



# Design Problem Statement && Diagrams

Special class

→ RMS :-

Actors :-

P.A

Customer

waiter

Receptionist

Manager

S.A

System

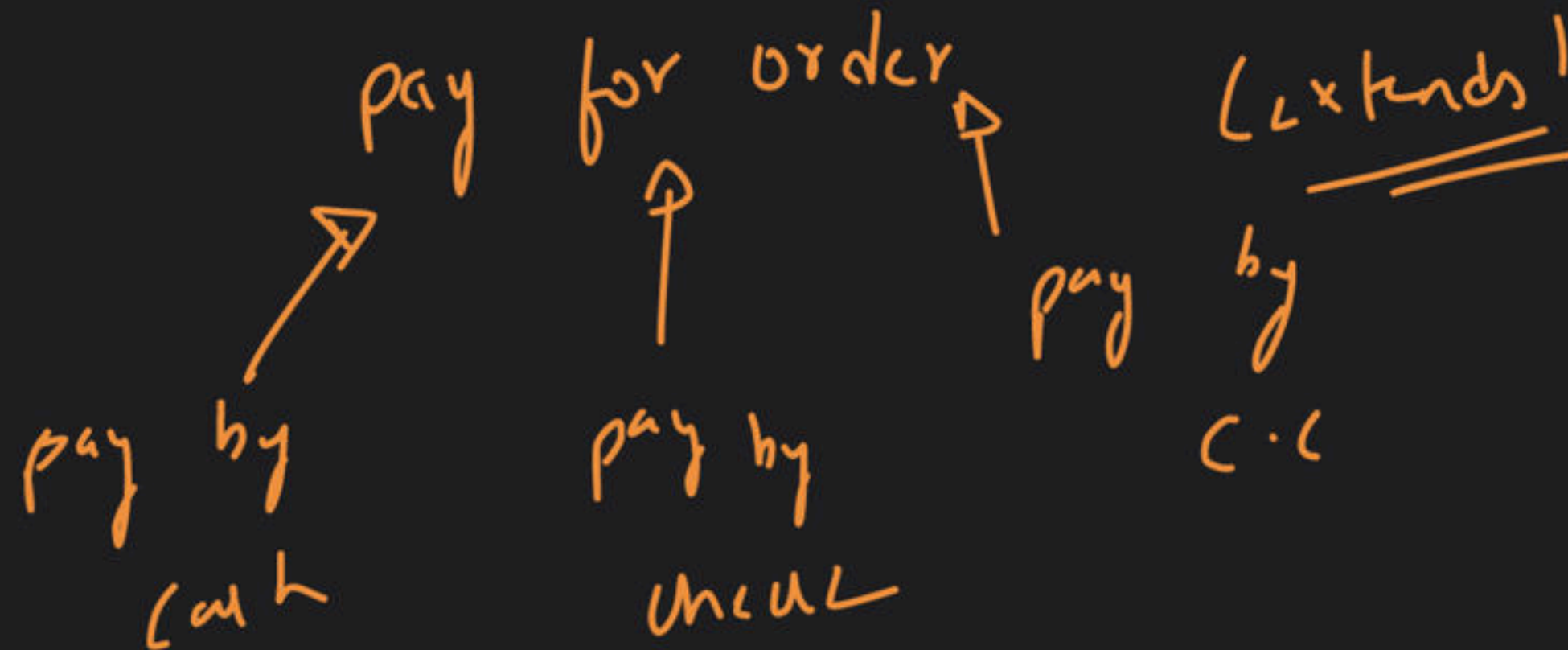
① Customer → reserve table

update/cancel reservation

view Menu

place order

cancel / remove / add / update order item  
cancel order  
view order





①

Waiter:-

view Menu  
order place  
remove/add/update order item  
cancel order  
view order  
accept payment

③

Receptionist

→ reserve table  
→ update/cancel reservation  
→ add/update table chart  
→ feedback

Manager:-

→ all waiter

→ all receptionist

→ resolve dispute

→ add/update menu section

→ add/update menu item

→ generate report

2min  
Break

System

→ notification

→ add/<sup>remove</sup>~~update~~ restaurant

→ show reports

→ show available tables

→ book/cancel table

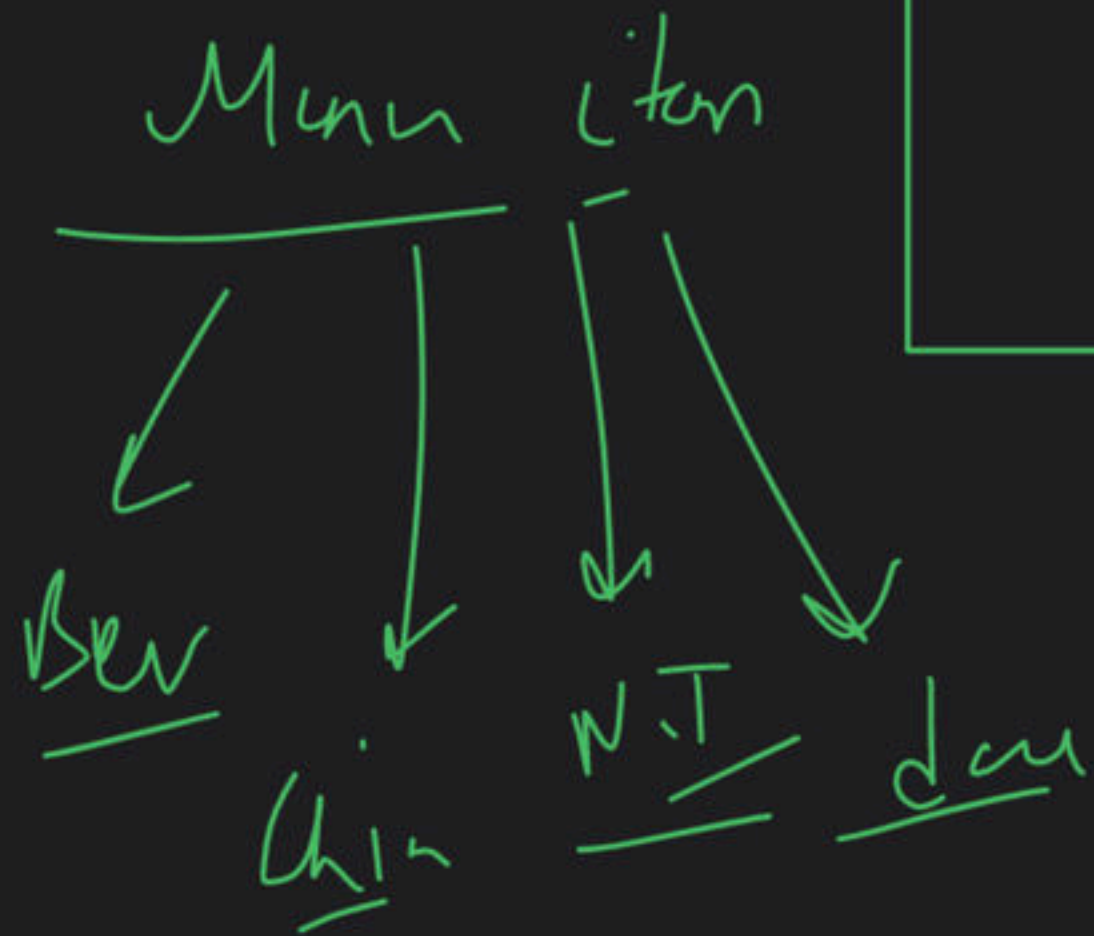






# Design Pattern

notification/  
reminder



- ① Singleton → system
- ② Observer → Reservation
- ③ factory → Menu item
- ④ Command Pattern → DB interaction



Classes: -

(C.D)

Branch.

Enums

- Account Status
- Payment Status
- Order Status
- Table Status
- Res. Status

Menu

Menu Section

Menu Item

Waiter / Receptionist / Customer / Manager / Chef → Employee

(26)

Classes

Customer

Person / Account

Table

Order

Reservation

Payment

Notification

Bill

Meal

Meal Item

Table Chart  
Restaurant  
System



Pending → STL/CF → 1 week

Tomorrow

12:30 pm

CD/ODE

Kal → True

12:00 →  
12:30 → ?

Tuesday → false

class → 15 min → class schedule → 15-20 → The Last Class

Customer



waiter



gen



Manager



gen



Receptionist



