EXPERIMENT.NO: 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.

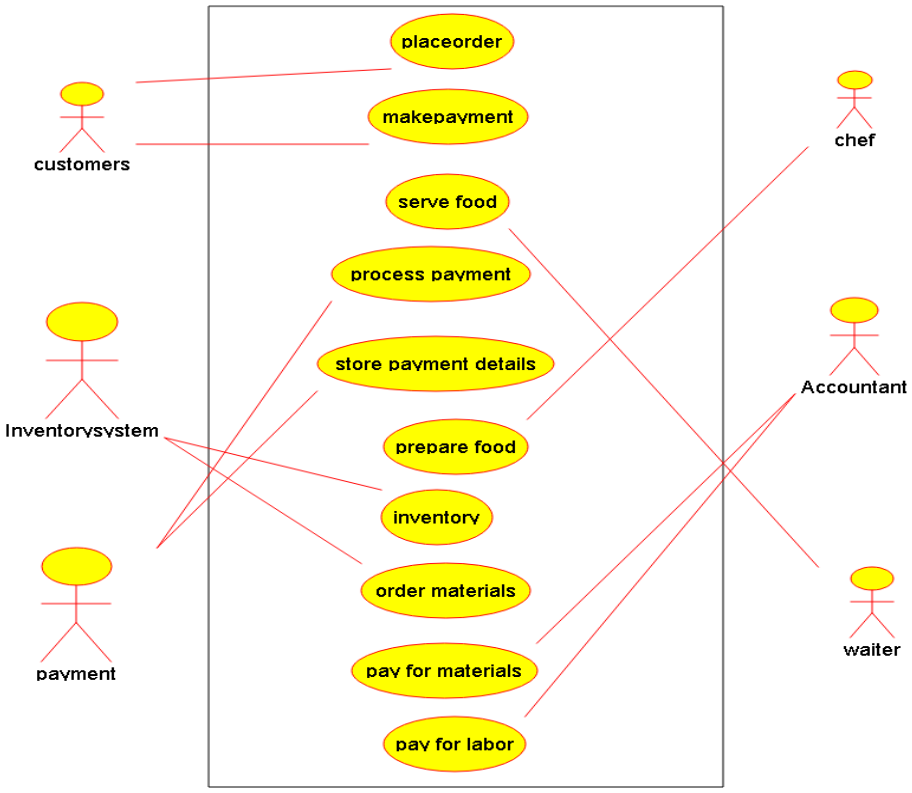
Aim:

To design a UML diagram for a Food Ordering System that captures the activities of receiving customer orders, producing food, serving customers, collecting payments, managing raw materials, and handling payments for labor and supplies.

Procedure:

1. Identify the main entities: Customer, Order, Food, Payment, RawMaterial, Supplier, and Labor.
2. Define the functionalities: Receive orders, produce food, serve food, collect payments, store payment details, order raw materials, and pay for labor/supplies.
3. Establish relationships: Customer places Order, Order includes Food, Payment is linked to Order, RawMaterial is ordered from Supplier, and Labor is paid for services.
4. Validate the flow: Customer places order → Food is prepared → Payment is collected → Raw materials are ordered and paid for.
5. Ensure all activities are represented in the UML diagram.

Ouput:



Result:

A UML Class Diagram for the food ordering system includes classes: Customer, Order, Food, Payment, Raw Material, and Labour. Relationships include Customer places Order, Order contains Food, Payment processes Customer payment, and System manages Raw Material and Labour. Associations depict interactions between entities for seamless operations.