

IZMIR UNIVERSITY OF ECONOMICS

ADVANCES IN SOFTWARE DEVELOPMENT  
DESIGN DOCUMENT

# Simple Restaurant System

**Developed By**

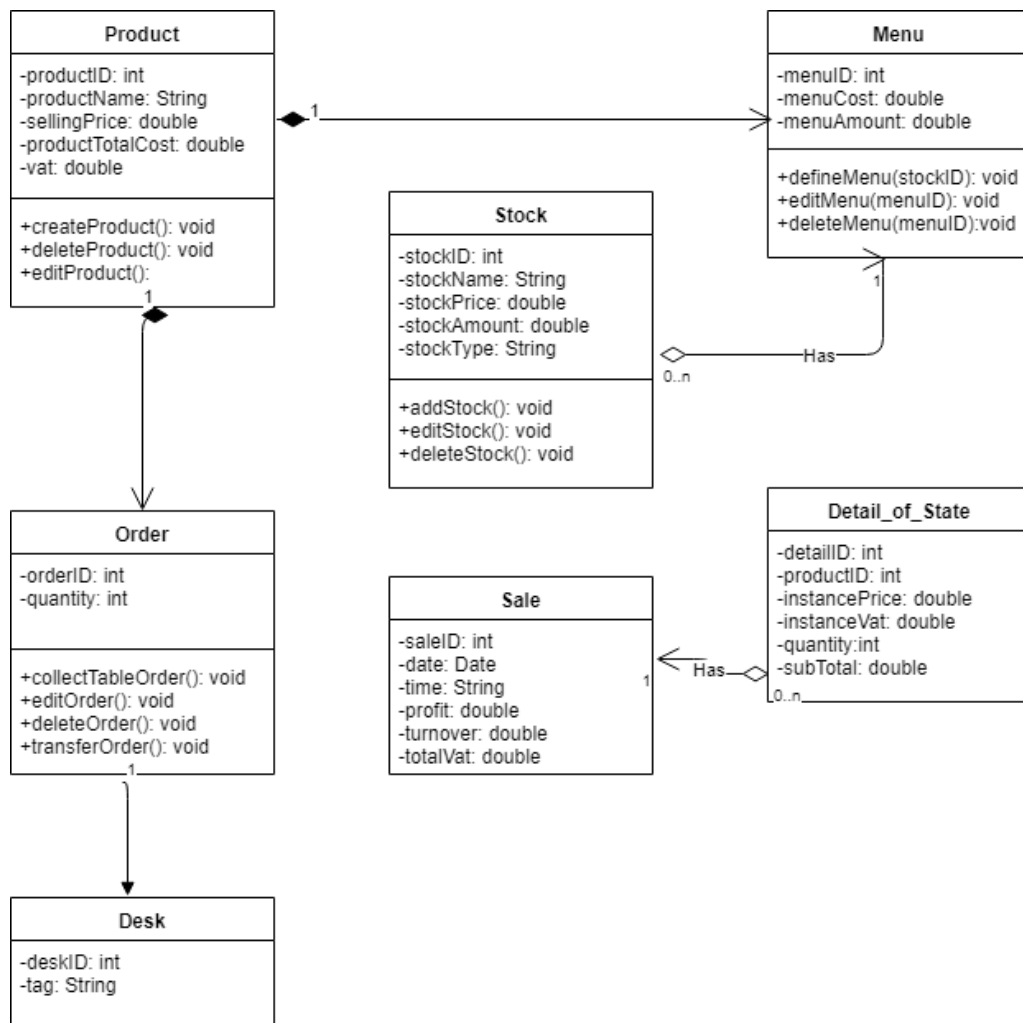
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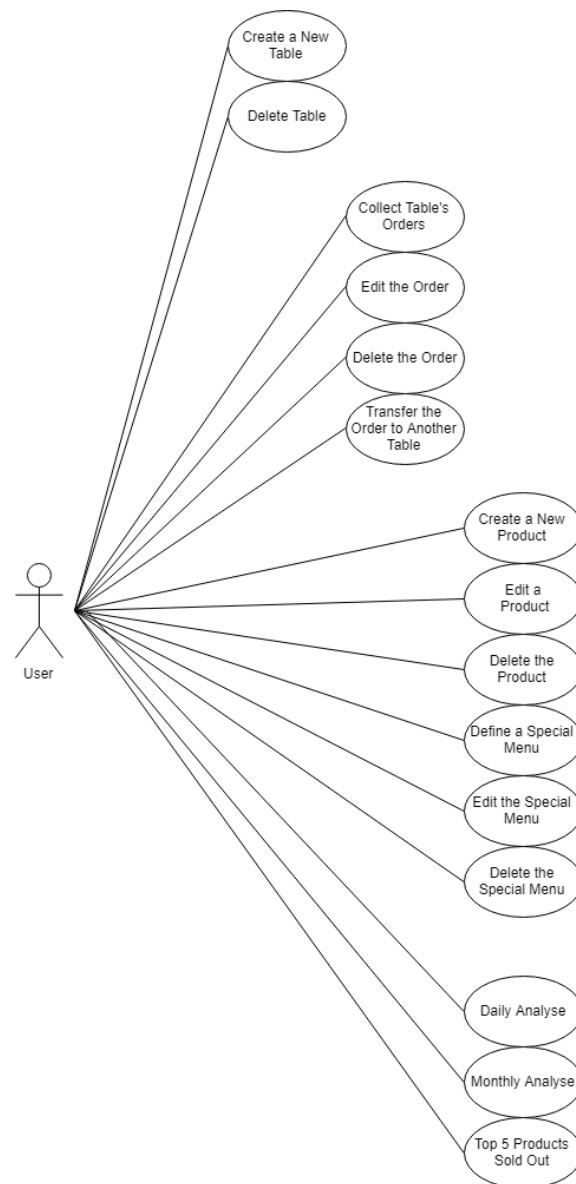
# 1 Class Diagram

Class diagrams are one of the most useful types of diagrams in UML as they clearly map out the structure of a particular system by modeling its classes, attributes, operations, and relationships between objects. In our class diagram, we showed that how products, menu and stock classes related with each other. Also, we showed that when a customer gives an order how classes will communicate with each other.



## 2 Use-Case Diagram

A use case diagram is a graphic depiction of the interactions among the elements of a system. It is a methodology used in system analysis to identify, clarify, and organize system requirements. As we see above, we clarified the interaction between the system and the user.



### 3 Database Design Diagram

A database model shows the logical structure of a database, including the relationships and constraints that determine how data can be stored and accessed. In the design, we showed that when a product wanted to create by user, he/she will assign its components in menu table(if any) and stock table will check that the restaurant has enough resources to have the product. Also, when the customer wants to give an order, the system will check its deskID and take the orders according to product that customer wants. Finally, in detailofSale table, we will keep track of the customer orders and give the user some information about the profits or the best-seller products etc.

