

# Slide 1

# ## Tracking Wine

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## Overview

- Groups of 4 - 5 people
- 1st hour:
  - Requirements
  - Design activity diagram
- break
- 2nd hour:
  - Discussion: another group's design
  - Design class diagram
  - Discussion: another group's design
- $\hat{x}ab\alpha$

# Case Study

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1333	2424
3	4

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- Swiss love their **wine** and cheese
  - Let's create a *simple* wine tracker system

## La Cave Vivante

### Simple idea

- Bottles have a RFID tag
- RFID reader (emits and read signal)
- **Raspberry Pi**
- **Server (online shop)**
- Mobile app

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## Requirements I

The Raspberry Pi needs to handle:

- Bottles in
- Bottles out
- Communication with server
- Addition: Cellar identity (update cellar)
- Addition: Employees have Tag (identity)
- Important: Unreachable server?

## Requirements II

The online shop needs to handle:

- credit cards,
- invoices,
- manage cellar (incr / dec)
- auto-order (  $\#wine < 5 \Rightarrow$  send more)