Food Kiosk System

Design a system for a fast food type restaurant that displays a menu of items, allows the customer to select and customized items, complete their order and then pay for the order.

Scenarios:

1) Bob orders a Hamburger meal #1 with lemonade to drink and pays with credit card.
2) Tom orders a Chicken sandwich, without Mayo and pays with cash.
3) George orders 15 chicken wings, a large onion ring, 2 large fries and pays with credit card.

Math Tutor System

Design a system that creates a flash card type quiz for children learning math. They should be able to select the type of questions addition, subtraction, multiplication or division, with different difficulties. The system will then generate random math problems of the type and correct and allow for timed quizzes.

Scenarios:

1) Billy selects an easy addition quiz, and is presented questions.
2) Susie selects a difficult multiplication quiz and is presented questions.
3) George selects a moderate subtraction quiz and is presented questions.
4) Martha selects a moderate quiz with addition and subtraction and is presented questions.