

CLASS DESIGN AND GRAPHIC USER INTERFACE

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TOPIC

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- Use case
- Class design
- GUI
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INTRODUCTION

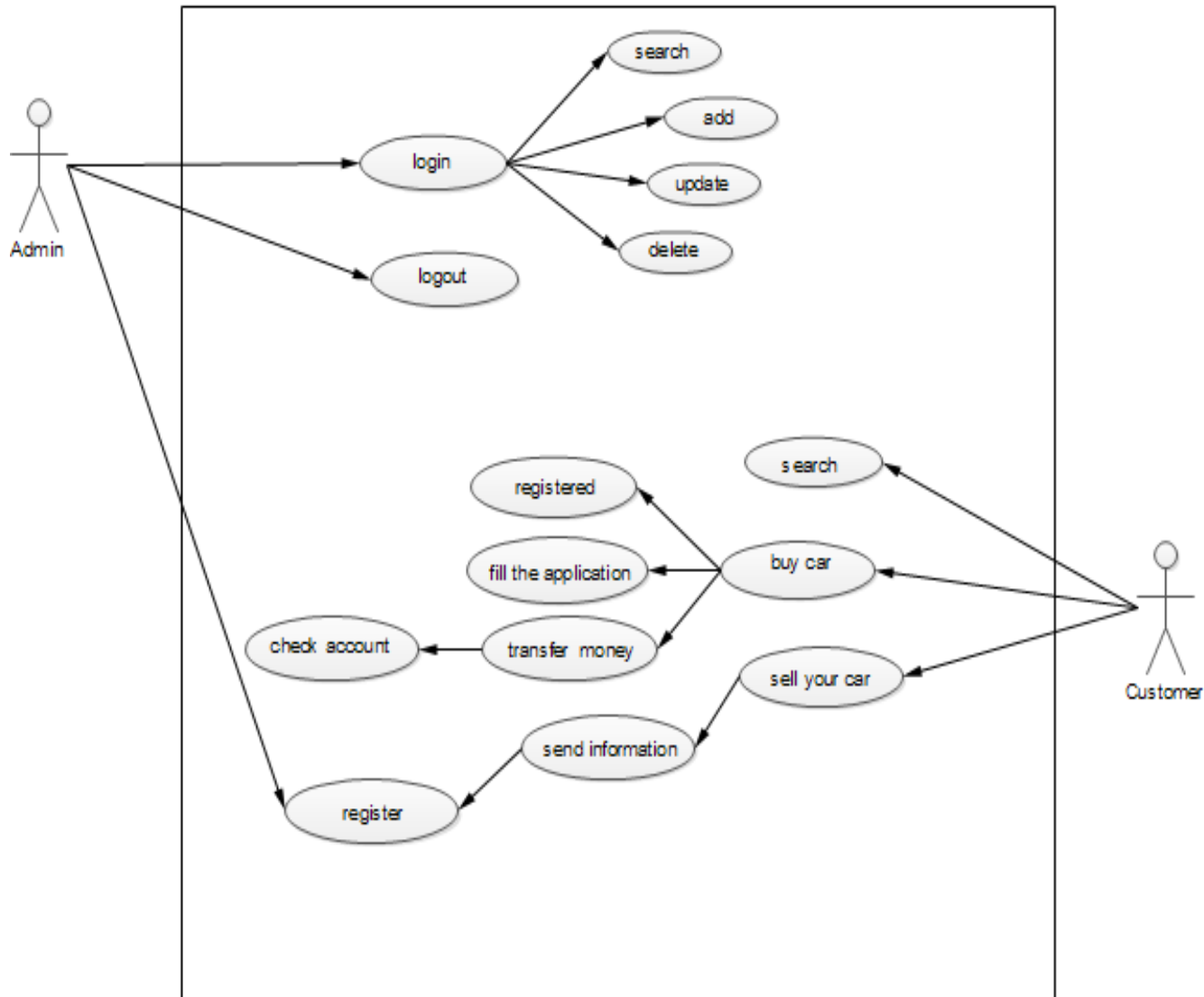
Our project name is “ Car business system ”.

By this presentation we will introduce how we made Class design and GUI.

Classes and relationship of classes show in this section.



USE CASE



CLASS DESIGN

Our project has got next class design and consist of five classes.



class: **Admin**

Responsibilities:

login
logout

Interfaces to:

inventory
customer

class: **Customer**

Responsibilities:

buy car
search
sell your car

Interfaces to:

account
admin
inventory
car

class: **Inventory**

Responsibilities:

registered car
update
delete
search

Interfaces to:

admin

class: **Car**

Responsibilities:

registered old car
send information

Interfaces to:

admin
customer
car registration

class: **Account**

Responsibilities:

fill the application
check account
transfer money

Interfaces to:

customer

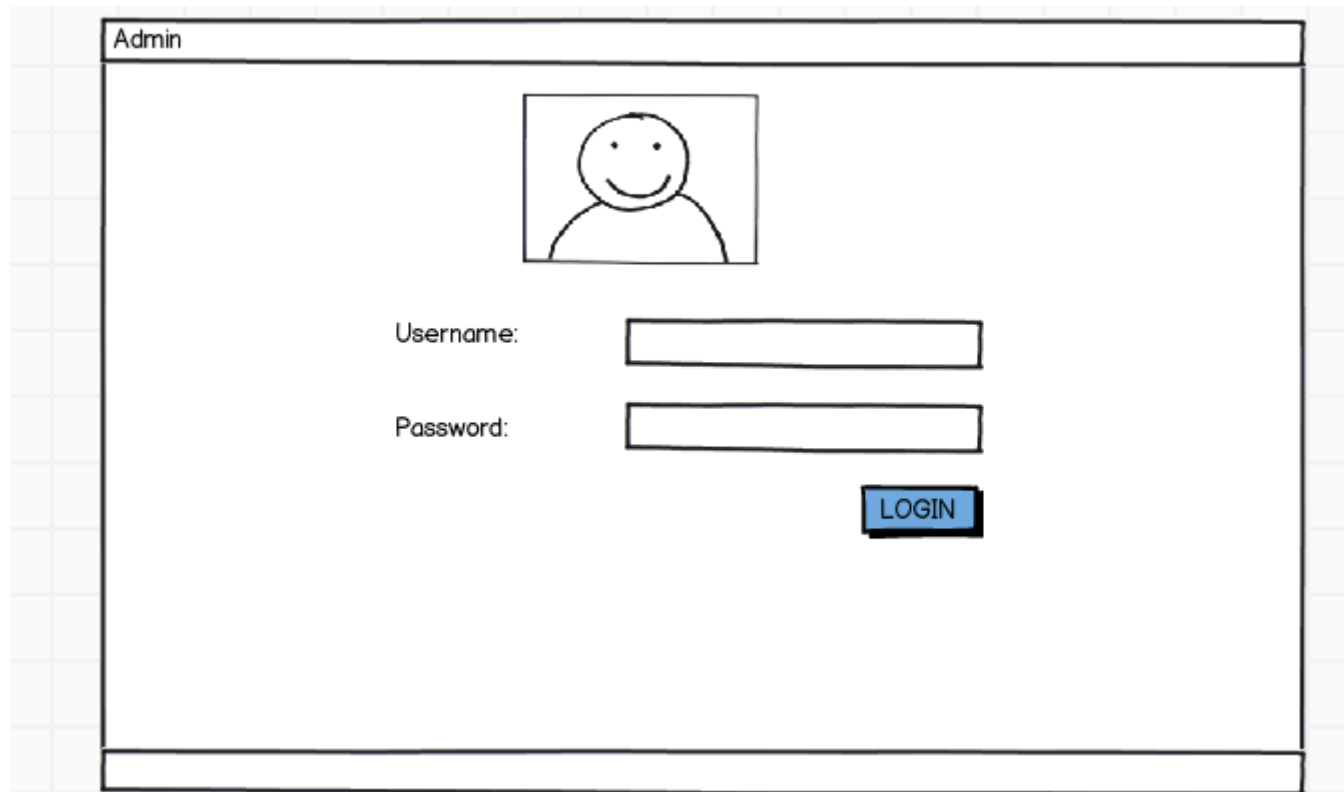
GUI DESIGN

Our project has got 2 types users.

- Admin
- Customer




ADMIN`S GUI DESIGN



A wireframe diagram of an Admin GUI. The window has a title bar labeled "Admin". Inside, there is a placeholder for a user profile picture, represented by a simple line drawing of a person's head and shoulders. Below the profile picture, there are two input fields: one for "Username:" and one for "Password:". To the right of the "Password:" field is a blue button with the text "LOGIN".

Admin



Username:

Password:

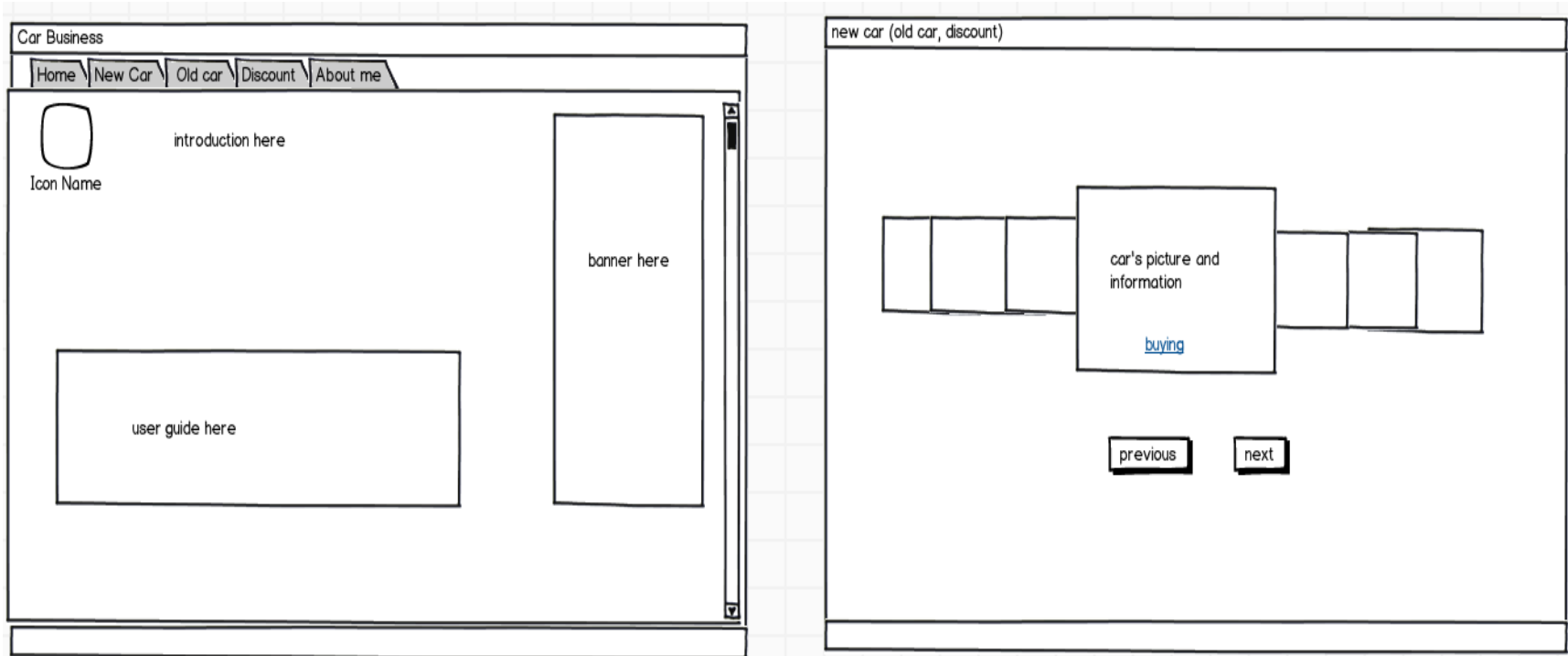


ADMIN`S GUI DESIGN

The image displays two hand-drawn GUI window designs side-by-side. The left window is titled 'Add car' and the right window is titled 'Update'. Both windows have a tabbed interface with 'Add car' and 'Update car' tabs. The 'Add car' window contains the following fields: Name, Mark, Color (with a small blue square icon), Type, Capacity, manufacturer, date (with a calendar icon showing 2012/01/09), Price, and Picture (with a text input 'D:/pictures' and a 'Choose' button). At the bottom are 'Save' and 'Cancel' buttons, and an 'Alert' dialog box with 'Save' and 'Yes/No' options. The 'Update' window is similar but includes an 'Amount' spinner control set to 3. It also features the same input fields, buttons, and an 'Alert' dialog box.

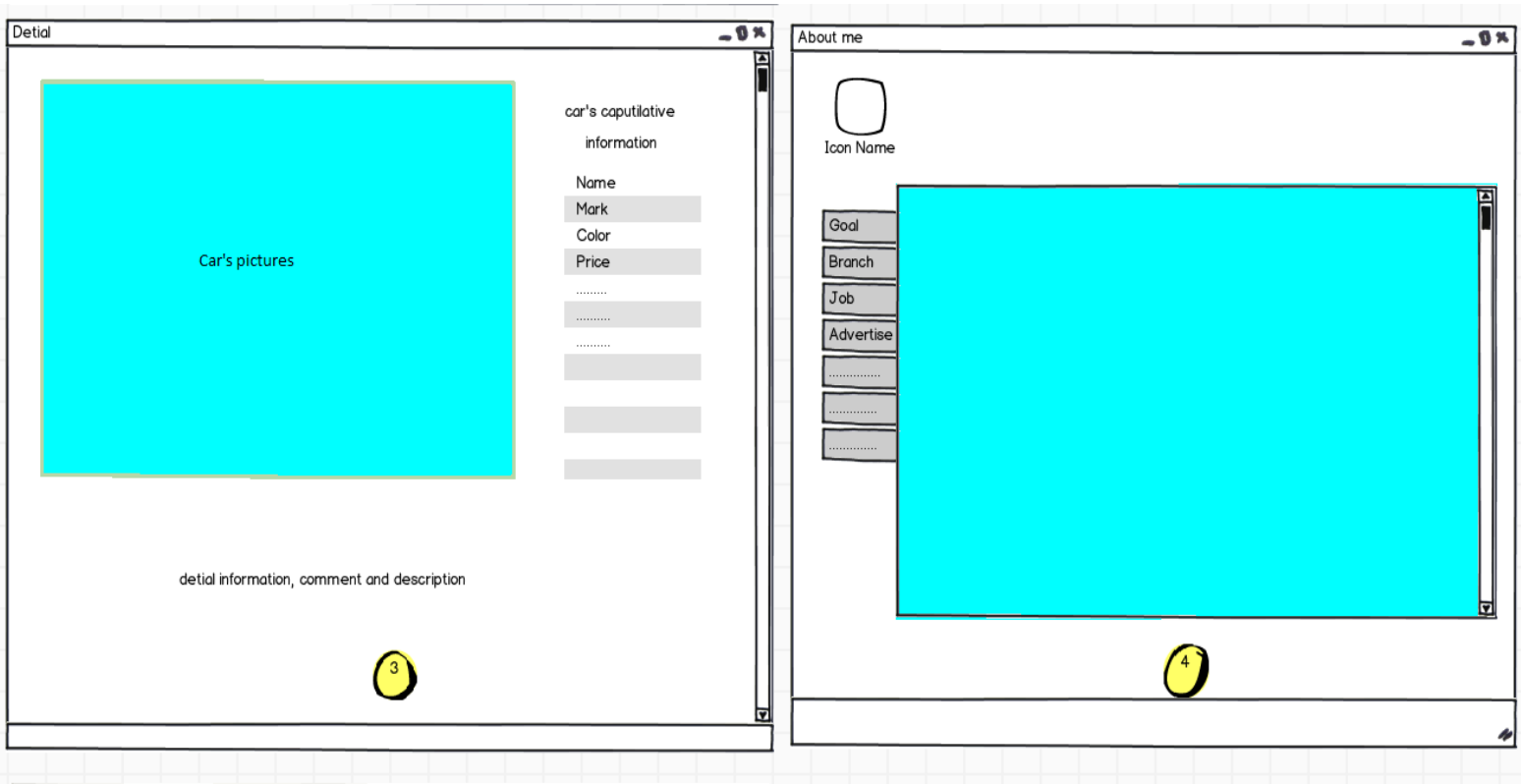
If this car sold, admin will decrease the amount .
If this car yet haven`t amount is 0.

CUSTOMER`S GUI DESIGN



This page has consist of car information. /new car, old car and discount car/

CUSTOMER`S GUI DESIGN



CUSTOMER`S GUI DESIGN

The image shows a graphical user interface (GUI) window titled "Buying". The window contains several input fields and buttons. The input fields are arranged vertically and are labeled as follows:

- Name :
- Email :
- Account number :
- :
- :
- :

Below the input fields, there are two buttons: "OK" and "Cancel". At the bottom center of the window, there is a yellow circle with the number "5" inside it. The window has a standard title bar with a close button (X) and a scroll bar on the right side.

SUMMARY

These are not final version of graphic user interface and class design yet. We will developing any more time for implementing process.

