

**Ex 5:**

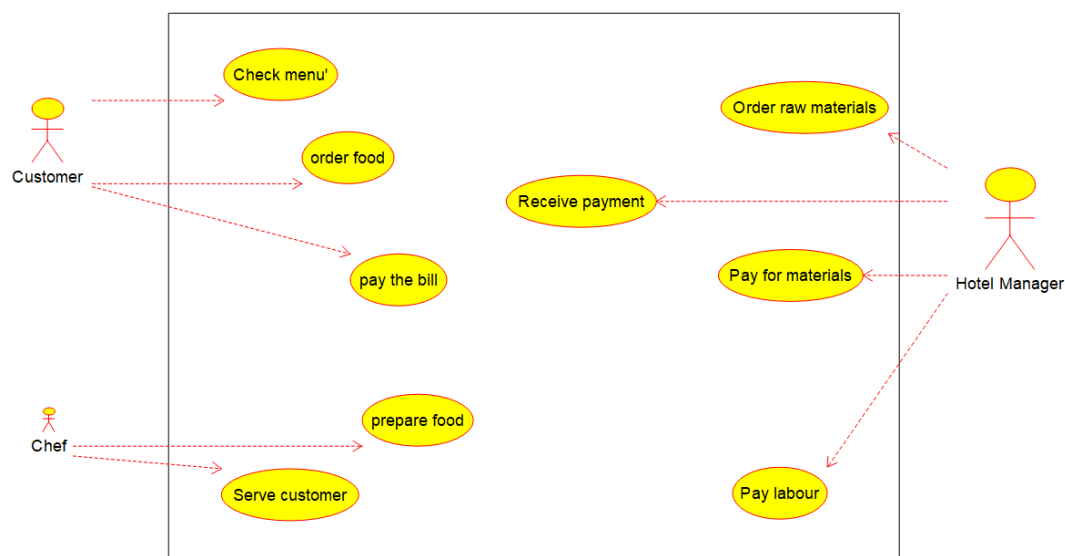
Draw a UML diagram for a food ordering system Systems. The activities of the food ordering system are listed below. Receive the Customer food orders, Produce the customer ordered food, Serve the customer with their ordered food, collect payment from Customers, Store customer payment details, Order Raw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

**Aim:**

Design a UML Use Case Diagram for a Food Ordering System, outlining the interactions between Customer, Chef, and Manager.

**Procedure:**

1. Identify the actors: Customer, Chef, and Manager.
2. Define the use cases for each actor:
  - Customer: Place Order, Make Payment
  - Chef: Receive Order, Prepare Food, Serve Food
  - Manager: Order Raw Materials, Pay for Raw Materials, Pay for Labour
3. Draw the Use Case Diagram, showing the relationships between actors and their use cases.

**Output:****Result:**

The Use Case Diagram visualizes how Customers, Chefs, and Managers interact within the Food Ordering System. The customer places orders and makes payments. The chef processes orders and prepares food. The manager handles the ordering of raw materials and payments for both materials and labour, streamlining the system's operation.