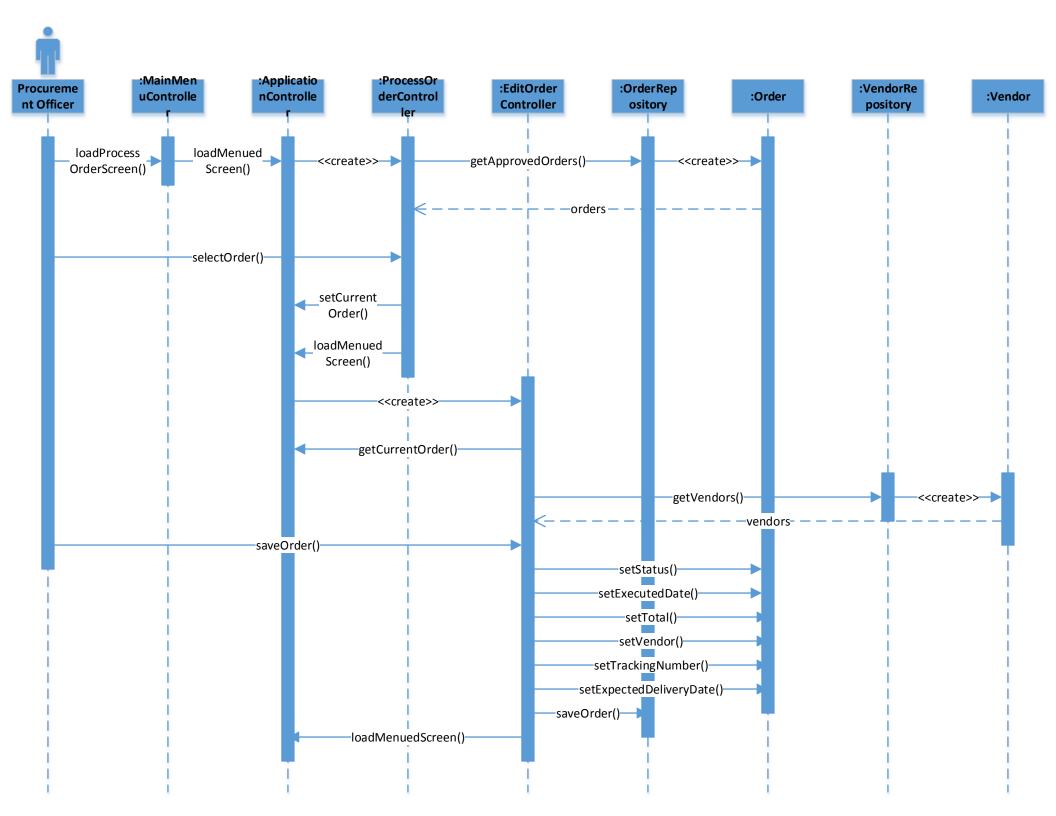
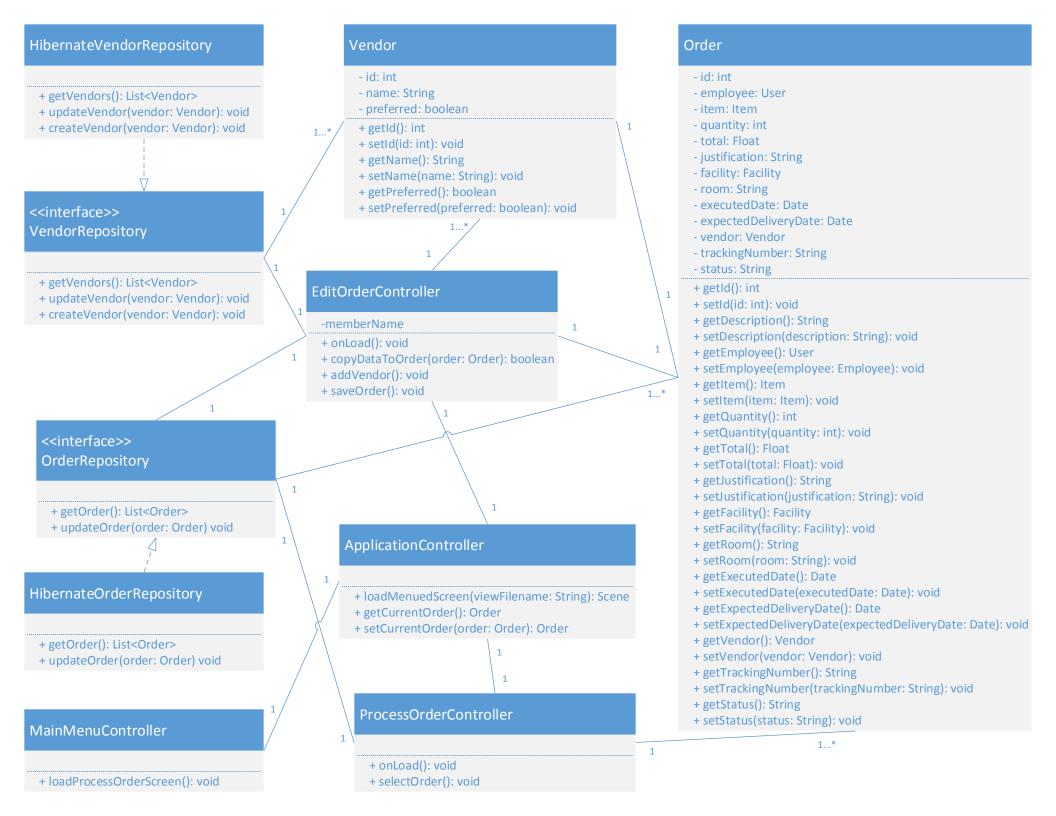
# Procurement System

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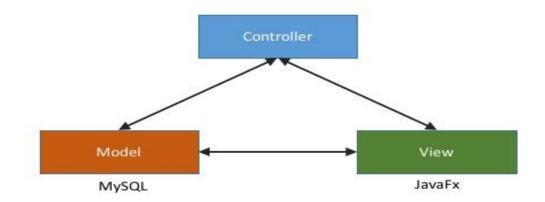
# Sequence Diagram



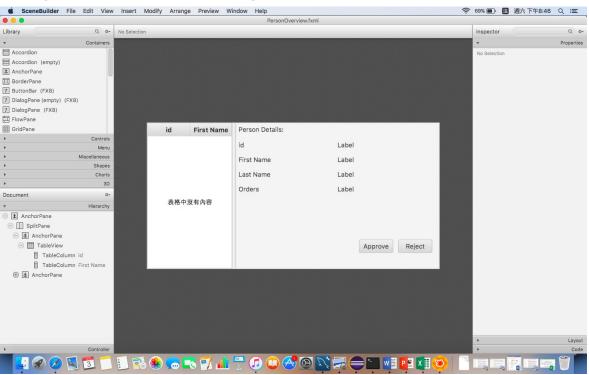
# Simplified Class Diagram



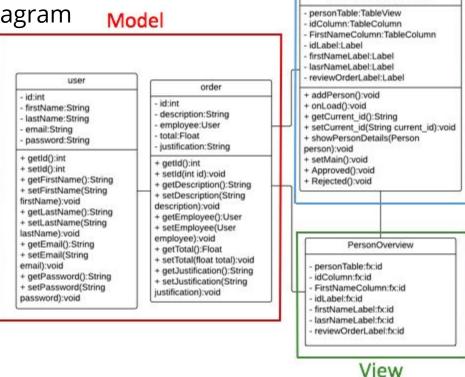
- View: Using JavaFx to establish GUI
- Model: Set up relation between MySQL and classes in Java
- Controller: Connect the input from user and run the specific function



JavaFx: Using Scene Builder to generate FXML



Simplification of Class diagram



Controller

PersonOverviewController

### State Pattern

Doug Falconieri

## Before

```
boolean isEditable;
if (order.getStatus().equals(OrderStatus.IN WORK) {
    if (getCurrentUser().getId() == order.getEmployee().getId()) {
        isEditable = true;
    } else {
        isEditable = false;
} else if (order.getStatus().equals(OrderStatus.SUBMITTED) {
//Plus additional logic for several other states!
```

# Class Diagram

# Order -status: String --+isEditableByUser(user:User):boolean +isCancelableByUser(user:User):boolean

#### OrderStatus

- +getStatusObject(statusName: String): OrderStatus
  +canBeEditedByUser(order:Order, user:User): boolean
- +canBeCanceledByUser(order:Order, user:User): boolean

#### InWorkStatus

- +canBeEditedByUser(order:Order, user:User): boolean
- +canBeCanceledByUser(order:Order, user:User): boolean

#### SubmittedStatus

- +canBeEditedByUser(order:Order, user:User): boolean
- +canBeCanceledByUser(order:Order, user:User): boolean

#### CanceledStatus

- +canBeEditedByUser(order:Order, user:User): boolean
- +canBeCanceledByUser(order:Order, user:User): boolean

## After

#### Order.java:

```
OrderStatus statusObject = OrderStatus.getStatusObject(status);
return statusObject.canBeEditedByUser(this, user);
InWorkStatus.java:
@Override
public boolean canBeEditedByUser(Order order, User user) {
    return user.getId() == order.getEmployee().getId();
```