



VIT[®]
Vellore Institute of Technology
(Deemed to be University under section 3 of UGC Act, 1956)

SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

B.Tech, WINTER Semester, 2024-25

Course Code	: BCSE301P	Deadline	: 03.03.2025
Course Name	: Software Engineering Lab	Max. Marks	: 10
Class Id: VL2024250503167			
Faculty-In-Charge:	Dr. S. YOGANAND	Slot	: L3+L4

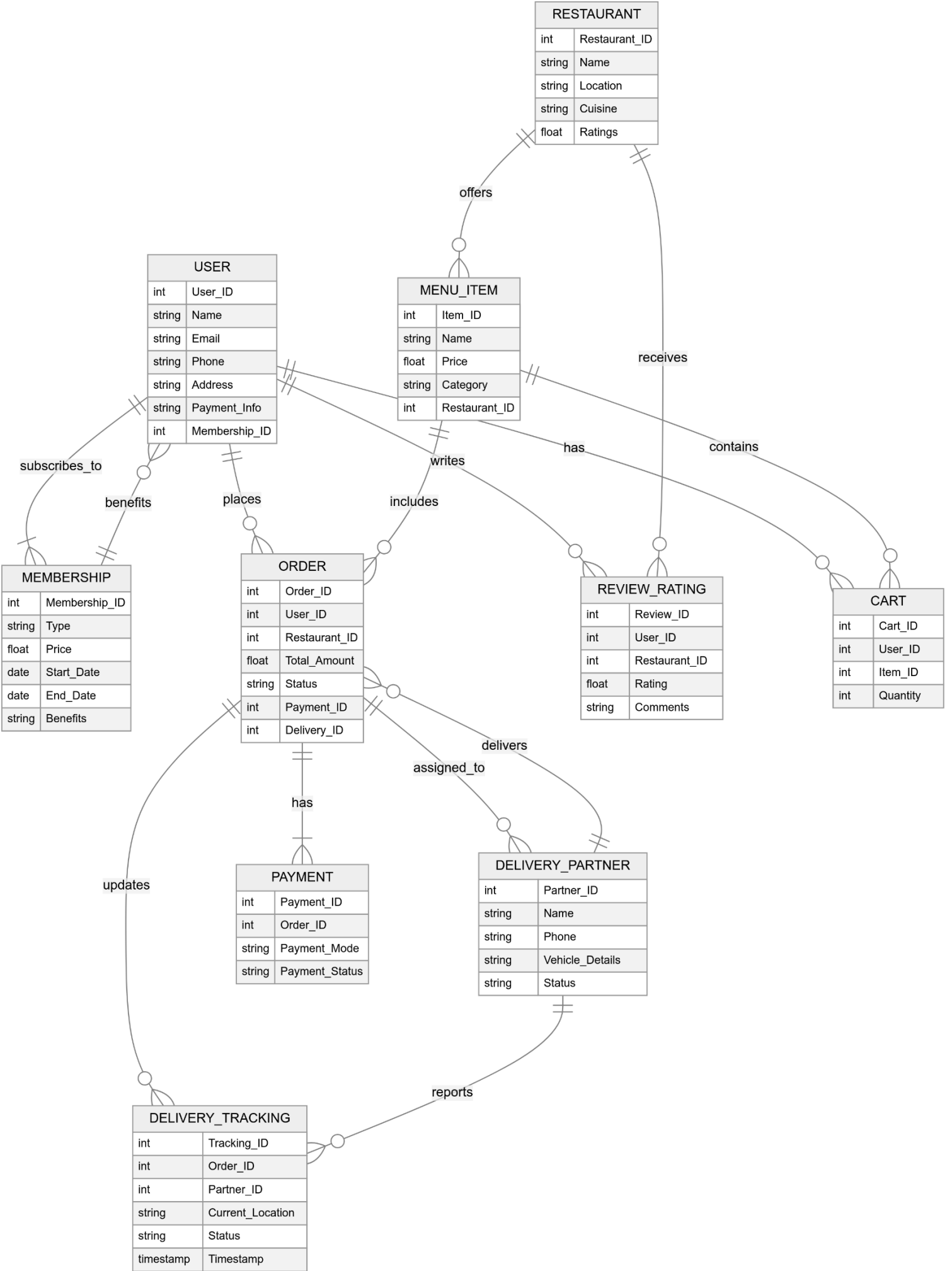
LAB-DA-3

Create the following diagrams for the existing project, current project and enhanced or future project of your team.

- 1. ER diagram**
- 2. UI/UX diagram**

TOPIC- ZOMATO FOOD DELIEVERY APP (EXISTING PROJECT)

- 1. ER DIAGRAM**



User Entity:

- A **user** can place multiple **orders**.
- A **user** can add **menu items** to their **cart**.
- A **user** can write **reviews** for restaurants.

Restaurant Entity:

- A **restaurant** offers multiple **menu items**.
- A **restaurant** receives **reviews and ratings** from users.

Order Entity:

- Each **order** is placed by a **user**.
- Each **order** contains multiple **menu items**.
- Each **order** is assigned to a **delivery partner** for delivery.
- Each **order** has a **payment transaction** associated with it.

Menu Item & Cart:

- Users can **add items to their cart** before placing an order.
- Orders include **multiple menu items**.

Delivery Partner:

- **Delivery partners** are assigned to **deliver orders**.

Payment Entity:

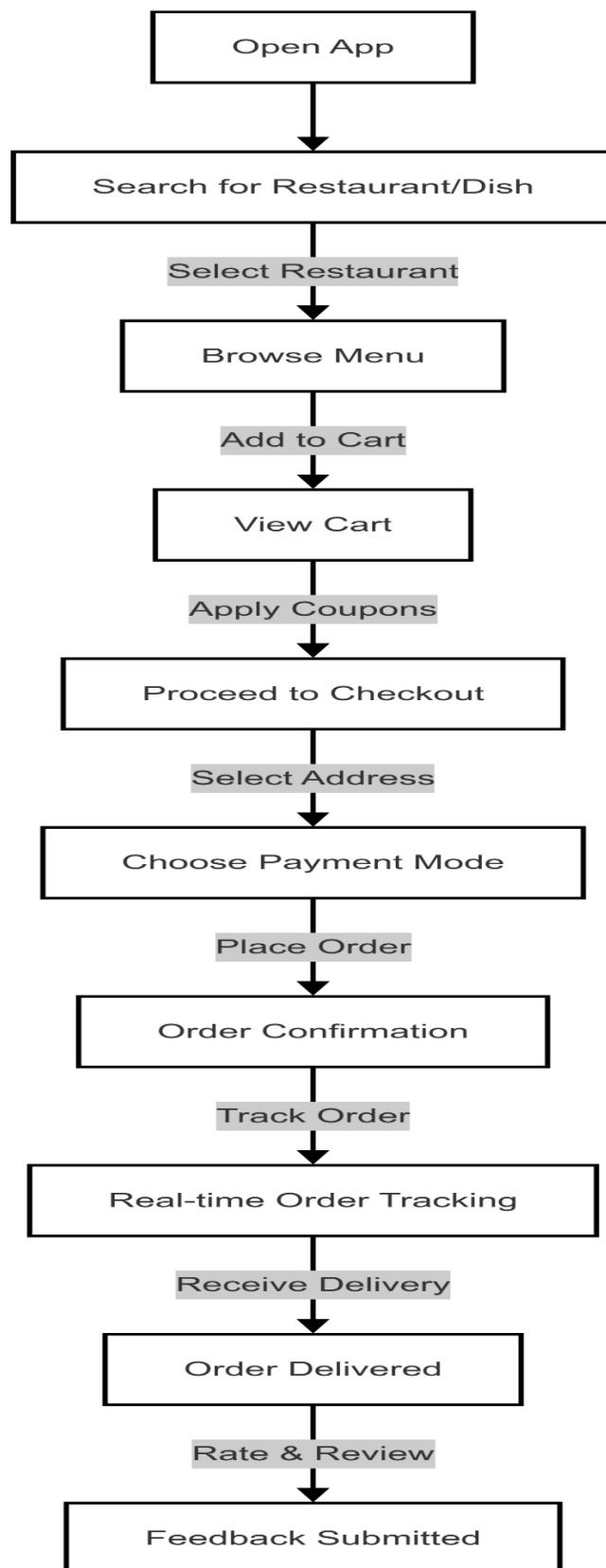
- Each **order** is linked to a **payment transaction**.

3. UI/UX Diagram

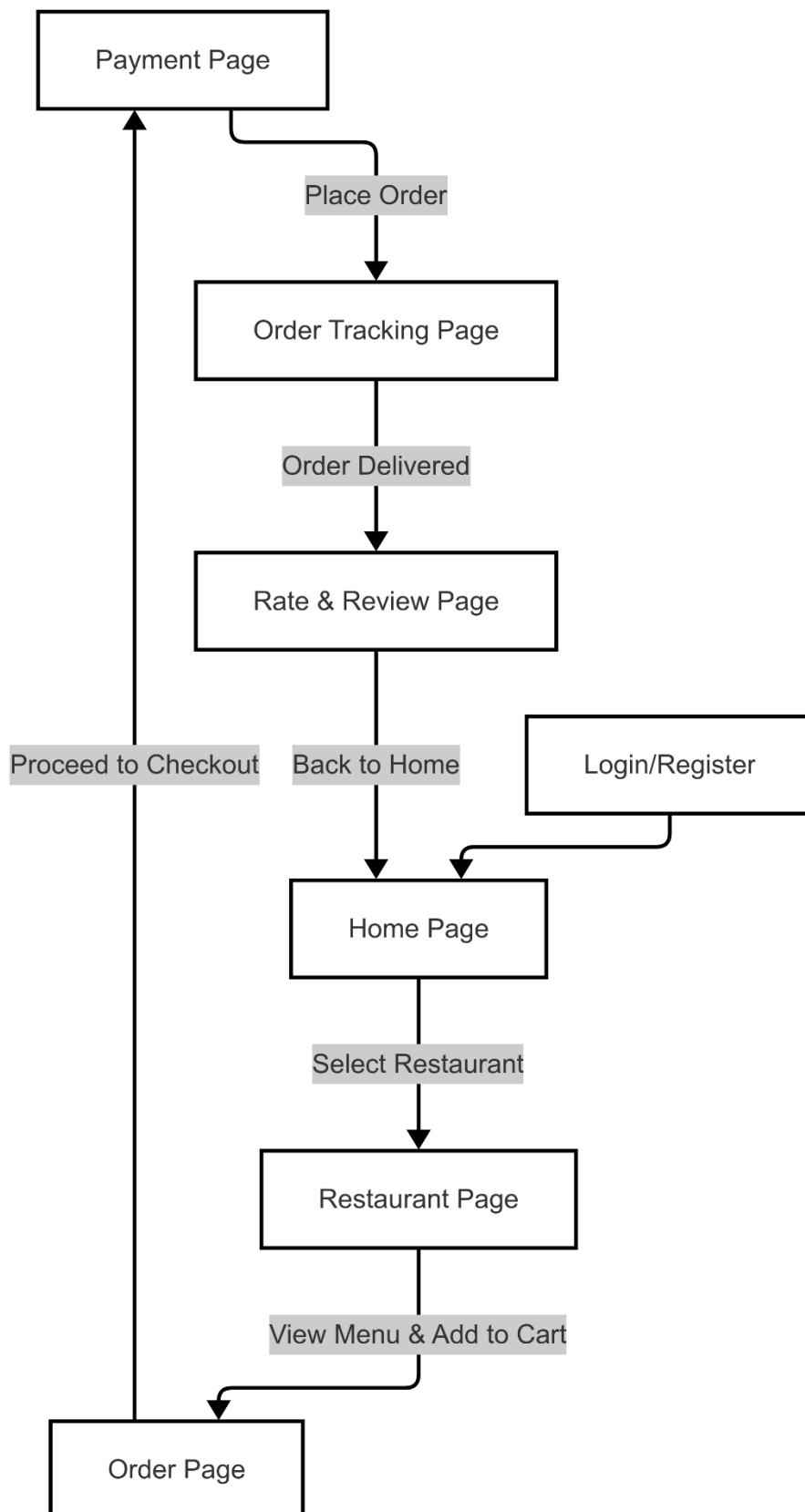
a. Wireframes (Low-Fidelity)



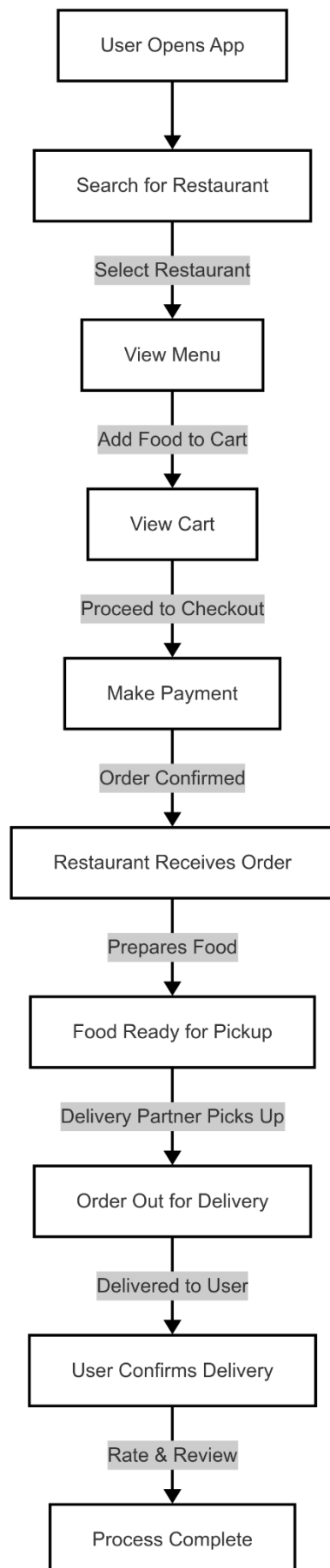
User Flow Diagram (UX Flow)



Navigation Flow Diagram (App Screen Transitions)



Activity Diagram (Order Placement Process)



UI/UX FIGMA

