Restaurant System

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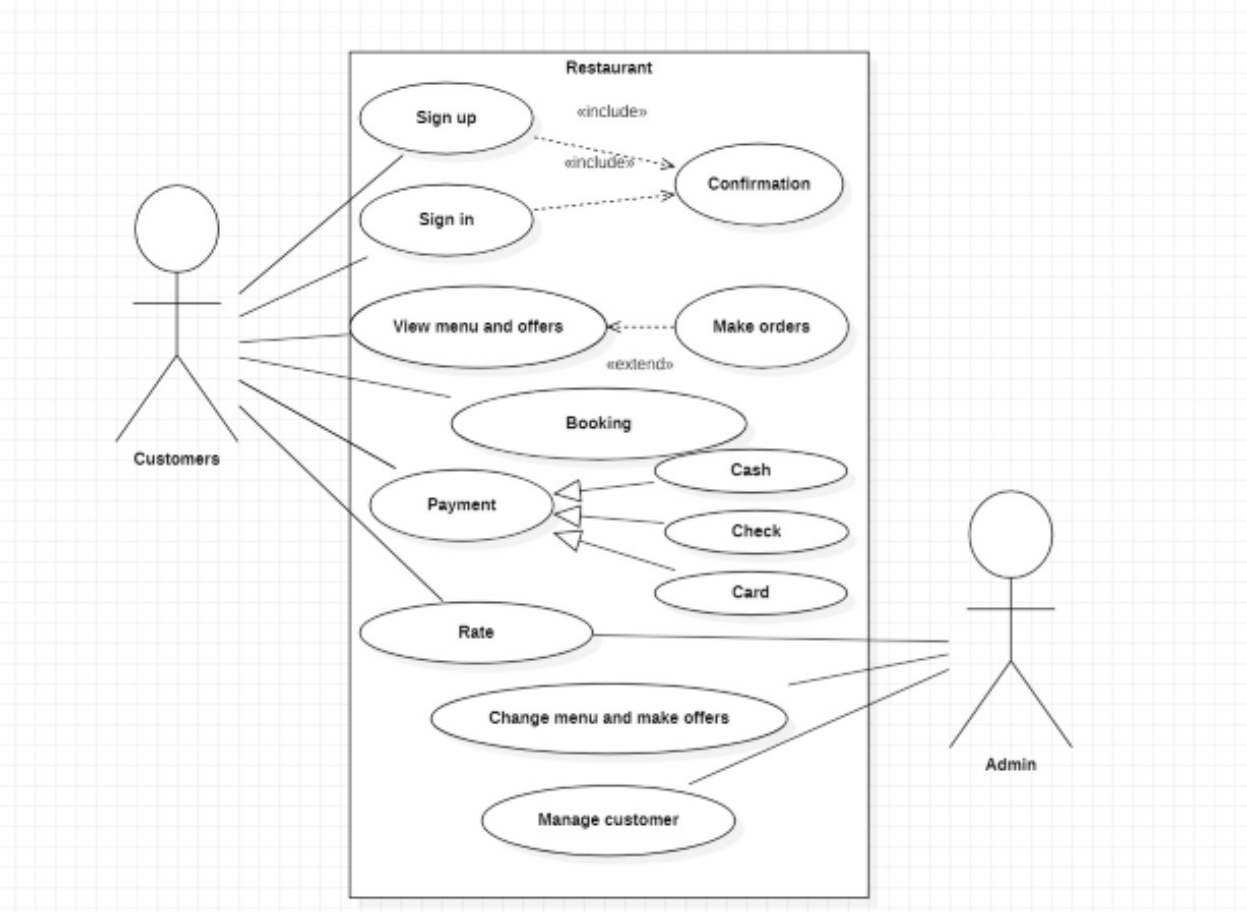
• Scenario

A restaurant management system that is known as Tawseel-Online allows users to make and receive food and table reservations online. The app is designed to make it easy for people to book a table. It has a variety of features that allow users to manage their restaurant's operations, such as: update the menu, manage their accounts, make offers, hire temporary staff, view feedback, and pay the bill. As a system designer, you will be asked to create a scenario that explains all the necessary details for the restaurant management system. Customers can also sign up for the app and make an order, pay the bill, and rate the service. To create a successful system designer scenario, you need to make sure that you have at least five paragraphs and over a hundred words. To start, just delete the first paragraph.

Use-Case Diagram:



it's a diagram used to describe the relationships among the functionalities and their internal/external users.

Customer: a person who order a food.

Sign up:

Customer can sign up to make account.

Sign in:

Customer can sign in to his account by entering his e-mail and password.

View Menu:

A Customer can view the menu to see the available list of food & juices.

Order:

Customer can make order.

Booking:

Customer can book table.

Payment:

Customer can pay by cash, card and check.

Rate:

Customer can add feedback.

Admin: the person who manage the restaurant.

Rate:

Admin can view the rate.

Change menu &offers:

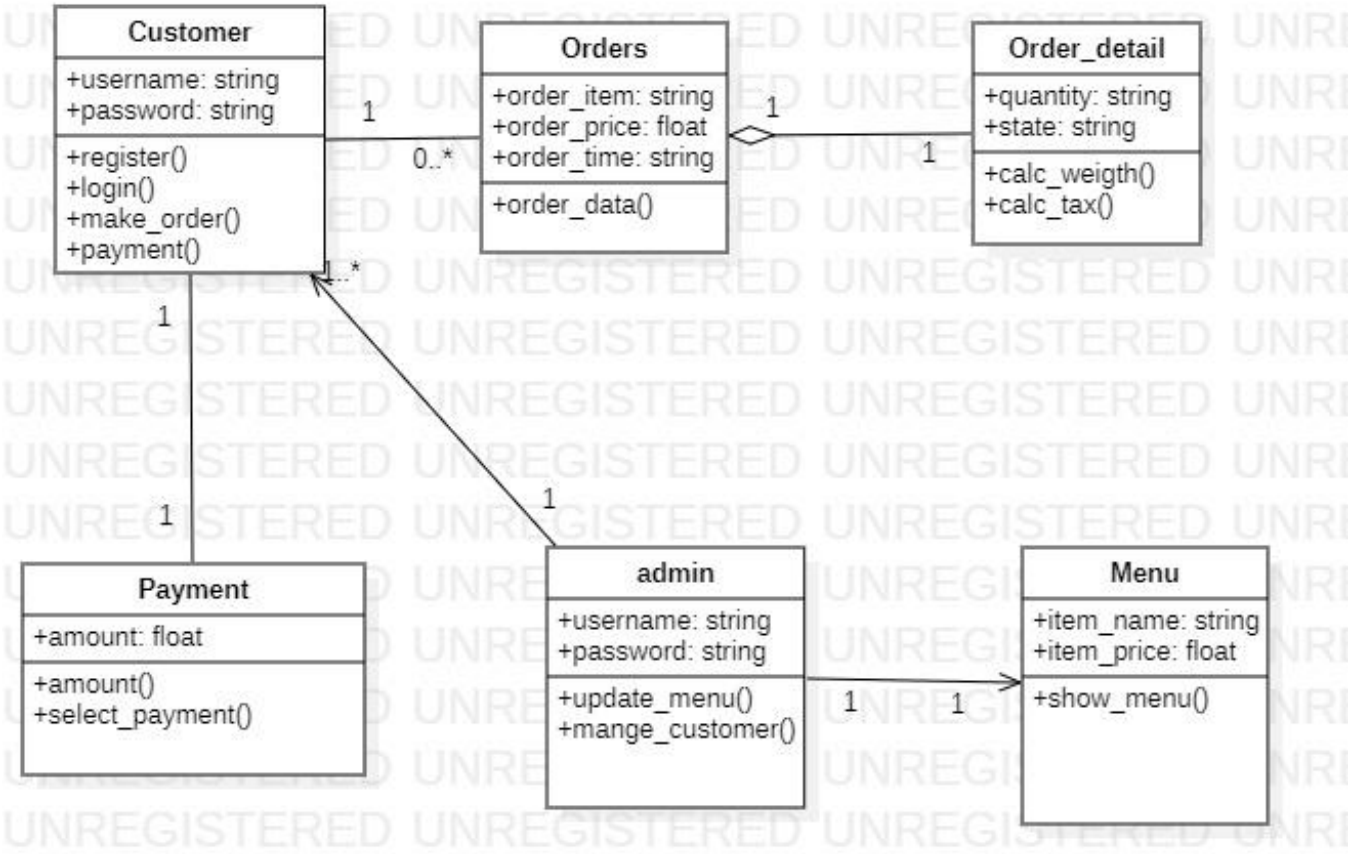
Admin can change menu and make offers.

Manage customers:

Admin can manage customer.

Class Diagram:

It's used to represent the object-oriented view of a system, which is static in nature.



Customer:

Attributes: username & password.

Methods: register & login & make_order & payment.

Order:

Attributes: order_item & order_price & order_time.

Methods: order_data.

Order_details:

Attributes: quantity & state.

Methods: calc_weight & calc_tax.

Payment:

Attributes: amount.

Methods:amount & select_payment.

Admin:

Attributes: username & password.

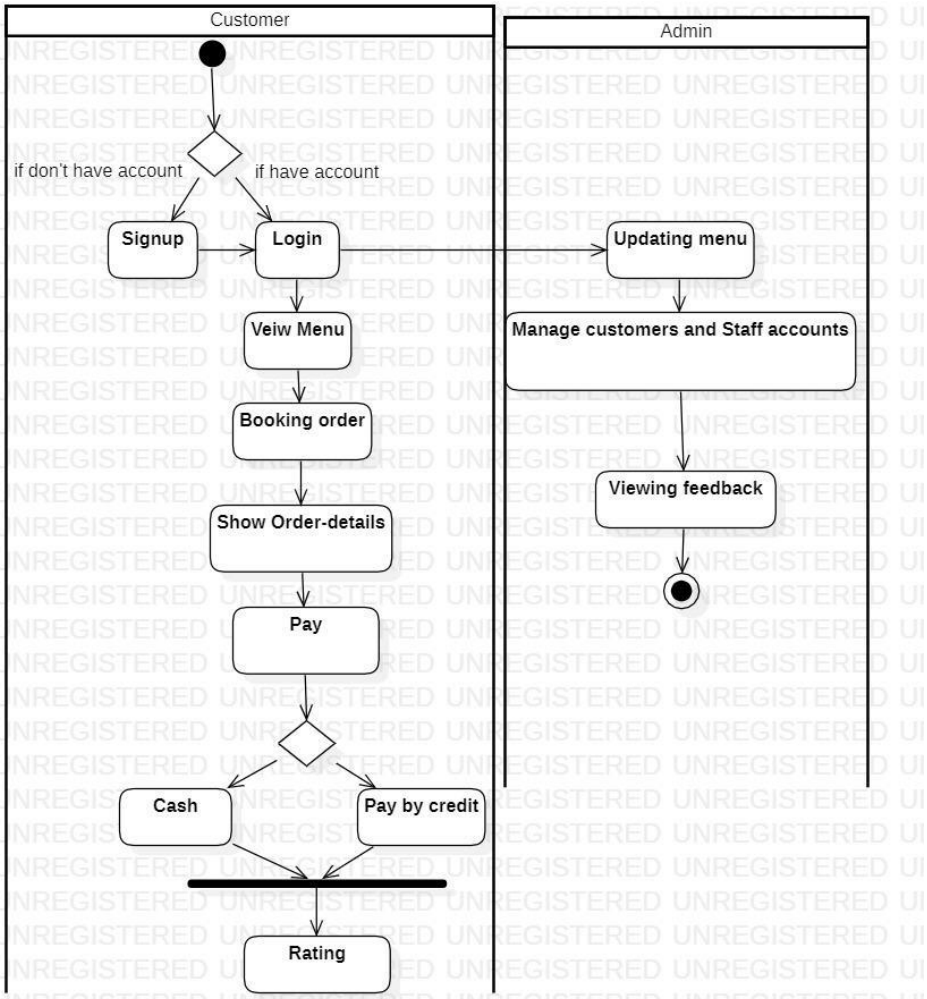
Methods: update_menu & manage_customer.

Menu:

Attributes: item_name & item_price

Methods: show_menu.

Activity Diagram:



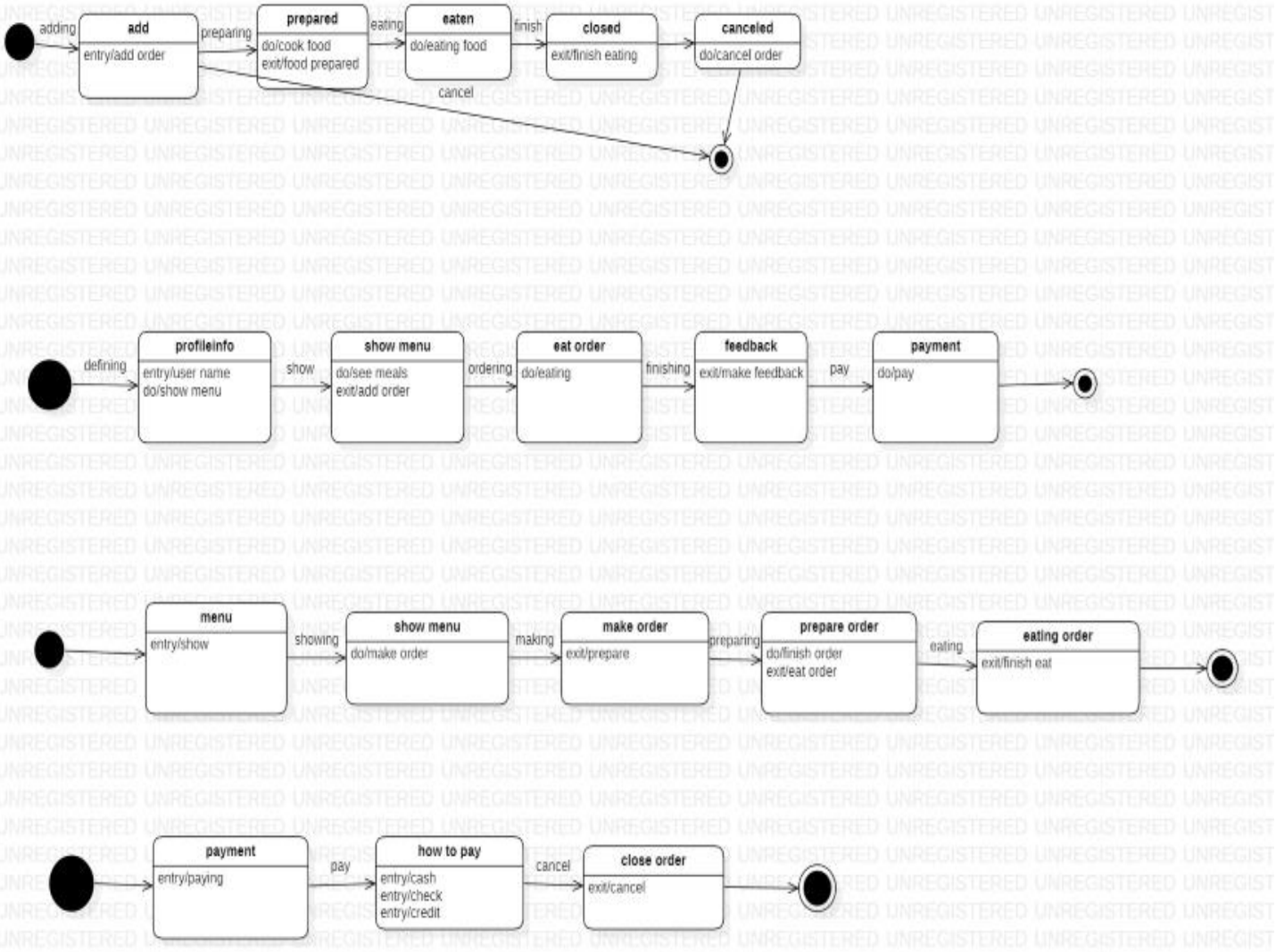
It's very useful to describe the behavior of objects that act differently according to the state they are in at the moment.

The customer will enter the restaurant.

The customer will make an order.

The restaurant will deliver the food to the customer to eat it.

After eating, the customer will pay the bill.



StateChart Diagram:

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