# Obstacles faced with e-catering

1. By the time the customer receives the meal, it may have become cold.
2. The pictures in the app or on the website may appear to be delicious and enormous, but they are not.
3. Only when the user's device has access to the internet, he can use it.
4. Customer's preferences cannot be adjusted in the food recipe.
5. Customers may be concerned about the payment process's security.
6. When customers cancel their food orders, the restaurant may suffer a loss on the work they did.

# Potential benefits from proposed system

1. One of the most significant advantages of e-catering is the time savings.
2. Increased revenue for e e-catering service providers, as customers find this approach to be more convenient.
3. 24 hours a day, 7 days a week operation.
4. Can sample a wide range of foods.
5. Customers can also know about current food trends.
6. Customers can also read other people's reviews.

# System requirement

For designing Class Diagrams and other diagrams, we utilized ArgoUML, a free and open-source UML (Unified Modelling Language) Diagramming Application whose platform is supported by Java SE. We also utilized Draw.io, a free and open-source Use Case Tool, to create Sequence and Collaboration Diagrams, among other things.

# Sequence Diagram

# Online Payment (with Dew)

|  |  |  |
| --- | --- | --- |
| Use case No. |  | |
| Use case name | Online Payment | |
| Priority |  | |
| Actor | Customers | |
| Description |  | |
| Pre-condition |  | |
| Post-condition | Payment confirmed. | |
| The fundamental course of action |  |  |
| The alternative course of action |  |  |