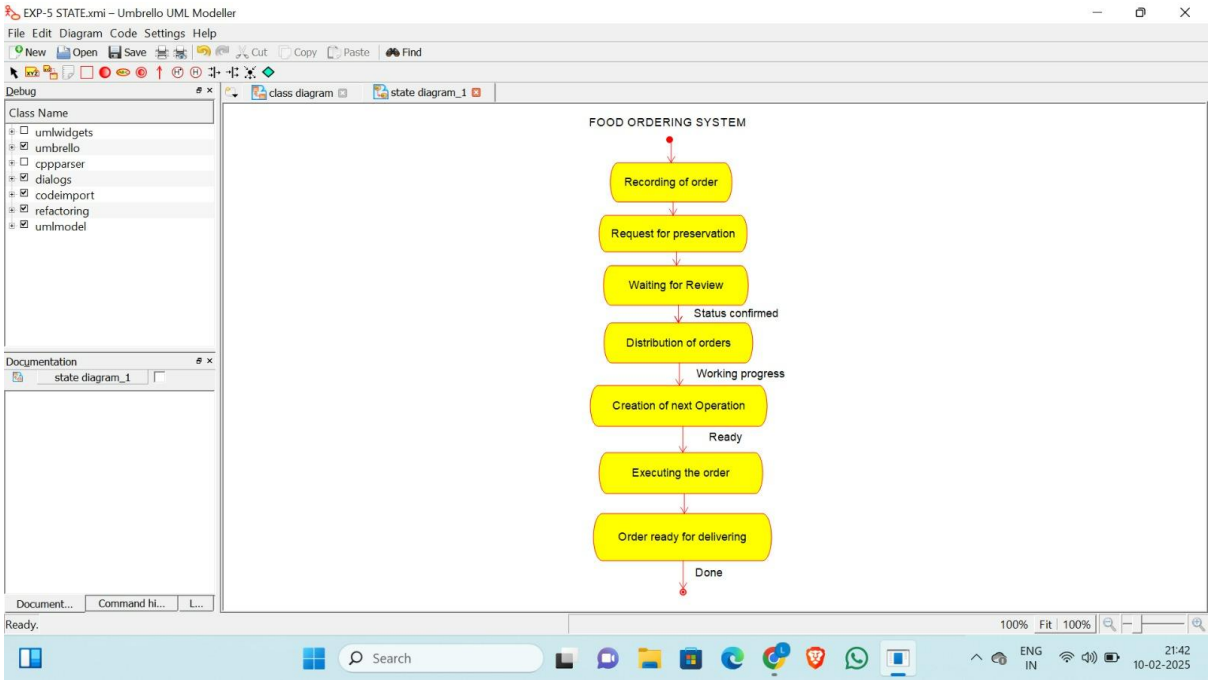
CLASS DIAGRAM



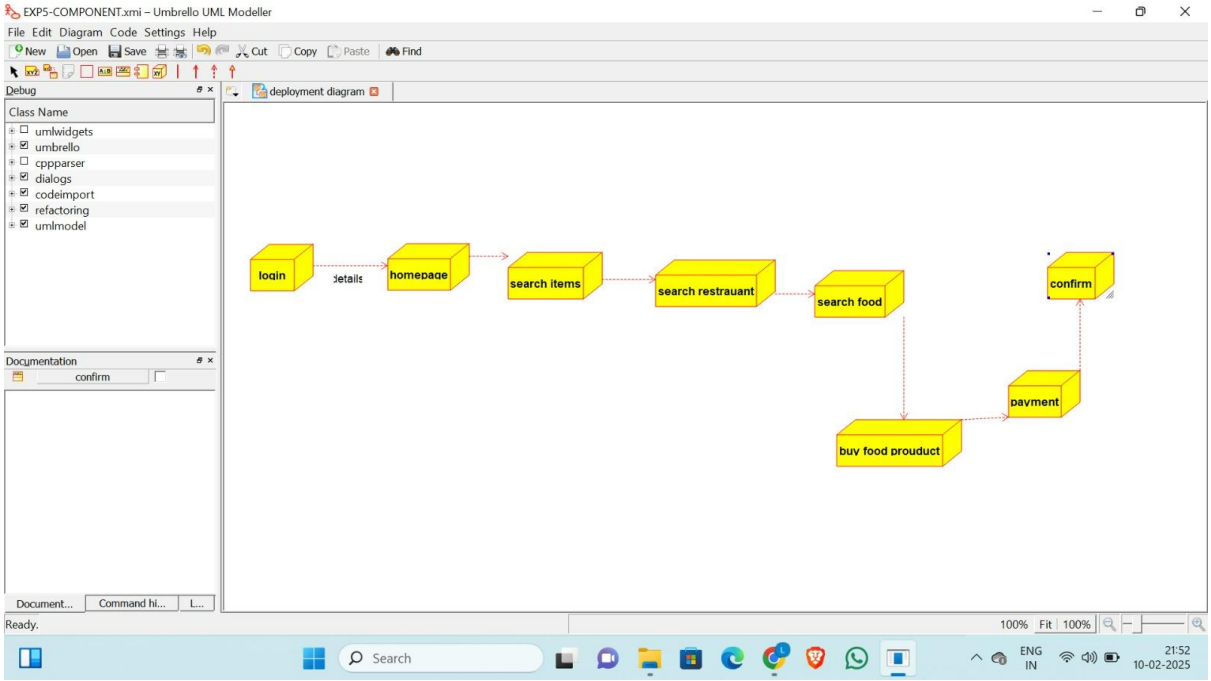
SEQUENCE DIAGRAM



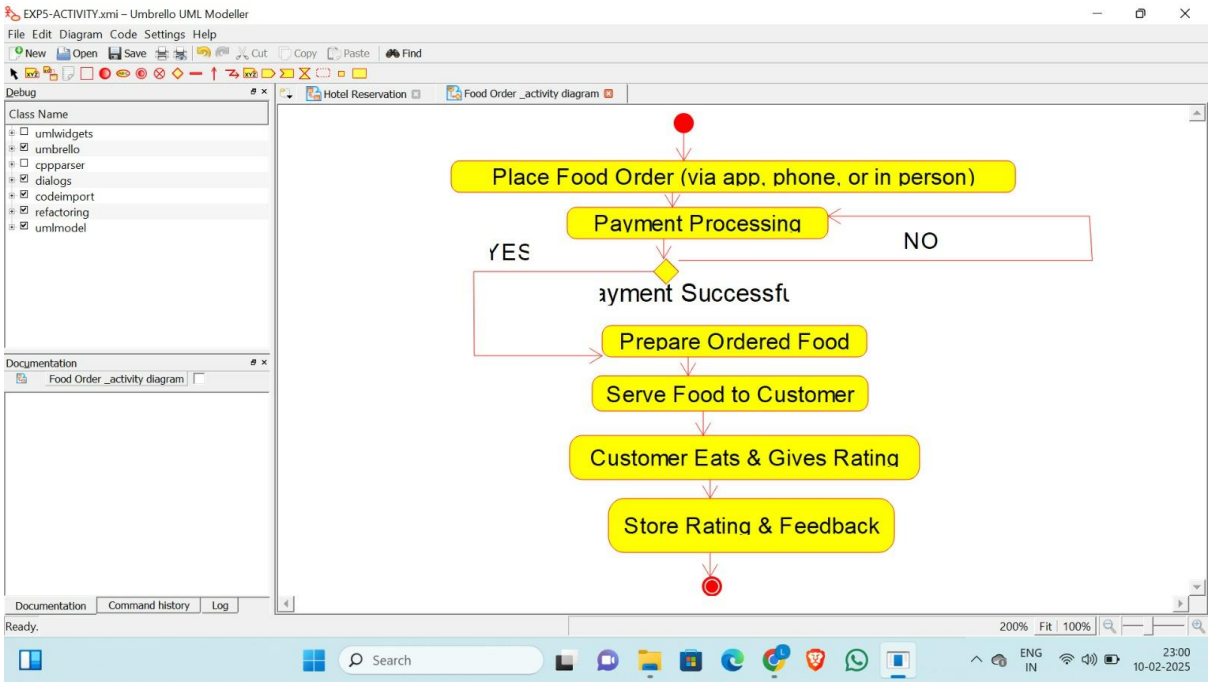
STATE DIAGRAM



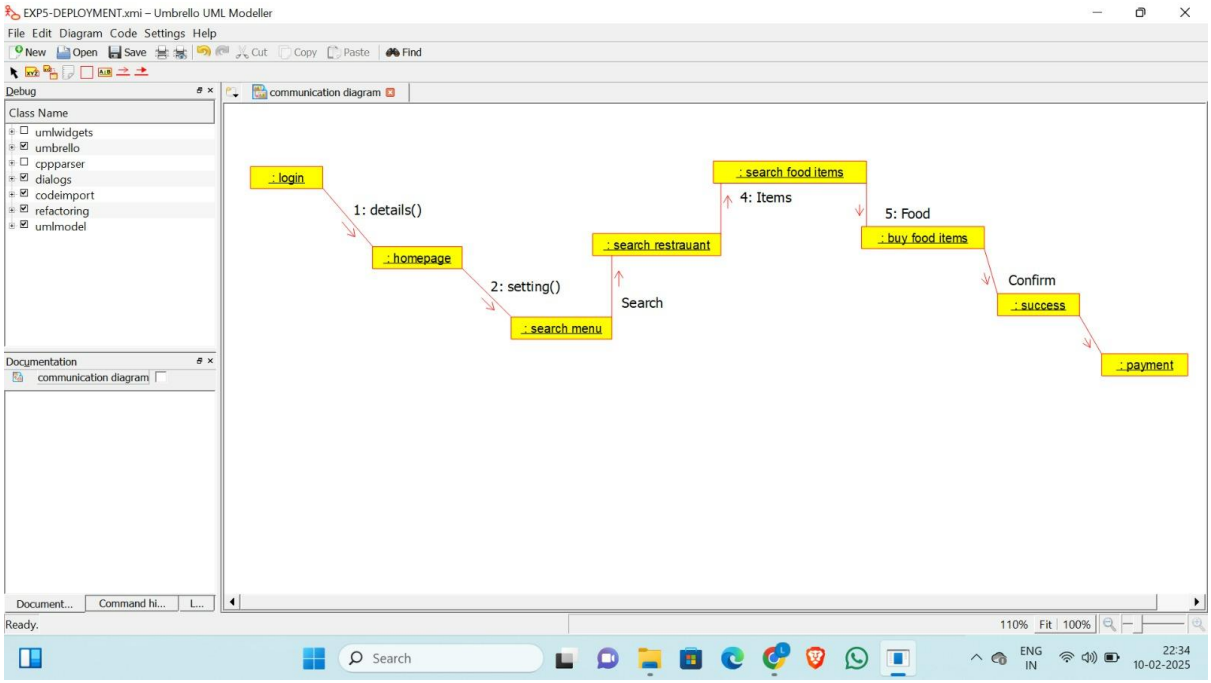
COMPONENT DIAGRAM



ACTIVITY DIAGRAM



DEPLOYMENT DIAGRAM



Result:

A UML diagram for the Food Ordering System has been successfully designed, showcasing order processing, food preparation, payment handling, and supplier interactions.