

.. Title ..

.. Faculty ..

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Handed-in:	01/09/24
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Semester:	Your Semester
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Introduction

1.1. Case

So what is the case?

- an item
- another item
- yet another item

1.2. Project description

1.2.1. Problem statement

What is the problem?

1.2.2. Problem analysis

1.2.3. Purpose

1.2.4. Goal

1.2.5. Scope

1.3. Method

2

2nd Chapter

This is the second chapter.

2.1. SCRUM

I think that *SCRUM* is .. this is a reference figure B.1.

This is a subsubsection

This is a subsubsection text, this is a cite [1].

3

Conclusion

3.1. summary

References

- [1] Thomas M. Connolly and Carolyn E. Begg. *Database Solutions: A Step by Step Guide to Building Databases*. 2nd ed. Addison Wesley, 2004.



Source code

A.1. Modeller

A.1.1. Some models

```
1 namespace HttpWebshopCookie.Models.Users;
2
3 public class Guest
4 {
5     public string Id { get; set; } = Guid.NewGuid().ToString();
6     public string? FirstName { get; set; }
7     public string? LastName { get; set; }
8     public string? Email { get; set; }
9     public string? PhoneNumber { get; set; }
10    public virtual Address? Address { get; set; }
11    public string? AddressId { get; set; }
12    public virtual ICollection<Order> Orders { get; set; } = [];
13 }
```

A.2. Scripts

A.2.1. GitHub scripts

```
1 name: Build
2
3 on:
4   push:
5     branches:
6       - master
7
8 jobs:
9   build:
10    runs-on: windows-latest
11
12    steps:
13      - name: Checkout code
14        uses: actions/checkout@v2
15
16      - name: Setup .NET
17        uses: actions/setup-dotnet@v1
18        with:
19          dotnet-version: '8.0.x'
20
```

```
21 - name: Restore dependencies
22   run: dotnet restore
23
24 - name: Build with dotnet
25   run: dotnet build --configuration Release
```

B

Diagrammer

B.1. Domænemodel

B.2. Designklassediagrammer

B.3. Database Diagrammer

B.3.1. Entity Relationship Diagrammer

B.4. Sekvensdiagrammer

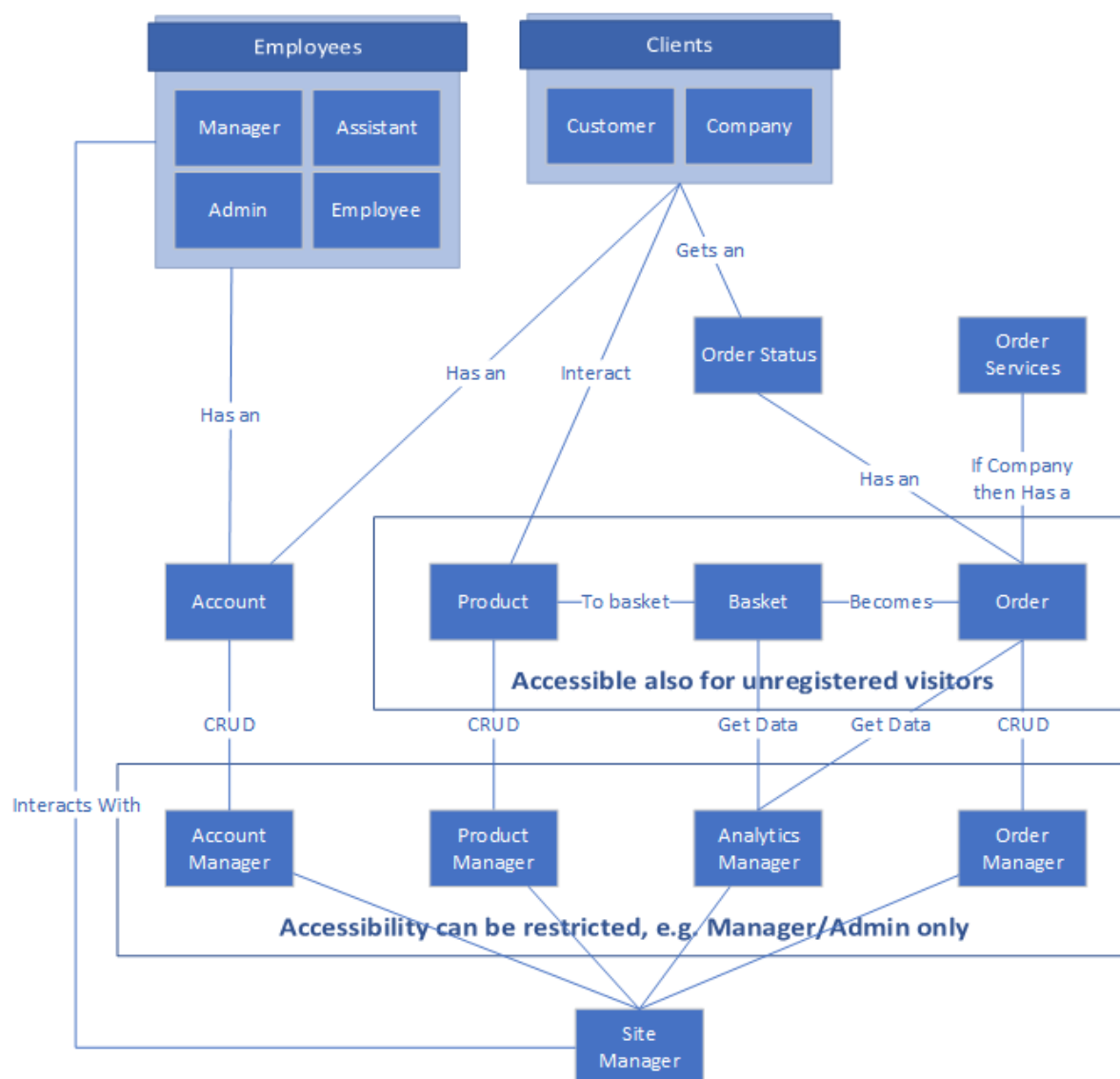


Figure B.1: Domain Model Diagram ved projektets start



Figure B.2: Design Class Diagram - Model Classes

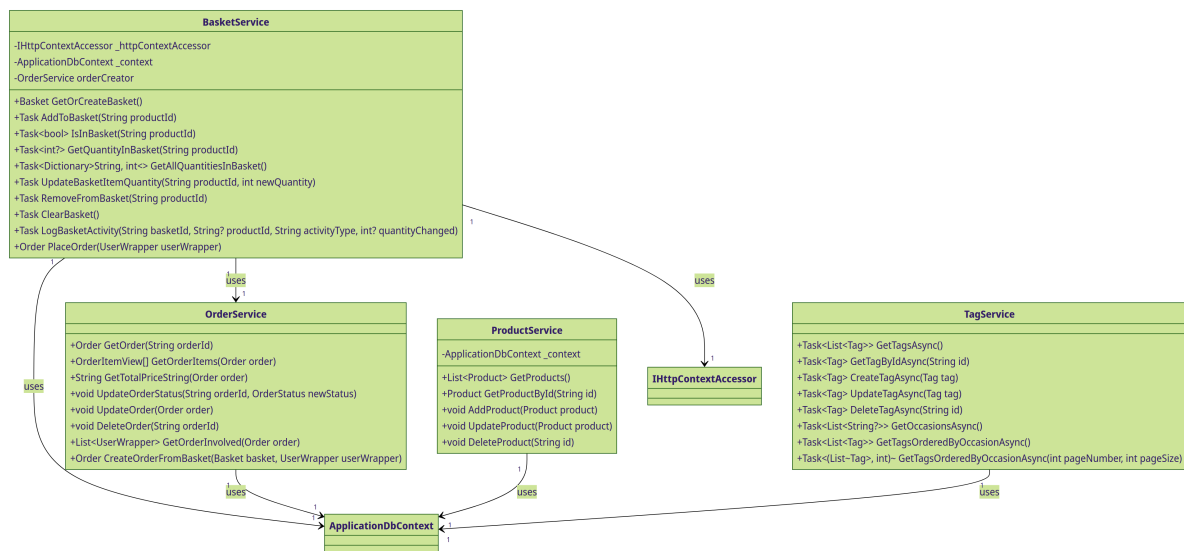


Figure B.3: Design Class Diagram - Main Services

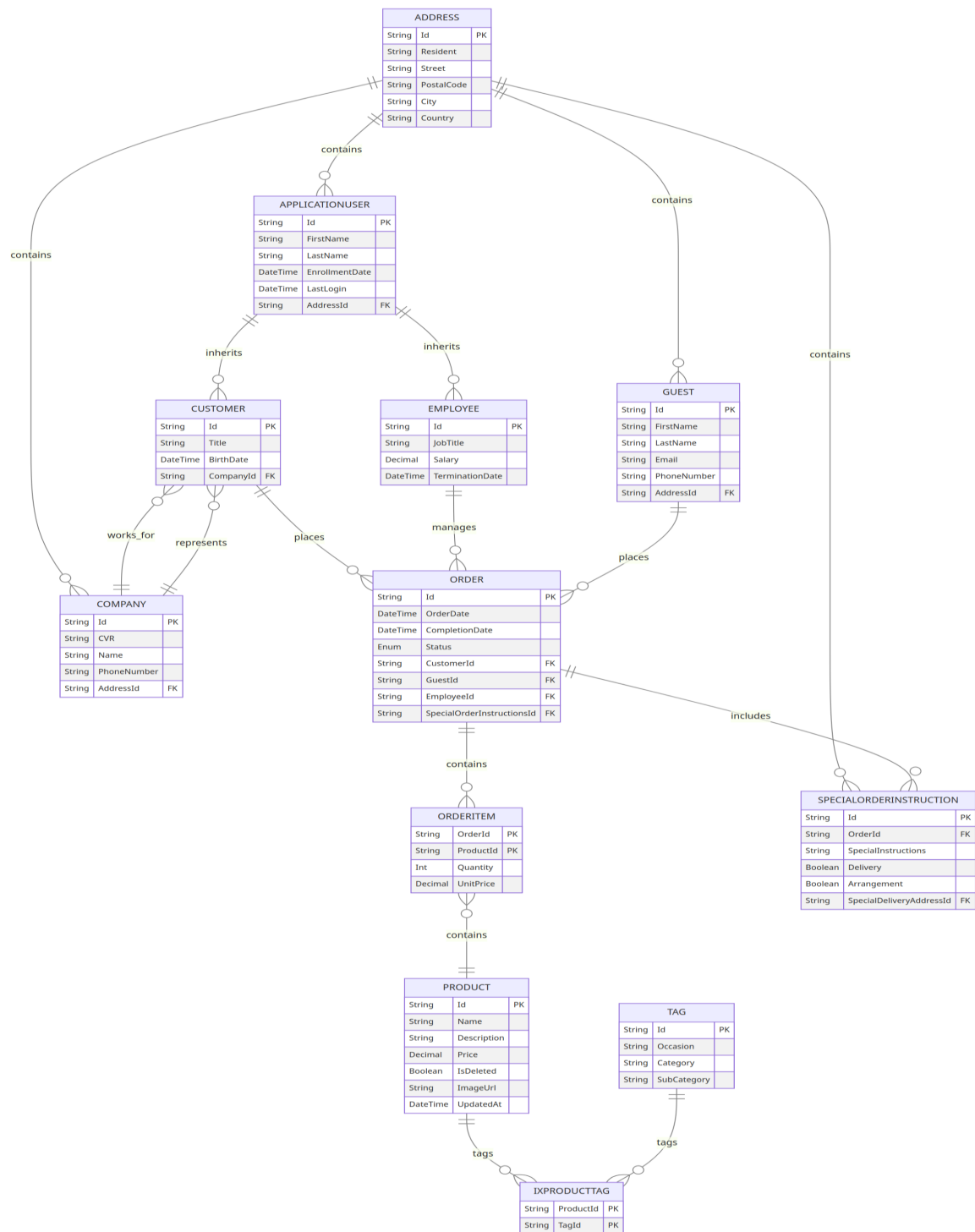
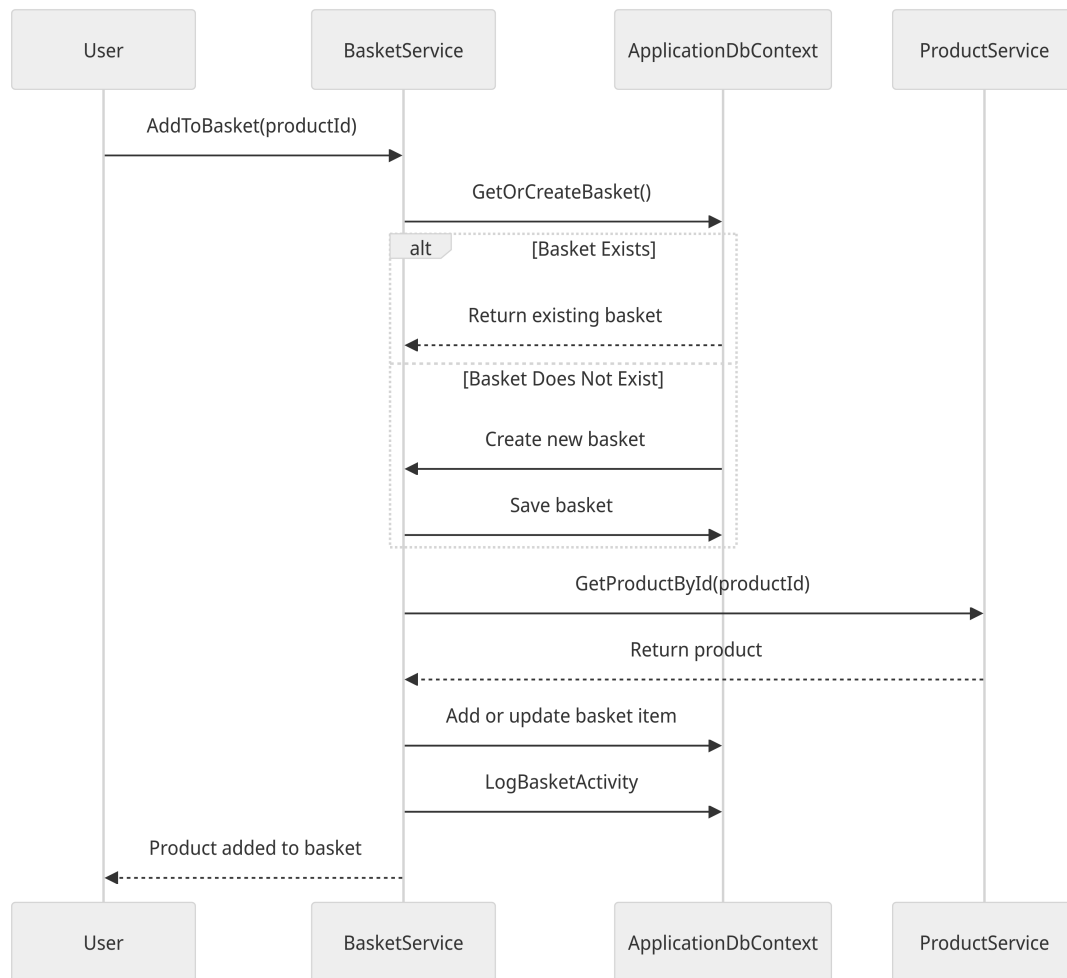


Figure B.4: Entity Relationship Diagram uden basket-relaterede entiteter

**Figure B.5:** System Sequence Diagram - User Adds Product to Basket