EXERCISE: 5

FOOD ORDERING SYSTEM

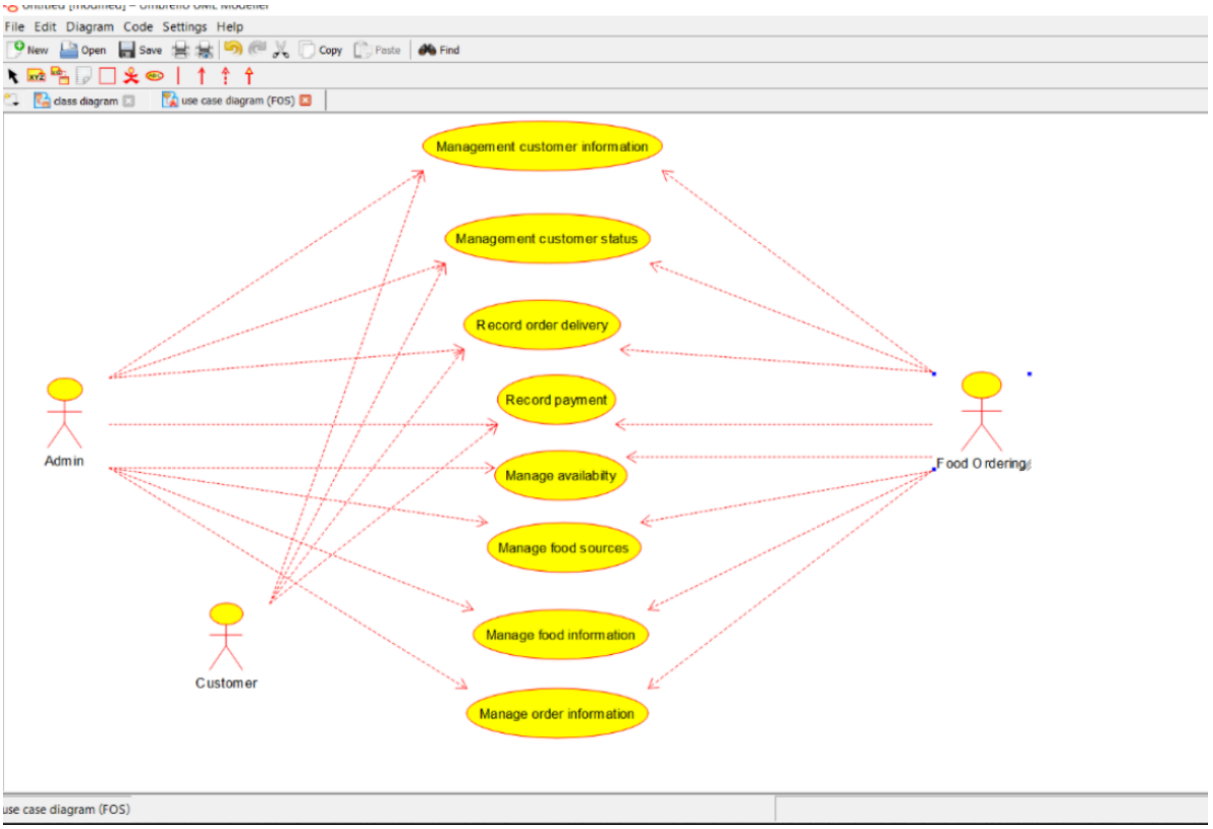
Aim:

To design UML Diagrams for a Food Ordering System to represent its structure, interactions, activities, states, and deployment.

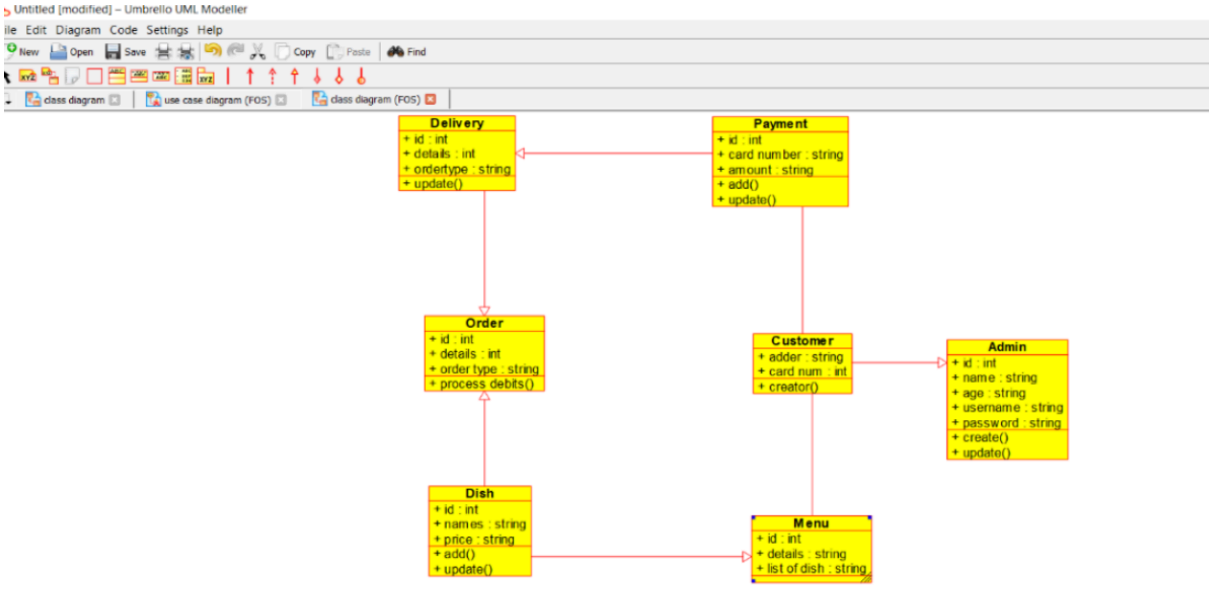
Procedure:

1. Identify the key components and processes in the system.
2. Define interactions between users and system functions.
3. Establish relationships between various parts of the system.
4. Use appropriate UML notations for different diagram types.
5. Verify and refine the diagrams for completeness and accuracy.

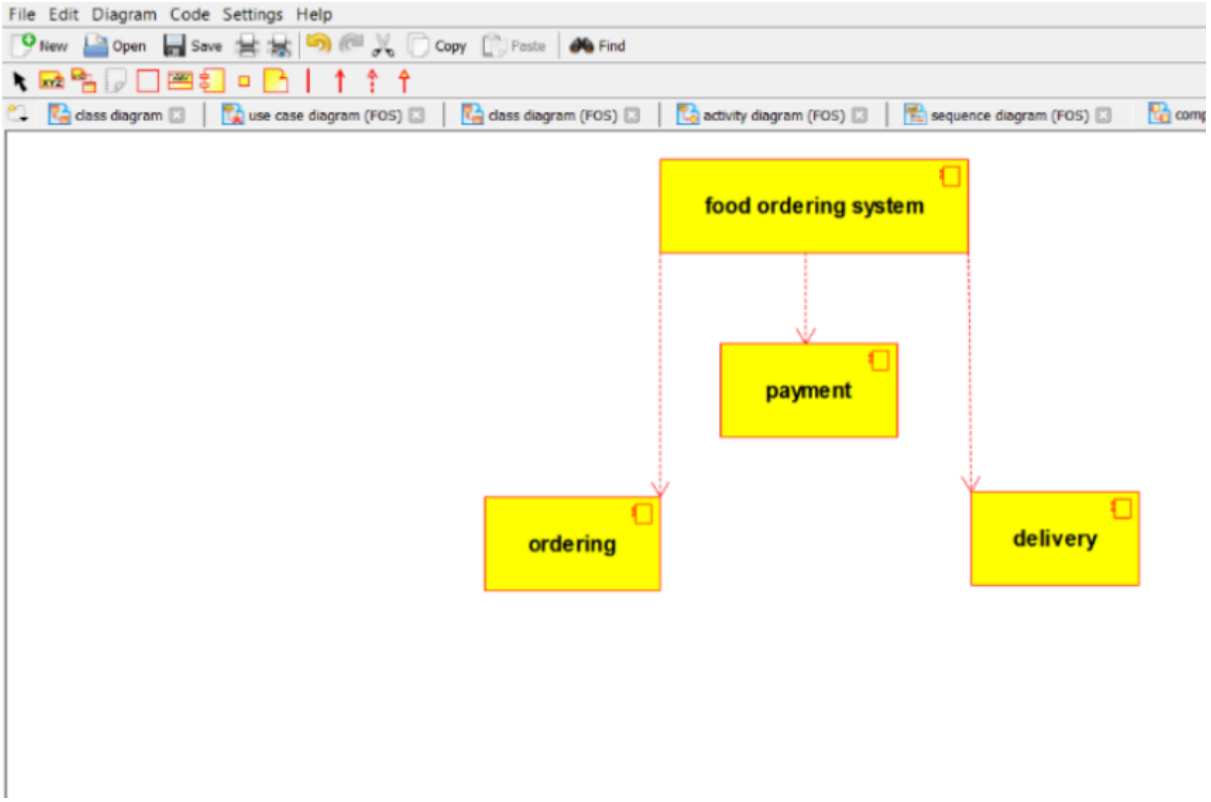
Use Case Diagram:



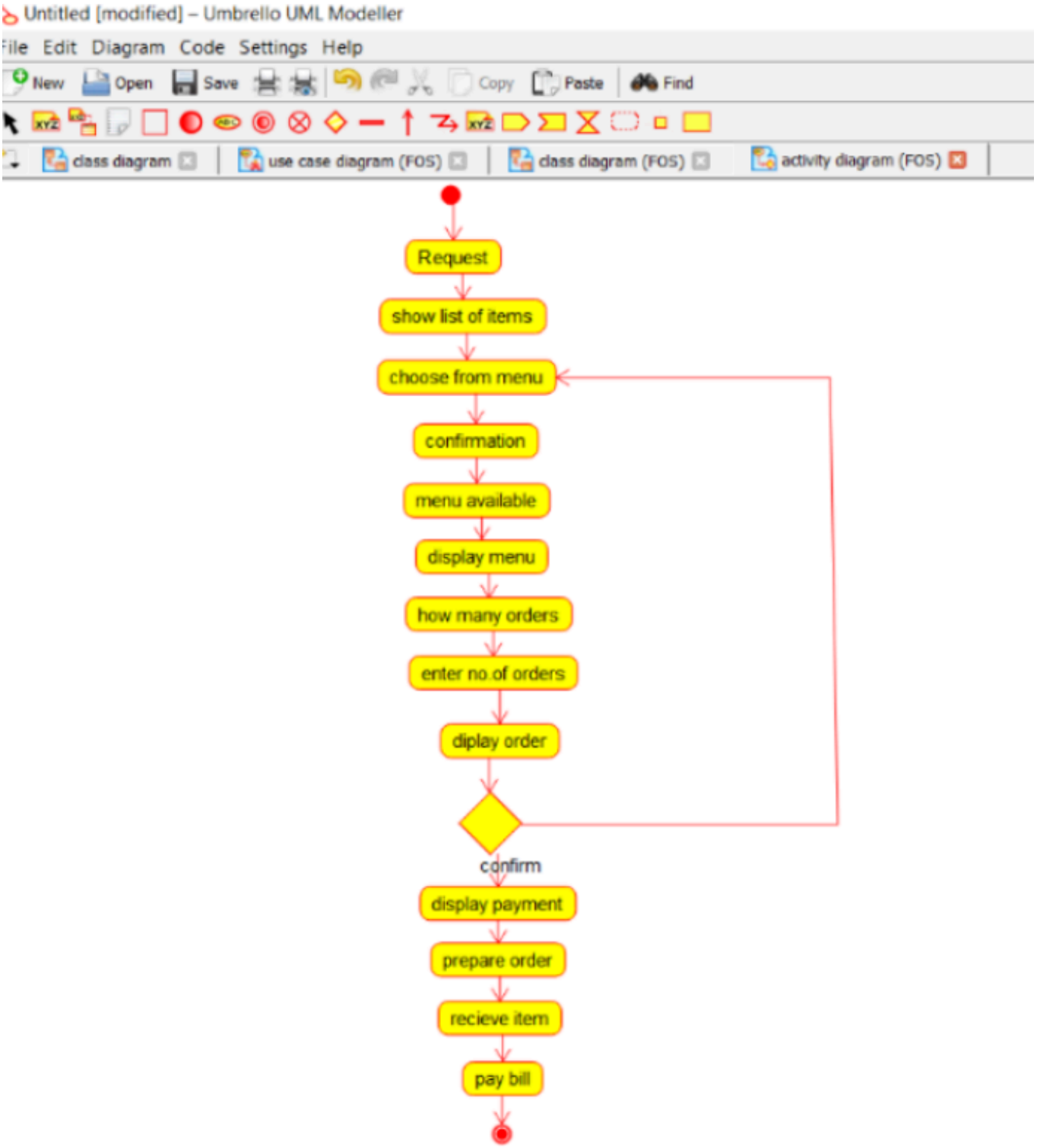
CLASS DIAGRAM:



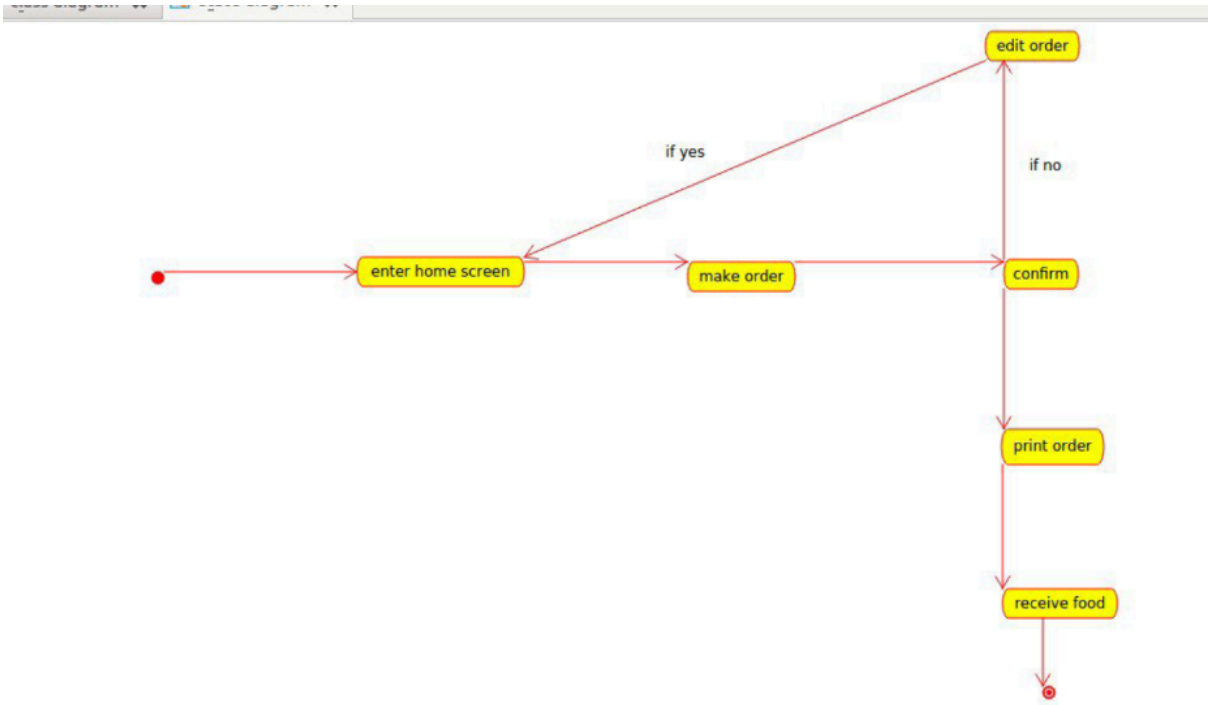
COMPONENT DIAGRAM:



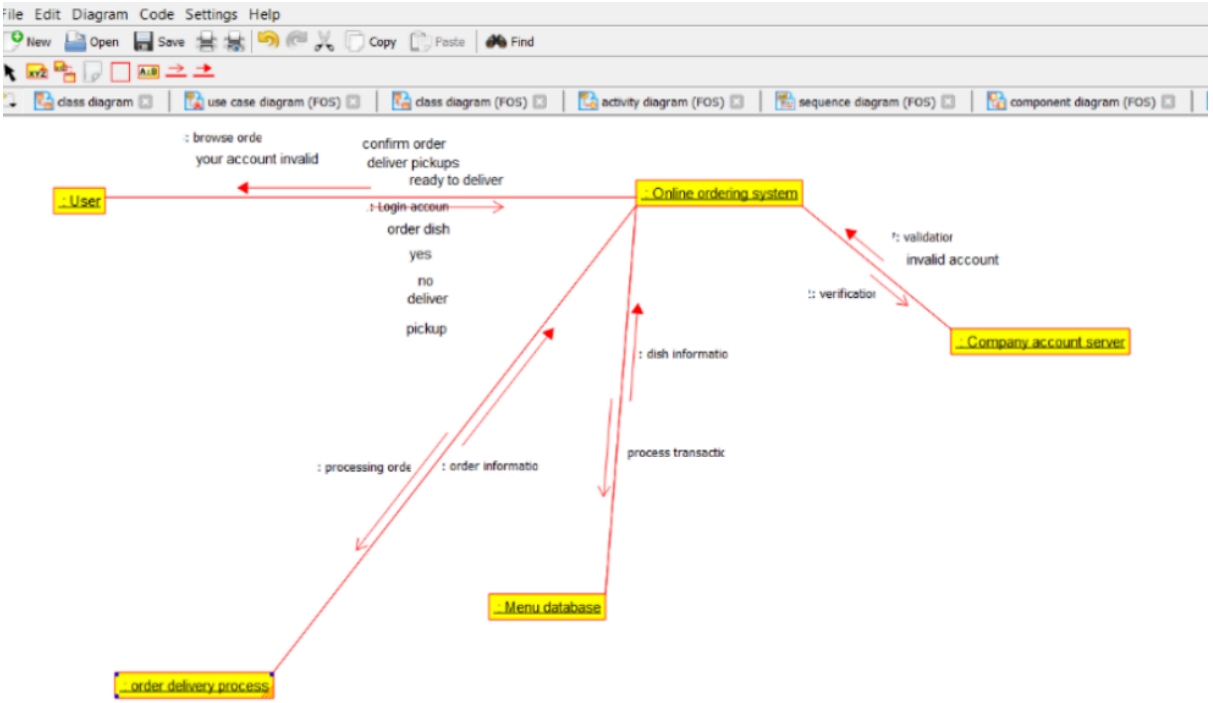
ACTIVITY DIAGRAM:



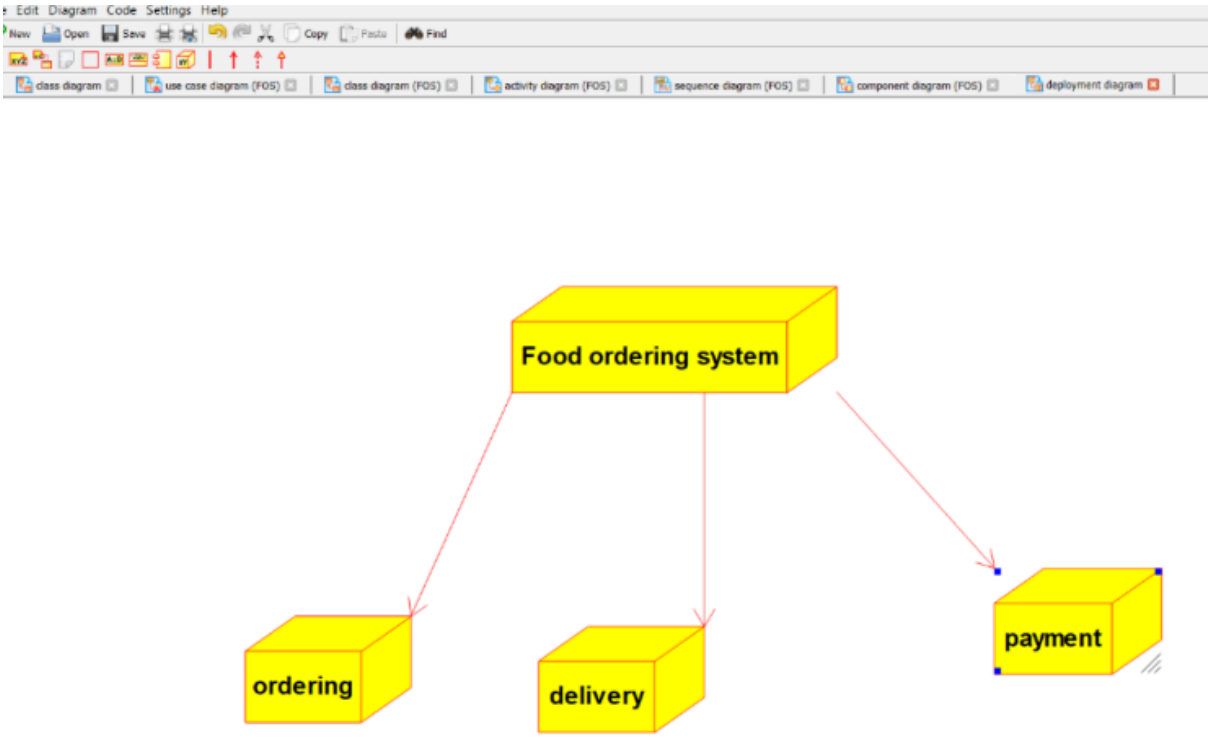
STATE DIAGRAM:



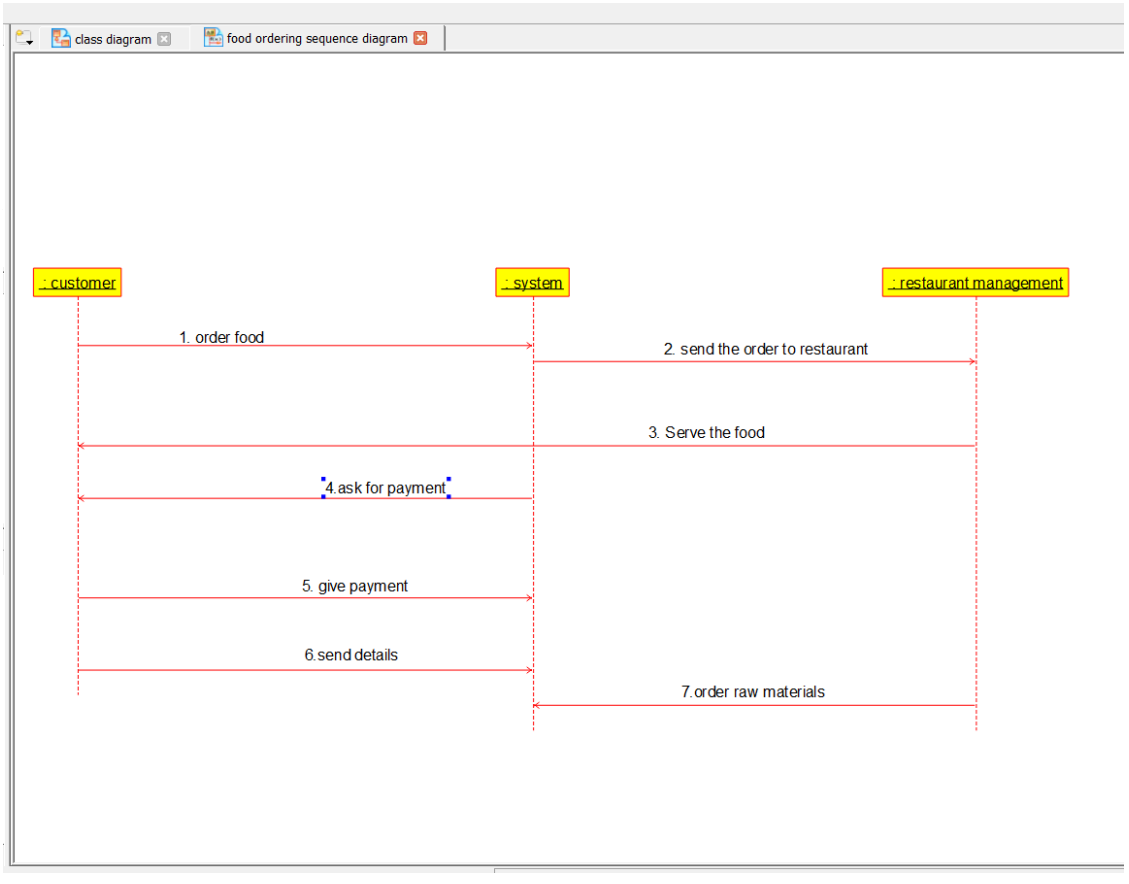
COLLABORATION DIAGRAM:



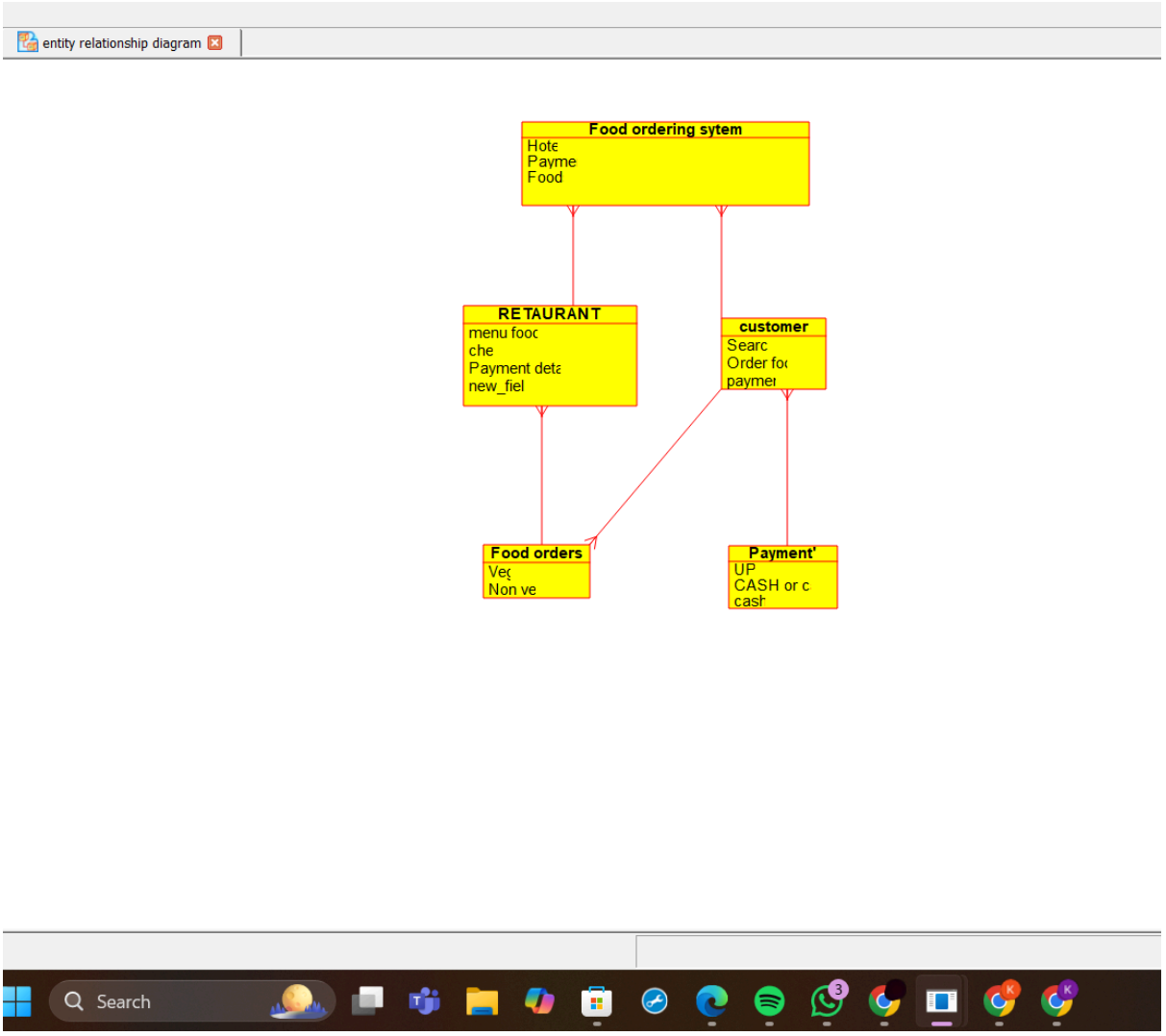
DEPLOYMENT DIAGRAM:



SEQUENCE DIAGRAM:



PACKAGE DIAGRAM:



Result:

The sequence diagram successfully depicts the flow of food ordering, preparation, serving, payment processing, and raw material procurement. It clearly represents the interactions between different components of the system, ensuring an efficient food ordering process.