

PROGRAMS:

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.

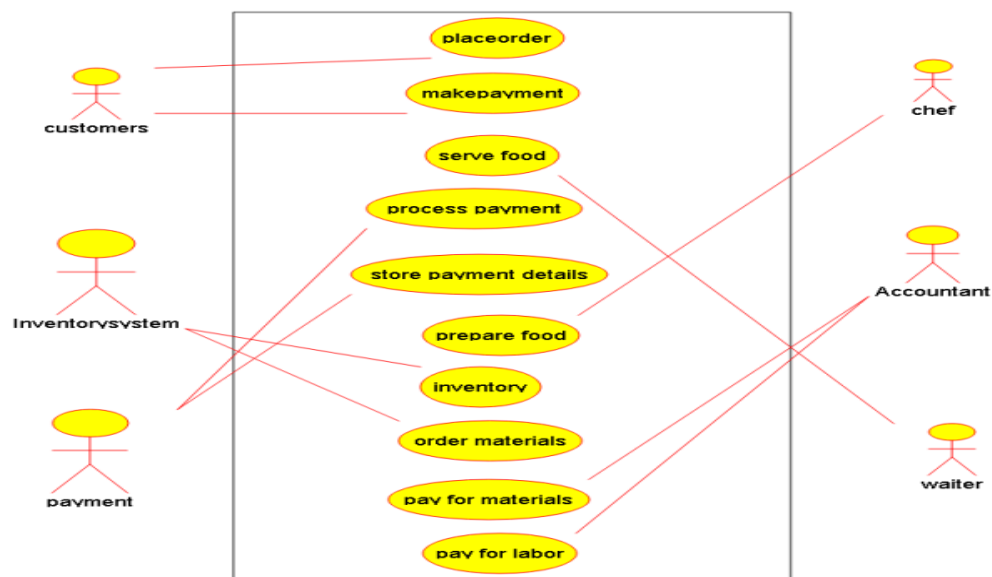
AIM:

To design a UML Use Case Diagram for a Food Ordering System, modeling the interactions between customers, restaurant staff, and management to handle food orders, payments, and inventory management.

PROCEDURE :

- STEP 1:** Open UML modeling software such as Umbrello, StarUML, or PlantUML.
- STEP 2:** Identify the main actors involved in the system
- STEP 3:** Define the use cases that each actor performs
- STEP 4:** Draw actors as stick figures and use cases as ovals in the UML tool.
- STEP 5:** Connect actors to their respective use cases using association lines.
- STEP 6:** Ensure the diagram clearly represents how actors interact with the system.
- STEP 7:** Save and export the UML diagram for documentation.

OUTPUT:



RESULT:

The UML Use Case Diagram for the Food Ordering System was successfully created, illustrating the interactions between Customers, Restaurant Staff, and Management to handle ordering, food preparation, payment collection, and inventory management.