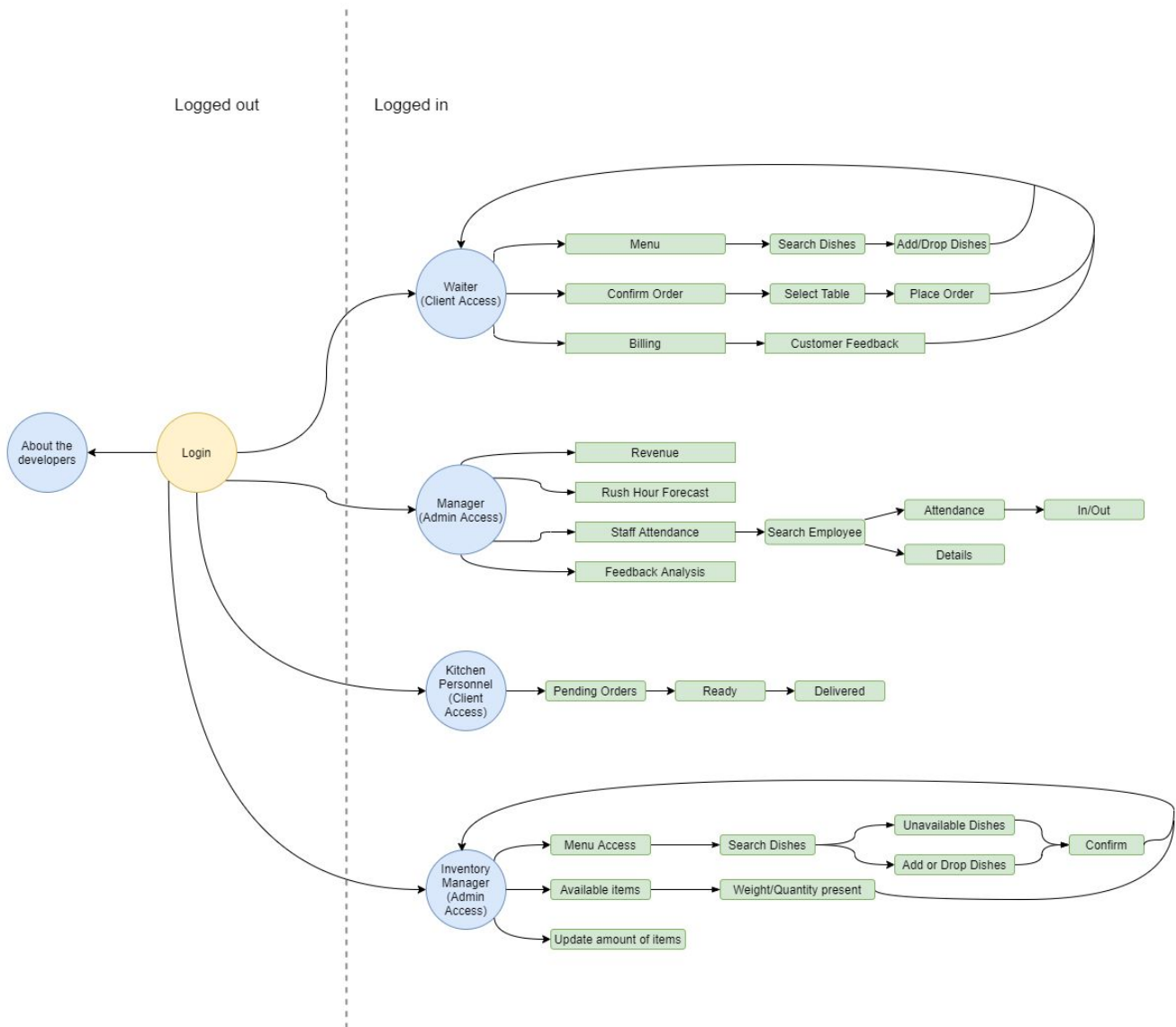


Software Engineering Lab 4

Restaurant Management System Group 26

Q1.



Q2.

Stakeholders

- Restaurant Owner
- Restaurant Manager
- Inventory Manager
- Waiter
- Kitchen Personnel

Actors

- Restaurant Manager
- Inventory Manager
- Waiter
- Kitchen Personnel
- Customer
- Database

Use Cases

- Take/Give Customer Feedback
 - **Actors:** Manager, Waiter, Customer, Database
 - **Goal:** Is to analyze the user's experience at the restaurant.
- Login/Logout
 - **Actors:** Manager, Waiter, Inventory Manager
 - **Goal:** Grant/Revoke controlled access to the system.
- Menu access (read)
 - **Actors:** Customer, manager, inventory manager
 - **Goal:**
- Order Dishes
 - **Actors:** Waiter, Inventory Manager, Database
 - **Goal:** Is to provide the customer with the available dishes.
- Take/Give Staff Attendance
 - **Actors:** Manager, Waiter, Database
 - **Goal:** Is to keep track of the punctuality of waiters.

- Prepare orders
 - **Actors:** Kitchen Personnel
 - **Goal:** To keep the track of orders
- Predict Rush hour
 - **Actors:** Manager
 - **Goal:** To predict and prepare well in advance for an upcoming rush of customers.
- Billing
 - **Actors:** Waiter, Database
 - **Goal:** To record the income generated from a particular customer
- Analyze Inventory
 - **Actors:** Inventory Managers, Database
 - **Goal:** To help monitor the stock of various ingredients being used in the restaurant. And to also help decide the availability of certain dishes.
- Add/drop dishes from Menu:
 - **Actors:** Inventory manager, database
 - **Goal:** To allow the addition/removal of dishes from the menu based on their availability.
- Update amount of items:
 - **Actors:** Inventory manager, database
 - **Goal:** To update the amount of ingredients/inventory available after receiving new or using available stock.
- Manage Revenue and its analysis
 - **Actors:** Managers, Database
 - **Goals:** To monitor and manage the revenue and the sales of the restaurant.

Q3. - Use case diagram

