

Java & DSA - ASSIGNMENT - DAY 18

Please practice the following activities

1. For a Food Delivery Application Consider various scenarios
 - a. User Ordering a Dish from a Restaurant
 - b. User making a payment with various options

Design the Use Case Diagrams for the above scenarios.

2. For an eCommerce Store consider the classes
 - a. User
 - b. Address
 - c. Product
 - d. Order
 - e. Payment

Design the Class Diagrams for the above classes.

3. For the same scenarios as stated in Problem 1, create the Sequence Diagrams
4. For the same scenarios as stated in Problem 1, create the Activity Diagrams
5. Consider a scenario where User Places an Order on the ecommerce store. Create a State Diagram for the Order exhibiting various states of an order eg: placed, in shipping, delivered, cancelled etc.

PS: You can use any online editor o your choice to draw the UML Diagrams. eg: Figma's FogJam template can be used