2. Draw a coffe coffe day ordering system. A coffe coffee day shop vending machine dispenses coffee to customers. Customers order coffee by selecting a recipe from a set of recipes. Customers pay for the coffee using coins. Change is given back, if any, to the customers. The ‘service assistant’ loads ingredients (coffee powder, milk, sugar, water, chocolate) into the coffee machine. The ‘service assistant’ adds recipe by indicating the name of the coffee, the units of coffee powder, milk, sugar, water, chocolate to be added as well as the cost of the coffee. The service assistant can also edit and delete a recipe. Develop the use case diagram for the specification above.

AIM:

To design a **Coffee Coffee Day Ordering System** using a **Use Case Diagram**, illustrating interactions between customers, service assistants, and the vending machine.

PROCEDURE:

 Identify Key Actors:

- **Customer**: Orders coffee, inserts payment, receives coffee and change.
- **Service Assistant**: Manages ingredients, adds/edits/deletes recipes.
- **Vending Machine (System)**: Processes orders, dispenses coffee, calculates change.

 Identify Use Cases:

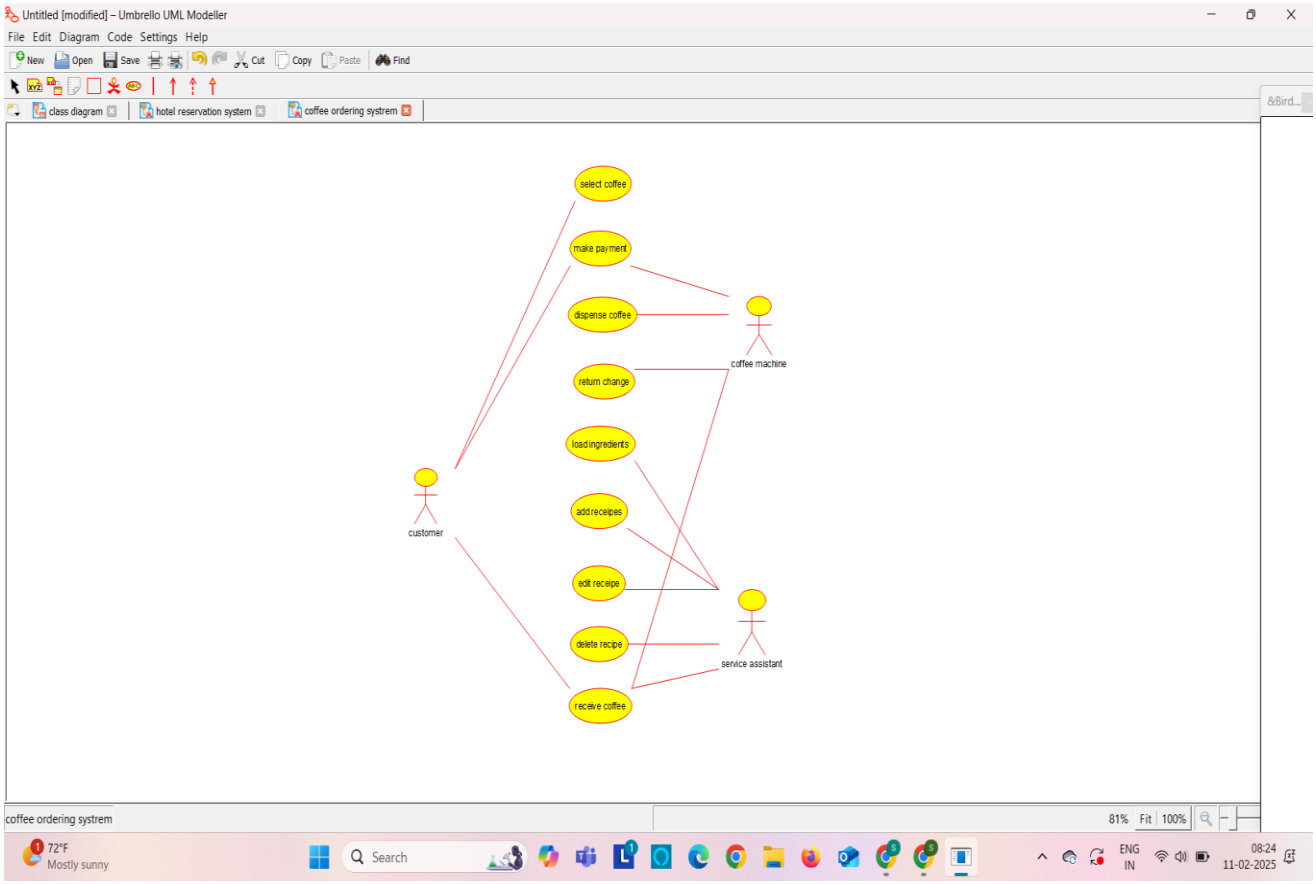
- **For Customers**:
    - Select coffee recipe.
    - Make payment.
    - Receive coffee and change.
- **For Service Assistant**:
    - Load ingredients into the machine.
    - Add new recipes.
    - Edit or delete existing recipes.

 Draw the Use Case Diagram:

- Represent actors as stick figures.
- Use ovals to represent use cases.
- Draw relationships (associations) between actors and use cases.

OUTPUT:

Usecase diagram



RESULT:

A **Use Case Diagram** for the **Coffee Coffee Day Ordering System** was successfully designed, depicting customer interactions, vending machine operations, and service assistant functionalities.