5 Draw a UML diagram for a food ordering system Systems. The activities of the food ordering system are listed below. Receive the Customer food orders, Produce the customer ordered food, Serve the customer with their ordered food, collect payment from Customers, Store customer payment details, Order Raw Materials for food products, Pay for Raw Materials and Pay for Labour.

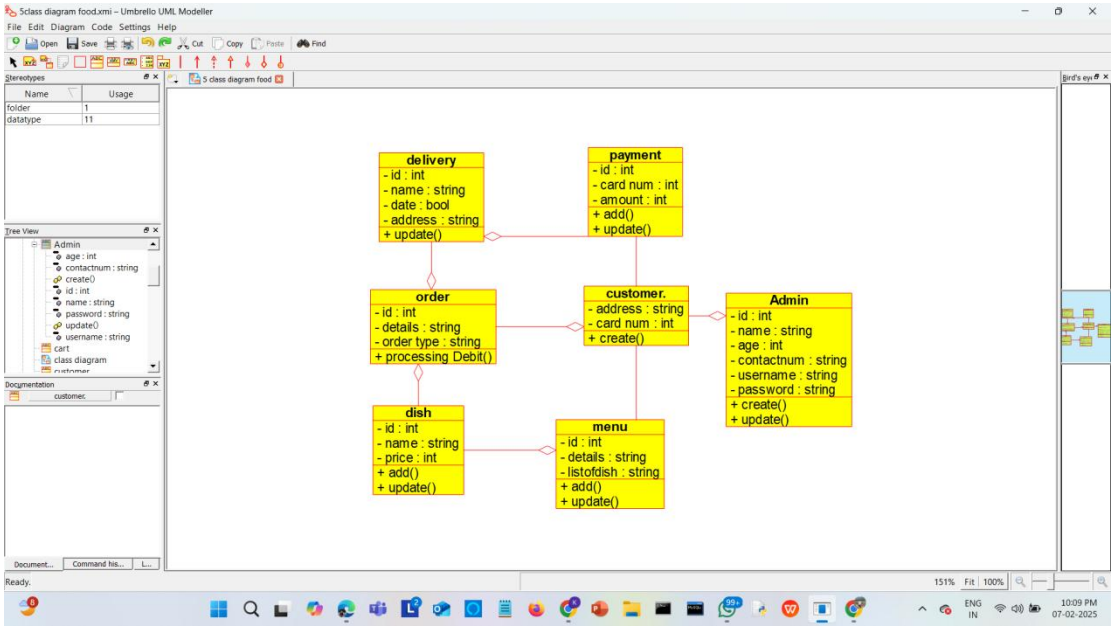
AIM: To design a UML diagram for a food ordering system that models interactions between the customer, kitchen staff, payment system, and supplier

Procedure :

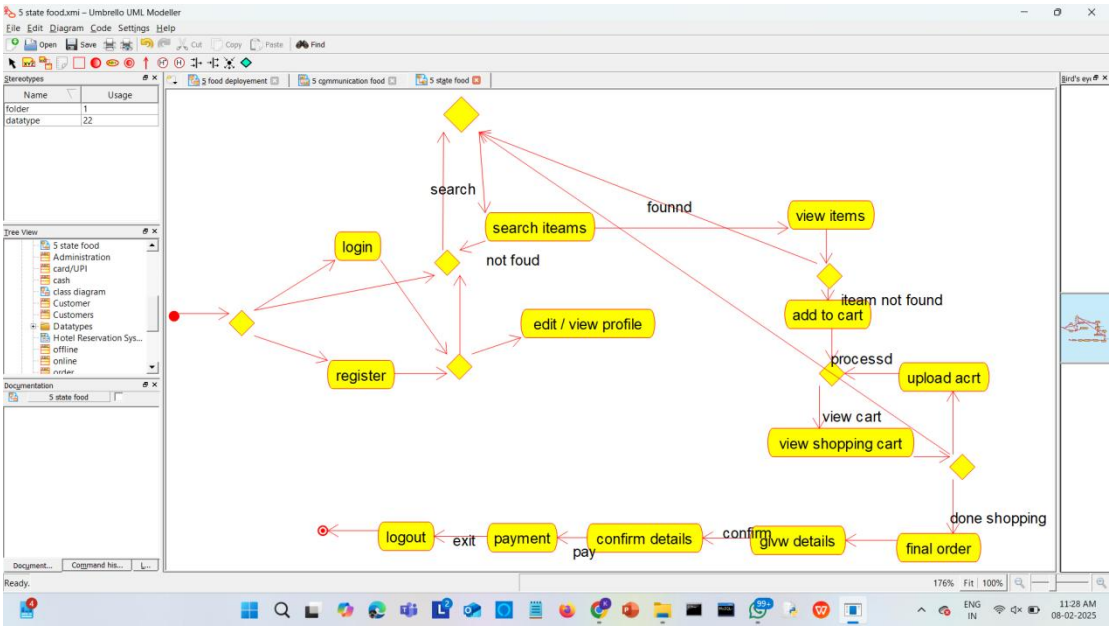
- Identify key actors: Customer, Kitchen Staff, Payment System, and Supplier.
- Define system functionalities such as Receive Order, Produce Food, Serve Order, and Collect Payment.
- Establish relationships between actors and activities, such as the customer placing an order and the kitchen staff preparing food.
- Include payment-related functions like Store Payment Details, Pay for Raw Materials, and Pay for Labour.
- Identify supplier tasks such as Order Raw Materials.
- Draw a Use Case Diagram illustrating actors, use cases, and their relationships.
- Ensure the diagram accurately represents system interactions and follows UML conventions.

UML Diagram:

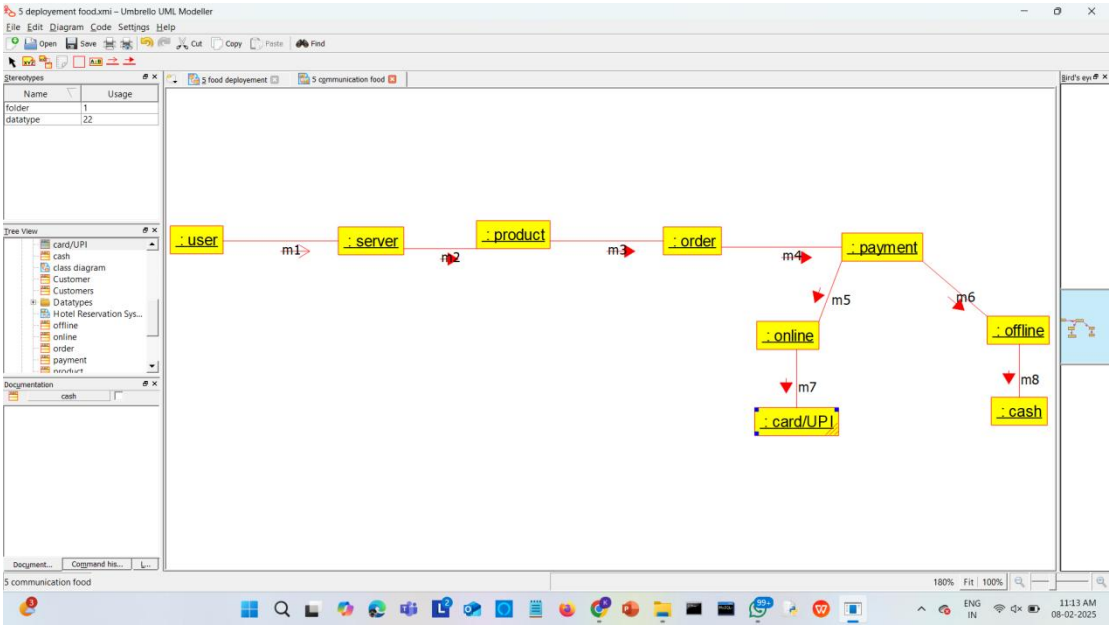
Class diagram



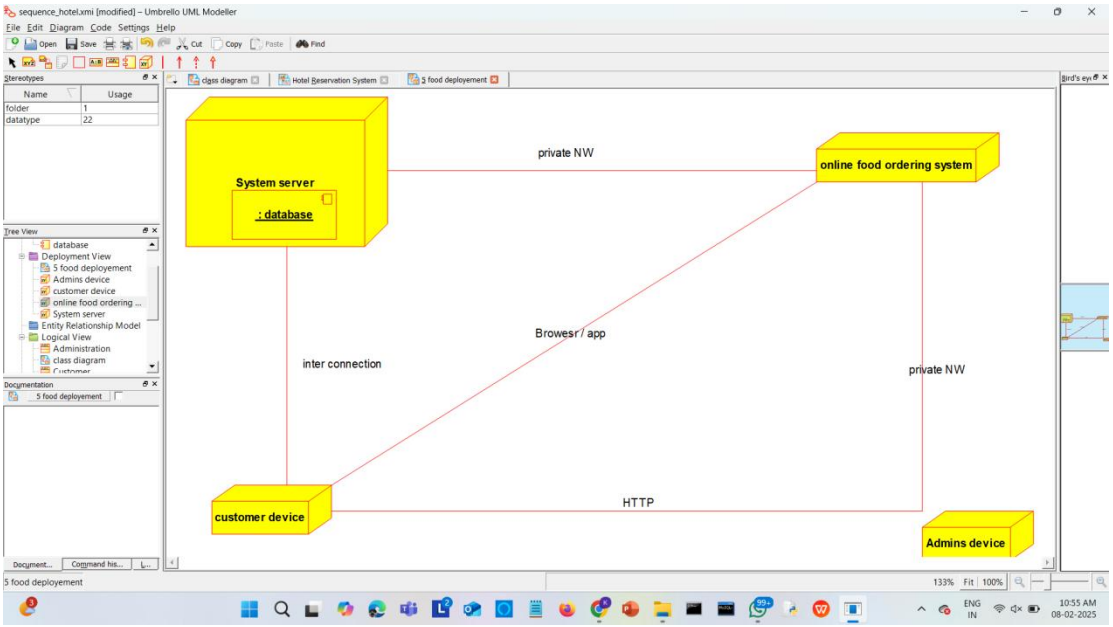
State diagram



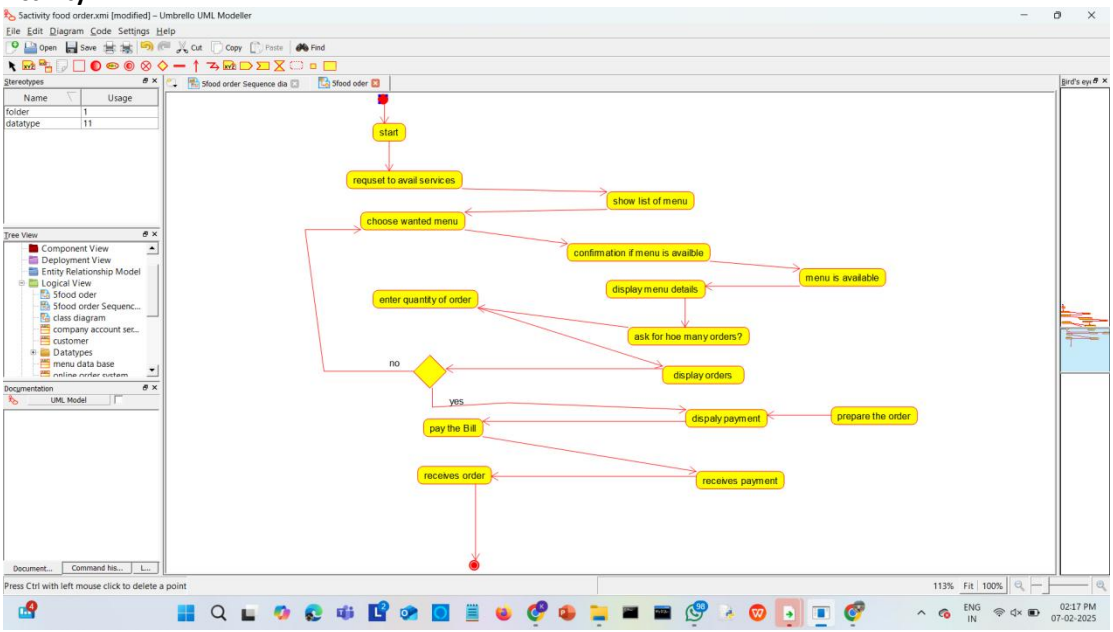
Communication



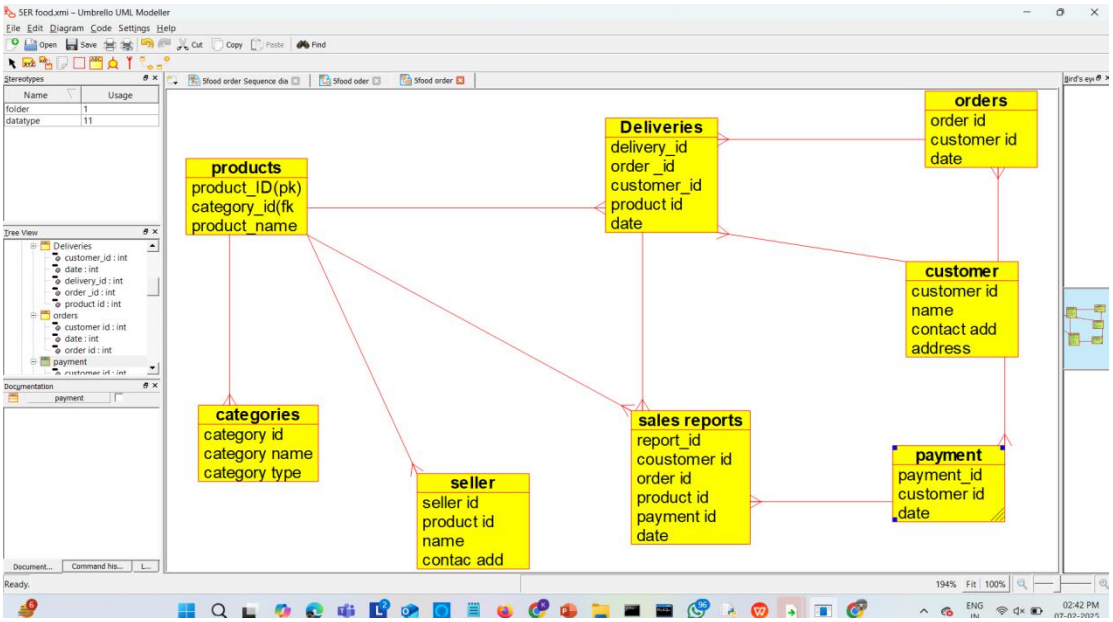
Deployement



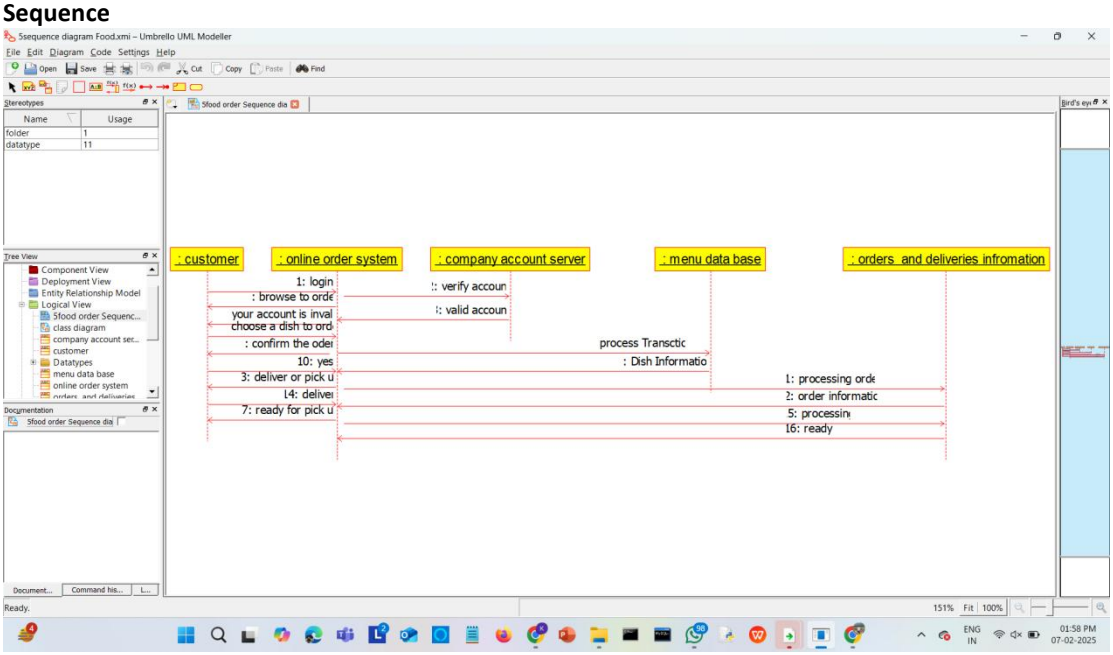
Activity



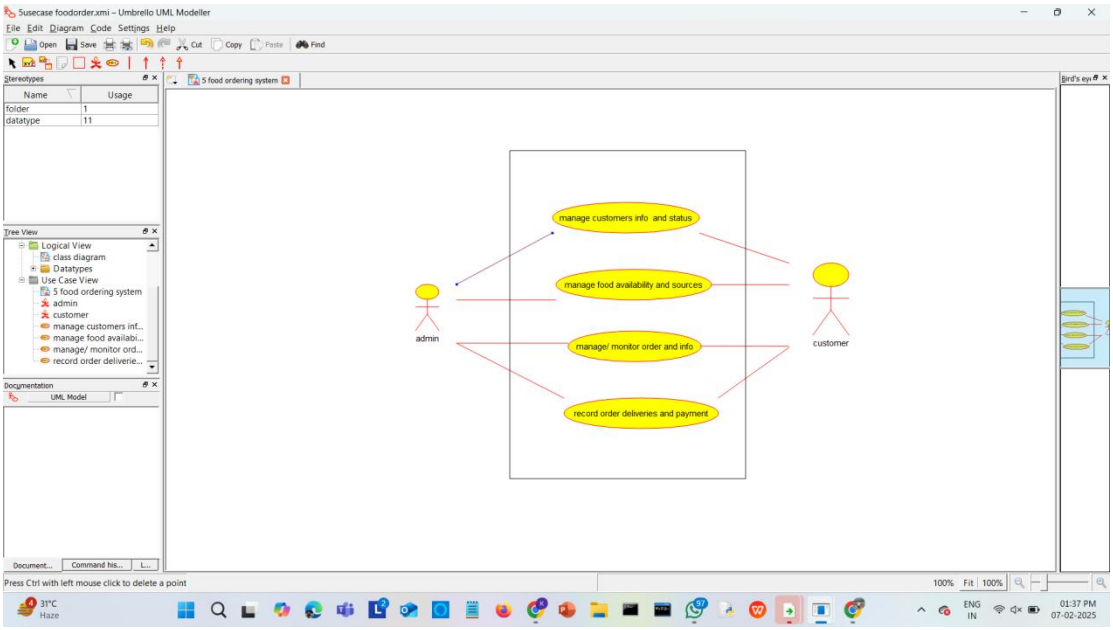
ER diagram



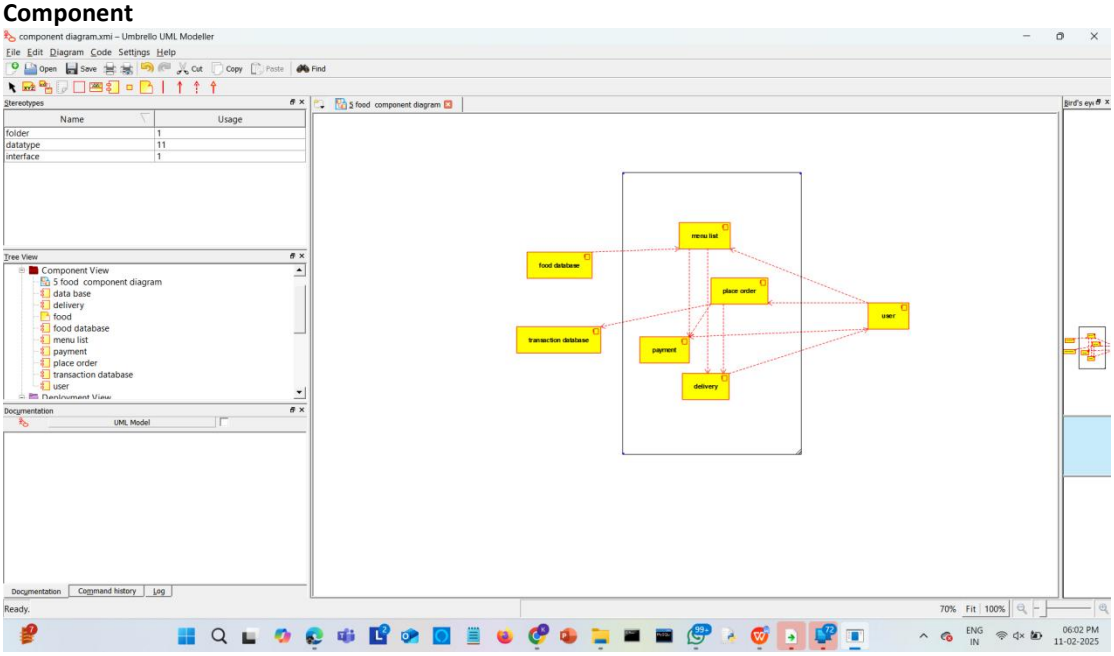
Sequence



Use case



Component



Result :

The UML diagram for the food ordering system was successfully designed, capturing user interactions, food production activities, payment processing, and supplier operations to ensure efficient service.