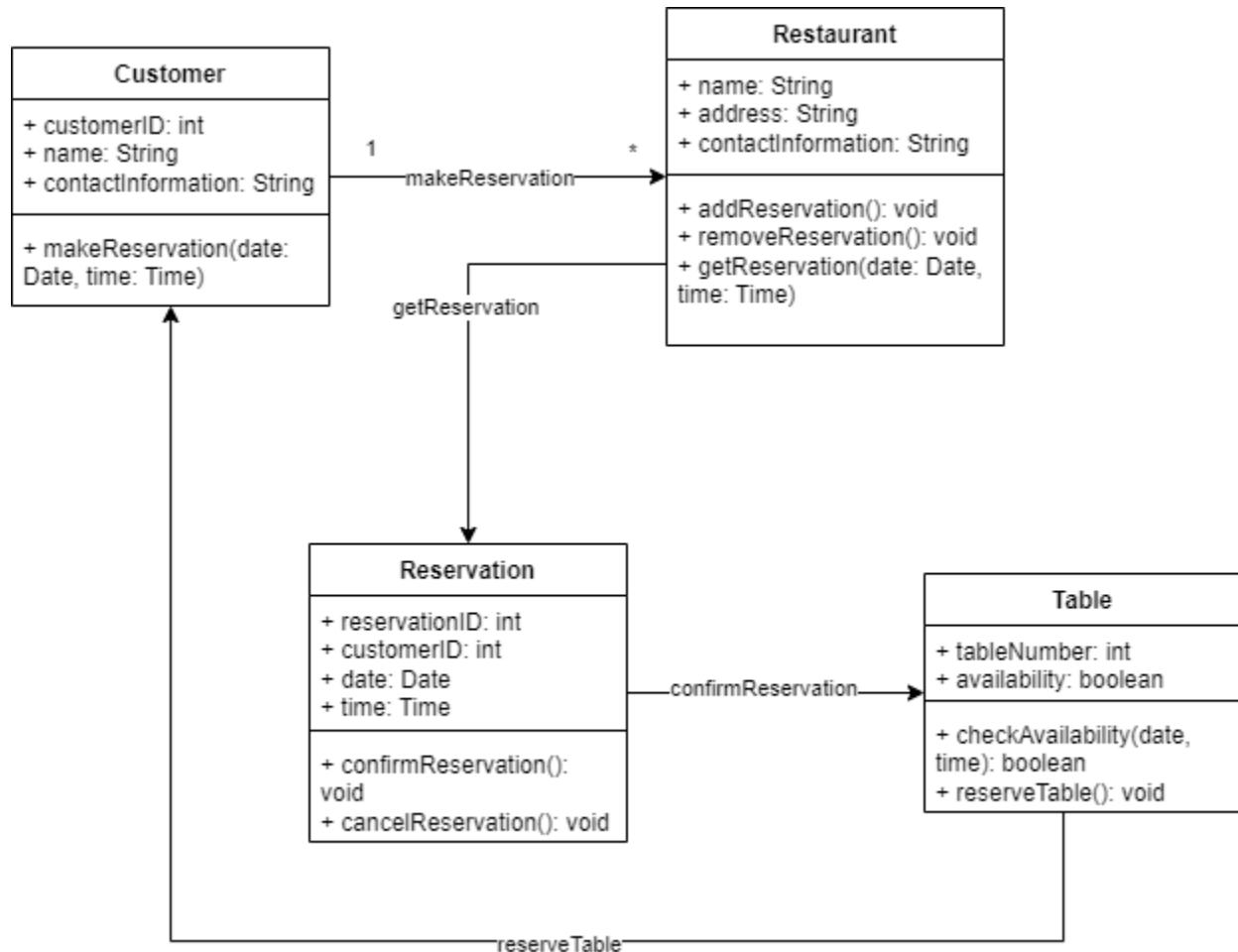


UML Activity 3

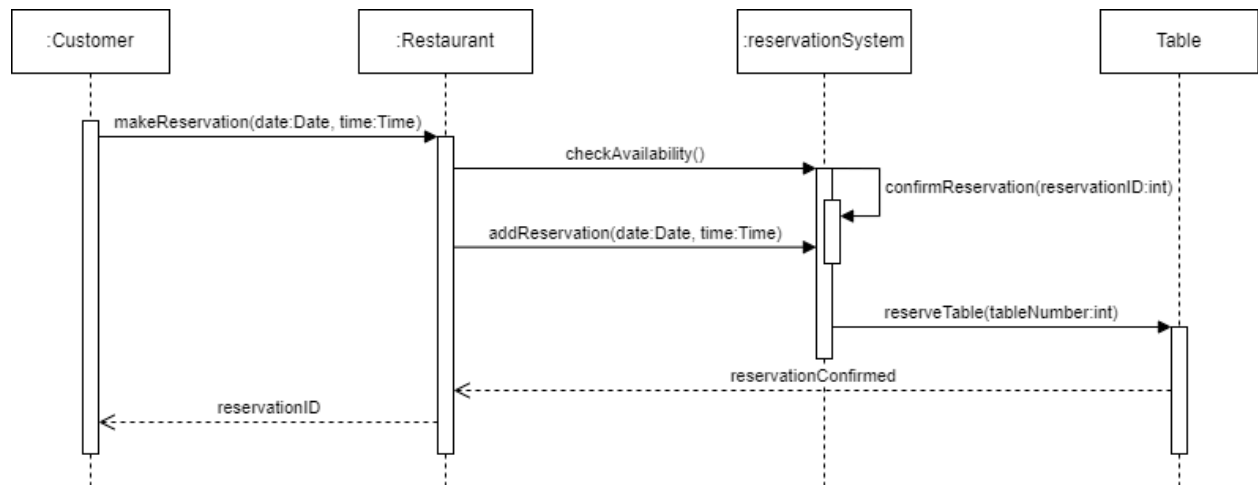
Class Diagram



Explanation

In this class diagram, there are 4 classes which are Customer, Restaurant, Reservation and Table. Under the Customer class is the method makeReservation which then leads to the relationship between Customer and Restaurant. Next, the Restaurant class can make or remove reservations for the customer with the first two methods listed in the class box. After getting a reservation, the Reservation class determines if the details that the customer requested are available. If they are available, it confirms the reservation and reserves a table for the Customer.

Sequence Diagram



Explanation

In this sequence diagram, there are 4 participants which are Customer, Restaurant, reservationSystem and Table. First the Customer sends a message to the Restaurant and makes a reservation. Then the Restaurant checks availability and adds the reservation to the reservationSystem. The reservationSystem also does a self-call in confirming the reservation. Next the reservationSystem will reserve a table using its tableNumber. The Table participant then returns the confirmation of the reservation to the Restaurant, which also returns the reservationID to the Customer.