Object Oriented Analysis and Design

Automated Bill Payment System

Project Deliverable 2



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Automated Bill payments Application

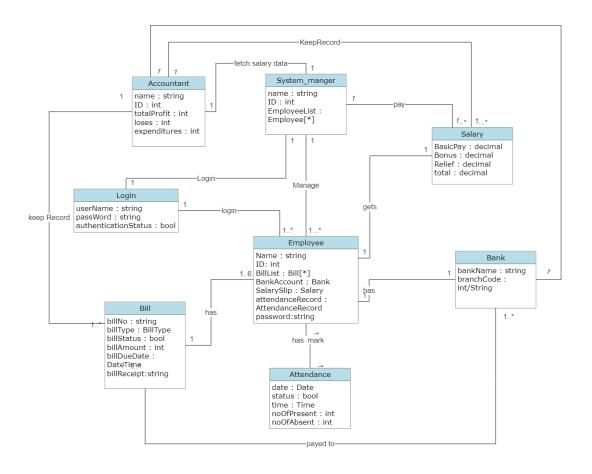
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*All the diagrams in this document are created on smartdraw.com

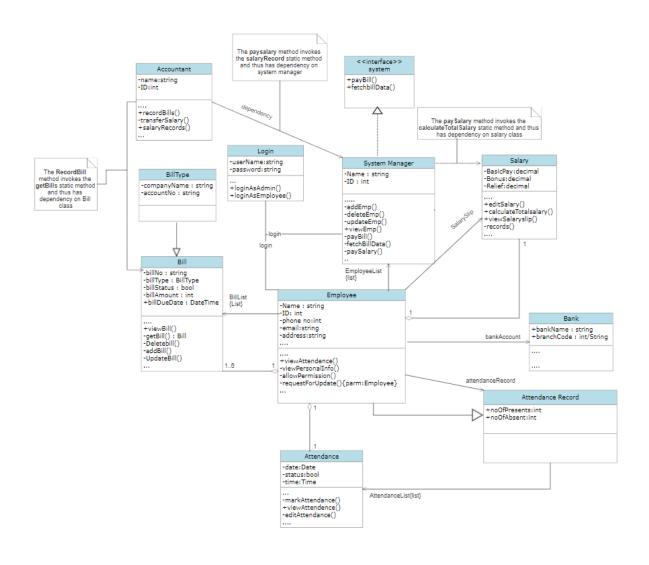
Domain Model

(Visual representation of conceptual classes of Automated Bill payment System)



Design Class Diagram

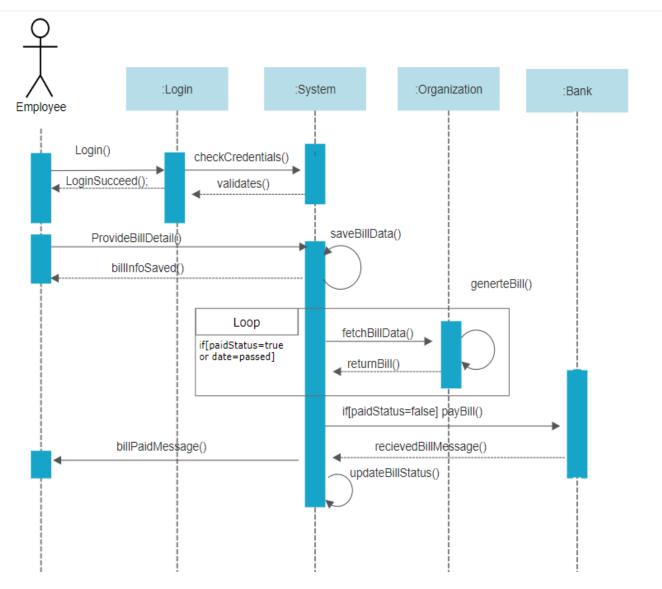
(Detailed Visual Representation of system class and their relationships)



Sequence Diagram

(Sequence flow of bill payment among different states)

• Employee with add bill information once and system will then automatically fetch data from organization site, check status and performs accordingly.

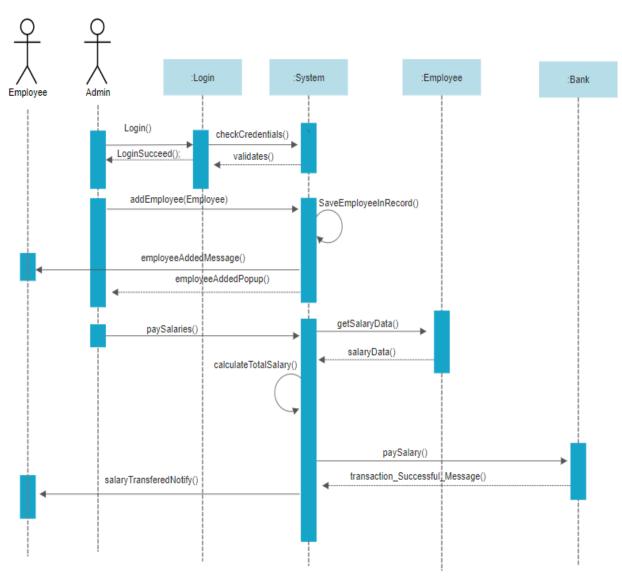


*We can have multiple actors in a Sequence Diagram

Source: https://www.geeksforgeeks.org/unified-modeling-language-uml-sequence-diagrams/

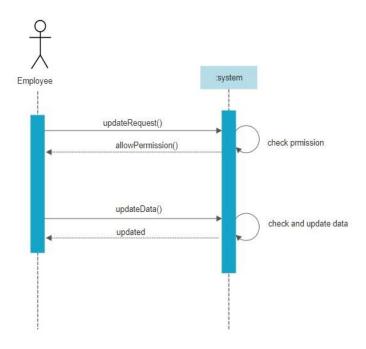
(Sequence flow of login to add employee and then paying salaries to employees among different states of admin)

 Admin will login and add employee to employee list then admin will pay salaries to all existing employee. System will calculate salary of each employee after checking employee salary data. Bills will be deducted from salary

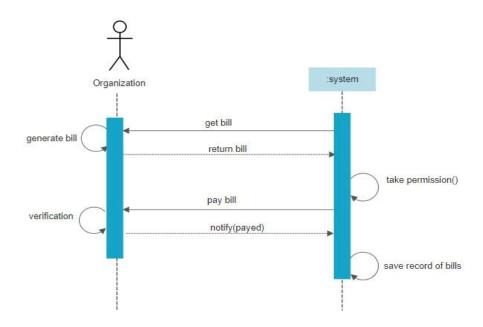


System Sequence Diagrams

(System Sequence Flow of Risk Management Use Case)



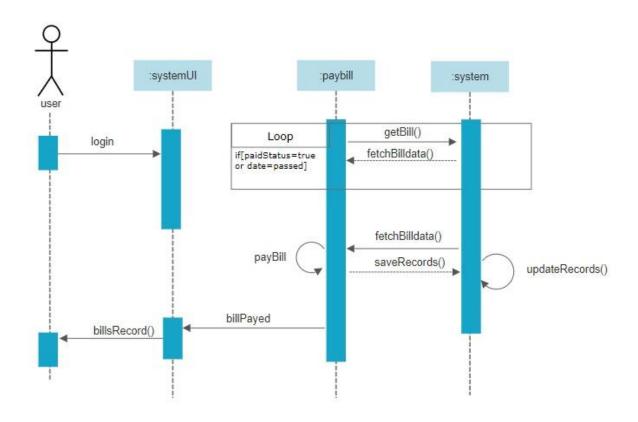
(System Sequence Flow of Business Management Use Case)



(System Sequence Diagram of Architecture)

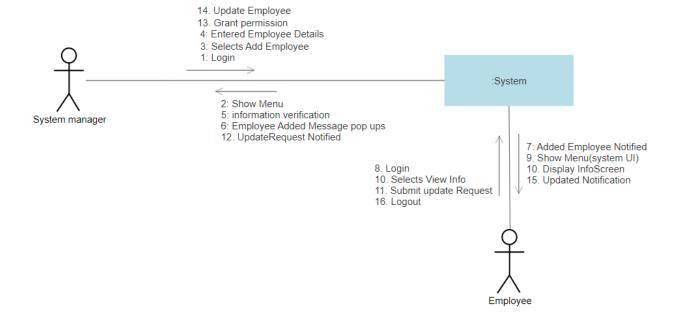
Here system is divided into three parts

- Model
- View
- Controller

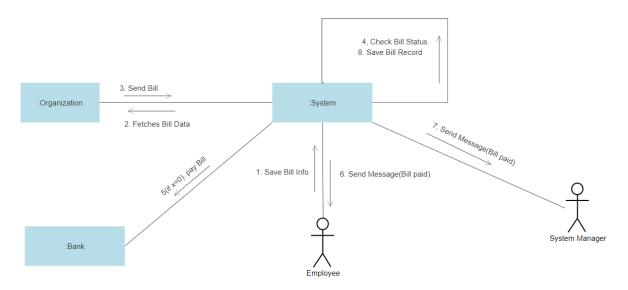


Collaboration Diagram

(Risk Use Case- Update Permission and Employee update Request)



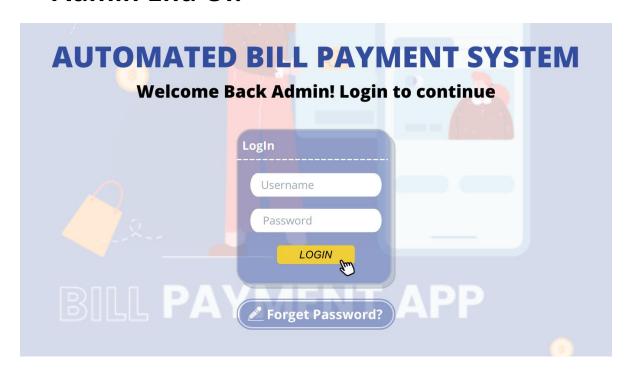
(Pay Bills and Save Record)

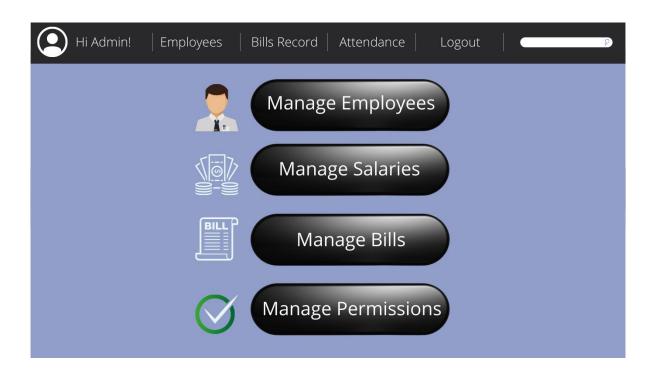


In message 5 : x means Bill Status and Date and 0 means false

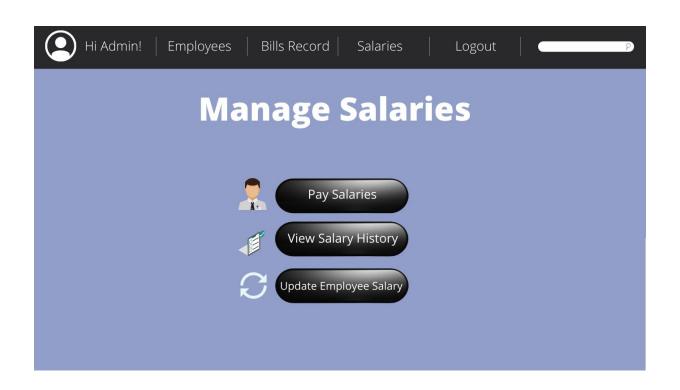
Prototype's

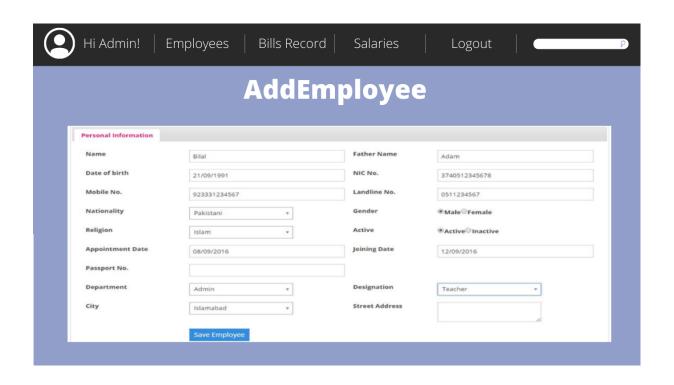
• Admin End UI:



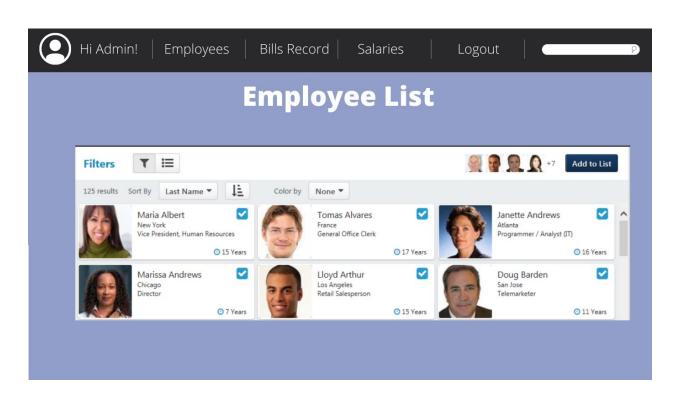




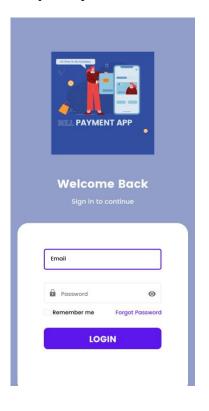


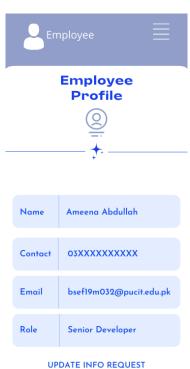


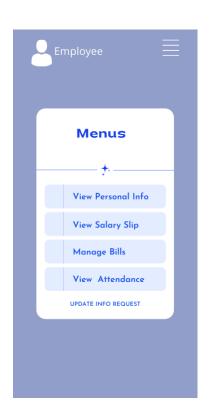




• Employee End UI:

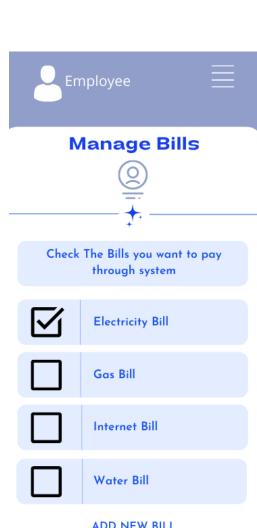








VIEW DETAILED SLIP



ADD NEW BILL

USE CASE CONTRACTS

1. Contract #1:

Operation:	PayBill(Bill_Id: Bill_Id, Amount: integer)
Cross References:	Use Case- Bill Payment
Pre-Condition:	The data is fetched from the billing service
Post Condition:	 PayBill instance p was created.
	 p is associated with BillRecord.
	p.Bill_Id becomes Bill_Id.
	 Based on the Bill_Id, the bill is paid.

2. Contract #2:

Operation:	AllowPermission(GrantPermission:GrantPermis
	sion)
Cross References:	Use Case- Manage Employee Permission
Pre-Condition:	Employee has logged in and, on the panel, to
	either check mark or not.
Post Condition:	 An instance of Employee e is created.
	 Instance e is associated with System
	Manager.
	 If an employee marks yes which displays the
	information on UI.

3. Contract #3:

Operation:	LoginEmployee(Username:string,
	Password:string)
Cross References:	Use Case- Login
Pre-Condition:	Employee has to visit the app, and enter the login
	credentials.
Post Condition:	 An Employee e instance is created.

If the credentials match with the record, the
user is logged in.
 If credentials fail to match, an instance f is
called that says forget password
notification.

4. Contract #4

Operation:	ViewEmpInfo(DisplayInfo:DisplayInfo)
Cross References:	Use Case- View Employee Information
Pre-Condition:	User is logged as employee e into the app and
	able to click on the view information button.
Post Condition:	 e.DisplayInfo is called.
	 UI is displayed to the user with all his
	information.

5. Contract #5

Operation:	SendUpdateRequest(EmpInfo:Empinfo)
Cross References:	Use Case- Update Request
Pre-Condition:	Employee is logged in to the app and is on UI
	where he can view information.
Post Condition:	 An instance manager m is created.
	 Employee is associated with the system
	manager.
	 .EmployeeInfo is called.
	 If an employee's information needs
	updating, a request will be sent to the
	admin panel.

6. Contract #6

Operation:	UpdateInfo()
Cross References:	Update Employee Information

Pre-Condition:	Employee's information update requests have
	been received to the admin panel (one who has
	logged in as employee.
Post Condition:	 An instance employee e is created
	 Instance e.employeeInfo is associated with
	the manager.
	 If an update request is received, the admin
	updates the employees information.

7. Contract #7

Operation:	PaySalary(EmployeeSalary:EmployeeSalary,
	Amount: Integer)
Cross References:	Use Case- Salary Details
Pre-Condition:	Admin is logged in to the system to pay salary to
	the employees.
Post Condition:	 Instance salary p is already created. A function that calculates the net salary is called. p.EmployeeSalary becomes EmployeeSalary Net salary is transferred to the employee's bank.

8. Contract #8

Operation:	ViewAttendance(Attendances:Attendances,
	Absents:Integer, NoOfDays: Integer)
Cross References:	Use Case- View Attendance
Pre-Condition:	Employee is logged in to the system and clicks on
	View Attendance button to see his attendance
	record.
Post Condition:	 An instance employee e is created.
	 e.Attendance is associate with Attendances

• Attendance record is displayed.

9. Contract #9

Operation:	MarkLeave(Leave:Leave,
	No_ofAttendances:Integer)
Cross References:	Use Case- Attendance System
Pre-Condition:	Employee is on panel/page to mark leave.
Post Condition:	 An instance employee e is already created.
	 It is associated with Leave.
	 A request is sent to the admin to either
	mark leave or decline.

10. Contract #9

Operation:	BillRecords()
Cross References:	Use Case- update Bill Records
Pre-Condition:	Manager is logged in to the system and clicks on
	the update bill Records button to update records.
Post Condition:	 An instance employee e is created.
	 e.updatebill is associated with billRecord .
	 Updated record stored in system.

References

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- https://searchsoftwarequality.techtarget.com/definition/collabor
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