Designing Clone of zomato called - Tomato like in interview - based scenario

Functional Requirement
↳ User can search for restaurants based on location.
↳ User can add items to cart
↳ User can checkout by Making Payment
↳ User should be notified once ~~return~~ order is placed successfully

Non - functional Requirement → (NF ~~the~~ business logic)
↳ Each part of design should be scalable and modifiable

Few tips

1. Try to narrow down question by asking question - Ex: do i need to design payment, logic or assume that it is already made.

2. Involve them in designing process

3. Starts with UML as you will get idea of implementation & relationships

4. Discuss happy flow and asks question to get better understanding

Class Diagram

Tomato
// Orchestration class

«Singleton» OrderManager
vector<Order> orders

+addOrder()
+listOrders()

NotificationService
Order order

+notifyUser()

Order
int id
User user
Restaurant *rest
vector<MenuItem> items
PaymentStrategy strategy

+getType()

User
int userId
string name
string address
Cart cart

«Interface» PaymentStrategy
+pay()

DeliveryOrder
string address

+getType()

PickupOrder
string resAddress

+getType()

«Interface» IOrderFactory
+createOrder()

Cart
Restaurant *rest
vector<MenuItem> items

+addToCart(MenuItem)
+getTotal()
+isEmpty()

«Singleton» RestaurantManager
vector<Restaurant> restaurants

+addRestaurant()
+searchByLoc()

NetBanking
+pay()

UPI
+pay()

CreditCard
+pay()

ScheduleOrderFactory
string scheduleTime

+createOrder()

NowOrderFactory
+createOrder()

Restaurant
int restaurantId
string name
string loc
vector<MenuItem> menu

MenuItem
-code: string
-name: string
-price: int