

ENSF614: Advanced System Analysis

Final Project Part A

Course Dr Moussavi

instructor:

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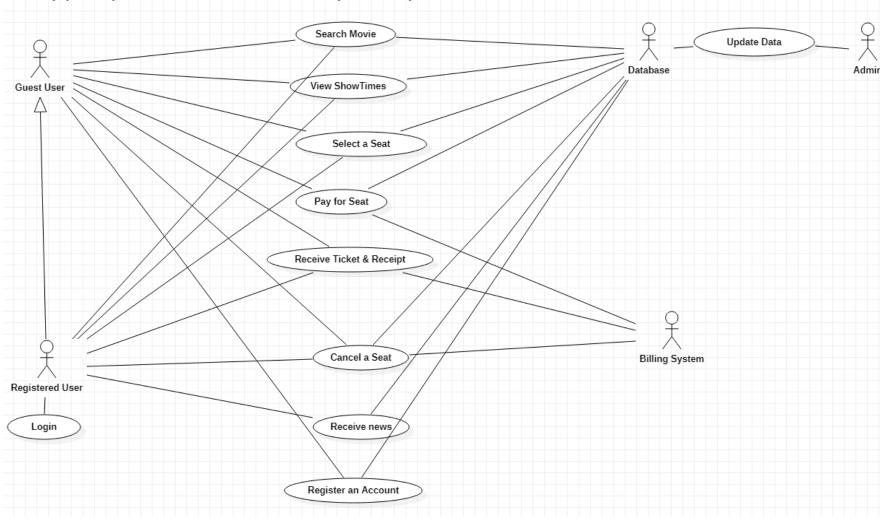
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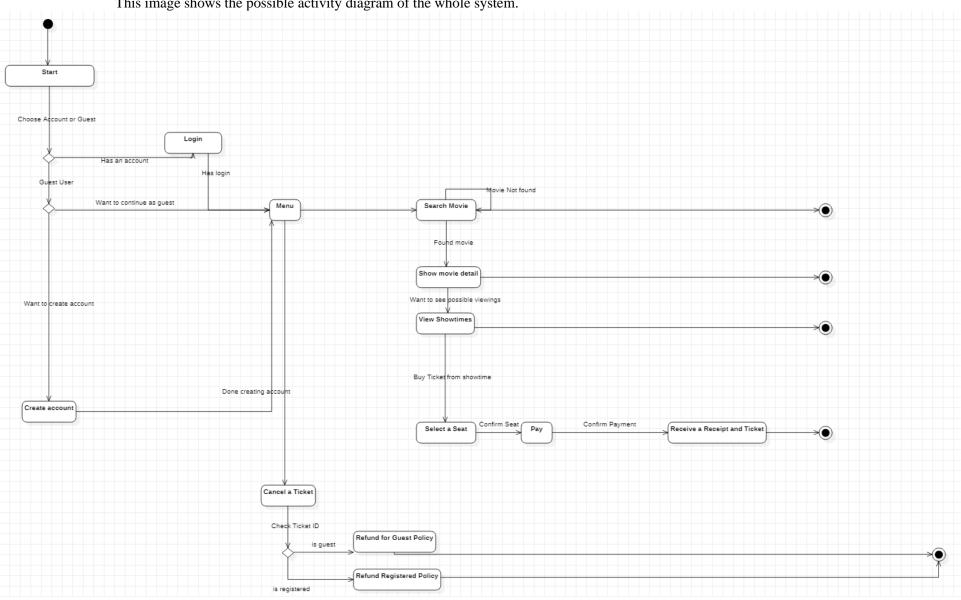
1 USE CASE DIAGRAM (MICHAEL)

The use case diagram is composed of actors and use cases to show the sequence of actions that the system will perform to operate the theater ticketing App. Note that for simplicity and scope of the project, the engineering team has decided to treat the Billing, admin and payment systems as external actors and thus not part of our system.



2 SYSTEMS ACTIVITY DIAGRAM (MICHAEL)

This image shows the possible activity diagram of the whole system.



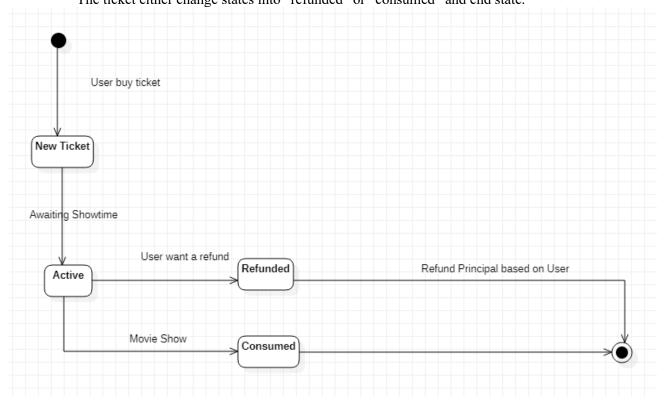
3 STATE TRANSITION DIAGRAM (MICHAEL)

The state transition diagram is a diagram showing how an object view or state can change depending on operations in the system. The group has developed 2 state transition diagrams:

- 1. A Ticket Object State diagram
- 2. A Payment Object state diagram (Broken into two, to show both refunds and payment).

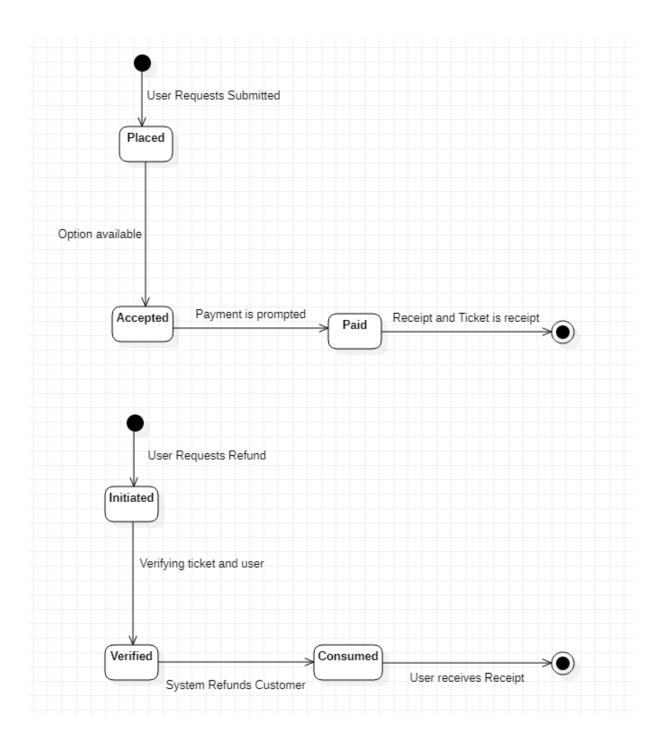
3.1 Ticket State Diagram (Michael)

The State diagram of the ticket is pretty simple. A ticket is created when the customer buys a ticket. The state then goes into active until the movie is shown or the user request a refund. The ticket either change states into "refunded" or "consumed" and end state.



3.2 Payment Object State Diagram (Michael)

There are 2 main options for the payment state diagram. Either a payment or a refund is initiated. Either way, the changes from its initial state to either accepted (payment) or verified (ticket is verified for refund) before it's consumed or paid, and a receipt is sent to confirm the transaction. Refer to the figures below for more context. We are assuming that if payments, the billing system will take care of it (i.e. an external action) and thus there's no error handling and this is the engineering decision of the team to avoid going down a rabbit hole).



4 SCENARIOS AND CANDIDATE OBJECTS (BRANDON & KAYODE)

Login (Brandon)

A <u>registered user</u> enters their <u>username</u> and <u>password</u> into the system and the system <u>validates</u> the registered users' username and password. If a correct username and password is <u>entered</u>, the information is validated against the <u>information stored</u> in the <u>database</u> and allows the user to <u>view</u> the <u>menu</u>. The user is then <u>shown</u> the menu to search for a movie.

Name	Login	
Description	On request from a registered user, allows for entry into the system with	
	registered user authorization.	
Precondition	Enters correct username and password	
Post Condition	Registered user is shown the menu	
Error Situation	Enters incorrect username and password	
Primary Actors	Registered User	
Secondary Actors	Database	
Standard Process	1) Registered user enters their username and password	
	2) Registered user is granted access to the menu with the required	
	authorization	
Alternative Process	1) Enters the system as a guest user	

Search Movie (Brandon)

A <u>user enters</u> the <u>menu</u>. The <u>system</u> asks the user to select an <u>option</u> to <u>search</u> for a movie. The current <u>movie repository</u> that are being <u>shown</u> in the <u>theaters</u> are <u>displayed</u> to the user. The user can <u>view</u> all <u>movies</u> available. The user can optionally, search for a movie by <u>name</u> or <u>genre</u>. If a movie is searched for by name or genre, the <u>database</u> is <u>queried</u> for the movie and the system displays whether the movie is being shown and the <u>details</u> about the movie including a list of <u>theatres</u> and (locations) <u>where</u> the movies are being shown. The user can then <u>select</u> a movie.

Name	Search Movie	
Description	Searches for movies currently being shown	
Precondition	User selects the search for movie option	
Post Condition User is shown a list of movies or selected movie		
Error Situation No movies are available		
Primary Actors	Guest User, Registered User	
Secondary Actors	Database	
Standard Process	1) User searches for a movie by viewing all	
	2) User is shown the query results – movie details and theatres being	
	shown	
	3) User selects a movie	
Alternative Process 1) User searches for a movie by name – Standard process contin		

View Showtimes (Brandon)

The user <u>selects</u> a <u>movie</u>. The <u>system</u> accepts the <u>input</u> and <u>queries</u> the <u>database</u> for <u>theatres</u> available. The <u>available</u> theatre <u>locations</u> where the movie is being shown and <u>displays</u> it to the user. The user can select a theatre based on the <u>name</u> of the theatre to <u>view</u> the available <u>show times</u>. The system then accepts the input then queries the database for the showtimes available. The show times are then displayed to the user. The system asks the user to <u>select</u> a <u>show time</u> to proceed. Optionally, the user can <u>exit</u>.

Name	View Showtimes	
Description	View the showtimes available for a selected movie	
Precondition User selects a movie		
Post Condition	User is shown a list of theatres and the available show times	
Error Situation	There are no theatres/showtimes available	
Primary Actors Guest User, Registered User		
Secondary Actors	Database	
Standard Process	1) User selects a movie	
	2) User is shown the query results –theatres where movie is being shown	
	3) User selects a theatre	
	4) User is shown the show times	
	5) User selects a show time	
Alternative Process	1) User can exit after viewing show times	

Select a Seat (Brandon)

The user <u>selects</u> a show time and theatre for the movie. The <u>system accepts</u> the <u>input</u> and <u>queries</u> the <u>database</u> for <u>seats</u> available for the combination of <u>movie</u>, <u>theatre</u> and <u>show time</u>. A graphical representation of the theatre seats is <u>shown</u> to the user. The user can <u>select</u> either a <u>single</u> or <u>multiple</u> seats once they are not occupied. Once selected the seats are selected, a <u>preview</u> of the <u>cost</u> of the seats are <u>shown</u> to the user. The user can then proceed to purchase a seat. Optionally, the user can <u>exit</u>.

Name	Select a Seat	
Description	View the available seats and select unoccupied seats	
Precondition	User selects a theatre and show time	
Post Condition	User is shown a cost of the seats selected	
Error Situation	There are no theatres/showtimes available	
Primary Actors	Guest User, Registered User	
Secondary Actors	Database	
Standard Process	1) User selects a theatre and show time	
	2) User is shown the query results – a graphical representation of the seats	
	3) User selects unoccupied seats	
	4) User is shown a preview of the cost	
	5) User proceeds to payment	
Alternative Process	1) User can exit after viewing the seats	

Pay for Seat (Brandon)

The user <u>selects</u> seat and proceeds to payment. The <u>system determines</u> whether the user is <u>registered</u> or <u>guest</u> user. If the user is a guest user, the <u>system asks</u> the user to <u>enter name</u>, <u>address</u> and <u>credit card</u> information. The guest user <u>enters</u> their name, address and credit card information. The guest user <u>views</u> the <u>total cost</u> including <u>sale tax</u> for the <u>total number</u> of seats. The guest user then <u>selects</u> the pay now option. The system <u>processes</u> the <u>payment</u>. The system <u>stores</u> the payment transaction in the <u>database</u>. The process is finished. If the user is a registered user, the system <u>retrieves</u> the stored <u>information</u> from the database asks the user to <u>confirm</u> payment (as information is already stored in the database). The registered user then <u>views</u> the total cost and selects the pay now option. The system processes the payment The system stores the payment transaction in the database.

Name	Pay for a Seat	
Description	Pay for the selected seats for the movie at a theatre and specific show time	
Precondition	User selects a seats	
Post Condition	User is successfully pays for seats	
Error Situation	1) Insufficient funds from the user	
	2) Unable to process transaction	
Primary Actors	Guest User, Registered User, Billing System	
Secondary Actors	Database	
Standard Process 1) User selects seat and proceeds to payment		
	2) System determines if the user is a registered or guest user	
	3) User is shown a preview of the cost	
	4) User selects payment option (RU)	
	5) User pays for the seat	
Alternative Process	1) User is a guest and enters personal information and payment	
	information	
	2) User pays for the seat	

Received Ticket. (Kayode)

<u>Customer</u> receives their ticket information after <u>payment</u> is <u>made</u>. Customer also receives a <u>receipt</u> which is also sent via customers' email.

Name	Receive Ticket		
Description	The user receives ticket information		
Precondition	Payment is made.		
Post Condition	User receives ticket information. Receipt is sent to user email account		
Primary Actor	User		
Secondary Actor	Database		
Standard Process	1) User makes payment for the ticket		
	2) Ticket information is sent to the user upon payment confirmation		
	3) Receipt is sent to the user email account		

Cancel Ticket(Kayode)

User enters the ticket number, and the system <u>validates</u> the number. The system <u>checks</u> if the ticket is for a regular user or a registered user. For a regular user, 15% credit is given if the <u>cancellation</u> is made 72 hours prior to the start of the show, the 15% administration <u>fee</u> is issued to the user for future purchase. The <u>credit</u> is valid for one year from the date of cancellation. If the ticket is for a registered user, 15% administration charge is not deducted by the system

Name	Cancel Ticket		
Description	The user cancels their ticket		
Precondition	User has a valid ticket		
Postcondition	Ticket is cancelled. User obtained with 15% credit if cancellation is made 72		
	hours prior to the start of the movie.		
Primary Actor	User		
Secondary Actor	Database		
Standard Process	User select cancel ticket option on the system and click		
	2) System prompts the user if they want to cancel		
	3) User activates the cancel button		
	4) Seat reservation is cancelled by the system.		

Receives news(Kayode)

The system <u>checks</u> if a user is registered and if permission to receive news has been given. <u>News</u> about the movie is sent to the registered user.

	novic is serie to the registered does.			
Name	Receive news			
Description	News about the movies is sent to the user			
Precondition	A user must be registered in the database			
Post Condition	User receives news about the movie			
Primary Actor	The database			
Secondary Actor	Registered User			
Standard Process	1) News is sent to the user			
	2) User receives news through email			
Alternative	Check for the new for the news about movie during public announcement.			
process				

Register an account(Kayode)

A user decides to register for an <u>account</u> by entering their last name, first name, email, password, date of registration and <u>credit card</u> information. The user <u>pays</u> \$20 annual registration fee. Upon confirmation of payment, a confirmation of registration is sent to the user. The information about the user is <u>stored</u> in the database.

Name	Register an account		
Description	User registers for an account by providing necessary information and makes		
	payment		
Precondition	Fill in all the information including banking details		
Post condition	Becomes a registered user		
Primary Actors	User		
Secondary Actors	Database		
Standard Process	1) Enter user information names, address, credit card details		
	2) Make payment		
	3) User information updated in the database		
	4) Acknowledgement sent to the user		

Update data (admin) (Kayode)

The <u>administrator updates</u> data in the database to reflect <u>information about the movie</u> and <u>seat availability</u>

Name	Update data
Description	The administrator updates the data on the system
Precondition New movies, seat arrangement	
Post condition The movie and seat information is updated	
Primary Actor	Administrator
Secondary actor	Database

4.1 List of Candidate classes (Michael)

Nouns

Column1	Column2	Column3
Registered user	Preview	Theater
Username	Cost	Name
Password	Seats	Genre
Information	Address	Details
Menu	Credit card	Database
User	Total cost	Input
System	Sale tax	Locations
Option	Total number	Show times
Movie	Payment	Information
Customer	Receipt	Cancellation
Fee	Email	Credit
Date of Cancellation	Administration fee	News
Account	Last name	First Name
Date of Registration	Email	Banking Information
Seat	data	Administrator
Seat Availability	Database	

4.2 Selected Classes from Candidate

Based on the list of candidates, the group has chosen the following as classes:

4.2.1 Models:

Ticket, Movie, Theater, Showroom, Seat and Payment

4.2.2 Boundary classes:

Billing System, PaymentStrategy/CreditCard Strategy

4.2.3 Controllers

Movie Controller, Ticket Controller, Refund Controller and Login Controller

4.2.4 User Interface

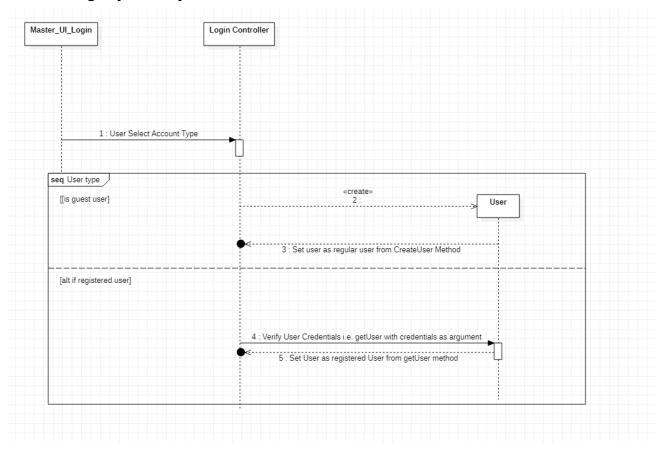
UI_Movie_and_tickets, UI_Main_menu, UI_Refund Ticket, UI_Login_page

4.2.5 Design Patterns

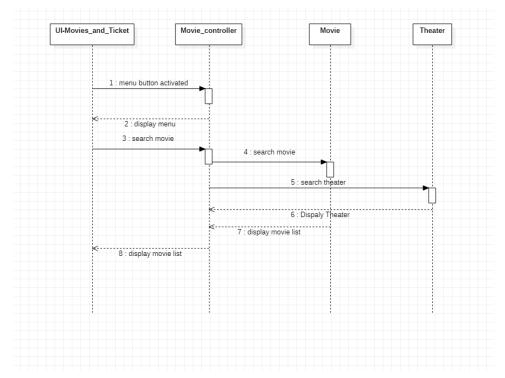
The group will implement Singleton(Login), Observer (For broadcasting news to registered_users) and the bridge pattern for payment based on the user.

5 SYSTEM INTERACTION DIAGRAM:

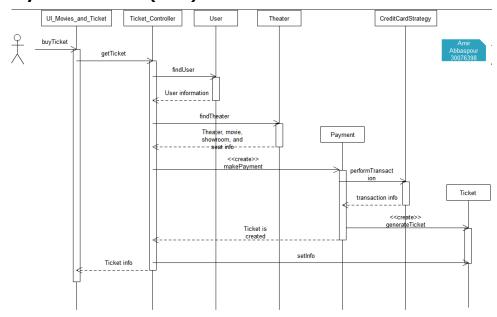
5.1 Login (Michael)



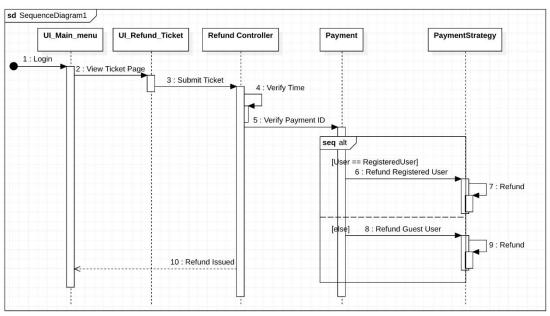
5.2 Search a movie (Kayode)



5.3 Buy a Movie Ticket (Amir)

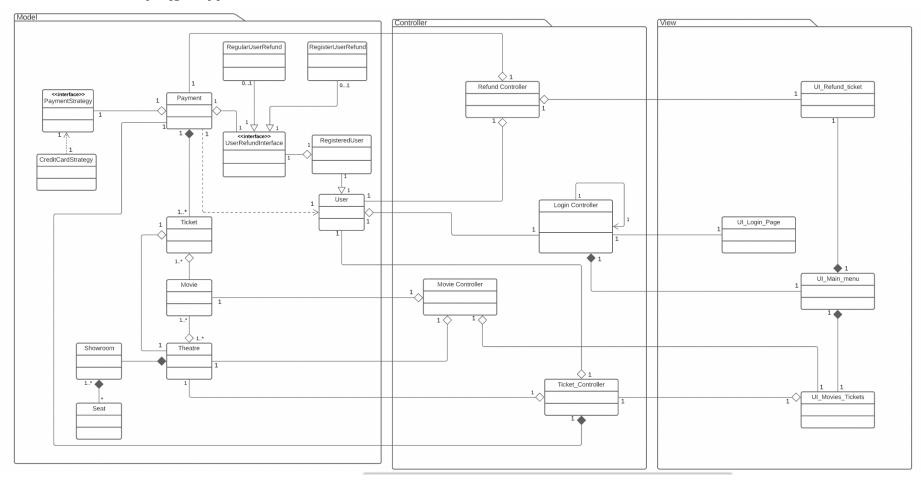


5.4 Refunding a Movie Ticket (Brandon)



6 DESIGN LEVEL CLASS SPECIFICATION (AMIR)

6.1 Relationships (group)



6.2 Attributes & Methods (Amir)

View

UIMoviesTicket

-JTextArea -JButton

-userType: String -userName: String

+showInfo(info: String): void

+buyTicket(movieName: String, theaterName: String, showroom: Long, SeatNumber: Long)

UIRefundTicket

-JTextArea -JButton

-userName: String-userType: String

+showInfo(info: String): void

UlMainMenu

-userType: String-userName: String

-movieUI: UIMoviesTicket
-refundUI: UIRefundTicket

+startMovieUI(userName: String, userType: String): void

+startRefundUI(userName: String, userType: String): void

+getMovieUI(): UI_Movies_and_Refund +getRefundUI(): UI_Refund_Ticket

UILoginPage

-instance: LoginController *

+getUserInfo(username: String, userType: String)

+close(): void

Controller

MovieController

- -movieUI: UIMoviesTicket
- -searchMovieName(movieName: String): List<Movie>
- -searchMovieGenre(movieGenere: String): List<Movie>
- -setMovieUI(): void
- -searchTheaterMovie(movieName: String): List<Theater>
- -searchTheaterShowtime(showTime: String): List<Theater>
- -showTheaterInfo(theaters: List<Theaters>): String
- -showMovieInfo(movies: List<Movies>): String

TicketController

- -movieUI: UIMoviesTicket
- -userPaymentInfo: String
- -userMovieAndTheaterInfo: String
- -payment: Payment -theater: Theater -user: User
- -getUserPayInfo(): void
- -getUserMovieAndTheaterInfo(): void
- -makePayment(accountID: Long, password: Long, amount: Double): Payment
- +setMovieUI(): void
- -findTheater(): Theater
- -verfyUserInputs(): void
- -showTicketInfo(): void
- -findUser(userName: String, userType: String): User

RefundController

- -refundUI: UIRefundTicket
- -payment: Payment
- -user: User
- -refundTicket(ticketID: Long): Void
- -findPayment(paymentId: Long): Payment
- -findUser(userName: String, userType: String): User
- +setRefundUI(): void

Login_Controller

- «static»-instance: Login_Controller *
- -mainMenu: UIMainMenu
- -uiLoginPage: UILoginPage
- -userType: String
- -userName: String
- -startMainMenue(userName: String, userType: String): void
- +getUIMenu(): UIMainMenu

Model

PaymnetStrategy

+makePayment(accountID: Long, password: Long, amount: Double): Boolean

CreaditCardStrategy

+makePayment(accountID: Long, password: Long, amount: Double): Boolean

Payment

-ticket: Ticket

-paymentStrategy: PaymentStrategy

userInfo: String

-paymentAmount: Double

+generateTicket(ticketInfo: String, userInfo: String): Ticket -getUserInfo(user: User): String -performTransaction(accountID: Long, password: Long, amount: Double): Boolean

UserRefundInterface

+refund(amount: Double): void

RegularUserRefund

+refund(amount: Double): void

RegisteredUserRefund

+refund(amount: Double): void

Ticket

-theater: Theater -movie: Movie +ticketInfo: String

+getTheater(): Theater +getTicketInfo(): String +getMovie(): Movie

Movie

-movieInfo: String

+getMovieInfo()

Theater

-movieList: List<Movie>

-showRoomList: List<Showroom>

-theaterInfo: String

+getMovieList(): List<Movie>

+getShowroomList(): List<Showroom>
+getTheaterInfo()
+bookASeat(seatID: Long): void
+searchMovie(movieName: String): Movie

Showroom

-seatList: List<Seat>

-showroomName: String -showroomNumber: Long

+getSeatList(): List<Seat>

+getShowroomName(): String +getShowroomNumber(): Long

Seat

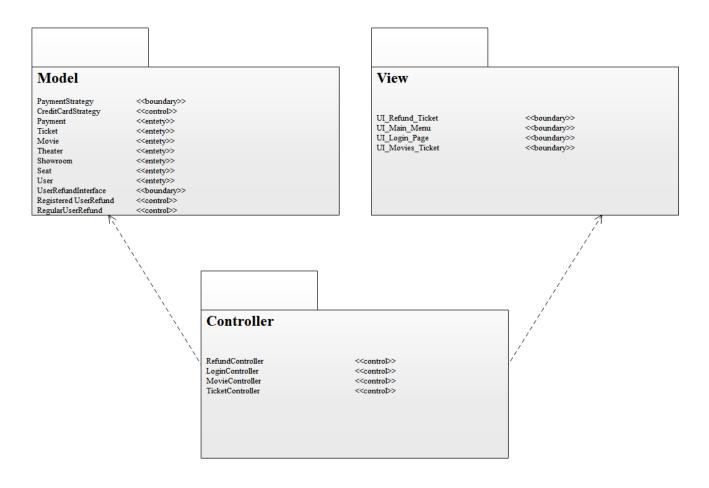
-seatNumber: Long -seatRow: Long -seatColumn: Long

+getSeatNumber(): Long

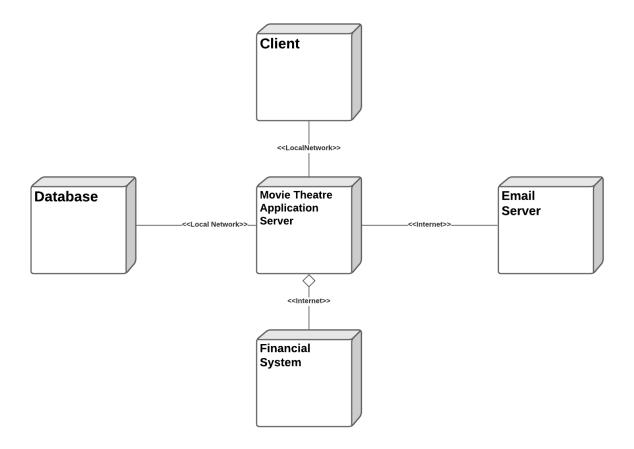
+getSeatRow(): Long +getSeatColumn(): Long



7 PACKAGE DIAGRAM (AMIR)

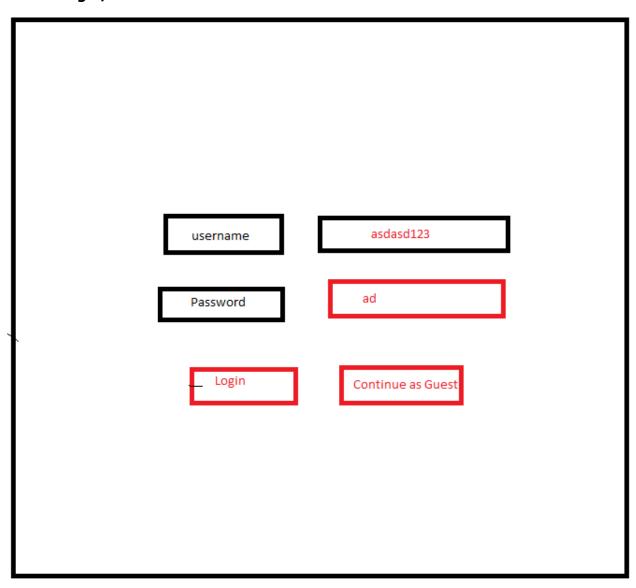


8 DEPLOYMENT DIAGRAM (BRANDON)



9 APPENDIX A: WIREFRAMES AND UI EXAMPLES (MICHAEL)

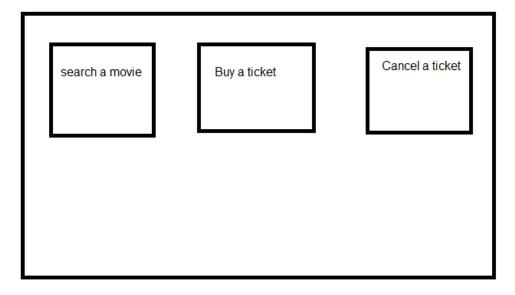
9.1 Login/Continue as Guest



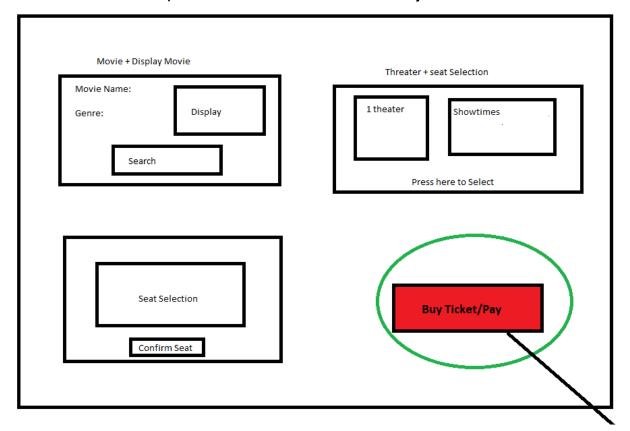
9.2 News (Window that pops up whenever you login) – Receive news.



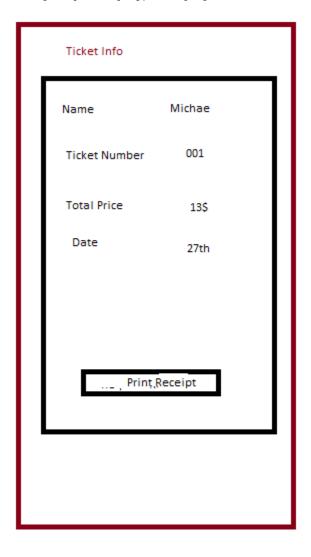
9.3 Main menu



9.4 Movie Search, Theater and Seat Selection & Buy ticket



9.5 Ticket Info (When you press pay, and payment is confirmed by External actor)



DOuble checking Payment
Sending to Billing SYstem
Confirmed

9.6 Refund (Enter details and press refund)

