EXERCISE.NO: 5

Draw a UML diagram for a food ordering system System. 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 using a CASE tool, illustrating the interactions between the system components, including order processing, food production, payment handling, and raw material management.

PROCEDURE:

STEP 1: Open a CASE tool like StarUML, IBM Rational Rose, or Visual Paradigm.

STEP 2: Identify the main actors: Customer, Chef, Waiter, Cashier, Supplier, and Manager.

STEP 3: List the use cases for each actor: Customer, Chef, Waiter, Cashier, Supplier, Manager

STEP 4: Create a Use Case Diagram to show the interactions between actors and the system.

STEP 5: Design a Class Diagram with classes like Order, Customer, Menu, Payment, Inventory, and Employee.

STEP 6: Develop a Sequence Diagram to represent the step-by-step process of food ordering and payment.

STEP 7: Construct an Activity Diagram to illustrate the workflow from order placement to food delivery and payment.

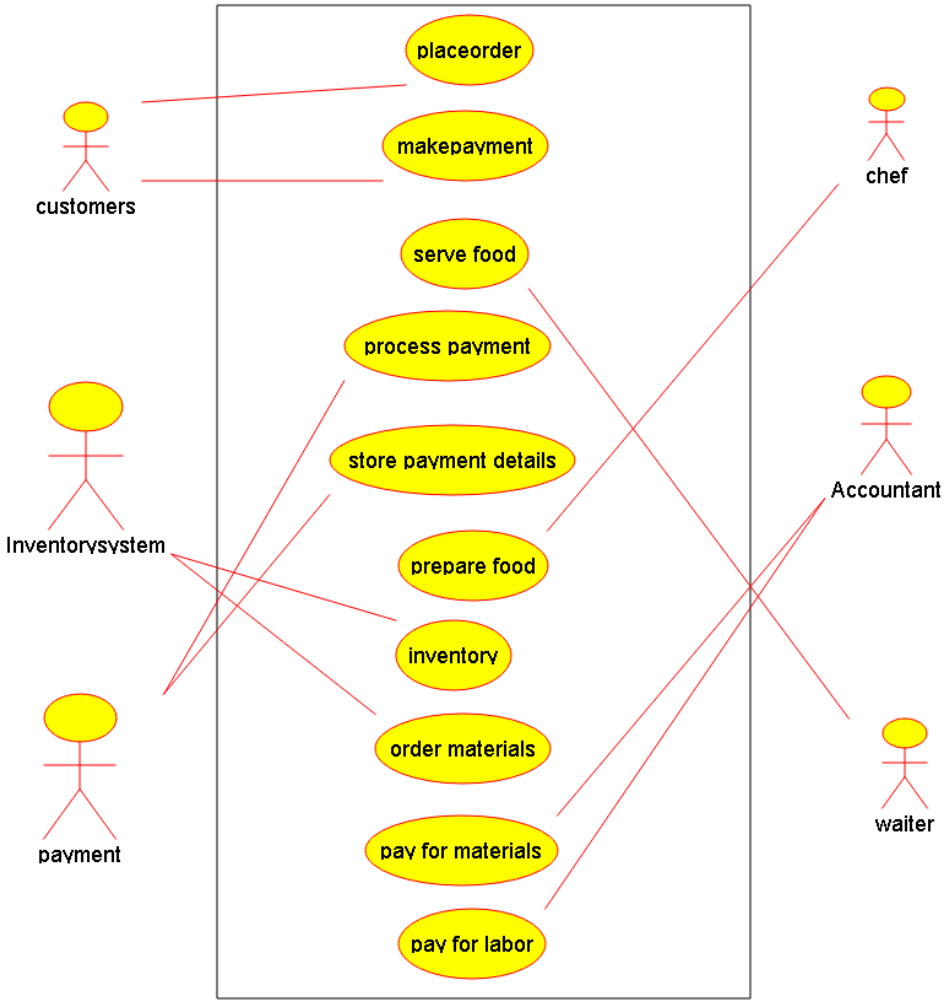
STEP 8: Ensure all connections and relationships between entities are clearly defined.

STEP 9: Verify the diagrams for completeness and correctness.

STEP 10: Save and export the UML diagrams for documentation and implementation.

UML DIAGRAM:

FOOD ORDERING SYSTEM



RESULT:

Thus the UML diagram for the food ordering system has been implemented successfully.