Design a simplified Cafeteria Order Management System where users (customers) can perform basic operations (place, update, delete orders).

Step 1: Think about what we need the Cafeteria Order Management System to do

What the customer needs to be able to do

1. Place an order
2. View their order
3. Update their order
4. Cancel their order

The flow of actions

A customer updates their order:

1. User request is sent to the system
2. System retrieves details about the order
3. System updates the order details
4. Update gets confirmed

Step 2: MVC Responsibilities

Outline the specific responsibilities of each component in the Cafeteria Order Management System.

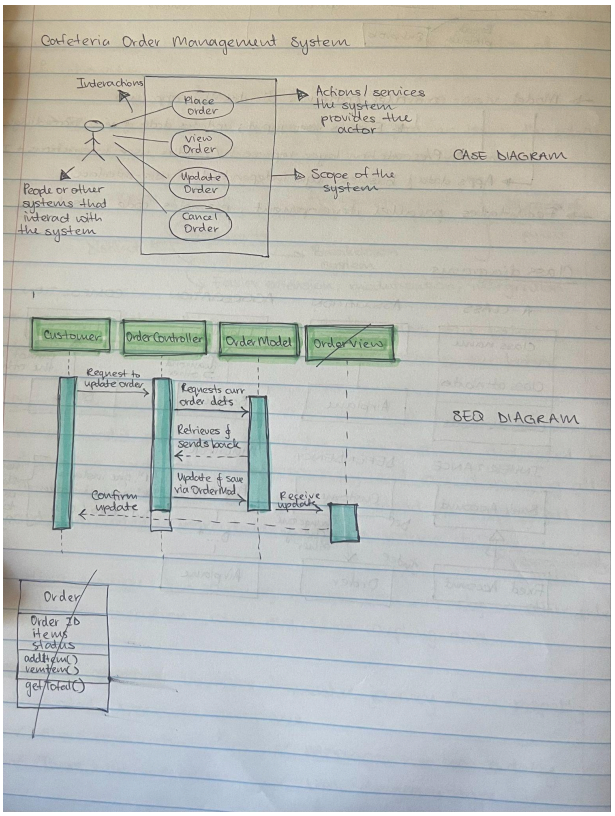
- Model (OrderModel): the part that handles and manages the data and rules of the application.
    - Knows all the orders
    - Manages order details
    - Checks if items are available
    - Makes sure that data is correct

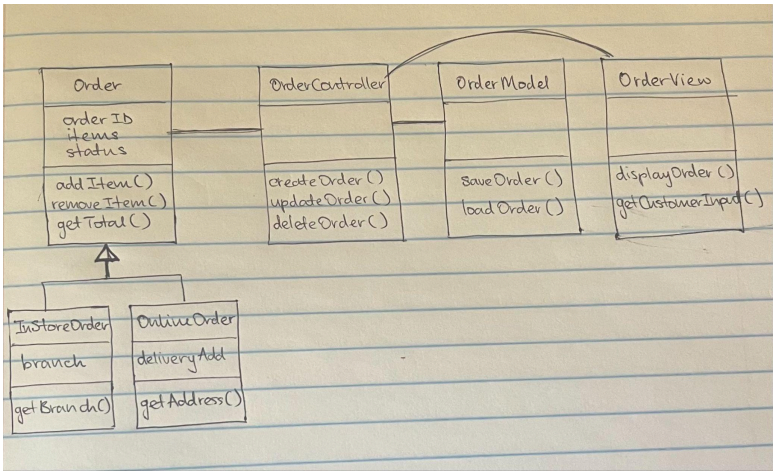
- View (OrderView): responsible for displaying information to the user and collecting their input.
    - Shows customer their current order, available items, and options to add more/remove items.
    - Passes choices to the Controller.

- Controller (OrderController): acts as a middleman between the View and the Model. It listens to what the user wants, talks to the Model to make changes, and updates the View with the results.

- Manages the interaction between the Model and the View.
- Handles customer actions (placing or updating an order).
- Directs the Model to modify the order based on customer input.
- If customer adds an item to their order, the Controller tells the Model to add it and then updates the View to show the new order details.

Step 3: Sketching





Step 4: draw.io

CRUD Matrices

Map out which actions handle Creating, Reading, Updating and Deleting orders.

Functionality	**Create**	**Read**	**Update**	**Delete**
Order	Place order	View order	Modify order or update items	Cancel order