

-Relatório Técnico do Projeto da Unidade Curricular de Fundamentos de Desenvolvimento de Software

Luís Martins 1221432, Daniel Nogueira 1221434, Fernando Procópio 1210874

Grupo 3
Turma: 1DC

Resumo: Este relatório tem como propósito fornecer um suporte escrito da análise e desenvolvimento da parte inicial do desenvolvimento da aplicação que utiliza a linguagem de programação C++. Neste ficheiro vamos relatar todo o processo desde o problema inicial, o que o programa requiere, o que o cliente procura e cada funcionalidade da aplicação. Este documento estabelece a relação entre o problema inicial e a proposta de resolução criada pelos desenvolvedores.

1 Introdução

O foco de nosso projeto é o desenvolvimento de uma aplicação destinada à gestão de uma loja de informática, que abarca clientes, funcionários e gerentes. Cada identidade desempenha funções específicas dentro do contexto da loja, as quais serão previamente definidas por nós.

A nossa aplicação proporcionará aos utilizadores a capacidade de criar uma conta e, a partir daí, ver, comparar preços e fazer encomendas. No caso dos funcionários, eles vão ter permissão para editar o stock e os preços dos produtos, além de gerir as encomendas. A responsabilidade pela gestão dos funcionários será atribuída aos gerentes, que vão poder adicionar e remover membros da equipa.

2 Physical Architecture

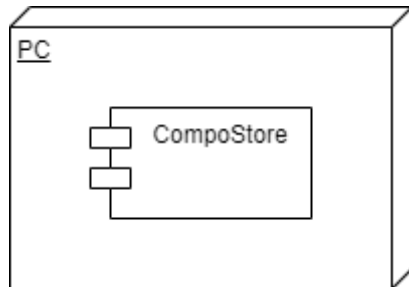


Figura 1- Physical Architecture

3 Logical Architecture

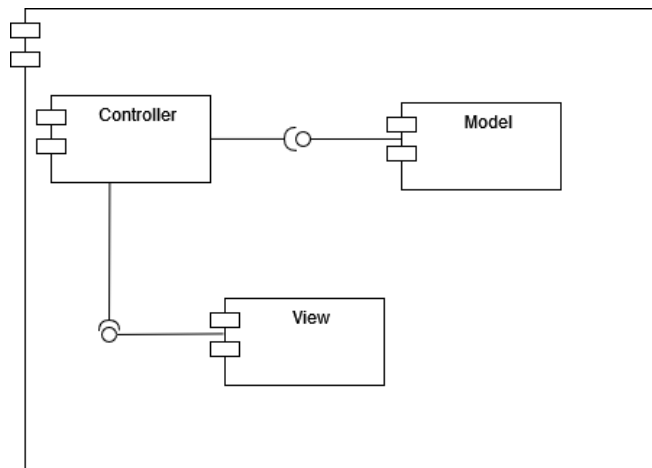


Figura 2 - Logical Architecture

4 Code Organization

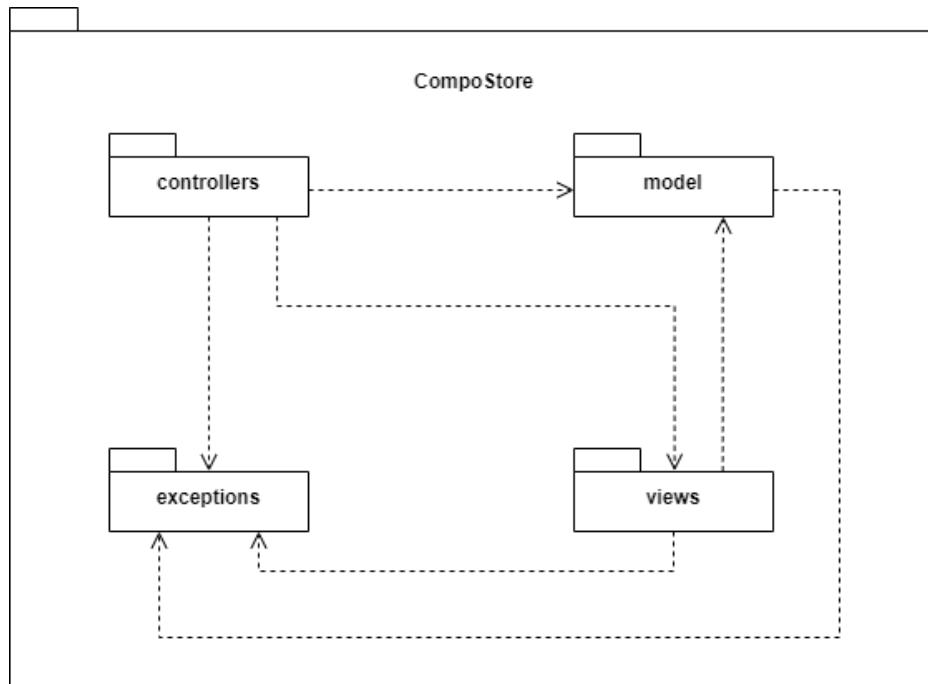


Figura 3- Code Organization

5 Model Class Diagram

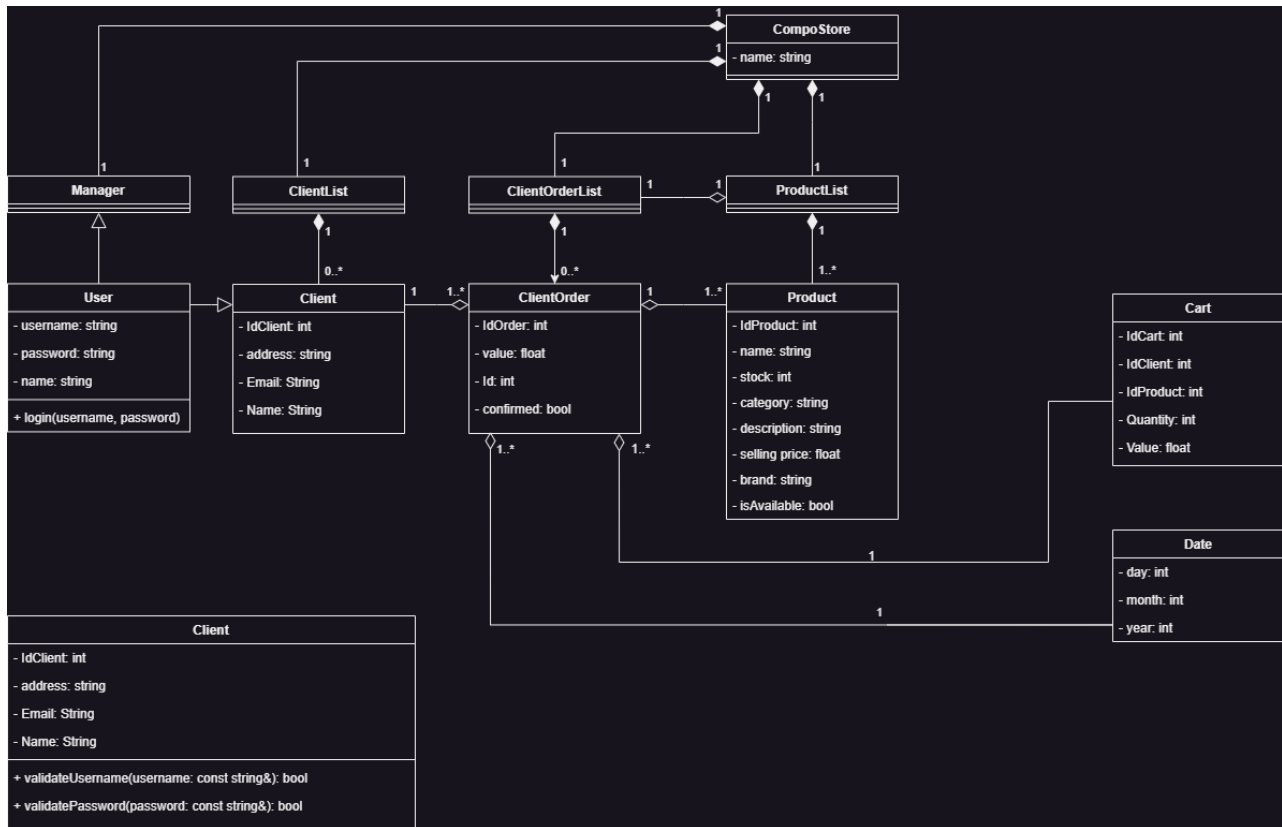


Figura 4- Model Class Diagram

6 Exceptions Class Diagram

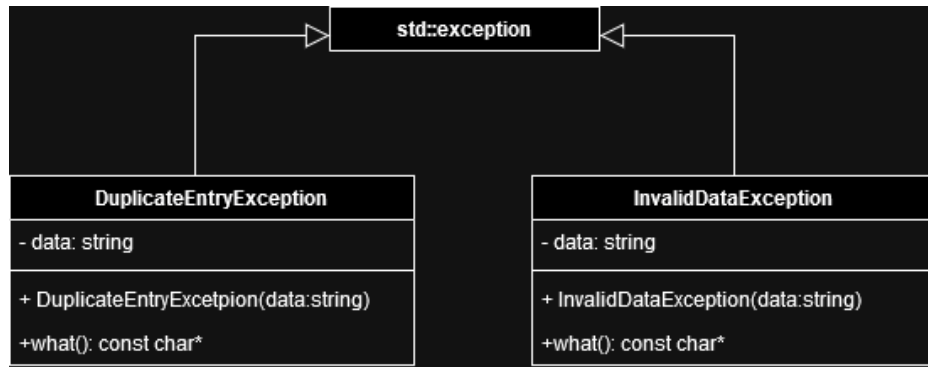


Figura 5- Exceptions Class Diagram

7 Views Class Diagram

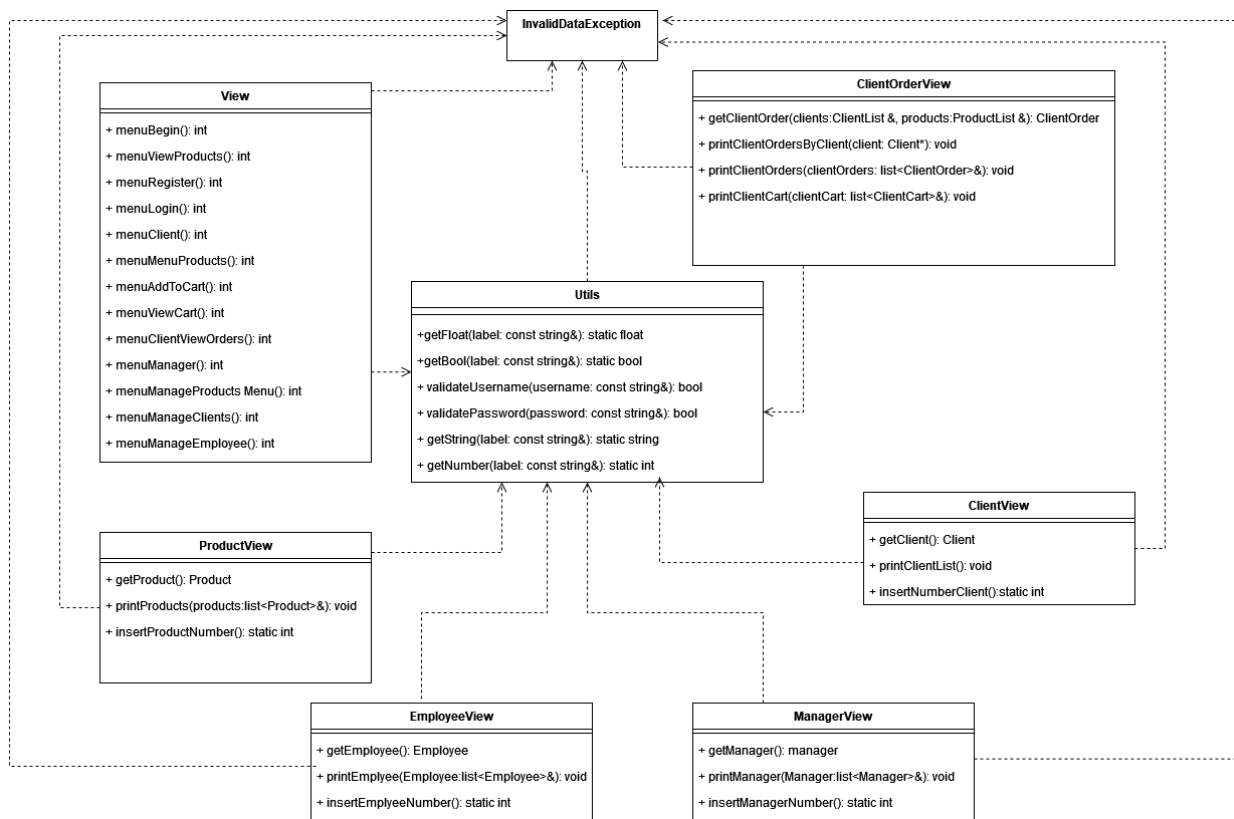


Figura 6- Views Class Diagram

8 Controllers Class Diagram

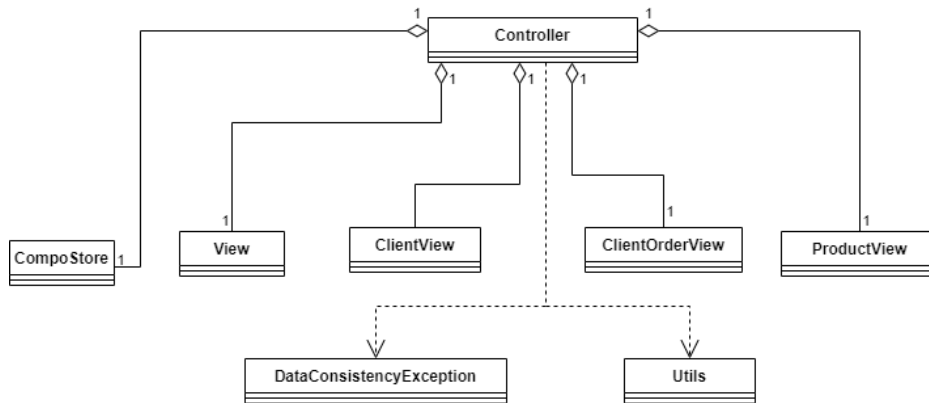


Figura 7- Controllers Class Diagram

9. Use Cases

9.1. UC1 Cliente

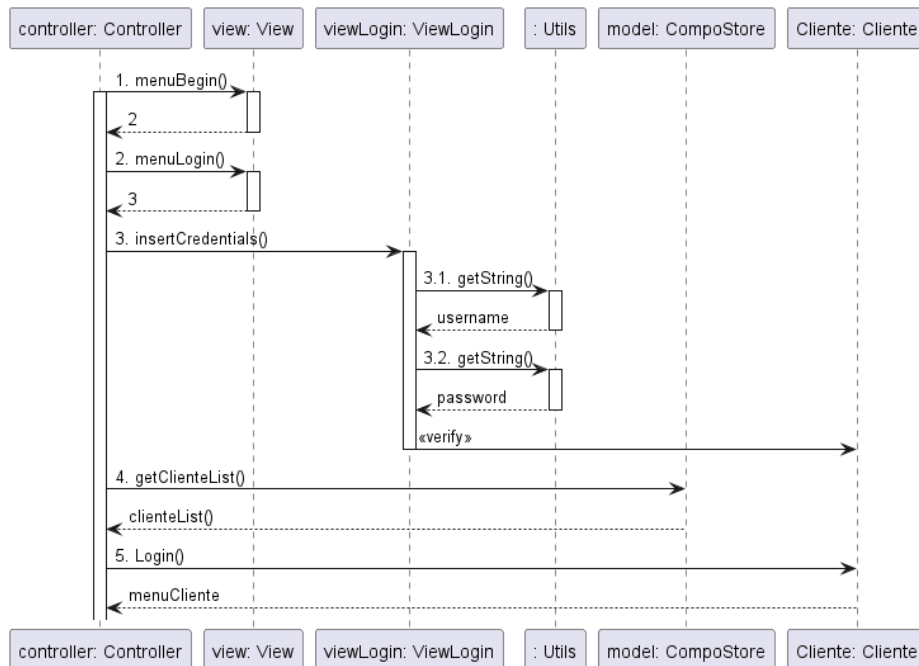


Figura 8- Login

9.2. UC2 Cliente

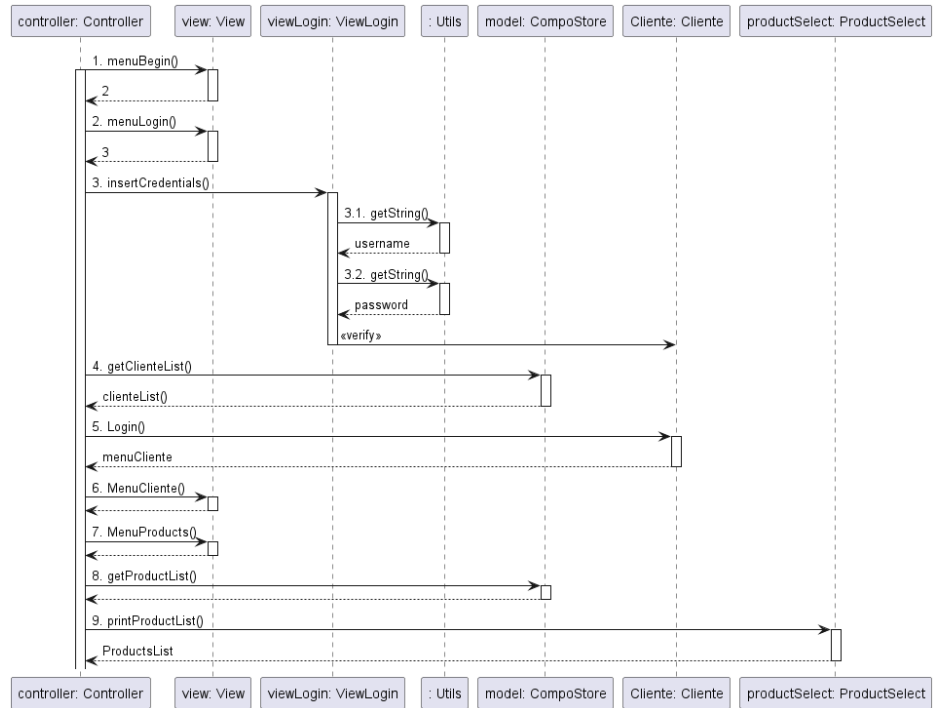


Figura 9- Select Product

9.3. UC3 Cliente

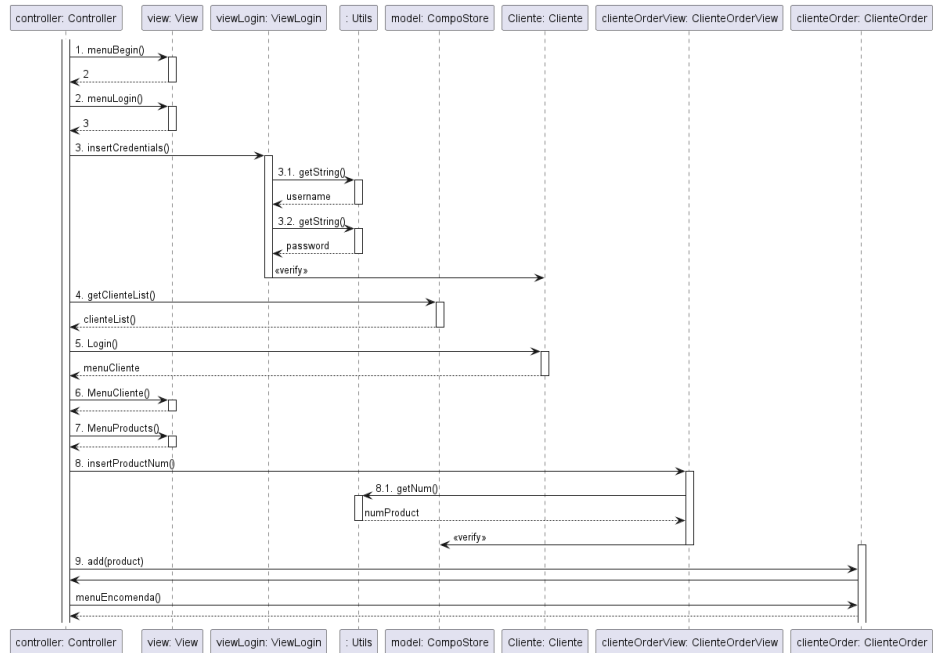


Figura 10- Order Cart

9.4. UC4 Cliente

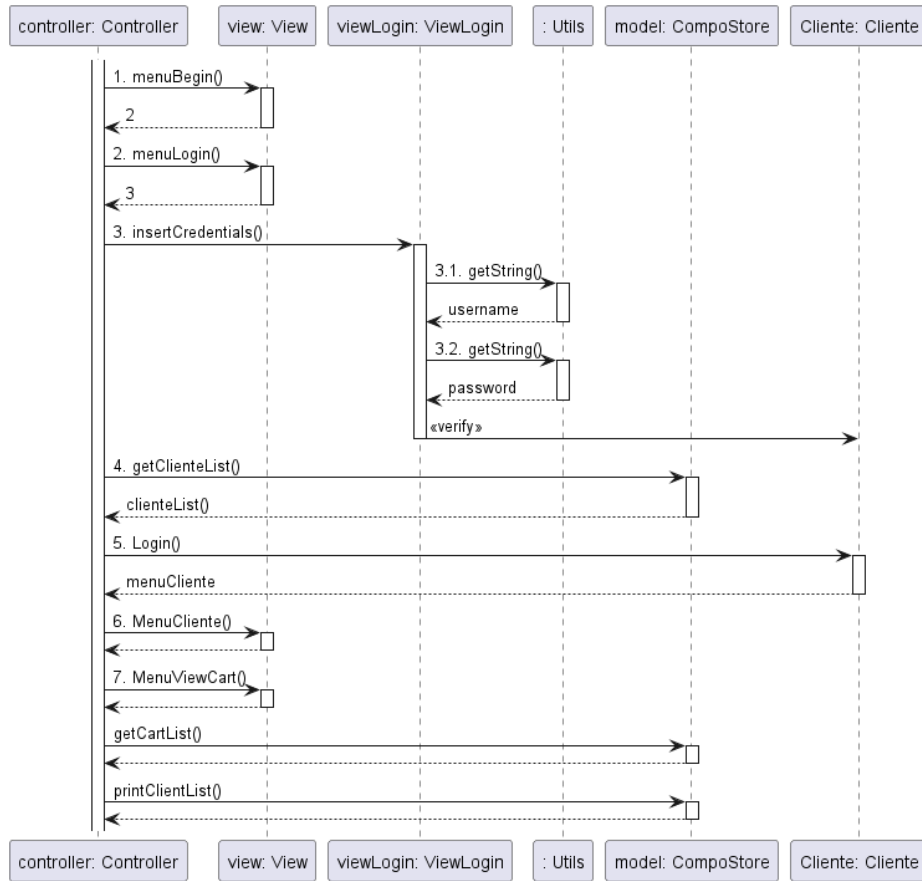


Figura 11- Cart

9.5. UC5 Cliente

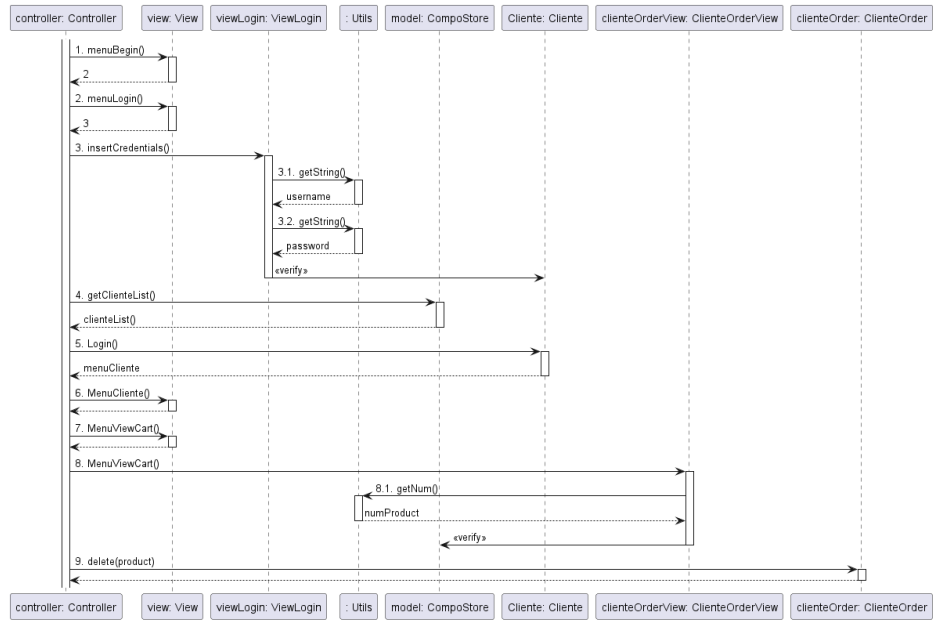


Figura 12- Delete Product from Cart

9.6. UC6 Cliente

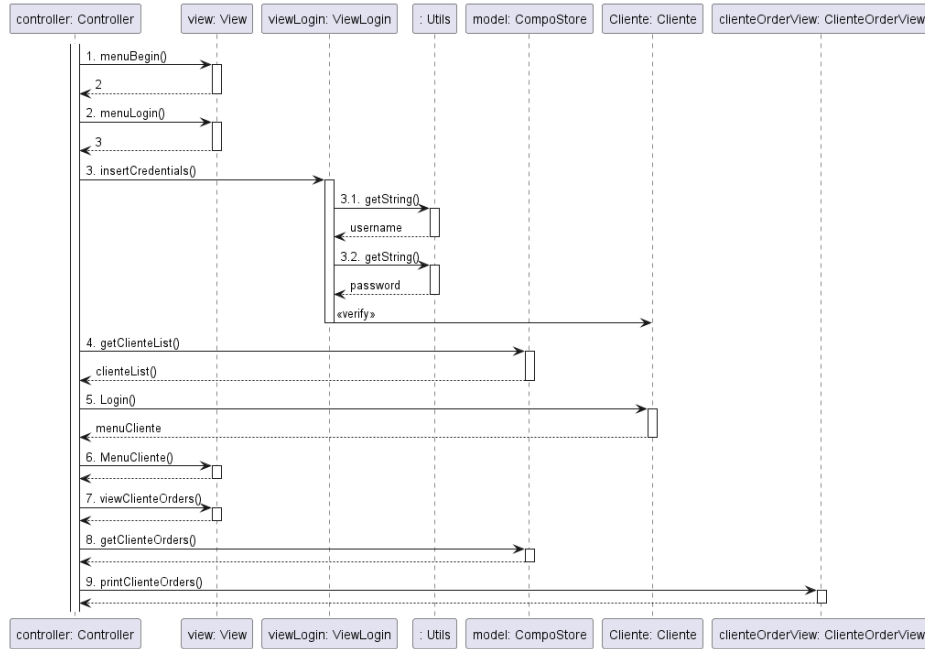


Figura 13- See Orders

9.7. UC7 Cliente

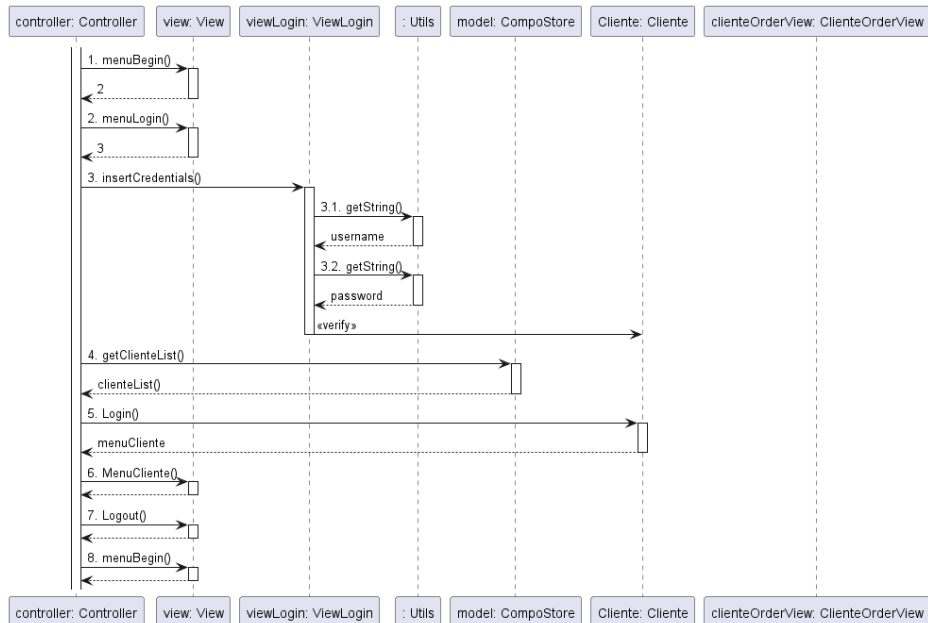


Figura 14 12- LogOut

9.8. UC1 Employee

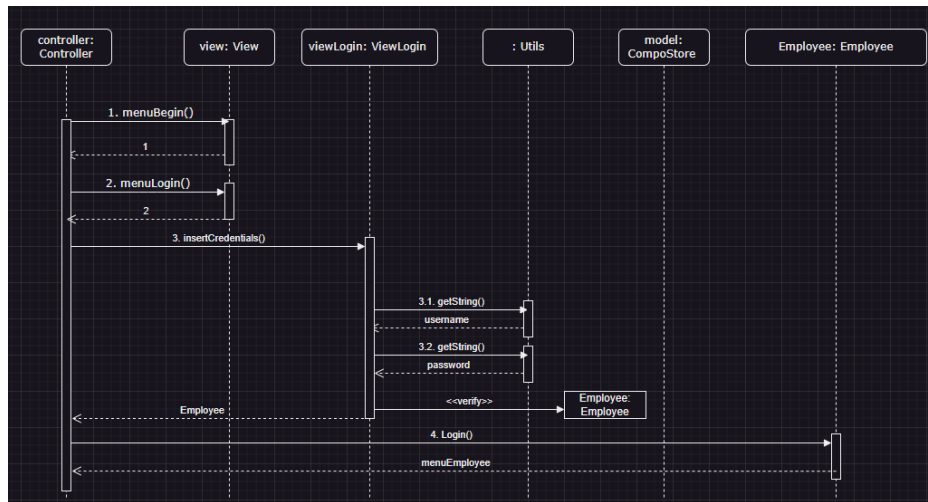


Figura 1513- LogIn

9.9. UC2 Employee

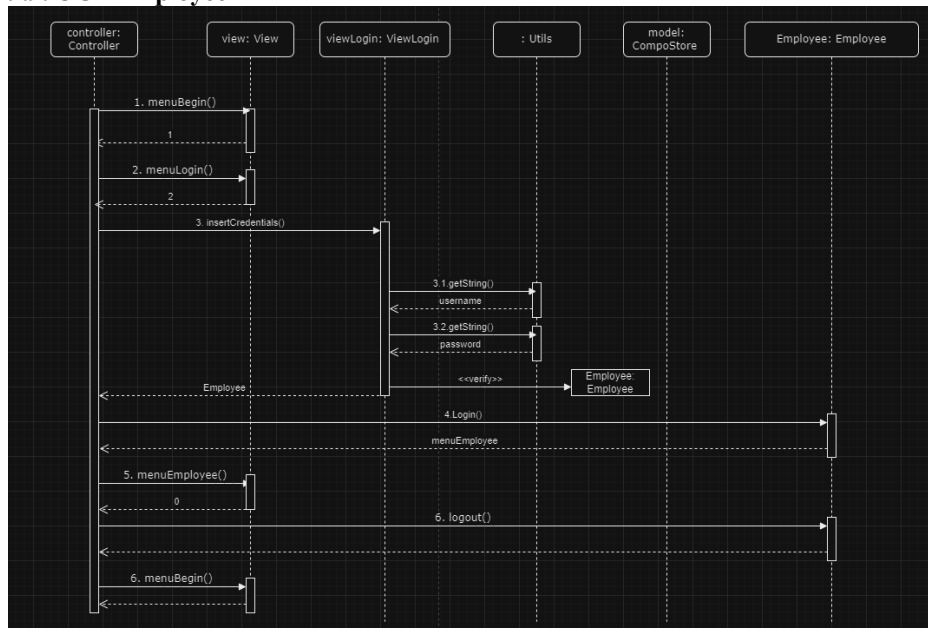


Figura 1614- LogOut

9.10. UC3 Employee

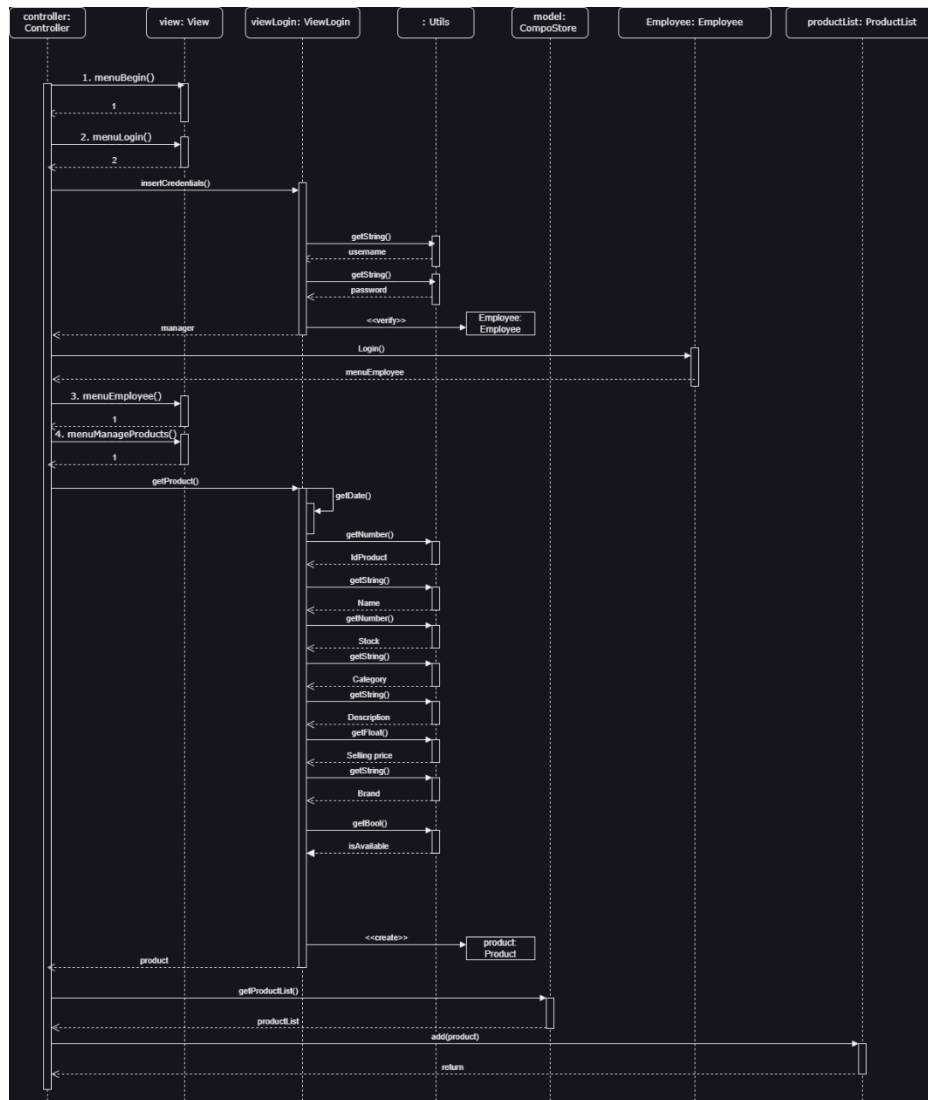


Figura 1715- Create Product

9.11. UC4 Employee

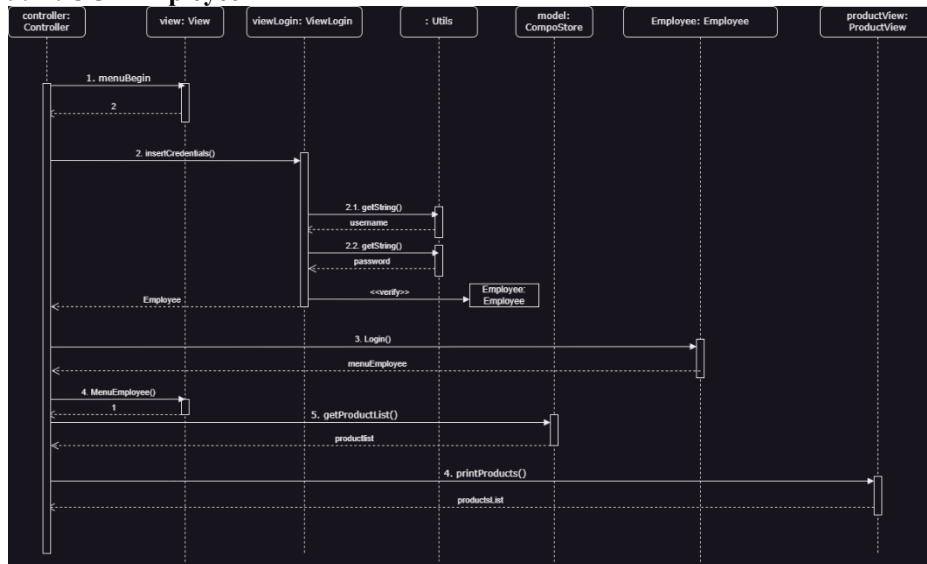


Figura 1816- View Products

9.12. UC5 Employee

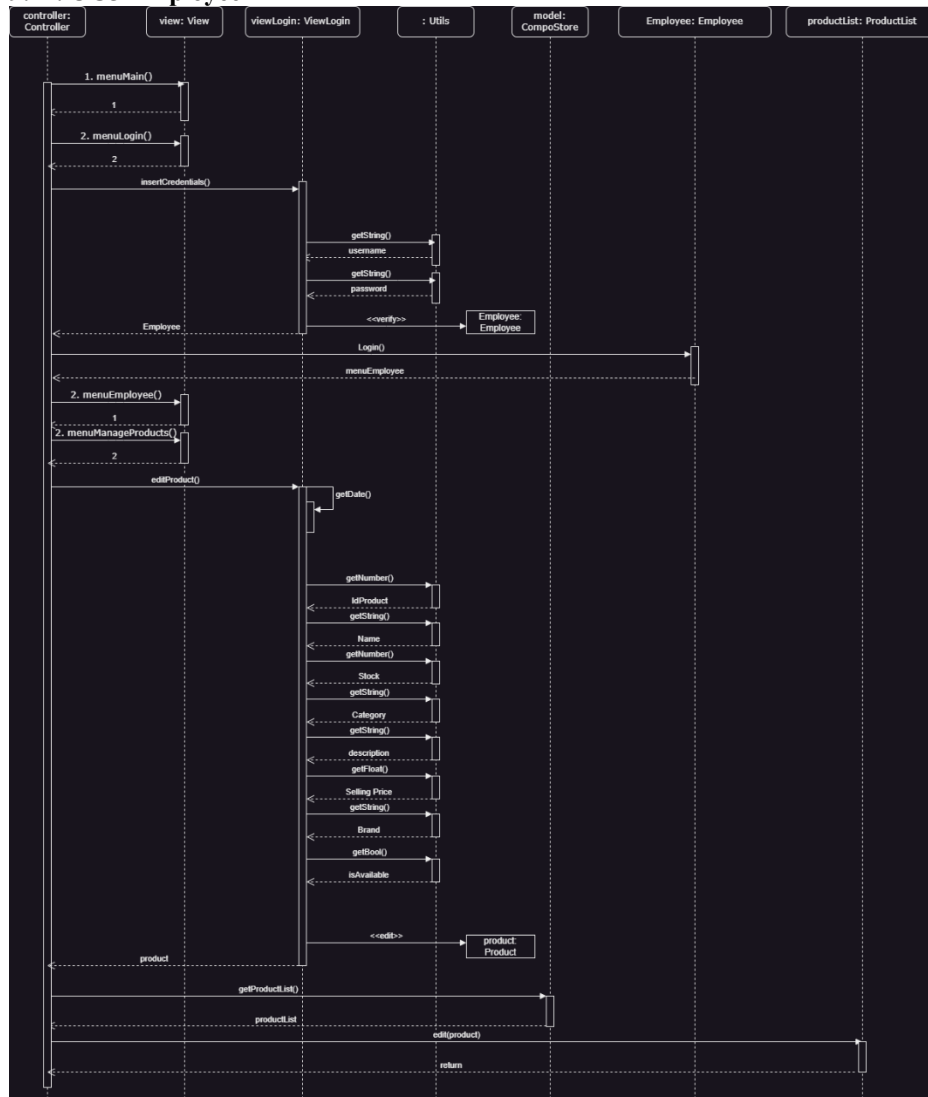


Figura 1917- Edit Product

9.13. UC6 Employee

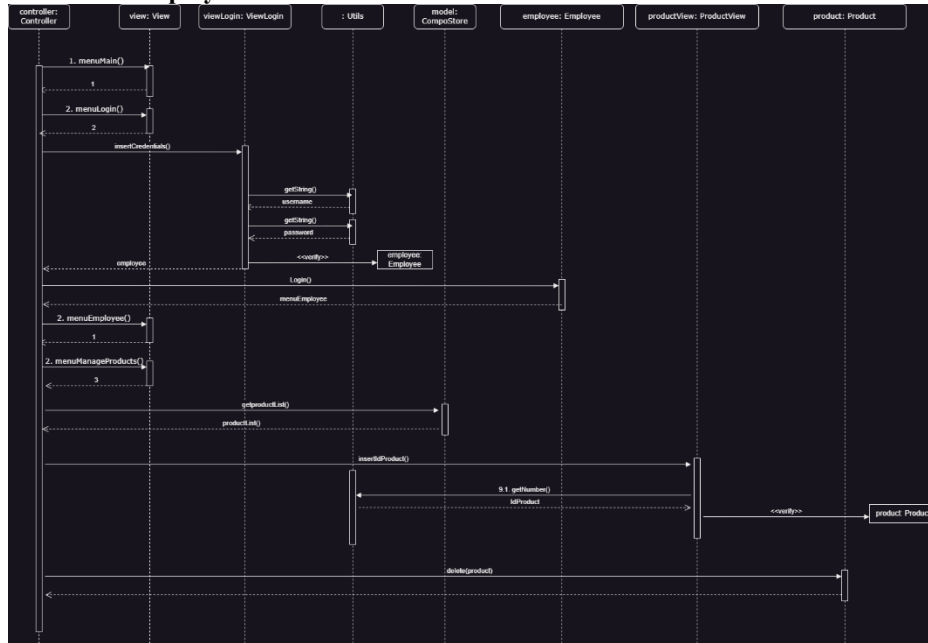


Figura 2018- Delete Product

9.14. UC7 Employee

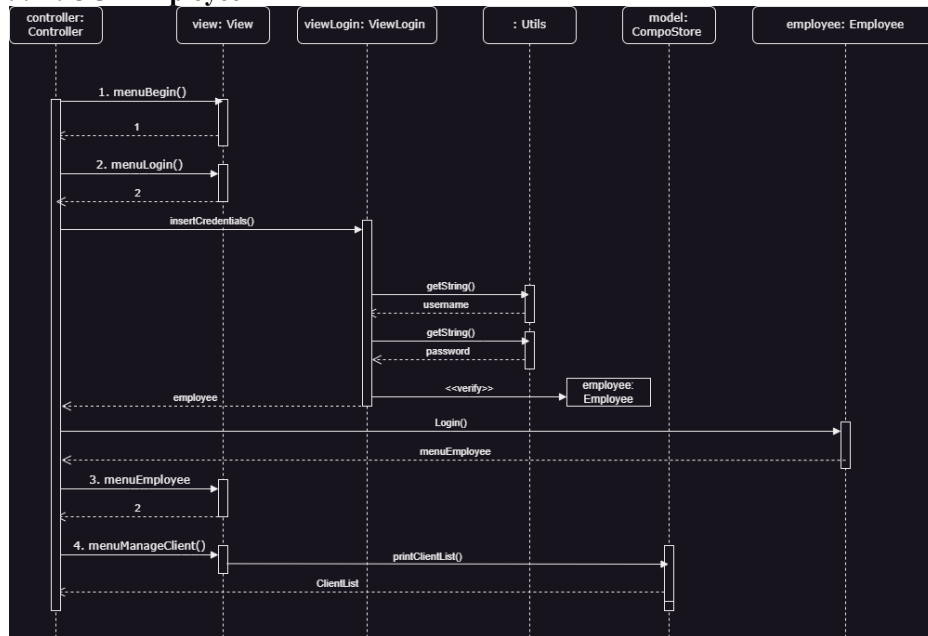


Figure 21- View Clients

9.15. UC8 Employee

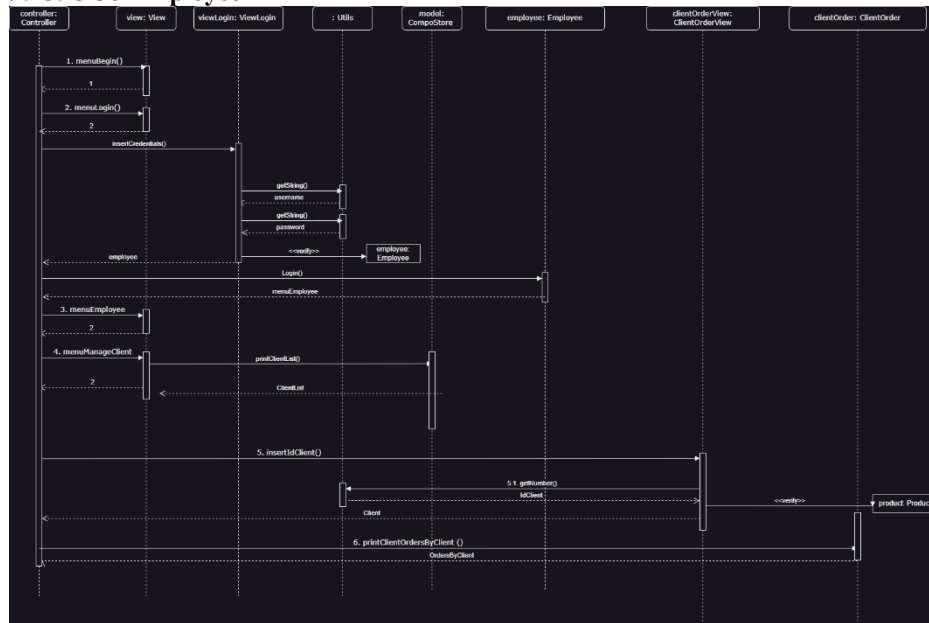


Figura 2219- View Client Orders

9.16. UC1 Manager

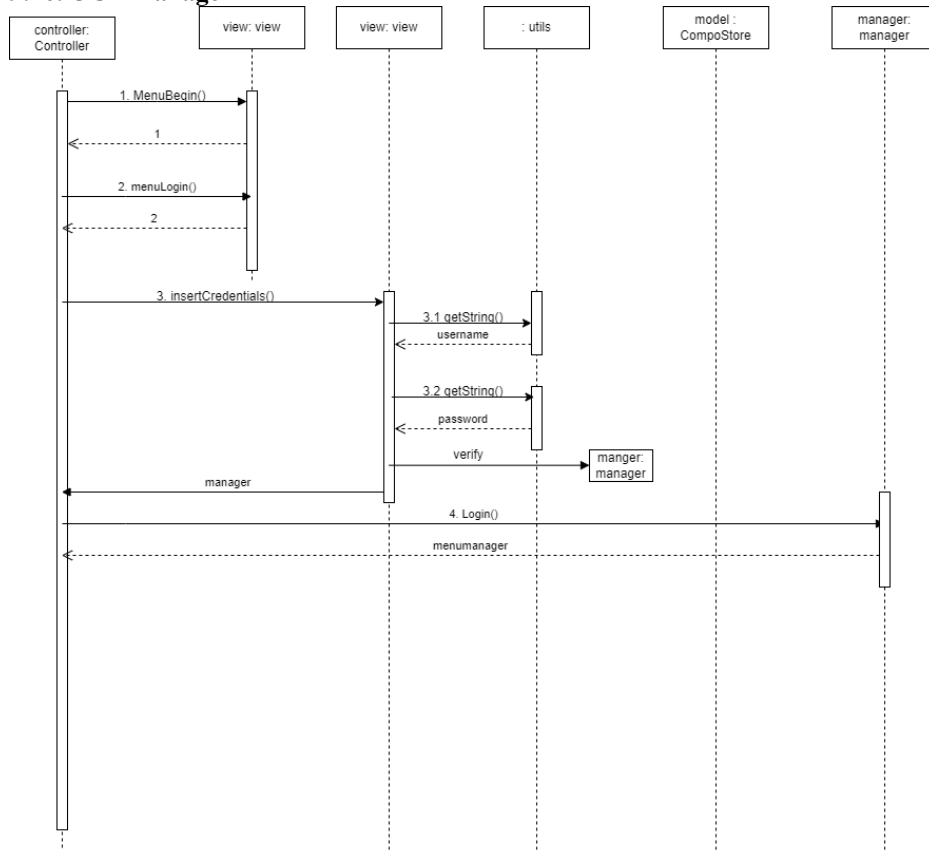


Figura 2320- Log In

9.17. UC2 Manager

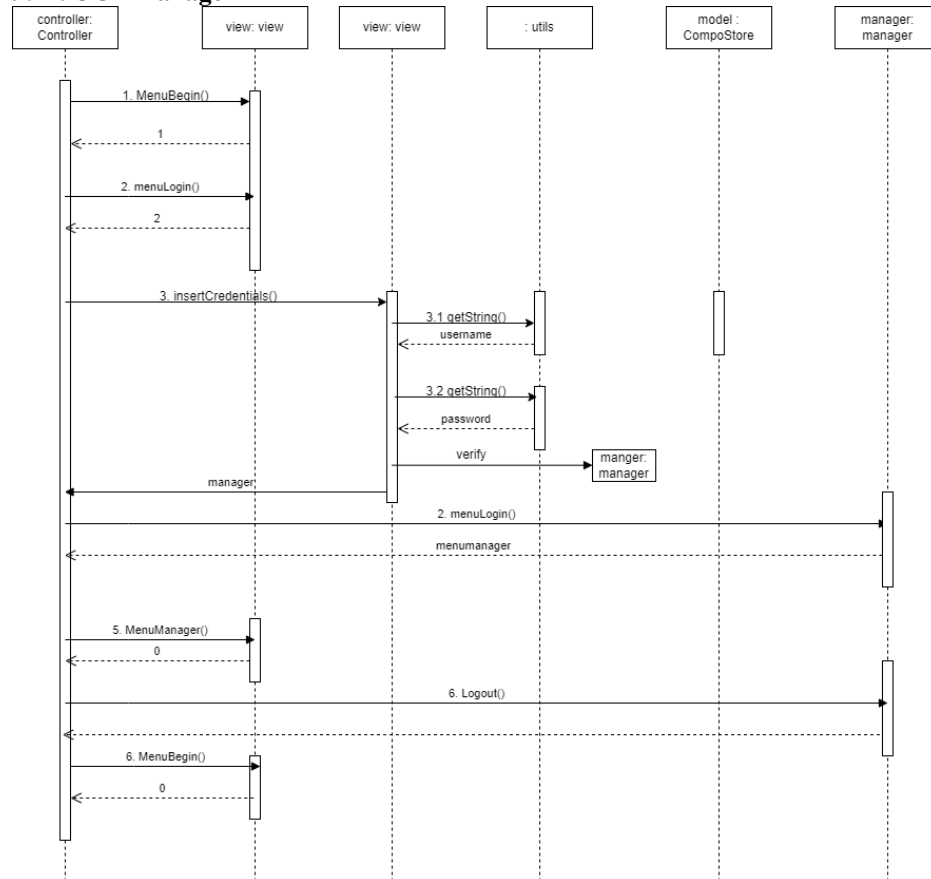


Figura 24- Log Out

9.18. UC3 Manager

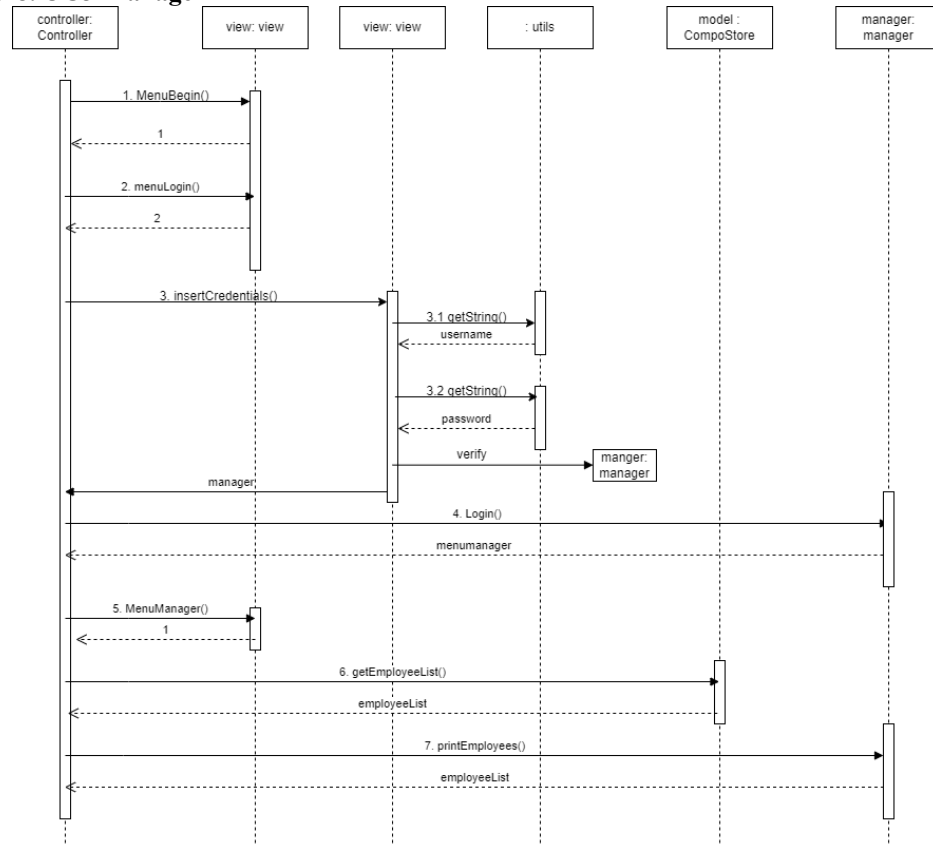


Figura 25 - List Employee

9.19. UC3 Manager

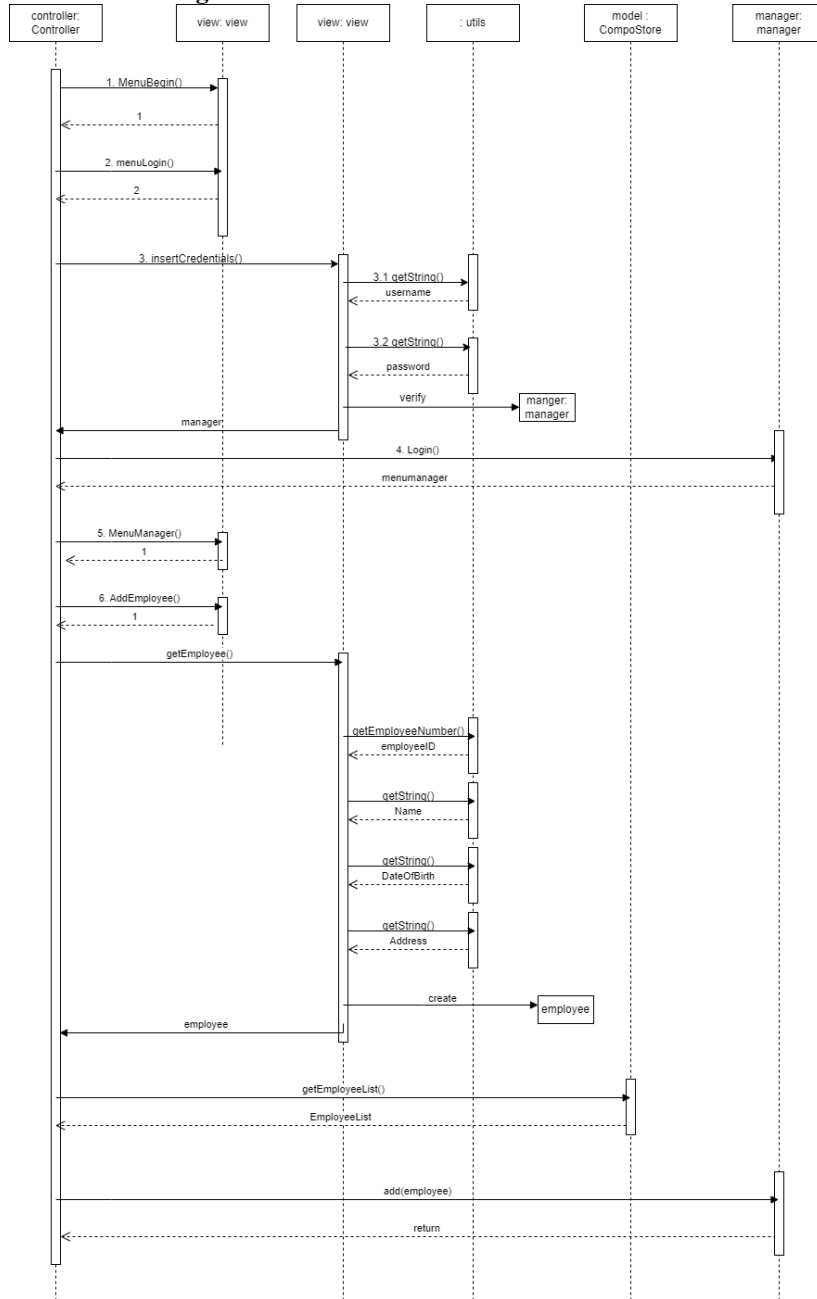


Figura 26 - Employee Number

9.20. UC4 Manager

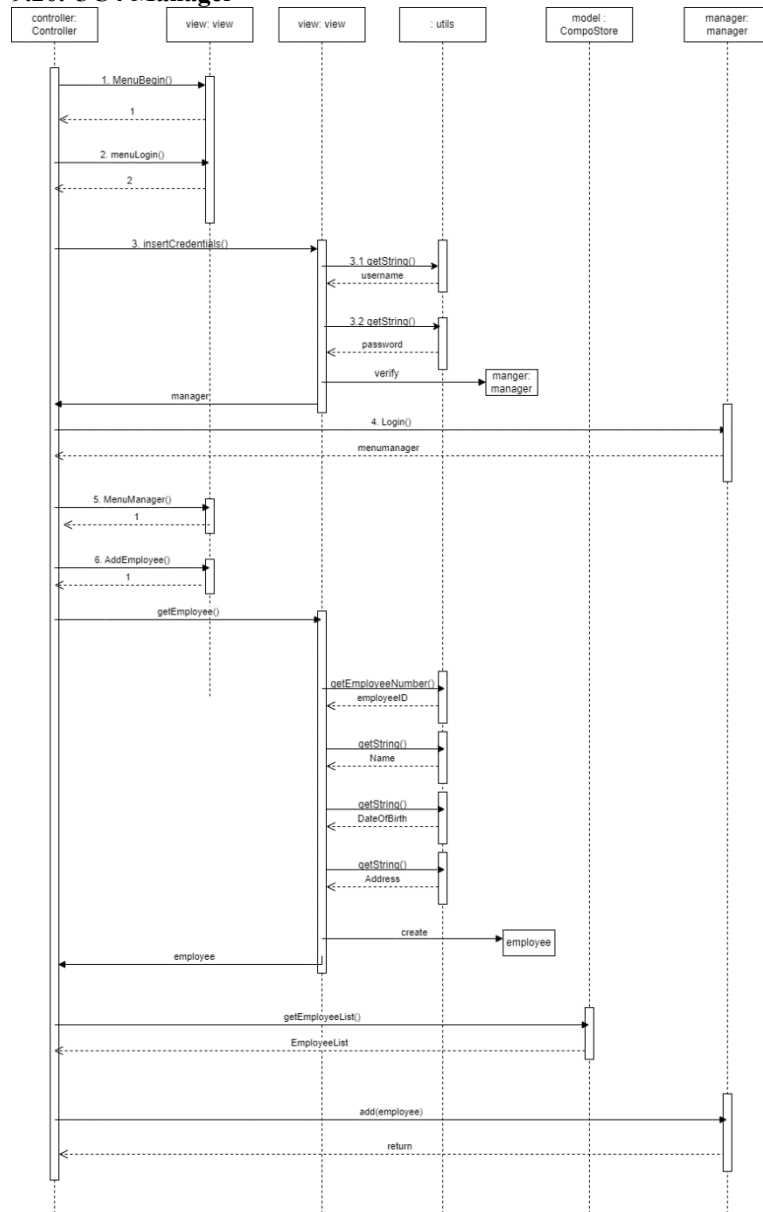


Figure 27 - Add Employee

9.21. UC5 Manager

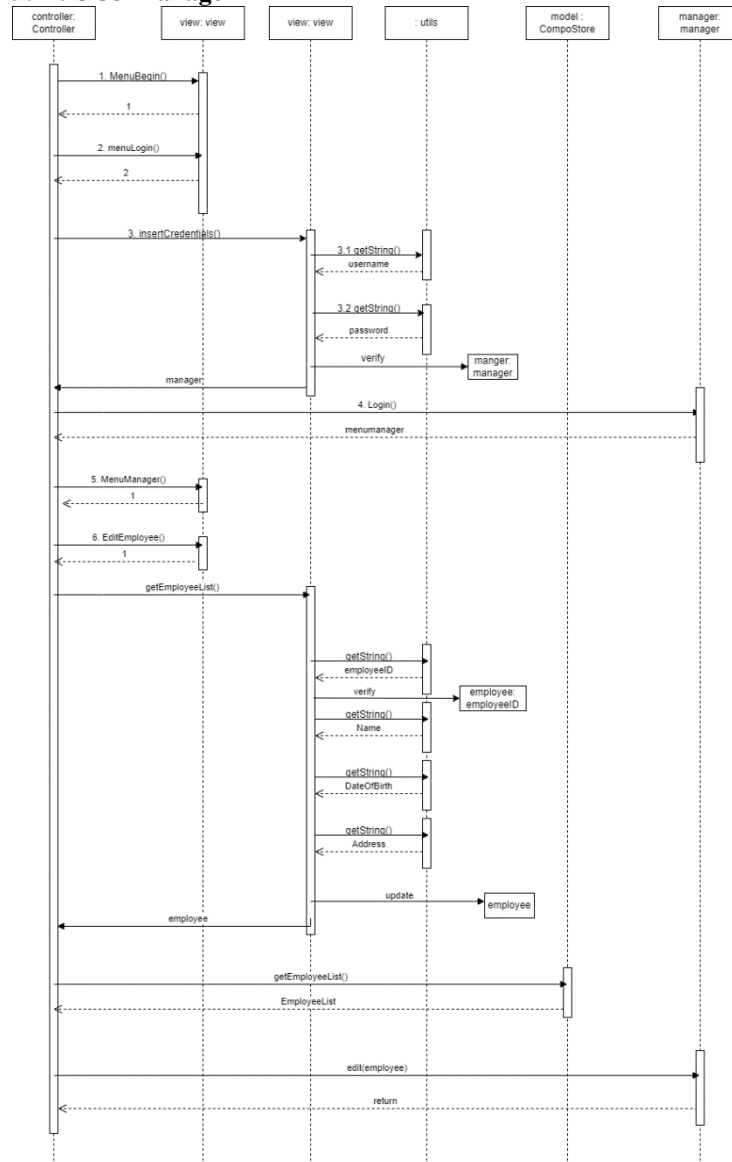


Figura 28 - Edit Employee

9.22. UC6 Manager

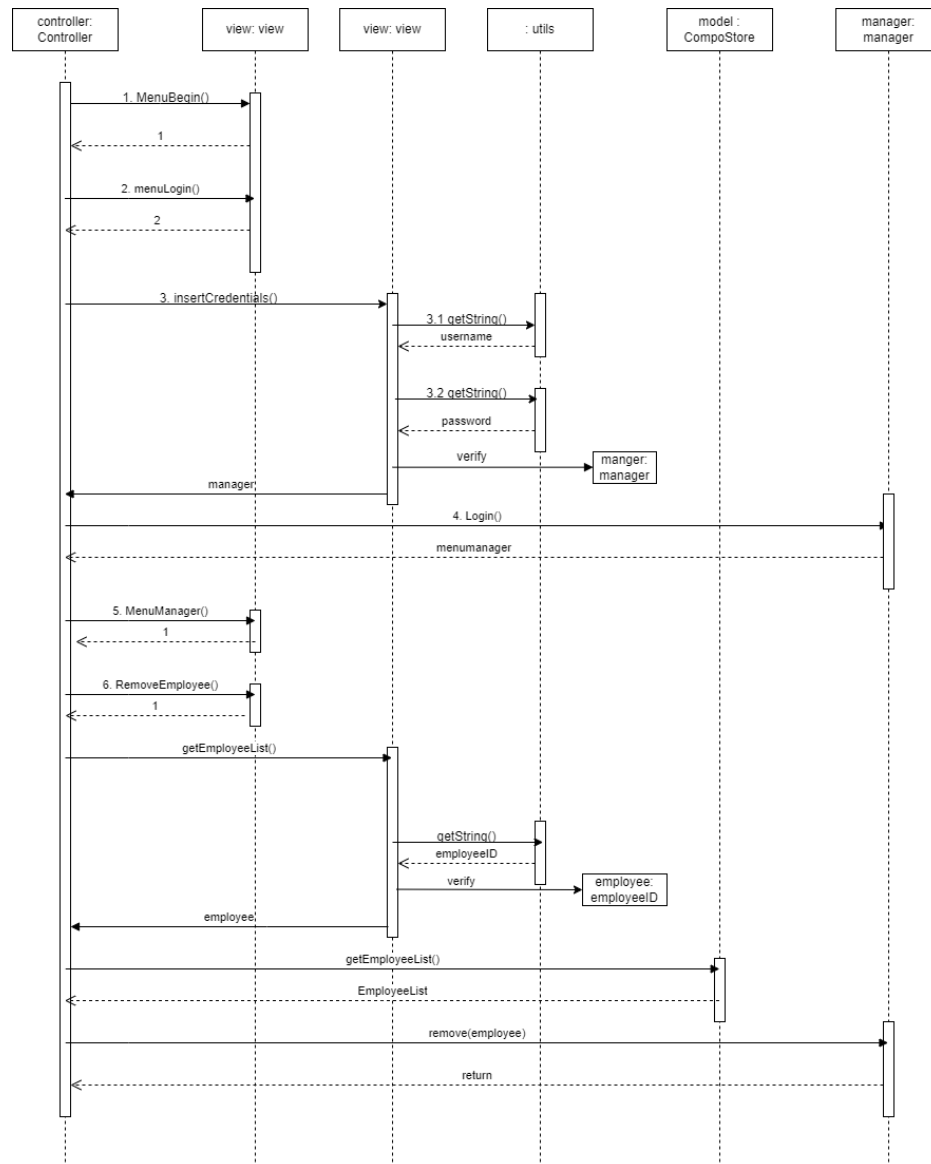


Figura 29 - Remove Employee

10. User Interface

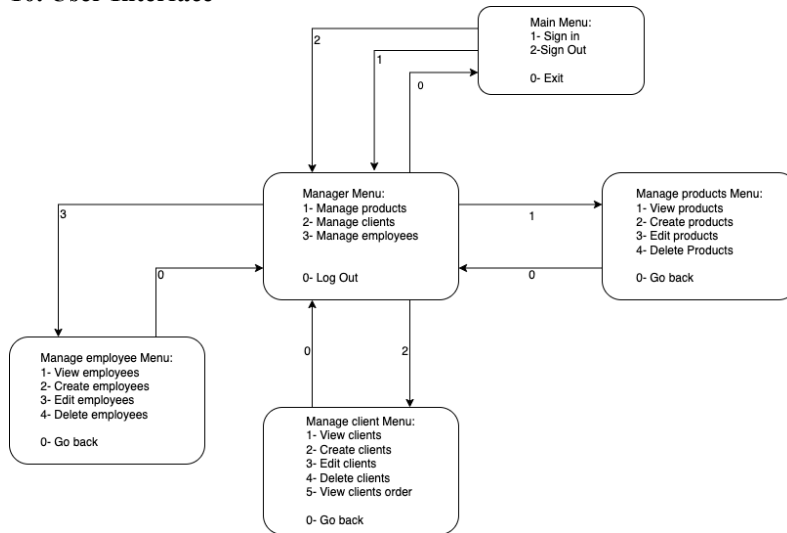


Figura 30 - User Interface Manager

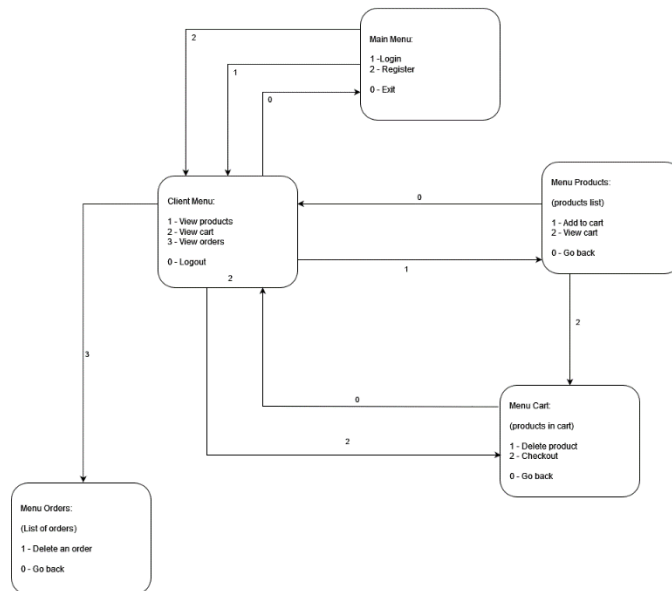


Figura 31 - User Interface Client

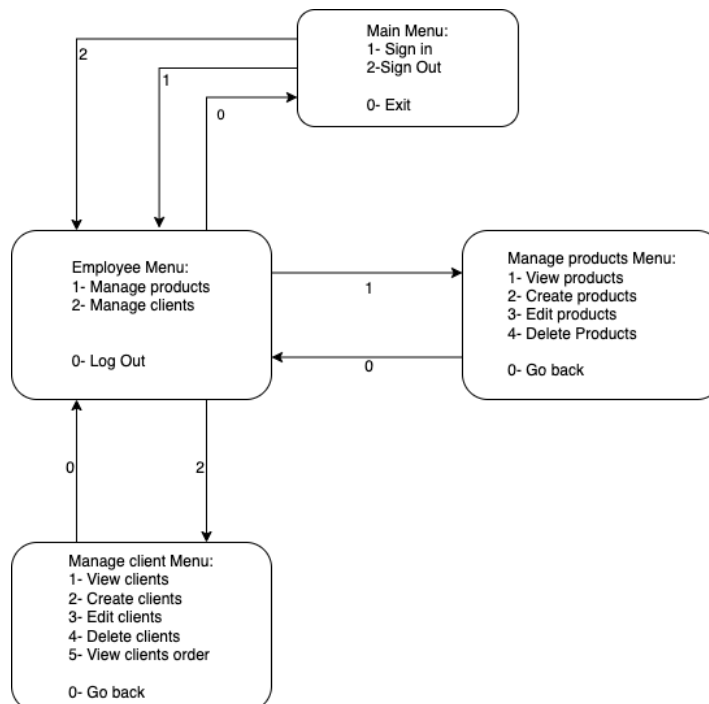


Figura 32 - User Interface Employee