**Introduction to the Software Engineering – Test 2. Activity Diagram**

**Assignment:**

Create UML Activity Diagram describing selected topic.

**Tasks (max 10 points):**

1. Define topic – e.g. activity diagram for food ordering in restaurant.
2. Create diagram with following criteria:
   1. At least 8 Activity elements
   2. At least 1 usage of parallelism
   3. At least 2 decision points
   4. Diagram must have swim-lines with at least 3 actors
   5. At least 1 meaningful usage of Object element with correspondent object flows