UML Exercise #1

• Create use cases for a simple restaurant. Only include the customer, waiter, and cook.
• Create a class diagram
• Create a sequence diagram for an order
• Create an activity diagram for an order
UML Exercise #2

• Create a detailed class diagram for the classes: Time, Clock, and Alarm Clock
UML Exercise #3

• Consider a Turnstile system (e.g. a series of turnstiles for use at a subway station, sporting event, etc.)
  – Customer must drop a quarter to pass through the turnstile
  – System should track cash earned, customer count across all turnstiles

• Create use case diagrams
• Create class diagrams
• Create state diagram for the turnstile