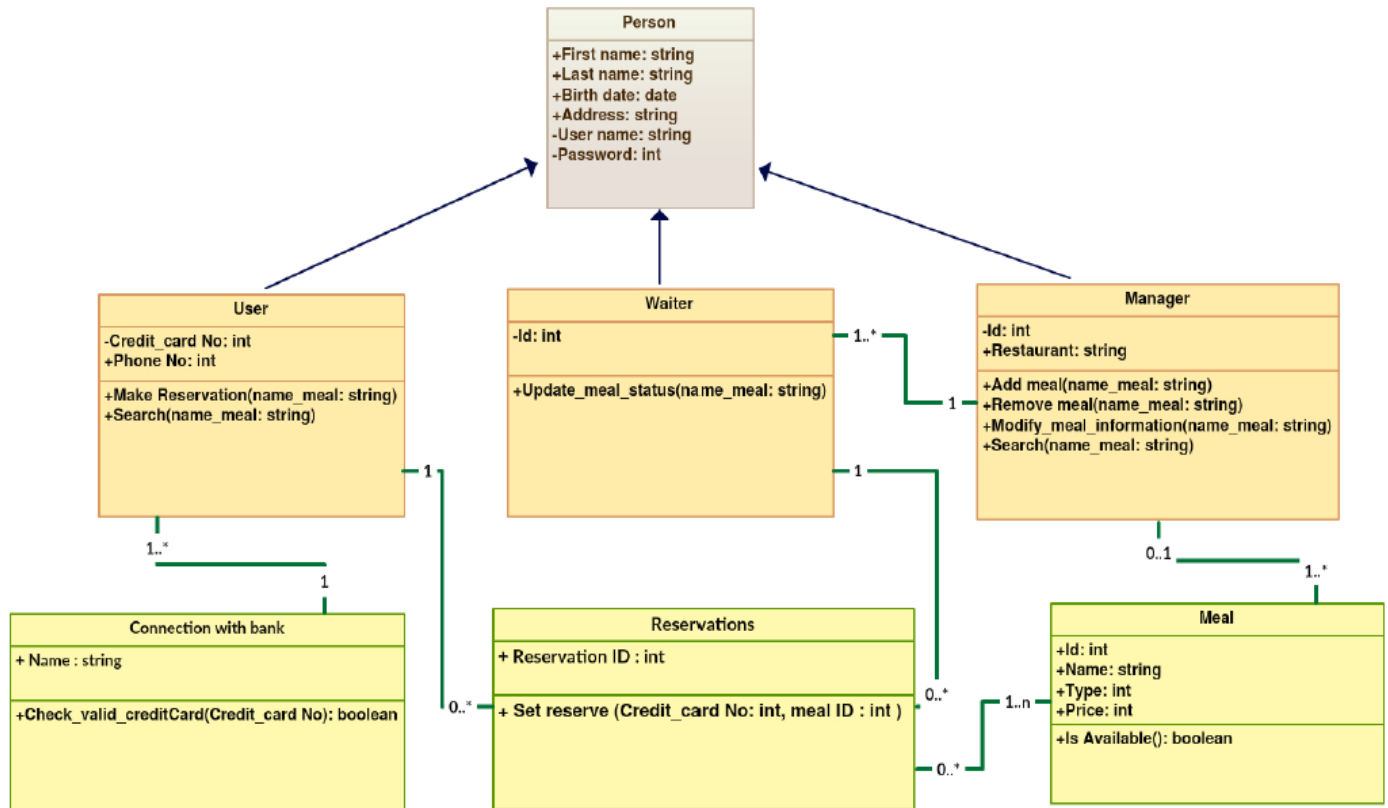


System CLASS Diagram, and brief description of classes



((Drawn using Creately (<http://creately.com>)))

Classes Description:

Person : identifies an entity that generalizes all users of the system.

user : identifies the user of the system that want to reserve a meal.

Waiter: identifies the person who will check the meals demand and change the status.

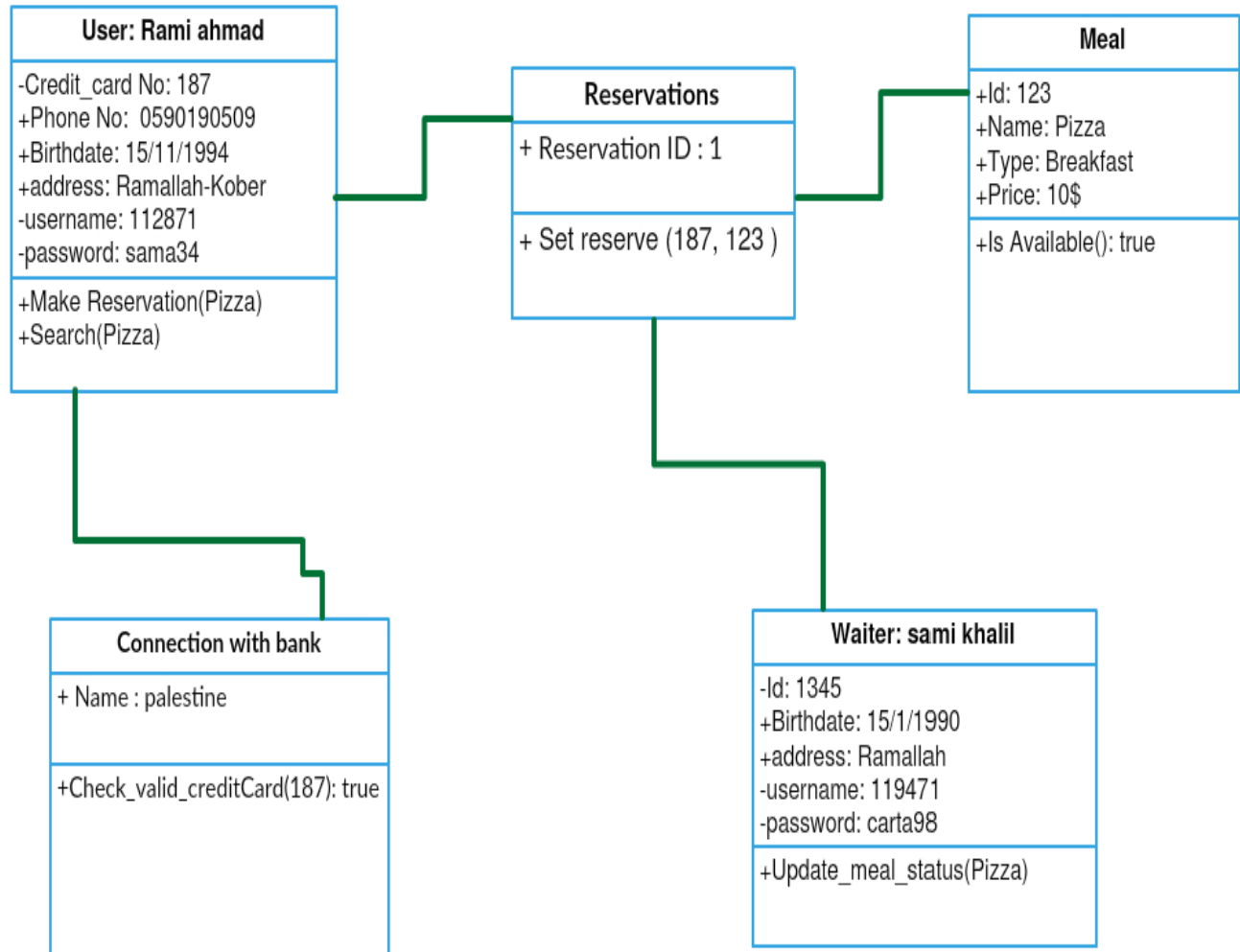
Manager: identifies the person who will organize all system activites.

Meal : identifies the meals that users want.

Connection with bank: identifies the credit card of user is valid or not.

Reservations: identifies the Meals reserved by the user.

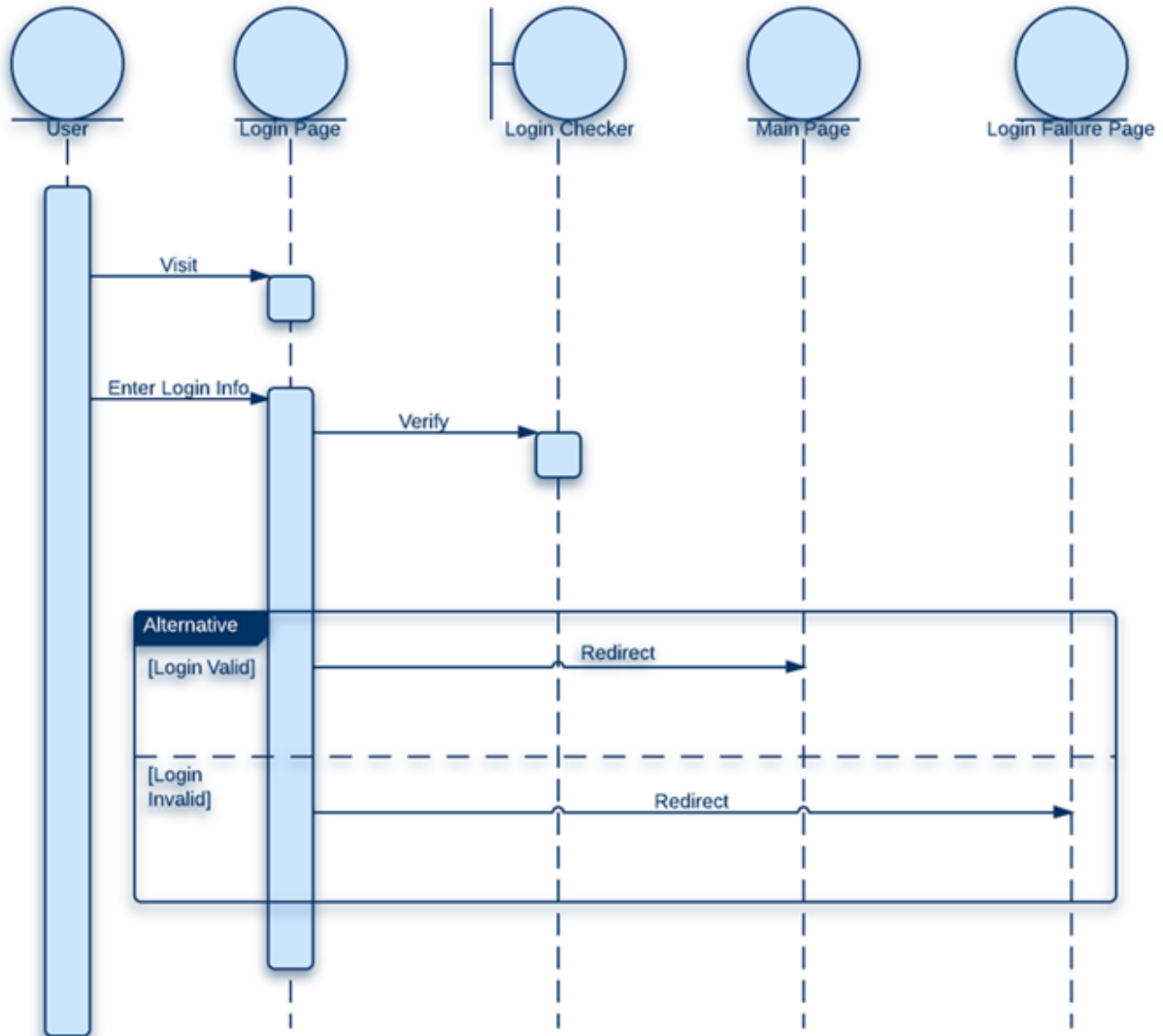
OBJECT Diagram - one example



((Drawn using Creately (<http://creately.com>)))

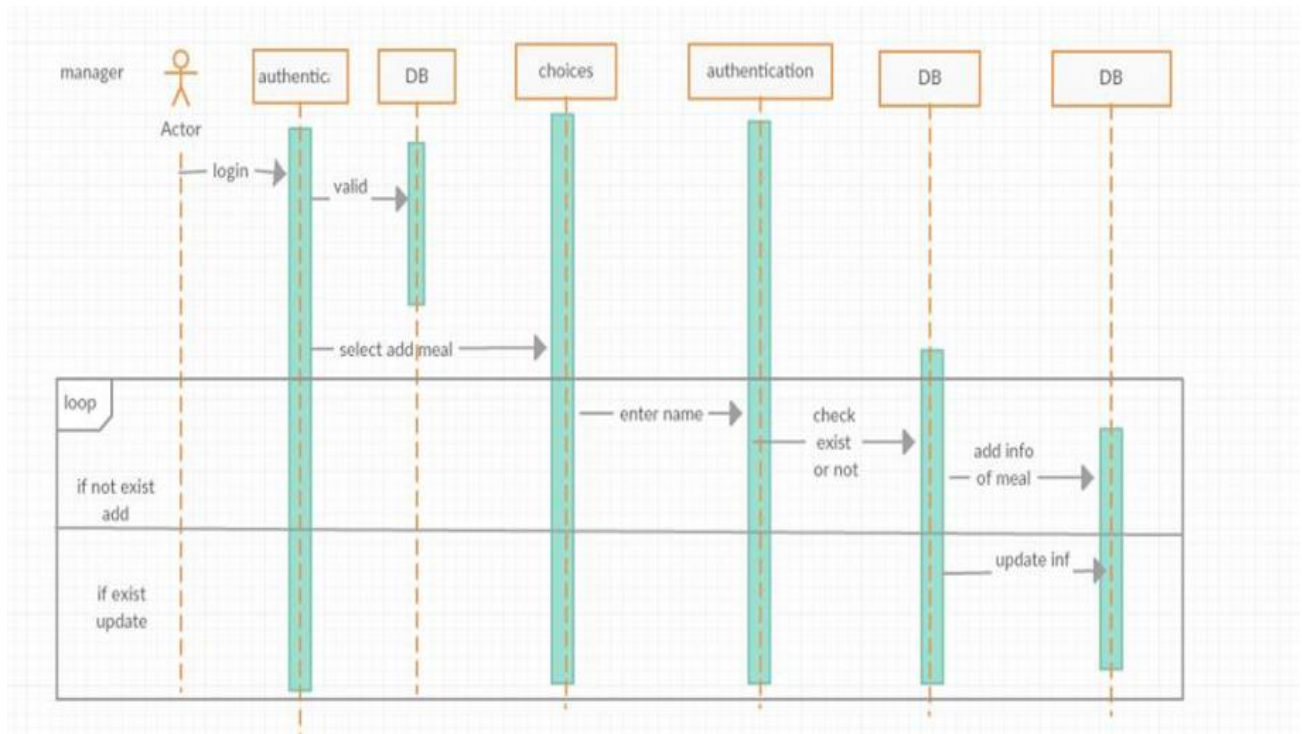
SEQUENCE Diagram; four sequence diagrams for four different use cases

Sequence Diagram for Reserve A Room Use Case: < Ahmad Dar Khalil >



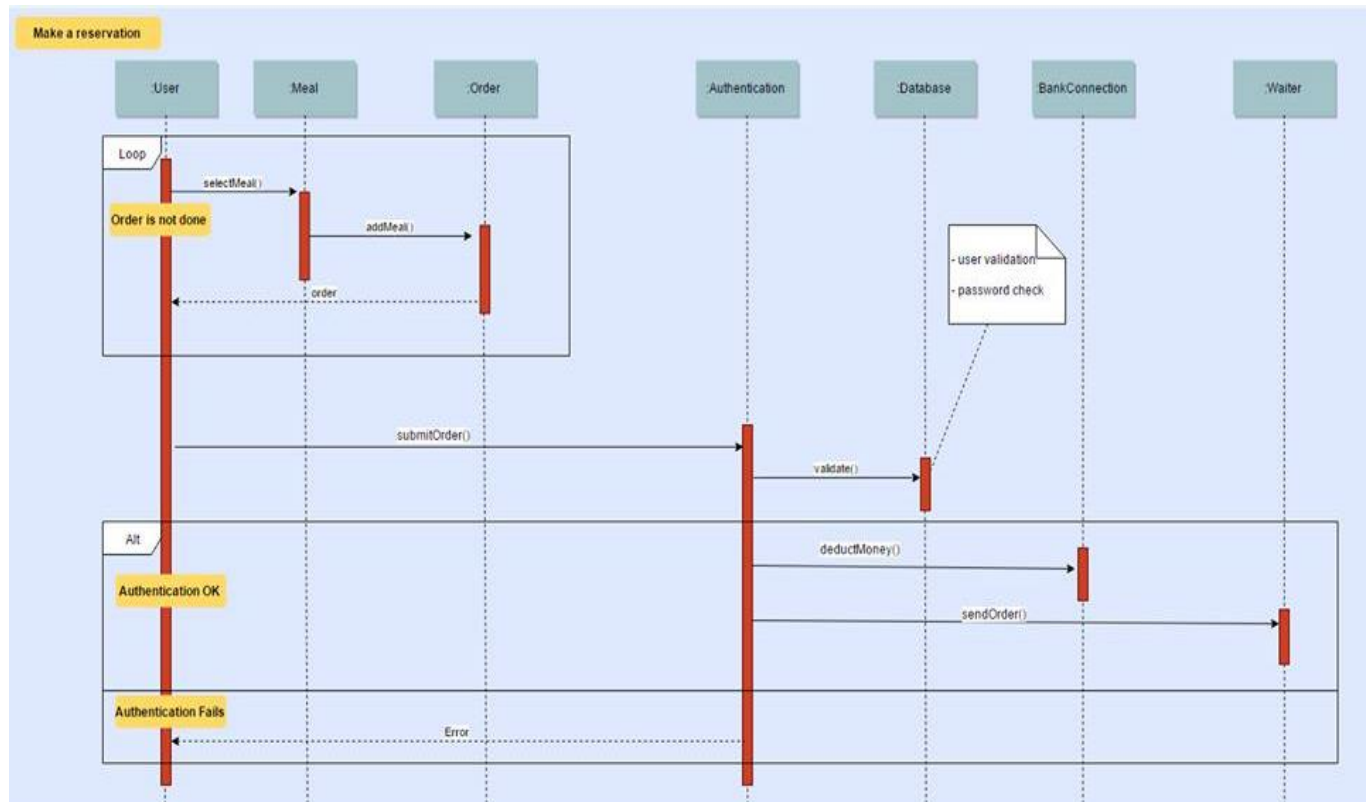
((Drawn using draw.io (<https://www.draw.io>)))

Sequence Diagram for Add meal Use Case: < Rinad Lahlooh >



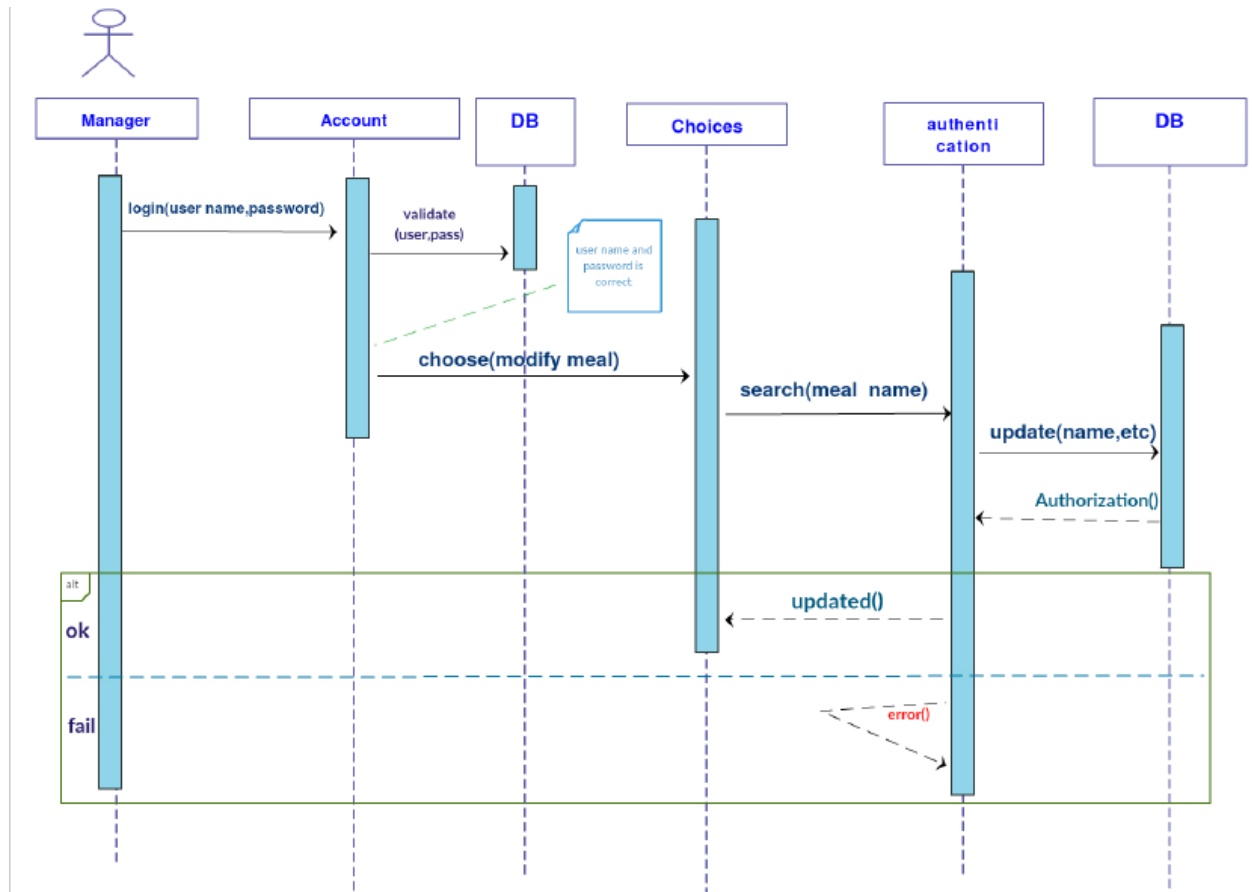
((Drawn using Creately (<http://creately.com>)))

Sequence Diagram for Make reservation Use Case: < Ahmad Salameh >



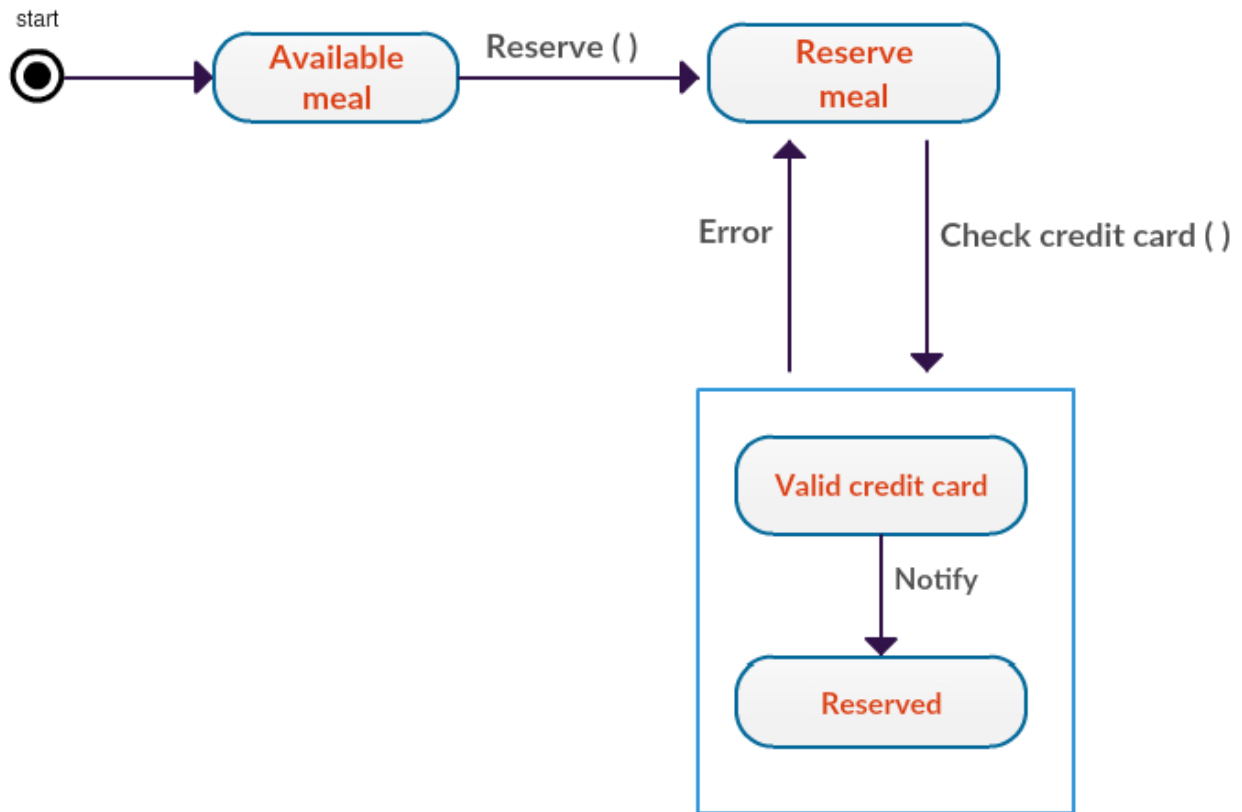
((Drawn using draw.io (<https://www.draw.io>)))

Sequence Diagram for Modify meal information Use Case: < Ehab Amriah>



((Drawn using Creately (<http://creately.com>)))

STATE diagram: one state diagram, of an object that has a state



((Drawn using Creately (<http://creately.com>)))