

Payroll System Use Case Analysis Solution

Version 2004

Mastering OOAD with UML 2.0	Issue: 2004
Payroll System Use-Case Analysis Solution	Issue Date: 7/22/04
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Revision History

Date	Issue	Description	Author
09/01/2000	2000	Generation for beta	Shawn Siemers
10/2/2000	2000	Final release	Shawn Siemers
01/14/2003	2003	Final Release	Alex Kutsick
05/20/2004	2004	Generation for beta	Alex Kutsick

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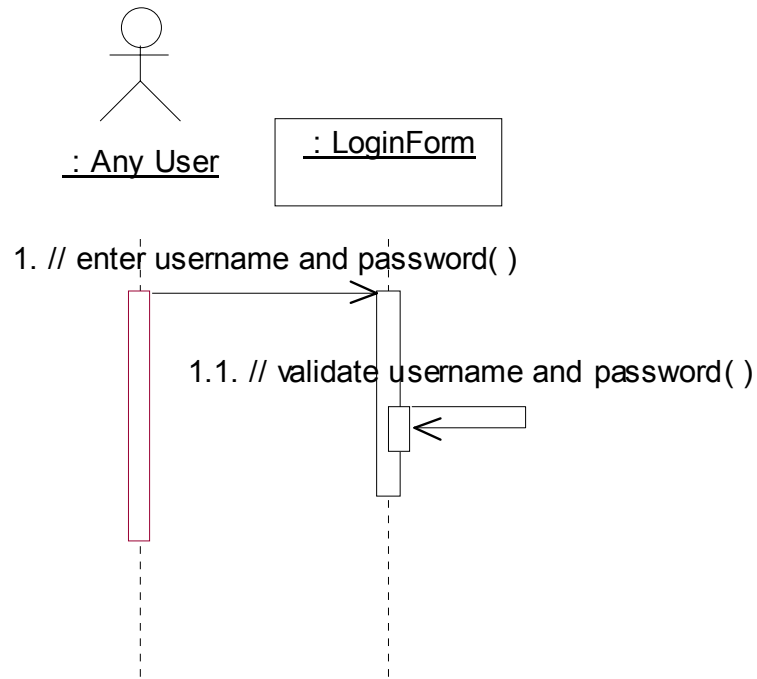
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1. Exercise: Use-Case Analysis

1.1 Use-Case Realization Interaction Diagrams

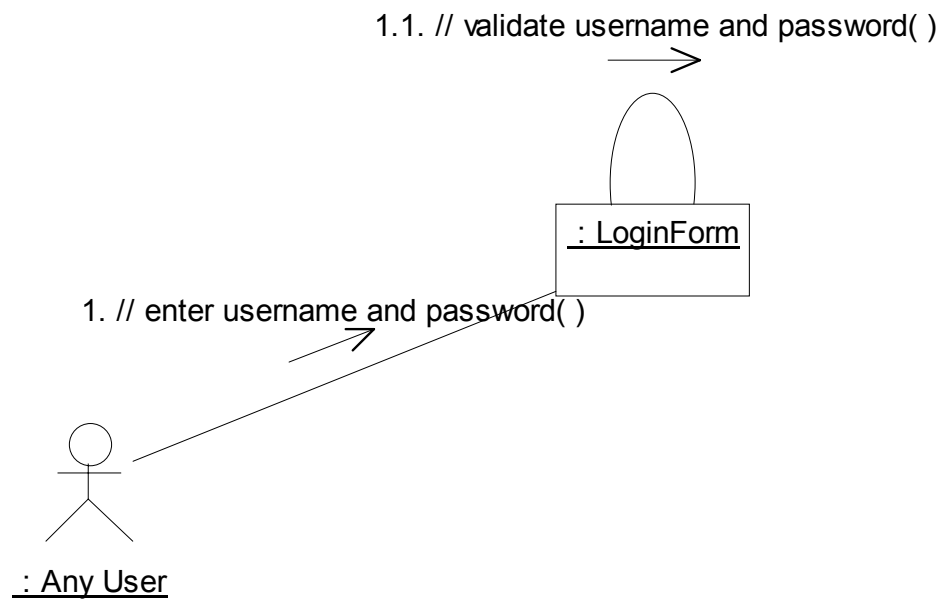
1.1.1 Login

1.1.1.1 Login - Basic Flow



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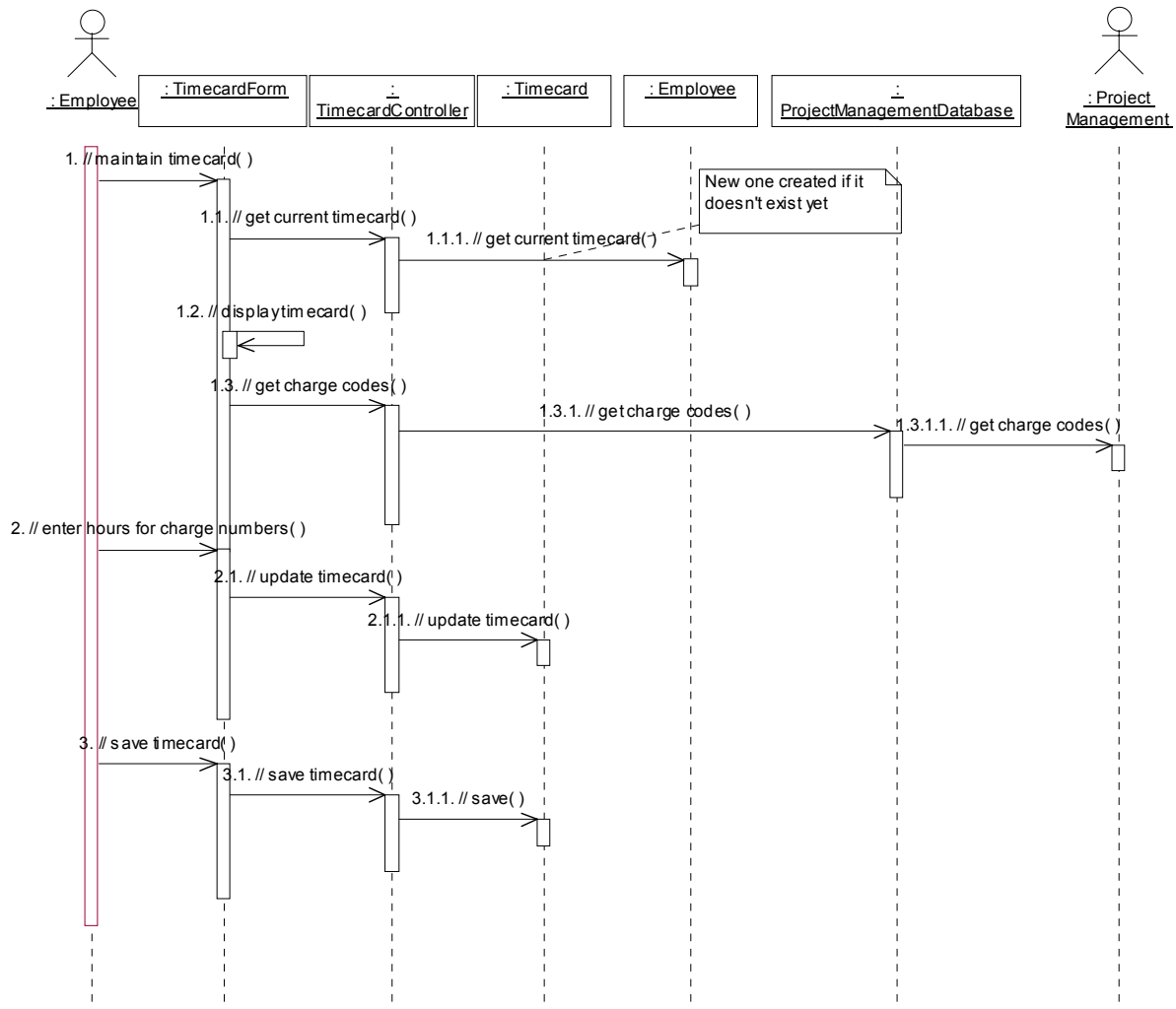
1.1.1.2 Login - Basic Flow



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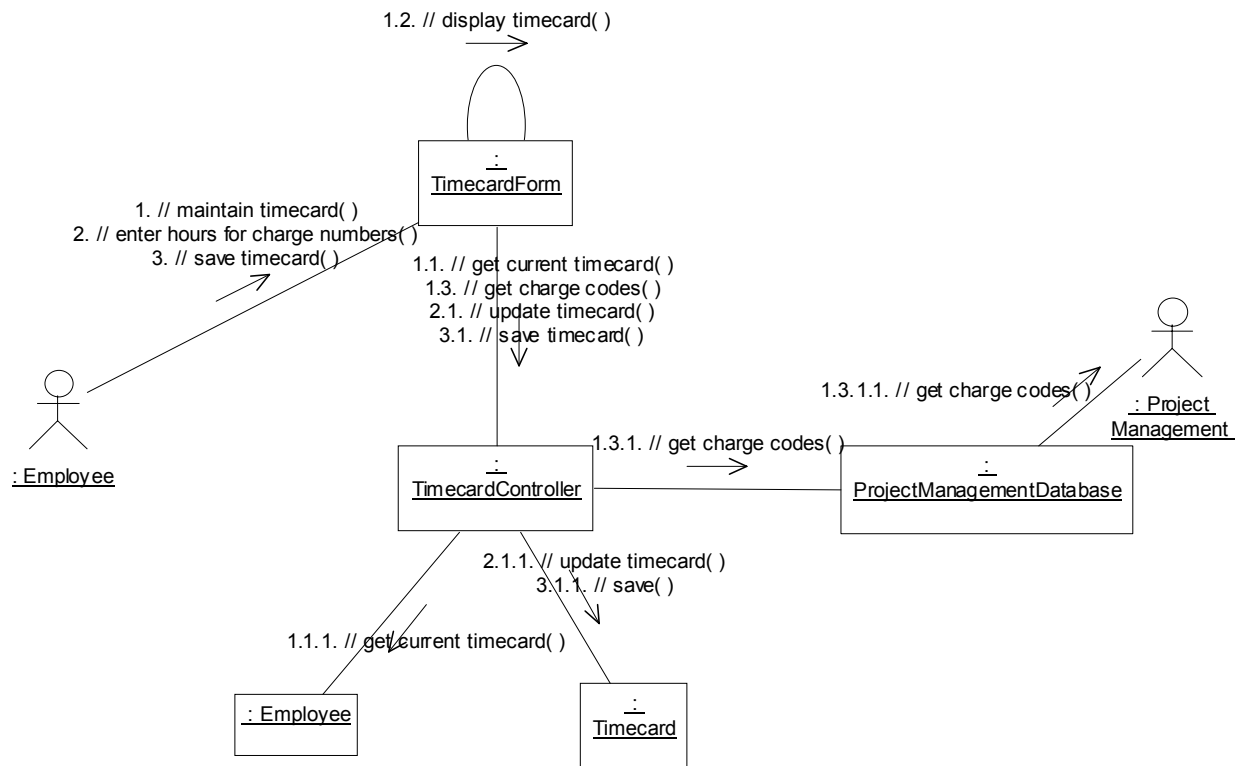
1.1.2 Maintain Timecard

1.1.2.1 Maintain Timecard - Basic Flow



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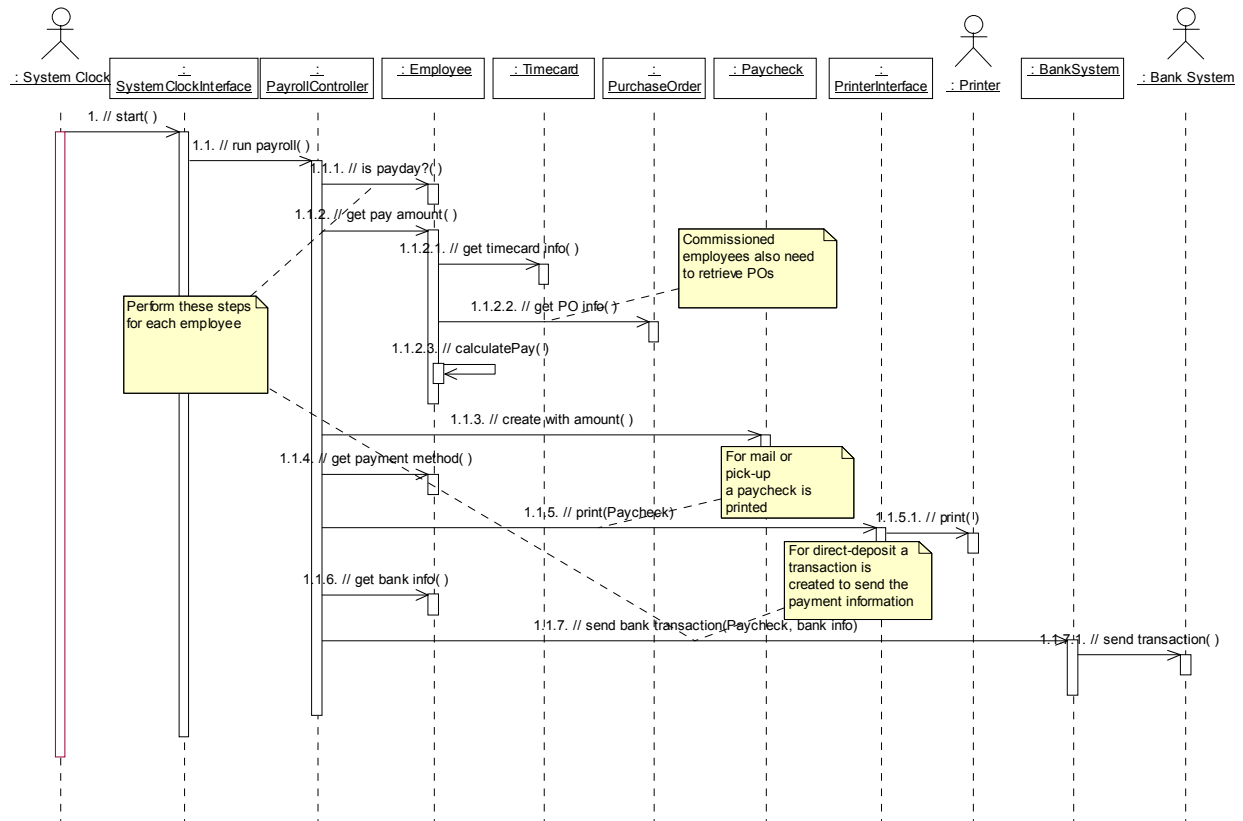
1.1.2.2 Maintain Timecard - Basic Flow



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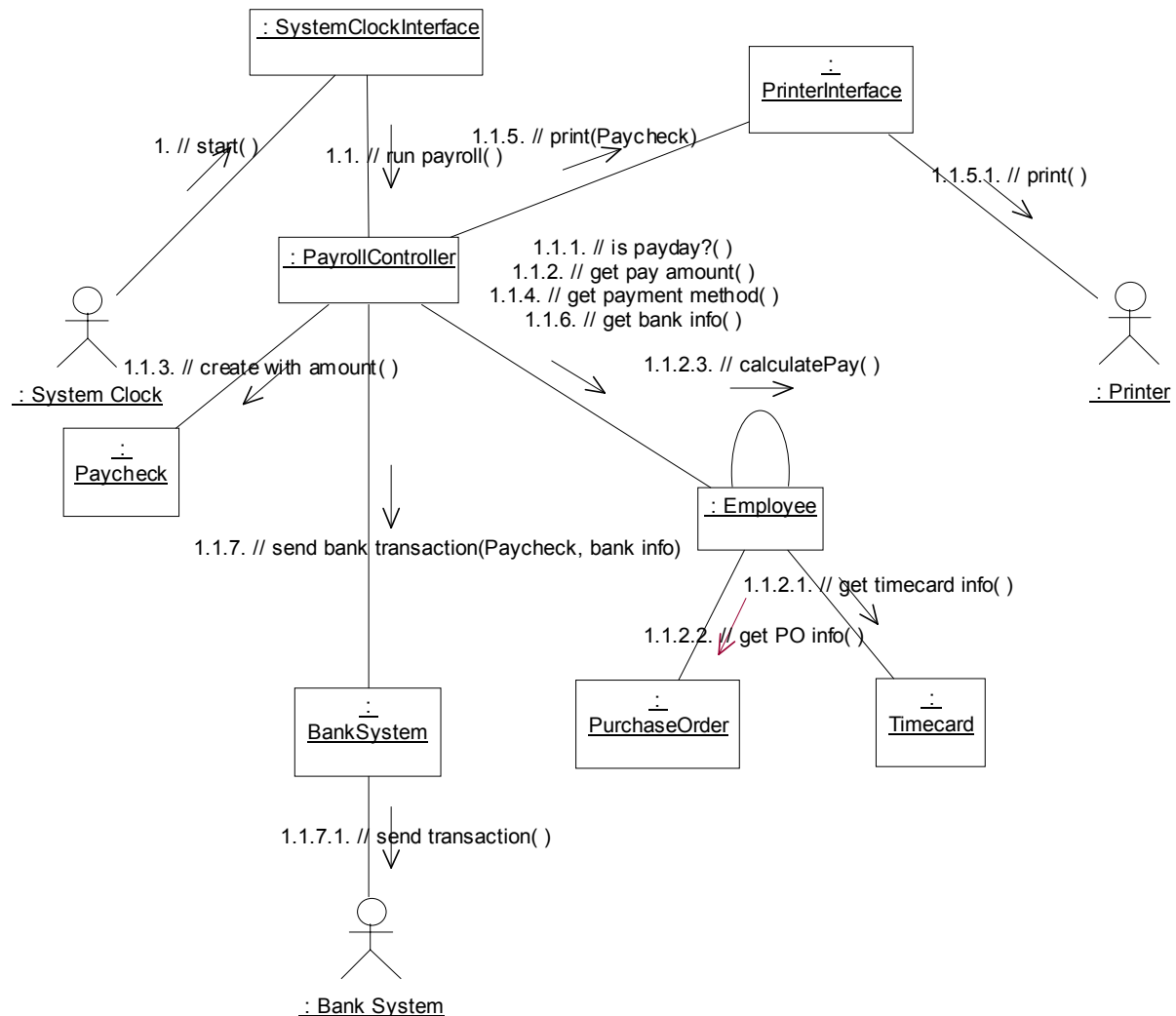
1.1.3 Run Payroll

1.1.3.1 Run Payroll - Basic Flow



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1.1.3.2 Run Payroll - Basic Flow

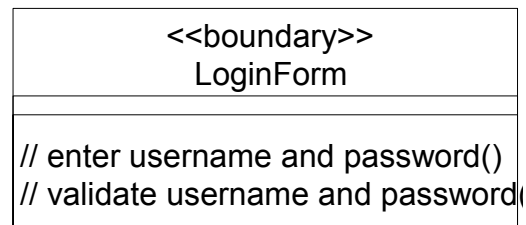


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1.2 Use-Case Realization View of Participating Classes (VOPCs)

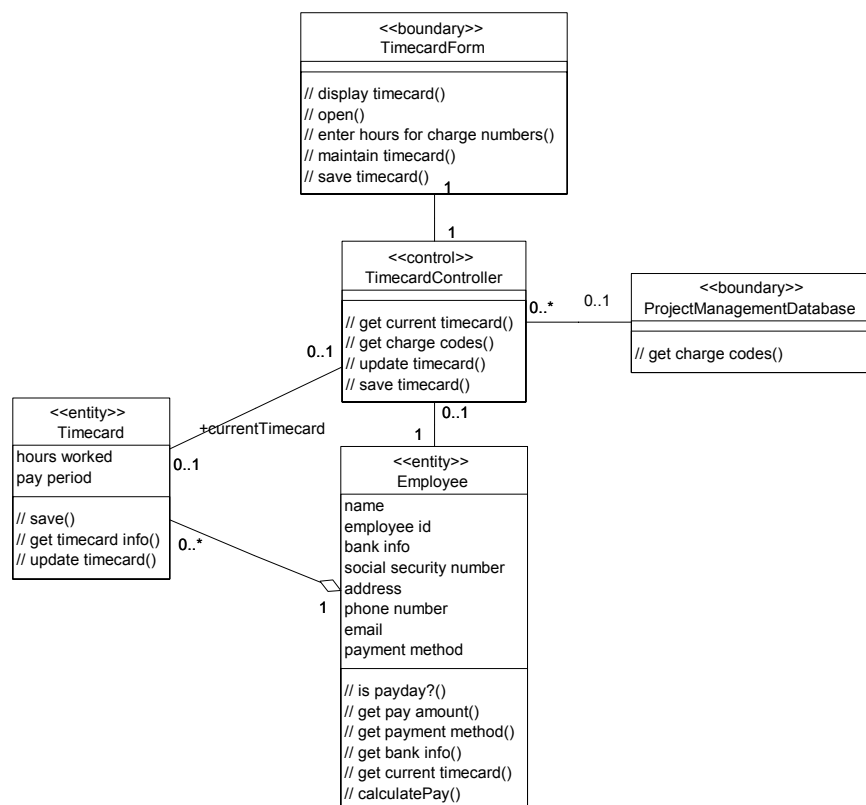
1.2.1 Login

1.2.1.1 Login - VOPC



1.2.2 Maintain Timecard

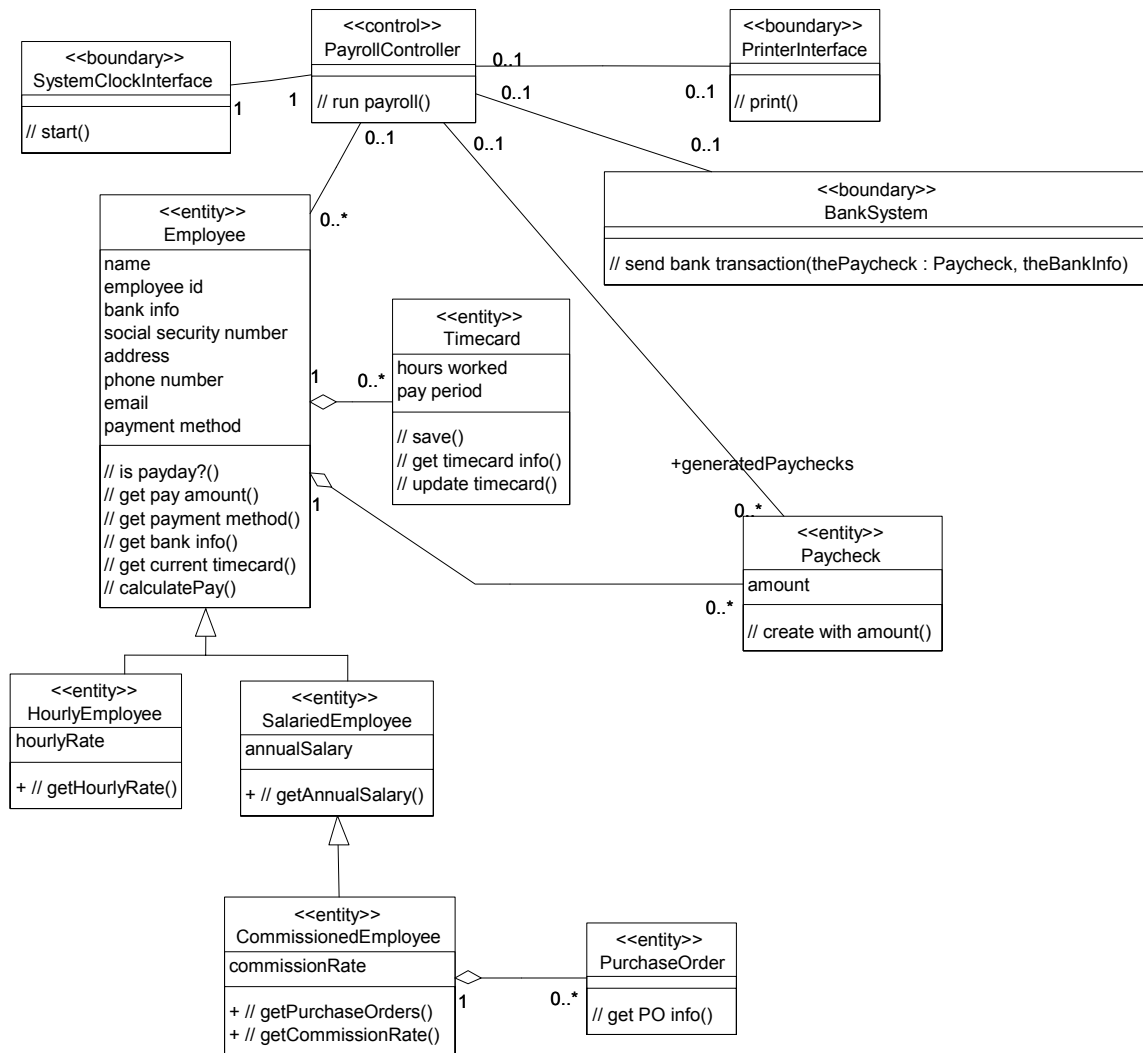
1.2.2.1 Maintain Timecard - VOPC



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1.2.3 Run Payroll

1.2.3.1 Run Payroll - VOPC



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1.3 Analysis-Class-To-Analysis-Mechanism Map

Analysis Class	Analysis Mechanism(s)
BankSystem	Legacy Interface
CommissionedEmployee	Persistency, Security
Employee	Persistency, Security
HourlyEmployee	Persistency, Security
LoginForm	None
Paycheck	Persistency
PayrollController	Distribution
PrinterInterface	None
ProjectManagementDatabase	Legacy Interface
PurchaseOrder	Persistency
SalariedEmployee	Persistency, Security
Timecard	Persistency
TimecardController	Distribution
TimecardForm	None
SystemClockInterface	None

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