

Preface

Since the overall project UML is too large and too messy to view, we created a UML diagram for each important sector of our program, illustrating how each sector works.

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The classes in most UML diagrams are arranged according to their clean architecture layer, with exceptions on the UI selection diagram, whose classes are arranged in a way to make illustration simple and intuitive. Different diagrams often have connections with each other. For instance, the UI selection diagram illustrates how the program initializes and calls on different UIs according to the login type, then the interactions between these UIs and the classes below its layer are then shown in the diagrams of Login system, Customer system, Kitchen system, etc.

The project overview UML is included because it is such a view.

















