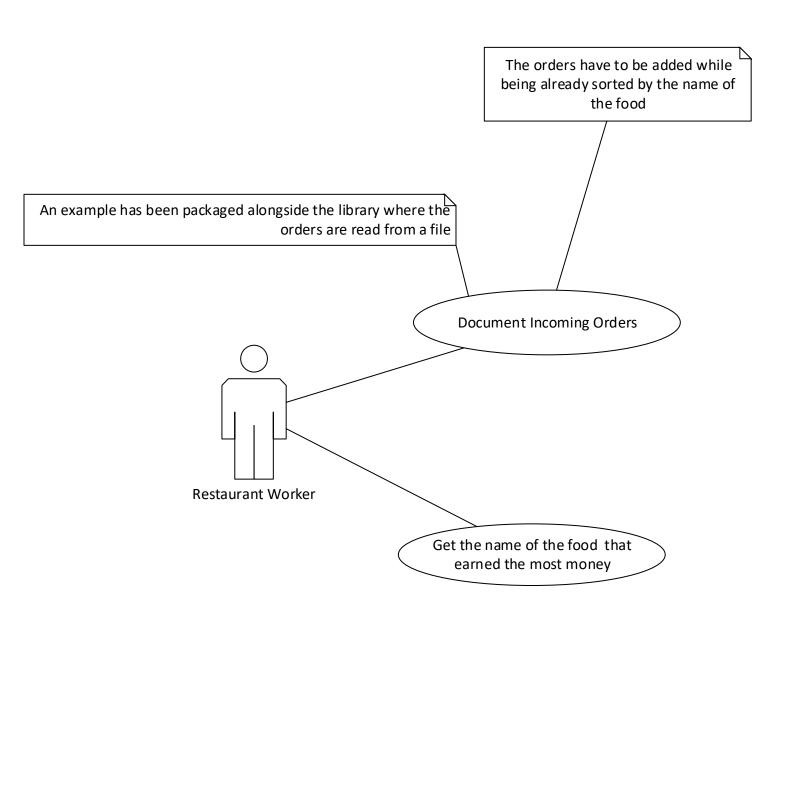
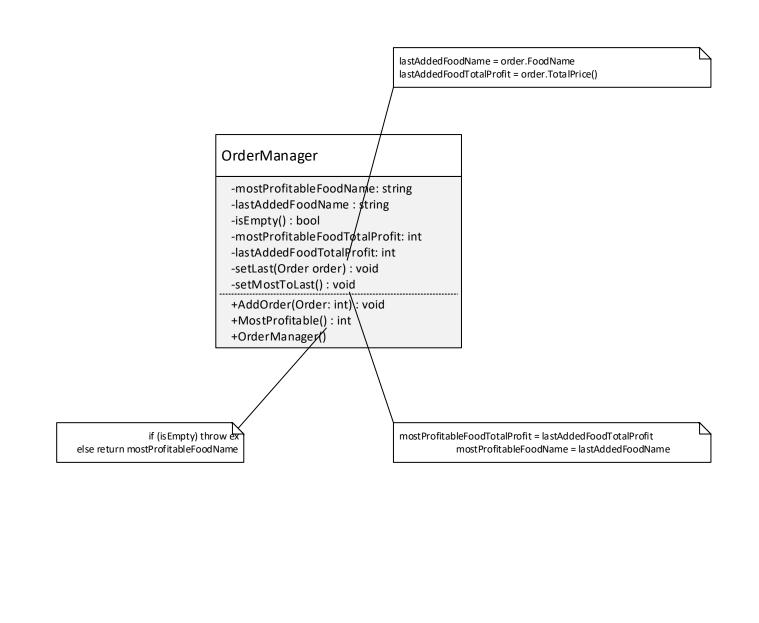
HomerWork #6 UML Class & Activity Diagram Author: K.D.D.

Use case that the OrderManager class solves



Class Diagrams#1



Order

+FoodName : string

+TimeOfOrder: string +TotalPrice(): int

+Order(foodName : string, count : int,

+Count : int +UnitPrice : int +TableId : int

unitPrice : int)

return Count * UnitPrice

Class Diagrams#2

