Class Diagram:
There are 2 classes: Customer and Order class. Customer class has two attributes: name and location both string type, it has two methods sendOrder and receiveOrder. Order has two attributes namely date which is date type and number which is string type, it has two methods confirm and close.
The two classes “SpecialOrder” and “NormalOrder” which are child of the “Order” parent class. Special Order has an extra method Dispatch while NormalOrder has two extra method dispatch and Receive.

Sequence Diagram:
In this diagram there are 4 objects that are Customer, Order, SpecialOrder, NormalOrder in it the customer initialize the call by sending sendOrdermethod of Order(lifeline as it object internal to system not an actor) then it calls confirms method of SpecialOrder which then call dispatch.

Case Diagram:
In this diagram there are 3 use cases and one actor(i.e Customer). The SpecialOrder and NormalOrder are extended cases of Order. Also the Actor lies outside the System Boundary as it is an external user of the program.

Activity Diagram:
In this diagram the Customer starts an activity of sending request then after that the Order System confirms the receipt of Order then checks for whether it is a NormalOrder or a SpecialOrder the Dispatches the order and ends the cycle.