Experiment -2

Draw a coffee coffee day ordering system. A coffee day shop vending machine dispenses coffee to customers. Customers order coffee by selecting a recipe from a set of recipes. Customers pay for the coffee using coins. Change is given back, if any, to the customers. The 'service assistant' loads ingredients (coffee powder, milk, sugar, water, chocolate) into the coffee machine. The 'service assistant' adds recipe by indicating the name of the coffee, the units of coffee powder, milk, sugar, water, chocolate to be added as well as the cost of the coffee. The service assistant can also edit and delete a recipe. Develop the use case diagram for the specification above.

Aim:

To design a Coffee Day Ordering System in the form of a Use Case Diagram that models the interactions between customers, service assistants, and the coffee vending machine.

Procedures:

1. Identify the actors: Customer and Service Assistant.
2. Define the use cases like Order Coffee, Insert Coins, Receive Change, Load Ingredients, and Manage Recipes.
3. Establish relationships between actors and use cases using associations.
4. Use "extend" and "include" relationships where applicable.
5. Draw the Use Case Diagram with actors, use cases, and connections.

Use Case Diagram:
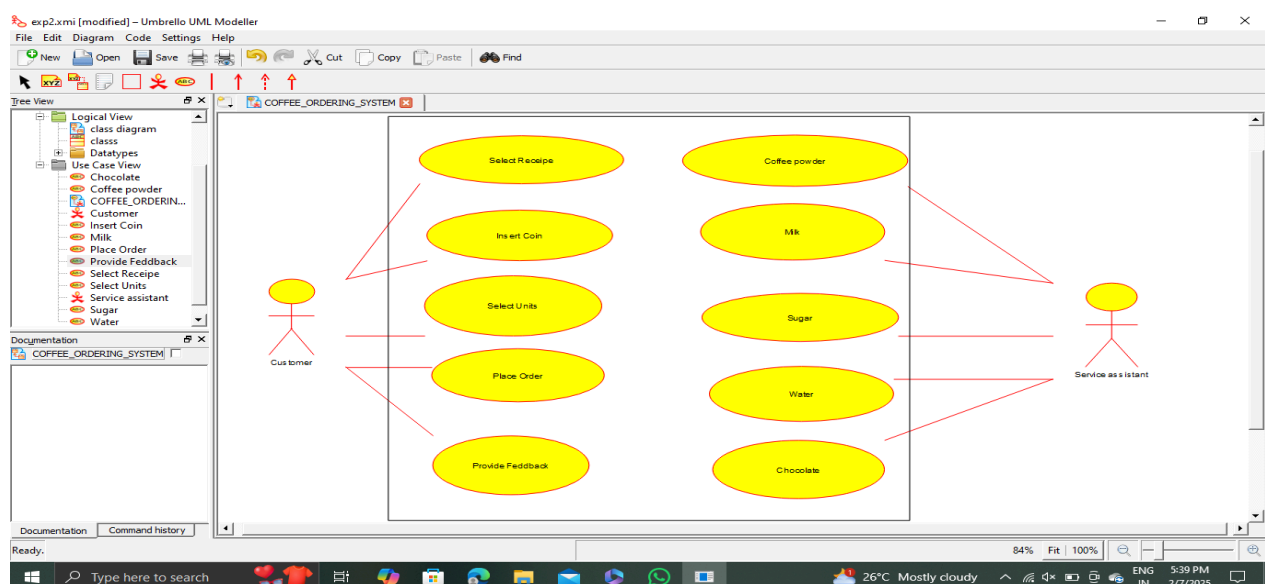
Result:

A Use Case Diagram was successfully developed for the Coffee Coffee Day Ordering System,