EXPERIMENT 5

Draw a UML diagram for a food ordering system Systems. The activities of the food ordering system are listed below. Receive the Customer food orders, Produce the customer ordered food, Serve the customer with their ordered food, collect payment from Customers, Store customer payment details, Order Raw Materials for food products, Pay for Raw Materials and Pay for Labour.

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**:
  - Place a food order.
  - Make payment.
- **Restaurant Activities**:
  - Receive customer orders.
  - Prepare food.
  - Serve the ordered food to the customer.
- **Back-End Processes**:
  - Store customer payment details.
  - Order raw materials for food preparation.
  - Pay for raw materials.
  - Pay for labor.

2. Define the Flow of Activities

- **Start**:
  - Begin when a customer places a food order.
- **Order Processing**:
  - Receive the food order and process it.
  - Pass the order to the kitchen for preparation.
- **Food Preparation and Serving**:
  - Prepare the food according to the order.
  - Serve the food to the customer.
- **Payment Collection**:
  - Customer pays for the food.
  - Store payment details for recordkeeping.
- **Raw Material and Labor Management**:
  - If raw materials are low, place an order for raw materials.

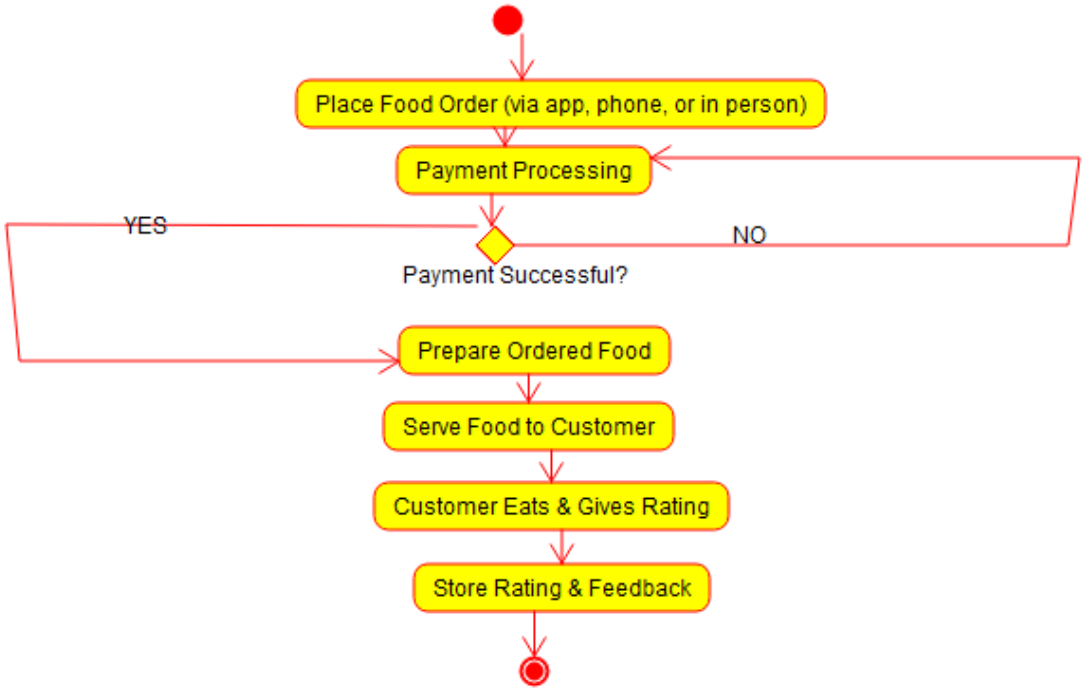
- Pay for raw materials.
- Pay labor involved in food preparation and serving.

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:

ACTIVITY DIAGRAM:



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.