

UML Report

For my grocery store i choose to have 3 mains actors : the customer (the one who make the order), the manager (the one who is managing the stock) and the deliver (the one who make the deliveries). For the list of items, i will stock the data in a table.

In my system the customer should add and remove an item in his basket, the manager should add an object (with his name, the bought price , the selling price and the quantity) and the deliver should have access to the order information of the customer (the item(s) bought, customer's name, phone number and adress).

For the application application, i try to use a facade design patterns the user can interact only with the menu, he just see the menu. In the menu, the user can choose to view the item list, to connect as a customer, as a manager or as a deliver. For me it was the easier design patten to do and it is very usefull.

I did also one superclass called « User » with 2 attributes : the ID and the password for the 3 subclass who are the different user : the customer, the manager and the deliver.

For stock the data i could use array list or a text file, i chose table because i already know who it's working and i didn't think i could succeed to do a text file.

I did uses cases diagrams in first for define my actor and what they can do, then i did sequences diagrams to show the actions depending on the time and i did class diagrams to show the general architecture of my application.

I can improve a lot of things in my application : many fonctions are not present, many of my input are not secured, i think my application architecture could be better and my diagrams too.