## CLASS DIAGRAM

# DELIVERY





## **Order Taker**

- -A list of menu items
- -Cooks
- -Food cashier

takeOrder(menu\_item)
sendCash(total\_price)
sendLocation(customer\_location)

#### States:

- A list of menu items
- Cooks
- Food cashier

### **Behaviors:**

takeOrder(menu\_item) : Send menu that the

customer requested to the cook

sendCash(total price): Send cash that get from

the customer to the food cashier

sendLocation(customer\_location) : Send the 
location from the customer to the food cashier

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Cooks

-Food cashier

cookFood(menu\_item)

States:

- Food Cashier

**Behaviors:** 

cookFood(menu\_item) : Cook the food
and send it to the food cashier

States:

- Customer location

**Behaviors:** 

delivery(menu\_item): Delivery food and

bill to the customer

**Food Cashier** 

-Food deliverer

printBill(total\_price)
sendFood(menu\_item)
sendLocation(customer\_location)

States:

- Food Deliverer

**Behaviors:** 

printBill(total\_price): Print bill and
send to the food deliverer

sendFood(menu\_item) : Send food

to the food deliverer

sendLocation(customer location) :

Send the location from the order taker to the food deliverer

**Food Deliverer** 

**Customer location** 

delivery(menu item)





**SEQUENCE Delivery System** DIAGRAM **Delivery subsystem** Kitchen subsystem **Reception subsystem** : Food : Food : Order Taker : Customer : Cooks Cashier **Deliverer** takeOrder(menu\_item) showMenu(menu\_list) menu food printBill(total\_price) requestOrder(menu\_item) sendFoo<mark>d(</mark>menu\_item) sendLocation sendLocation sendLocation (customer\_location) (customer\_location) (customer\_location) payCash(total\_price) sendCash(total\_price) food