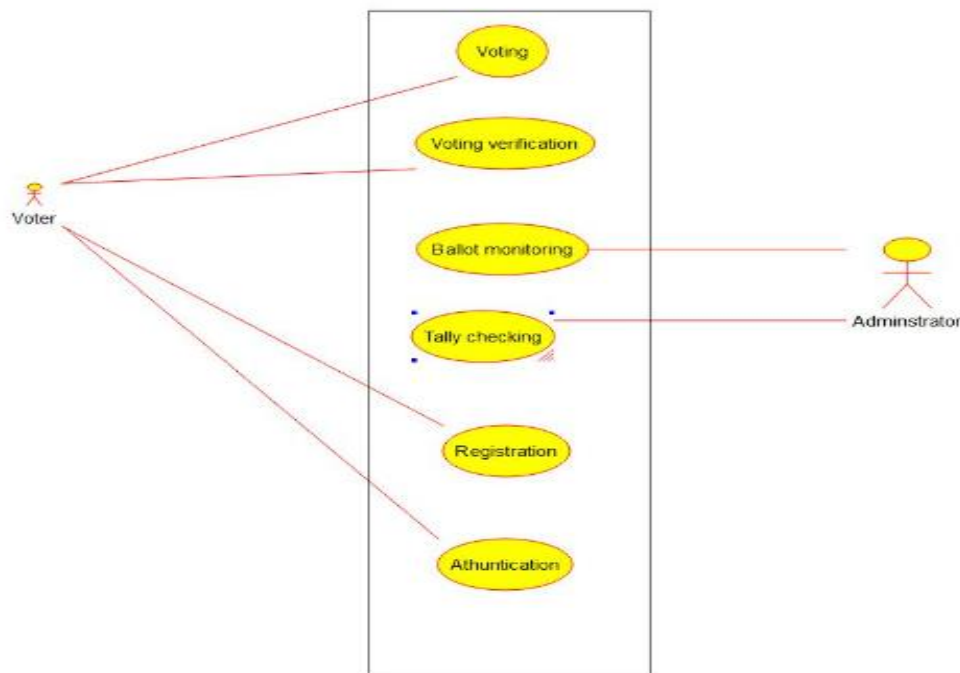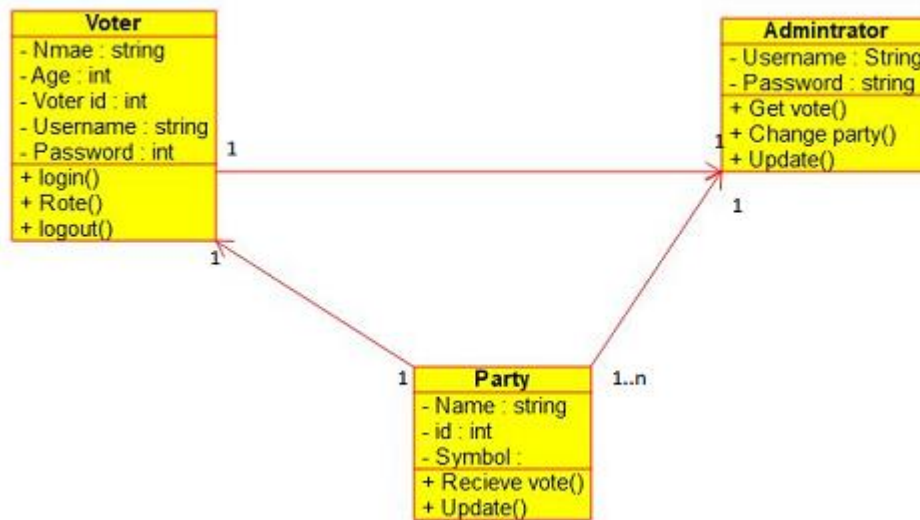D.sai Prasanna kumar
192210609

1.Develop a system using UML for Online Voting System. Registration of the new citizen and update can be done in the system. The process of initiating the polling. The voting was done from the citizen's end and the result publishing should be maintained by the admin.

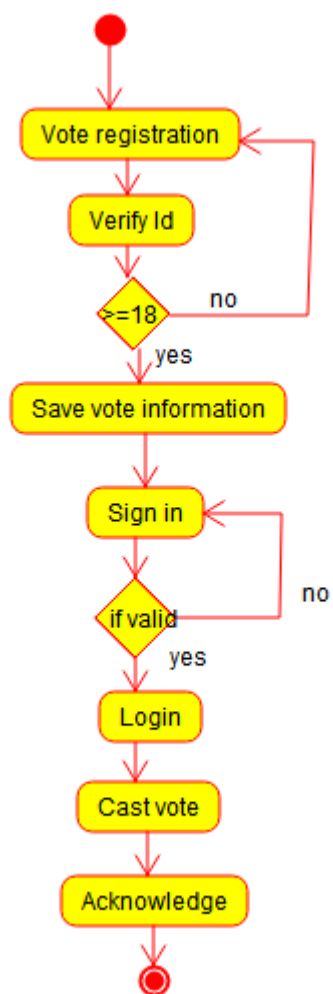**AIM:** To draw an UML diagrams for online voting system using Umbrello software.
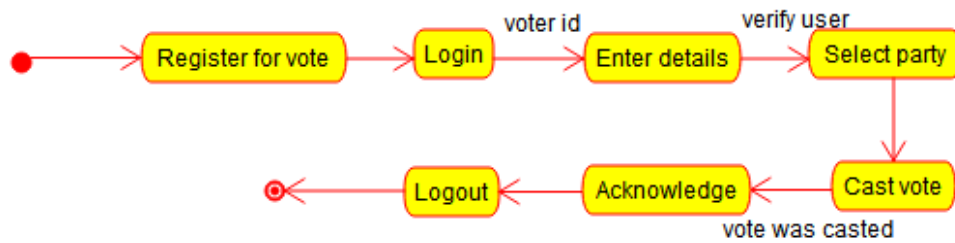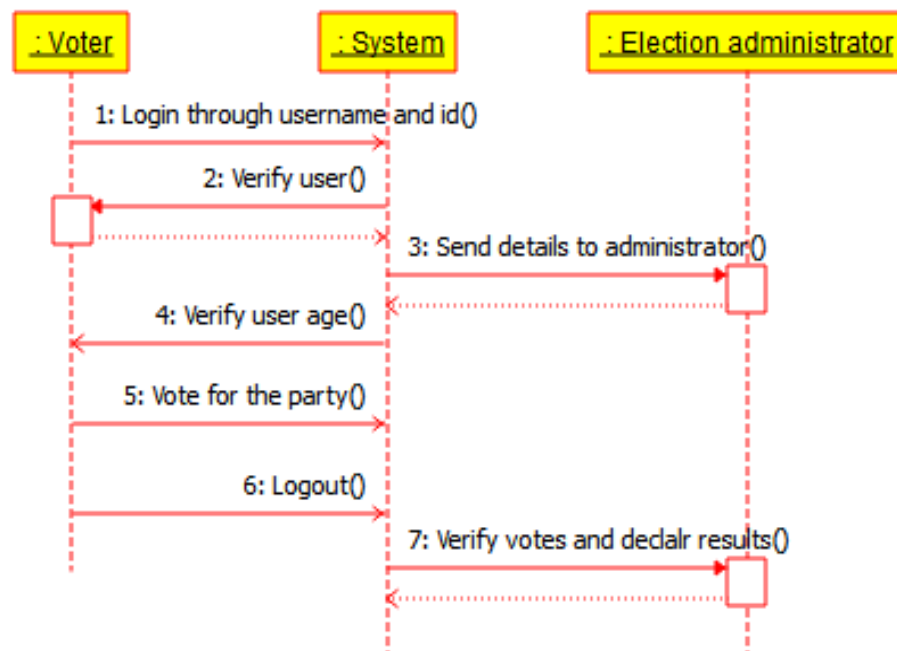
Use case diagram:

CLASS DIAGRAM:

Voter
- Nmae : string
- Age : int
- Voter id : int
- Username : string
- Password : int
+ login()
+ Rote()
+ logout()

Admintrator
- Username : String
- Password : string
+ Get vote()
+ Change party()
+ Update()

Party
- Name : string
- id : int
- Symbol :
+ Recieve vote()
+ Update()

ACTIVITY DIAGRAM:

Vote registration

Verify Id

>=18 — no

yes

Save vote information

Sign in

if valid — no

yes

Login

Cast vote

Acknowledge

STATE CHART DIAGRAM:

```
● ──→ [Register for vote] ──→ [Login] ──voter id──→ [Enter details] ──verify user──→ [Select party]
                                                                                            │
                                                                                            ▼
◉ ←── [Logout] ←── [Acknowledge] ←── [Cast vote]
                                    vote was casted
```

SEQUENCE DIAGRAM:

```
: Voter                  : System              : Election administrator

  │ 1: Login through username and id()  │                    │
  │ ──────────────────────────────────→ │                    │
  │         2: Verify user()             │                    │
  │ ←────────────────────────────────── │                    │
  │ ┌─┐                                  │                    │
  │ └─┘·····························→     │                    │
  │              3: Send details to administrator()           │
  │                                      │ ─────────────────→ │
  │         4: Verify user age()         │ ←·················· │
  │ ←────────────────────────────────── │                    │
  │        5: Vote for the party()       │                    │
  │ ──────────────────────────────────→ │                    │
  │             6: Logout()              │                    │
  │ ──────────────────────────────────→ │                    │
  │          7: Verify votes and declalr results()            │
  │                                      │ ─────────────────→ │
  │                                      │ ←·················· │
```

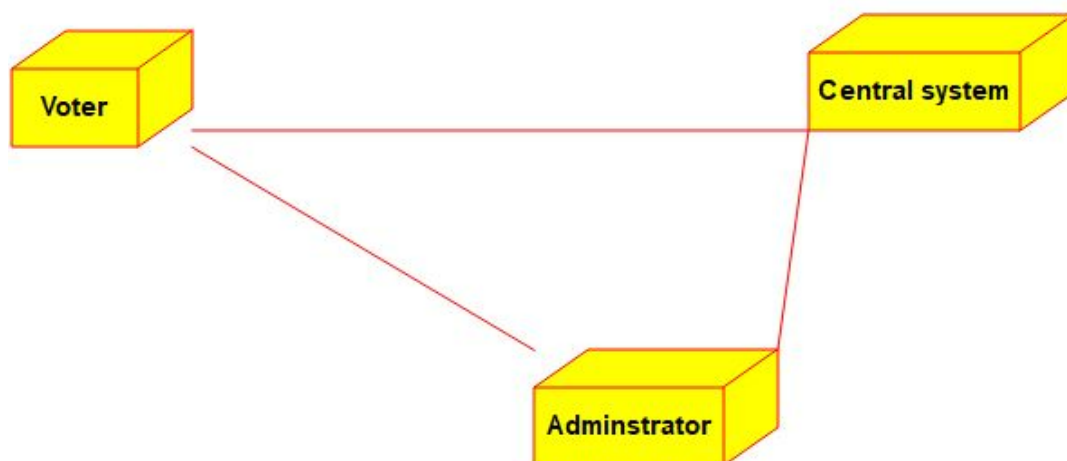**COMPONENT DIAGRAM:**

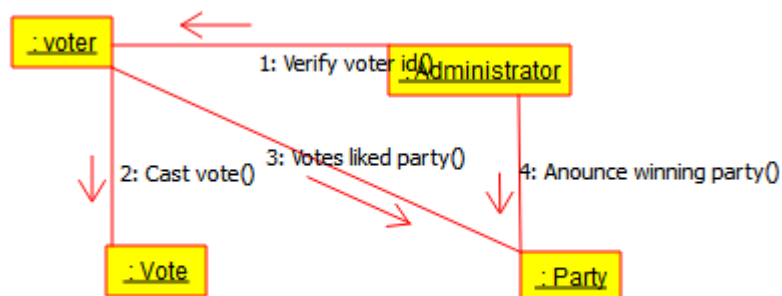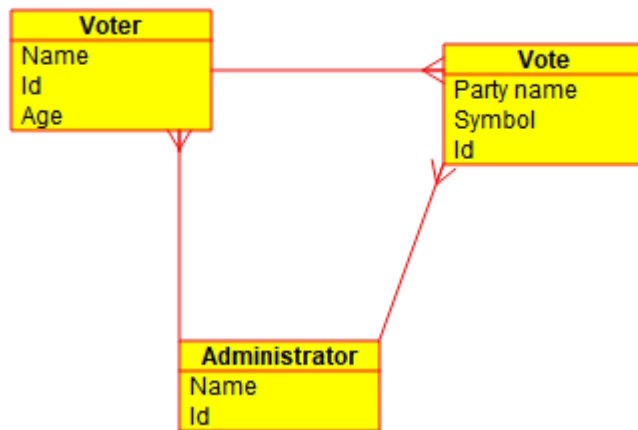**DEPLOYMENT DIAGRAM:**

COMMUNICATION DIAGRAM:
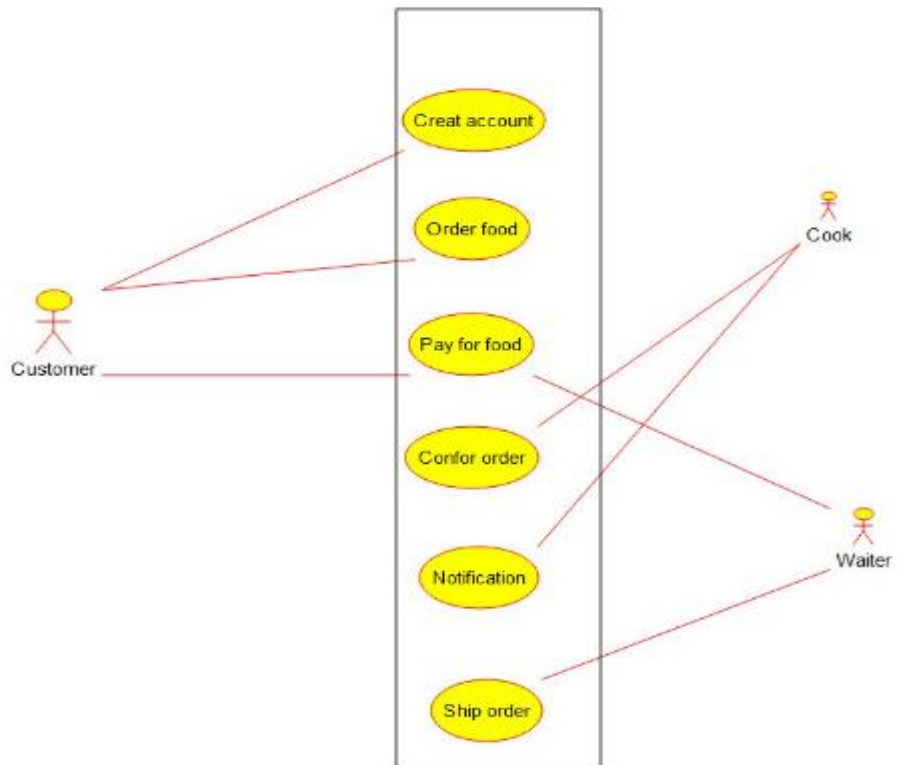

ENTITY RELATIONSHIP DIAGRAM:

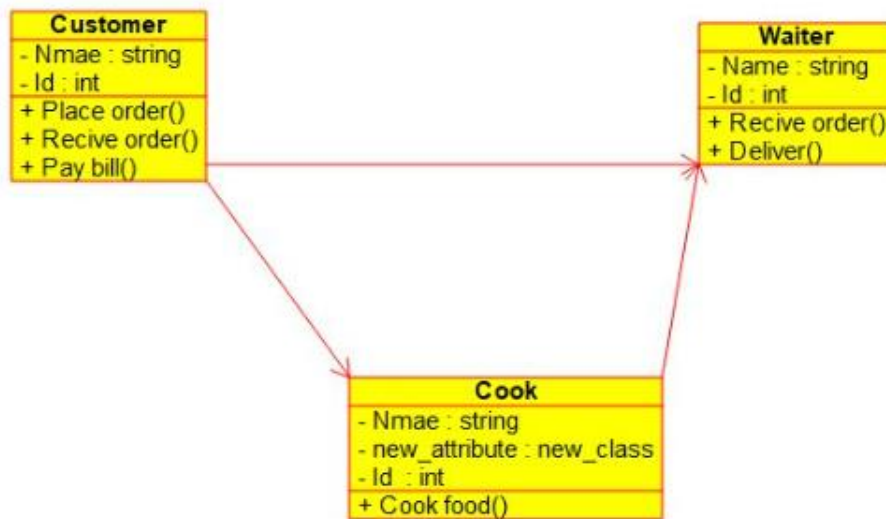**RESULT:** Thus an UML diagrams for Online voting has been drawn successfully using Umbrello software.

2) Develop a system using UML for Food Order System. In this system,
the customer can place orders and
purchase items with the aid of the dealer and
central food system. These orders are verified, and the items are delivered to the customer.

AIM: To draw an UML diagrams for Food order system using Umbrello software
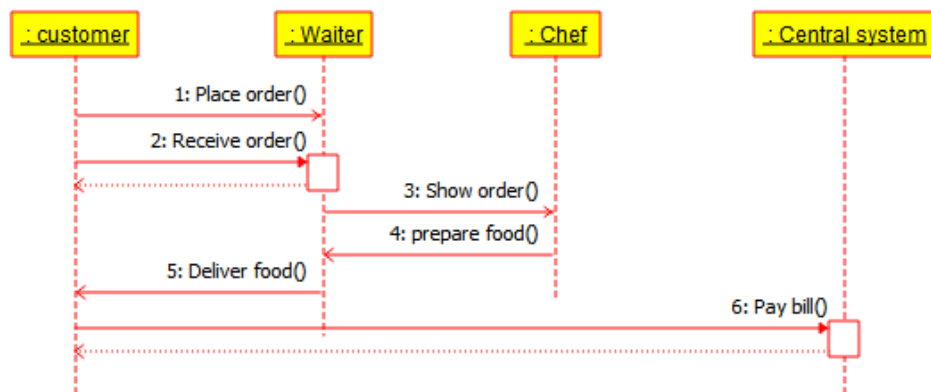
Use case diagram:

CLASS DIAGRAM:

Customer
- Nmae : string
- Id : int
+ Place order()
+ Recive order()
+ Pay bill()

Waiter
- Name : string
- Id : int
+ Recive order()
+ Deliver()

Cook
- Nmae : string
- new_attribute : new_class
- Id : int
+ Cook food()

ACTIVITY DIAGRAM:

Place order

check availability

no → Not available

yes

Receive order

Cooks food

Deliver food

Enjoy food

pay bill

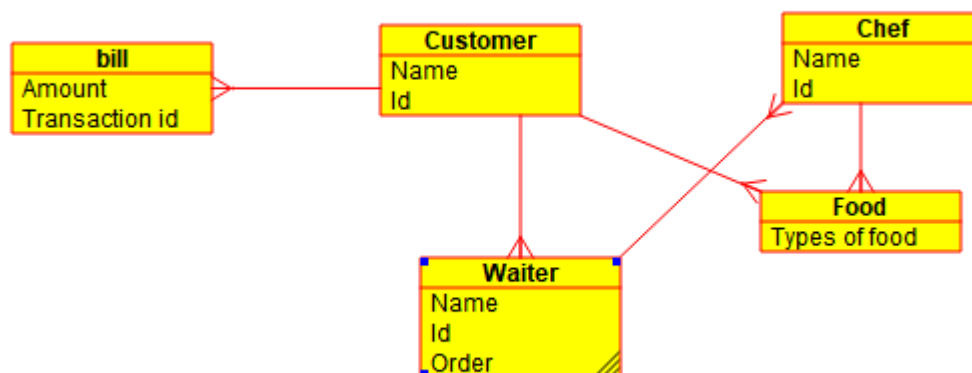## STATE CHART DIAGRAM:

COMPONENT DIAGRAM:
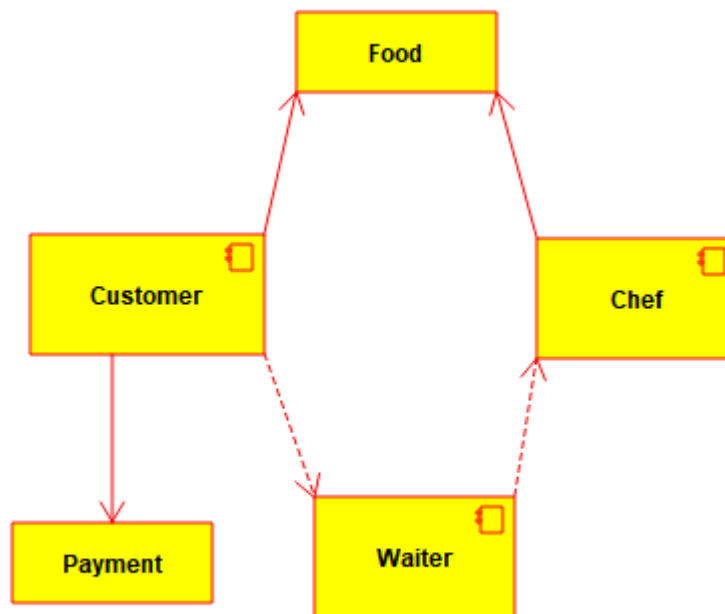
DEPLOYMENT DIAGRAM:
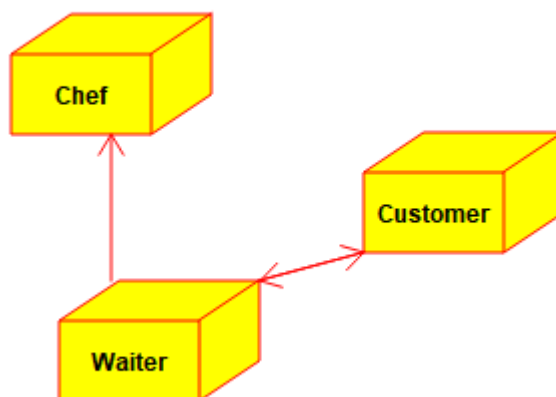
SEQUENCE DIAGRAM:

COMMUNICATION DIAGRAM:
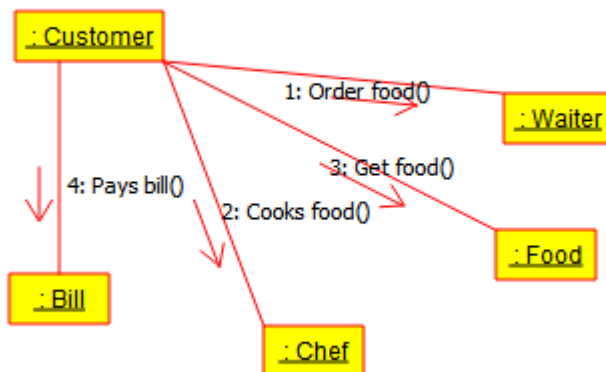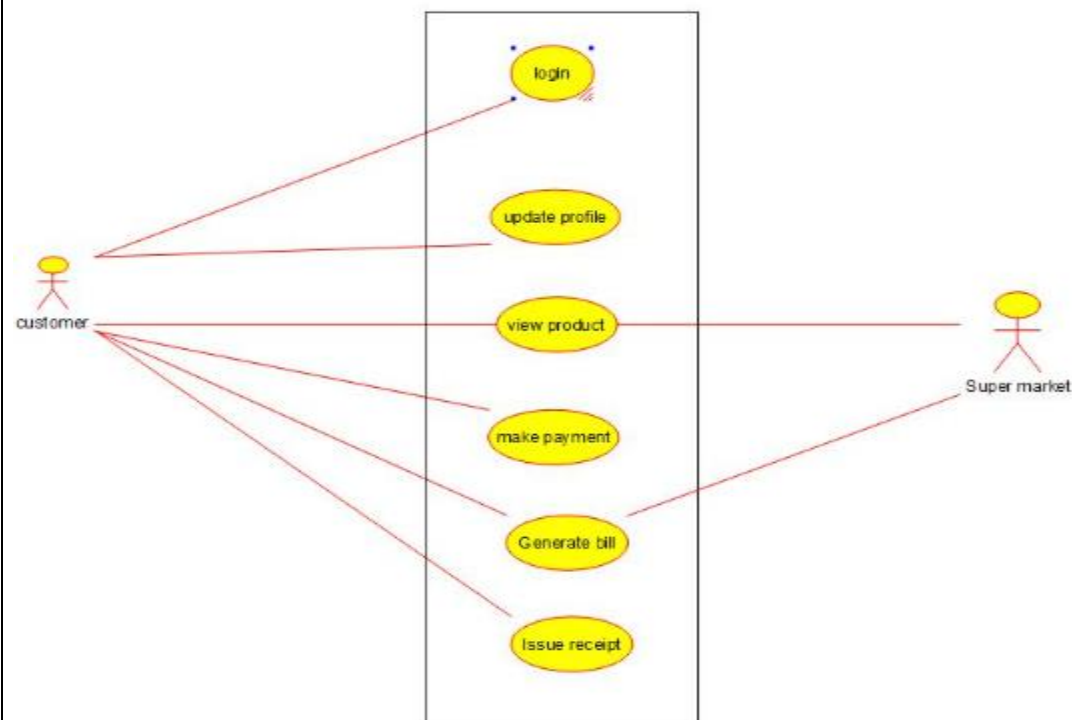

ENTITY RELATIONSHIP DIAGRAM:

RESULT: Thus an UML diagrams for Food Ordering System has been drawn successfully by using Umbrello software.
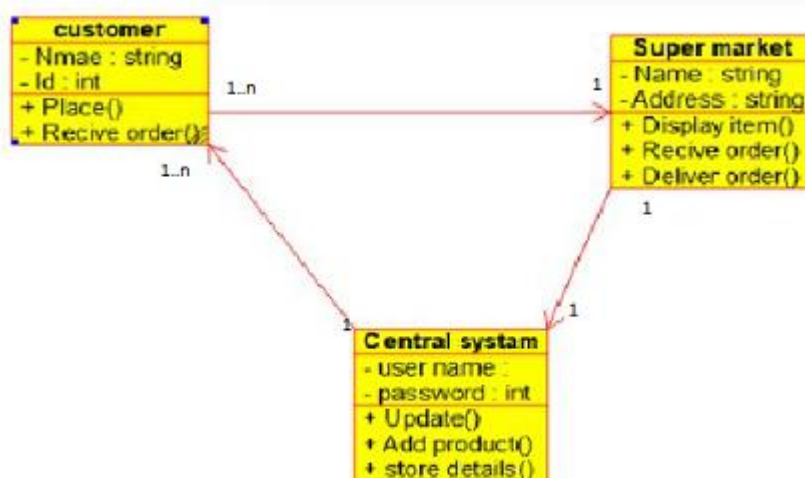
3. Develop a system using UML for Supermarket Management System. The system should maintain the stock detail, employee detail, and customer details. The system should intimate the product with low stock and nearing the expiry date. The loyalty feature of the customers should be maintained. The offers to the customers should be based on their loyalty features.

AIM: To draw an UML diagrams for Super market management system using Umbrello software.
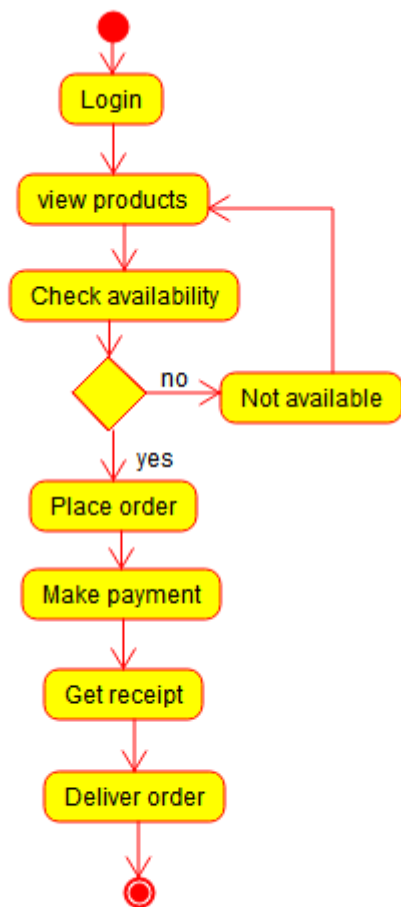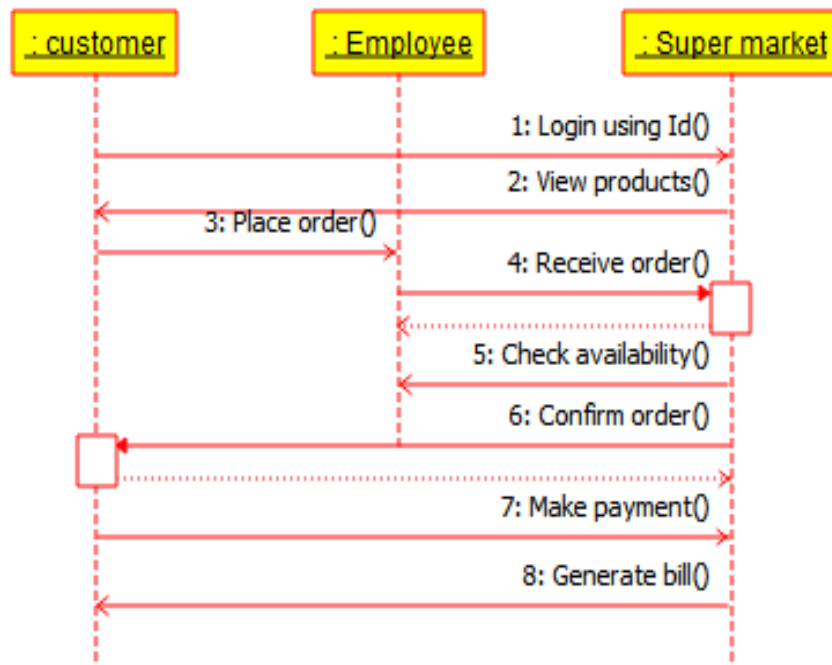
Use case diagram:
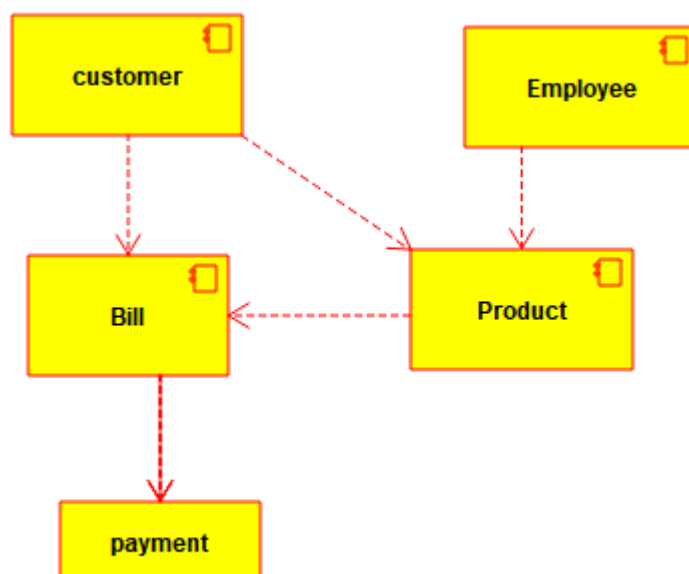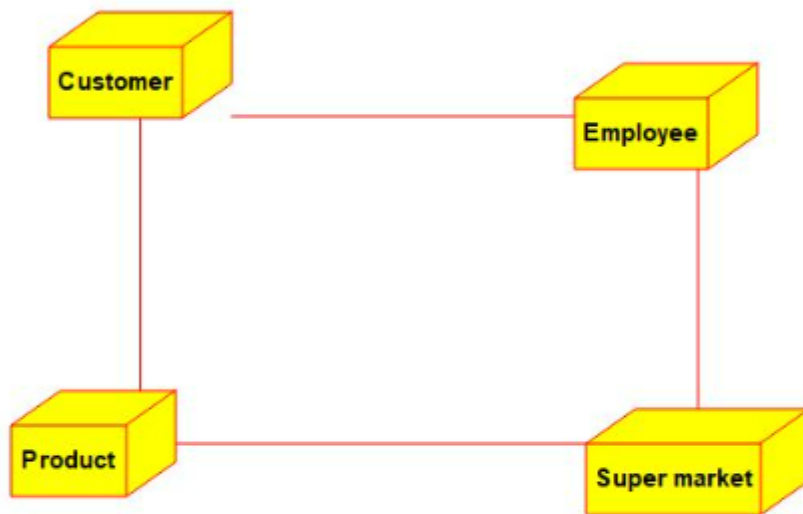

CLASS DIAGRAM:

ACTIVITY DIAGRAM:

STATE CHART DIAGRAM:

SEQUENCE DIAGRAM:

: customer	: Employee	: Super market

1: Login using Id()

2: View products()

3: Place order()

4: Receive order()

5: Check availability()

6: Confirm order()

7: Make payment()

8: Generate bill()

COMPONENT DIAGRAM:
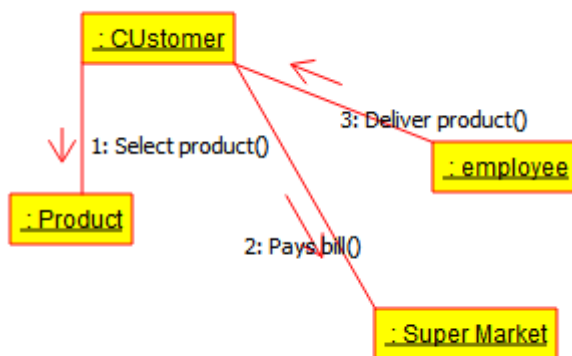
customer

Employee

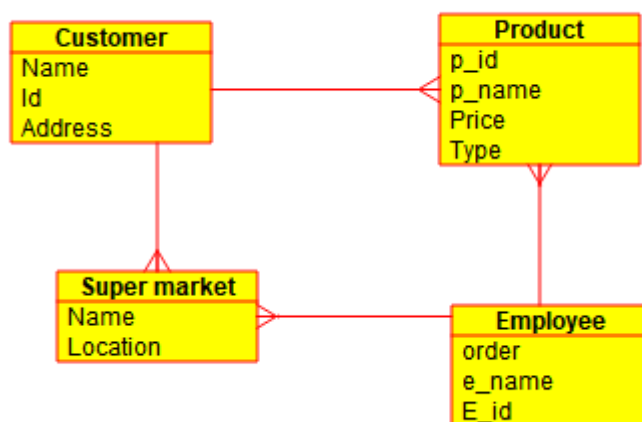Bill

Product

payment

DEPLOYMENT DIAGRAN:

COMMUNICATION DIAGRAM:

ENTITY RELATIONSHIP DIAGRAM:

RESULT: Thus an UML diagrams for Supermarket system has been drawn successfully.