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