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.

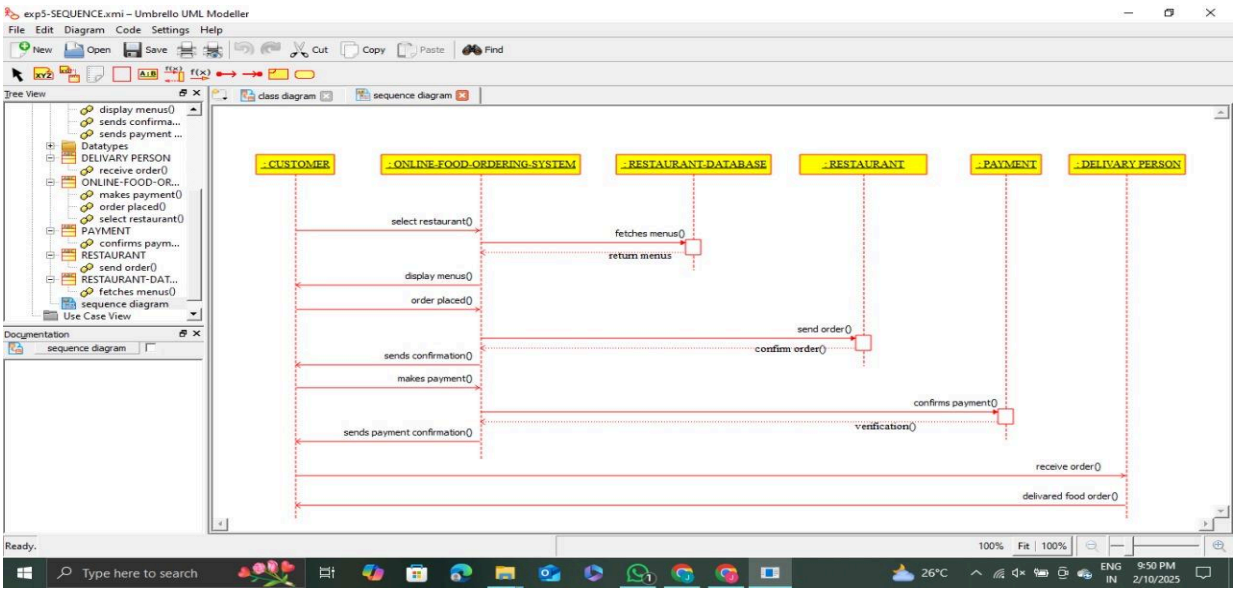
Aim:

To design a UML Diagram for a Food Ordering System, representing the activities involved in receiving orders, processing food, collecting payments, and managing raw materials and labor.

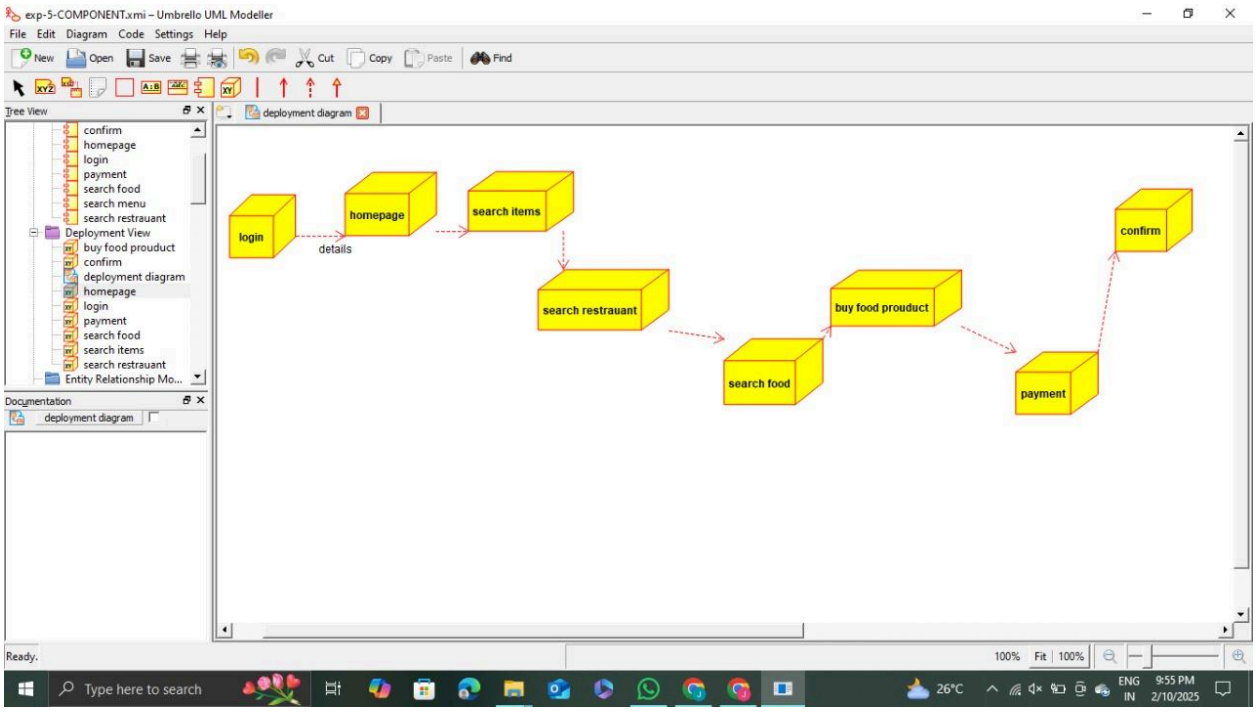
Procedures:

1. Identify key classes like Customer, Order, Food, Payment, RawMaterial, and Employee.
2. Define attributes and methods for each class, such as OrderDetails, ProcessPayment(), and OrderRawMaterials().
3. Establish relationships between classes, such as Customer places an order, Employee manages raw materials, and Food is produced and served.
4. Use associations to link activities such as payment and order processing, ensuring smooth flow between classes.
5. Draw the UML Diagram with class diagrams, activity diagrams,use case ,deployment,state,component and sequence diagrams to represent the system's operations.

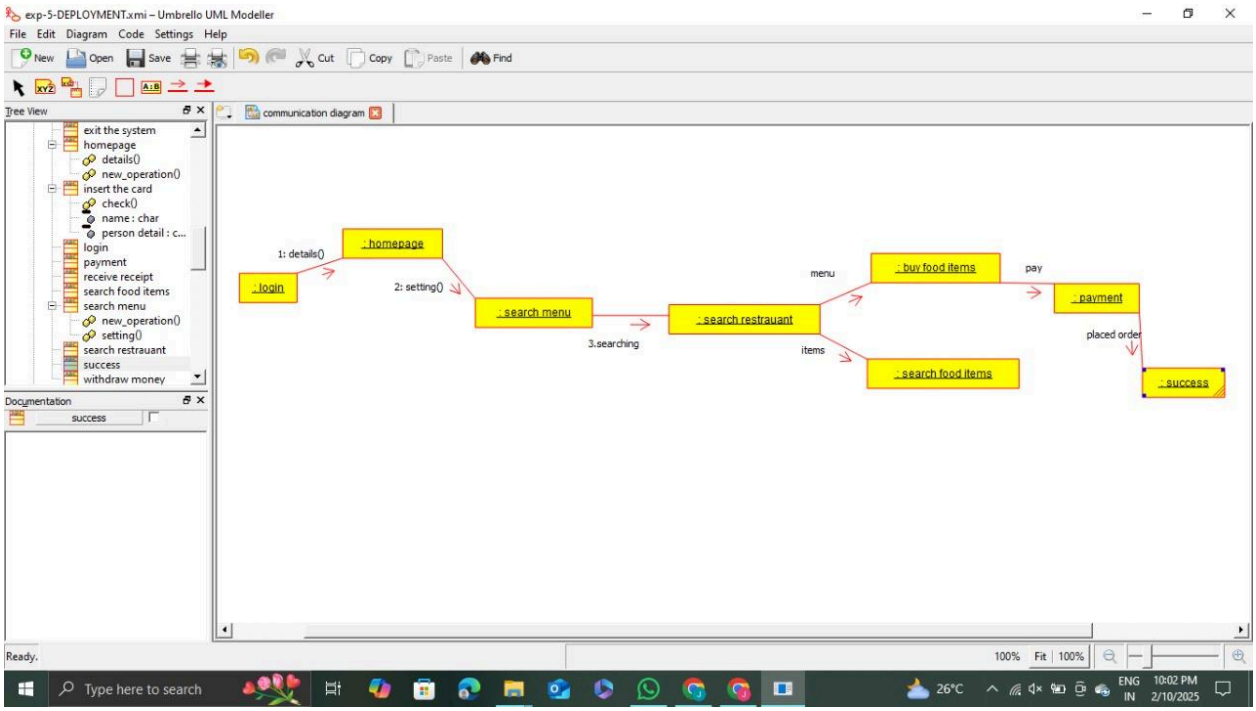
Sequence Diagram:



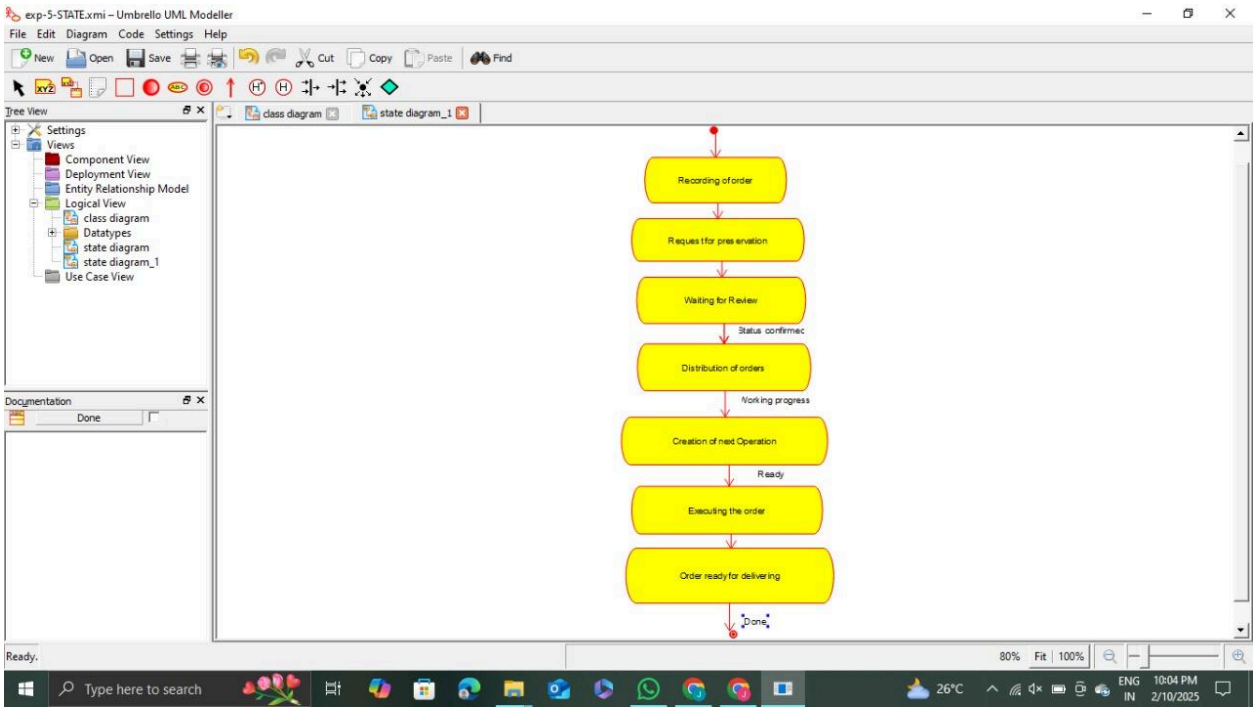
Component Diagram:



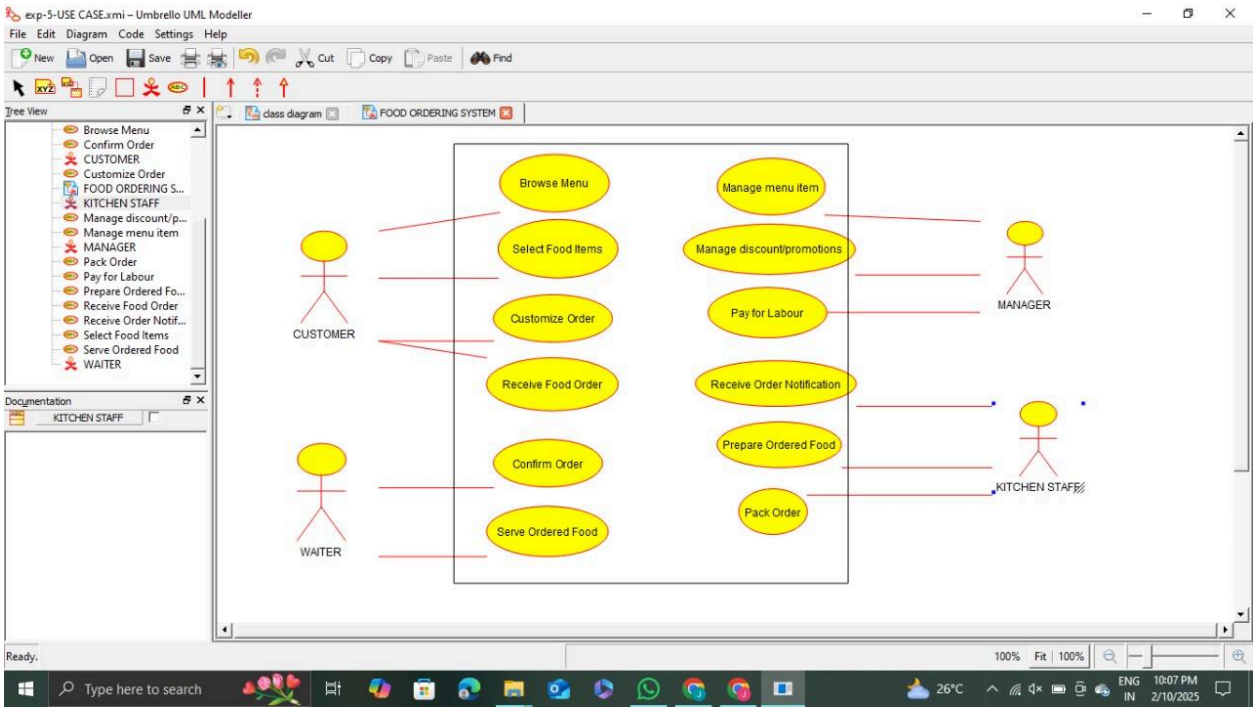
Deployment Diagram:



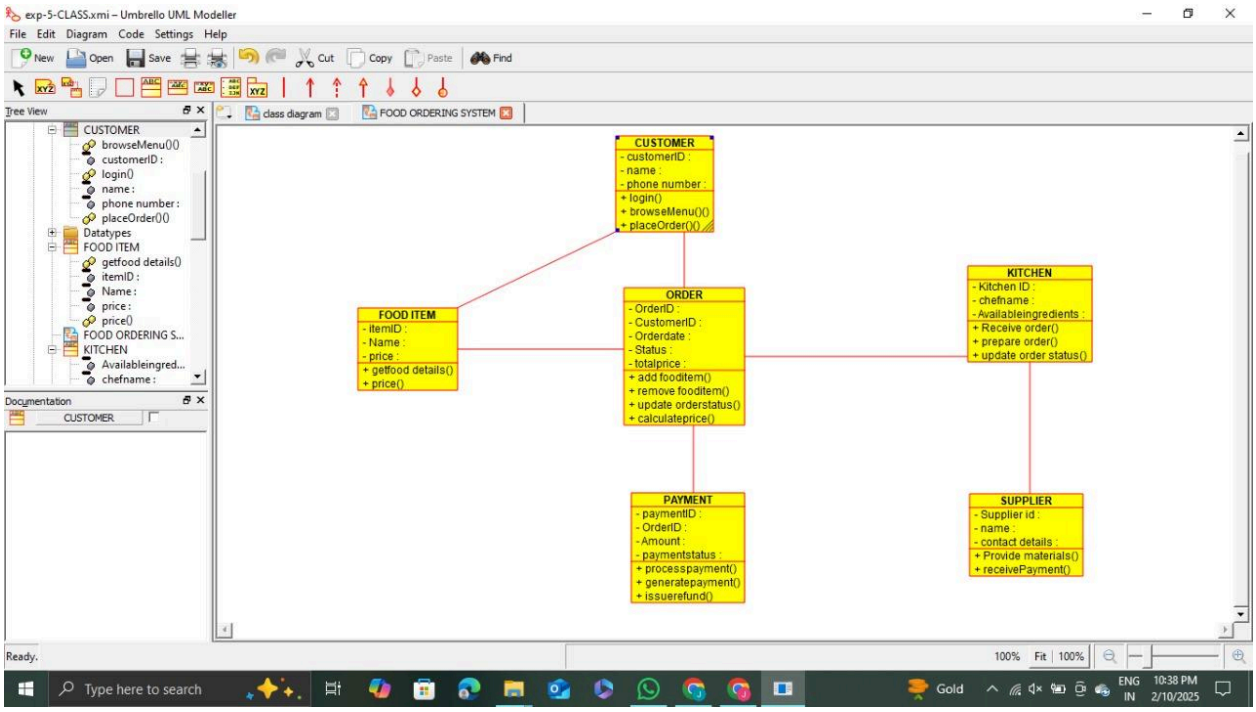
State Diagram:



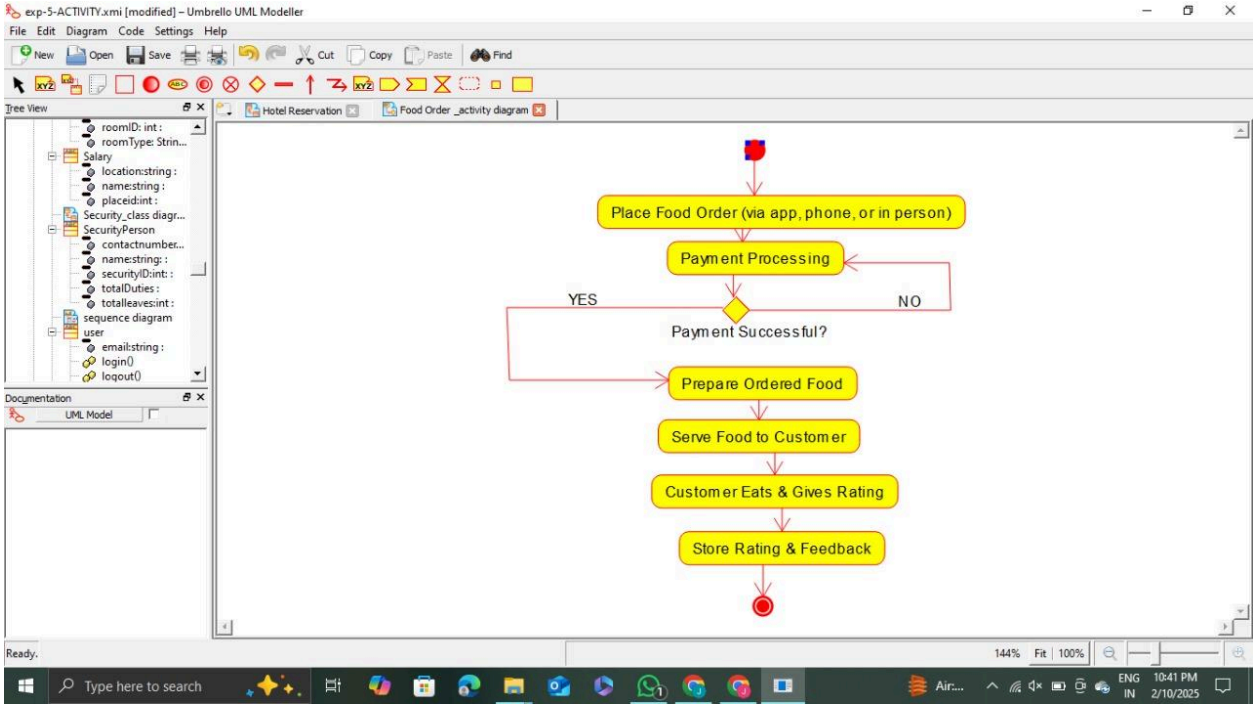
Use Case Diagram:



Class Diagram:



Activity Diagram:



Result:

The UML Diagram for the Food Ordering System was successfully developed, modeling customer orders, food production, payment collection, and material management