EXPERIMENT 5

AIM:

To design an **Activity Diagram** for a **Food Ordering System** that models the process of receiving customer orders, preparing food, serving food, collecting payment, and managing raw materials and labor payments.

PROCEDURE:

1. Identify Key Activities

• Customer Activities:

- o Place a food order.
- Make payment.

• Restaurant Activities:

- o Receive customer orders.
- o Prepare food.
- Serve the ordered food to the customer.

• Back-End Processes:

- o Store customer payment details.
- o Order raw materials for food preparation.
- o Pay for raw materials.
- o Pay for labor.

2. Define the Flow of Activities

• Start:

o Begin when a customer places a food order.

• Order Processing:

- o Receive the food order and process it.
- o Pass the order to the kitchen for preparation.

• Food Preparation and Serving:

- o Prepare the food according to the order.
- Serve the food to the customer.

• Payment Collection:

- Customer pays for the food.
- o Store payment details for recordkeeping.

• Raw Material and Labor Management:

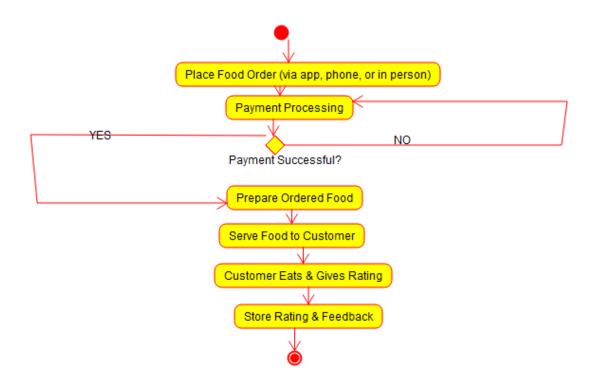
- o If raw materials are low, place an order for raw materials.
- o Pay for raw materials.
- o Pay labor involved in food preparation and serving.

3. Draw the Activity Diagram

- Use ovals to represent activities.
- Use arrows to connect activities in sequence.
- Include decisions (diamond shapes) for checking conditions, such as whether payment is successful or raw materials need to be ordered.

• Label the swimlanes as **Customer**, **Restaurant System**, and **Back-End Processes** to distinguish the roles.

OUTPUT:



RESULT:

The **Activity Diagram** for the **Food Ordering System** is successfully created. It clearly represents the flow of activities, starting from receiving customer orders to food preparation, serving, payment collection, and managing raw materials and labor. This diagram provides a clear and structured representation of the system's processes.

Hence, the Food Ordering System's workflow is effectively modeled.