Lab Task 28.09.2024

Task 1

Draw a UML diagram for the following scenario: At a pizza store, that you are opening in a week or so, you plan to sell Thick and Thin Pizzas. You are excited to offer toppings (Mushrooms, Cheese, Onion) that a customer can combine in any manner. You are hoping that this approach will allow you to add new ones (Greens, Anchovies, Tomatoes).

Task 2

The Pizza Ordering System allows the user of a web browser to order pizza for home delivery. To place an order, a shopper searches to find items to purchase, adds items one at a time to a shopping cart, and possibly searches again for more items. When all items have been chosen, the shopper provides a delivery address. If not paying with cash, the shopper also provides credit card information. The system is having an option for shoppers to register with the pizza shop. They can then save their name and address information, so that they do not have to enter this information every time that they place an order.

Create class structure for the software required to manage a pizza restaurant. First you will be working on the core Pizza / Recipe / Oven / Chef sub system. You decide to create a class Pizza, with necessary operations for creating Pizza classes.

Draw Class Diagram, Sequence Diagram, Activity Diagram and Component Diagram for the scenarios.

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