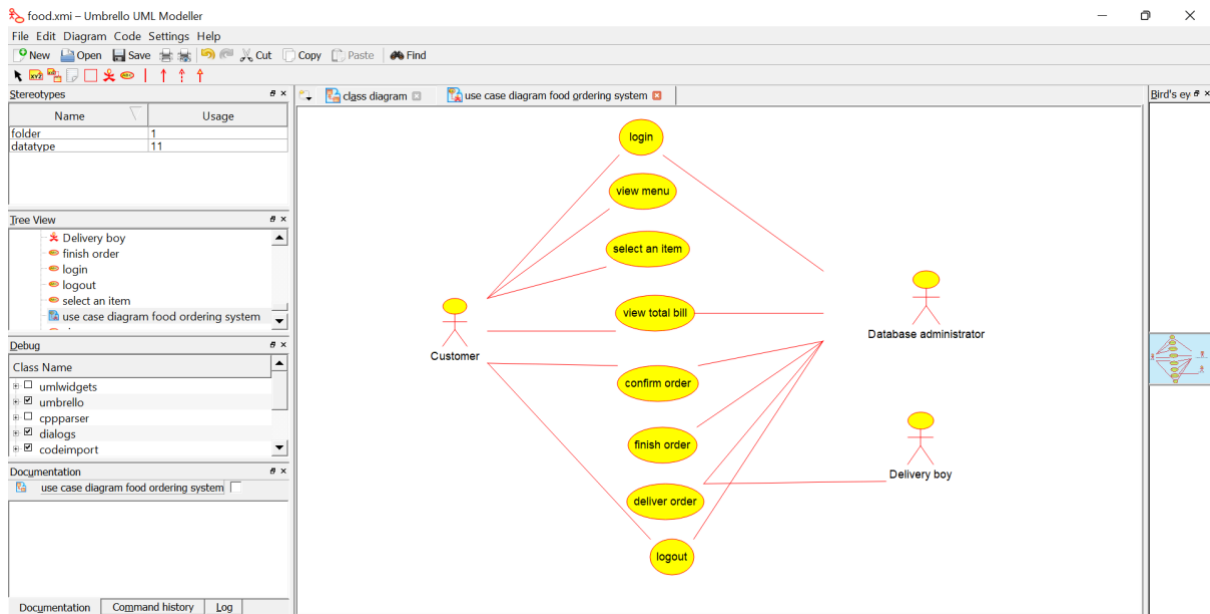


FOOD ORDER SYSTEM

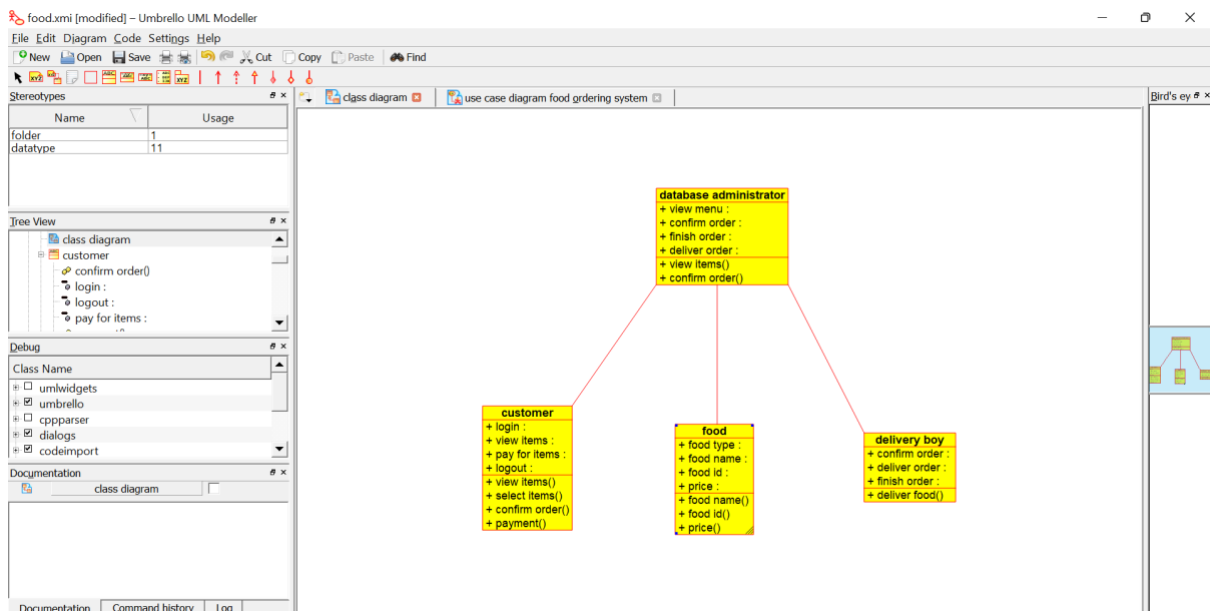
K.V.Sai Sanjana

192011124

Usecase diagram:



Class diagram:



Code generation:

C++:

```
#include "database_administrator.h"

// Constructors/Destructors

//
database_administrator::database_administrator () {
initAttributes();
}
database_administrator::~database_administrator () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void database_administrator::initAttributes () {
}

#include "customer.h"

// Constructors/Destructors

//
customer::customer () {
initAttributes();
}
customer::~customer () { }

//

// Methods

//

// Accessor methods

//
```

```
// Other methods
//
void customer::initAttributes () {
}
#include "food.h"
// Constructors/Destructors
//
food::food () {
initAttributes();
}
food::~~food () { }
//
// Methods
//
// Accessor methods
//
// Other methods
//
void food::initAttributes () {
}
#include "delivery_boy.h"
// Constructors/Destructors
//
delivery_boy::delivery_boy () {
initAttributes();
}
delivery_boy::~~delivery_boy () { }
//
// Methods
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void delivery_boy::initAttributes () {
```

```
}
```