Outputs:

1. Behavior Diagram

a. Activity Diagram

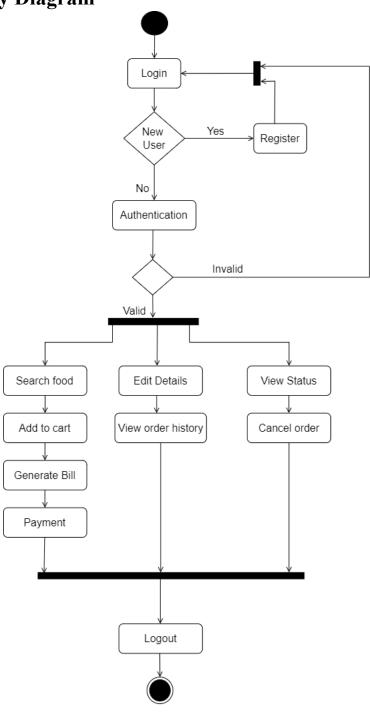
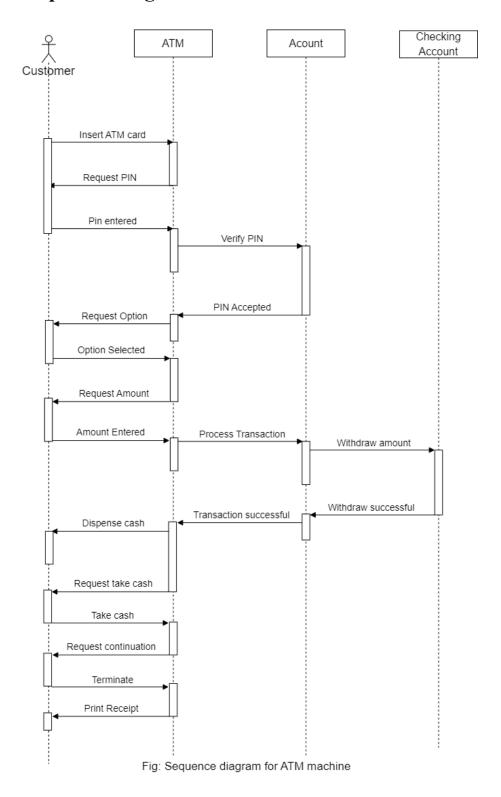


Fig: Activity diagram for online food ordering system

b. Sequence Diagram



c. State Diagram

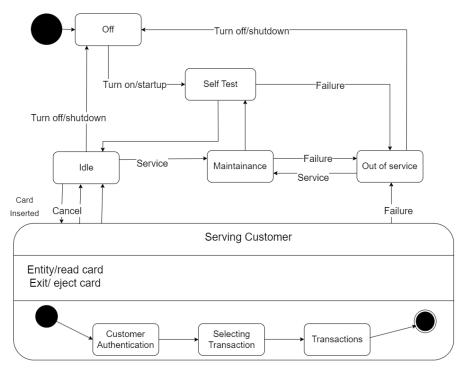
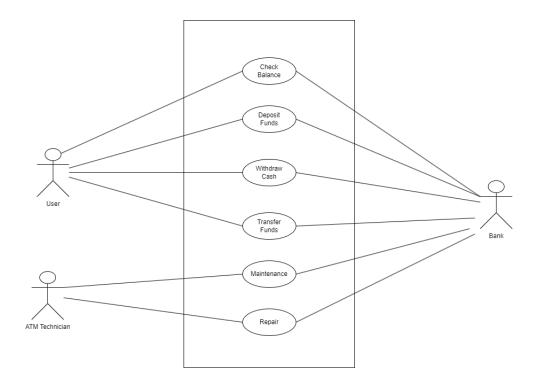


Fig: State machine diagram

d. Use Case Diagram



2. Structure Diagram

a. Class Diagram

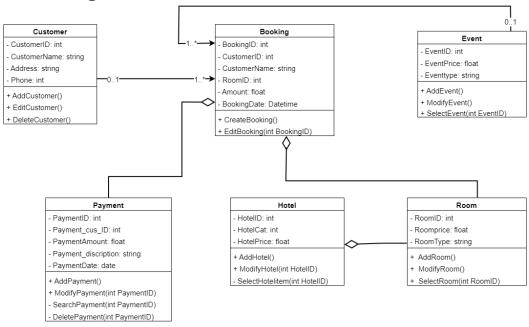


Fig: Class Diagram for Hotel Booking System

b. Object Diagram

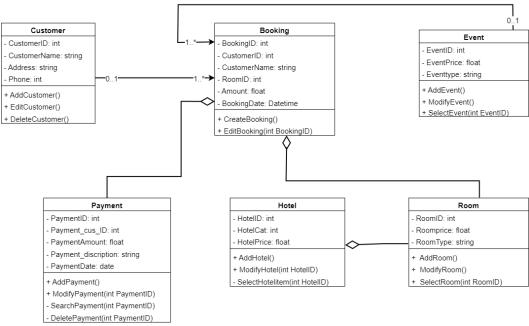


Fig: Class Diagram for Hotel Booking System

c. Component Diagram

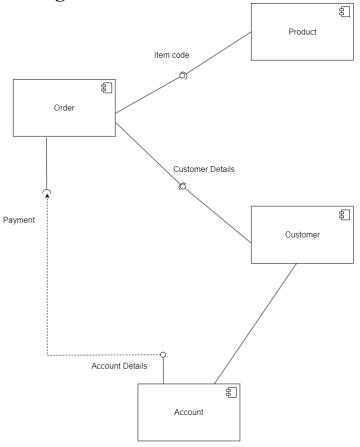


Fig: Component diagram for online shopping