# jUCMNav Report



http://softwareengineering.ca/jucmnav

Title: host

URN Model Name: URNspec

Description:

Author: Ionut-PC

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Specification Version: 62

# **UCM Scenario Groups documentation**

- ScenarioGroup6:
  - 1. Restaurant Scenario

# Variables

- 1. noTablesAvailable (boolean)
- 2. requestAnotherProduct (boolean)
- 3. cookHandleOrder (boolean)
- 4. tableStatus (integer)

# **Top Level**

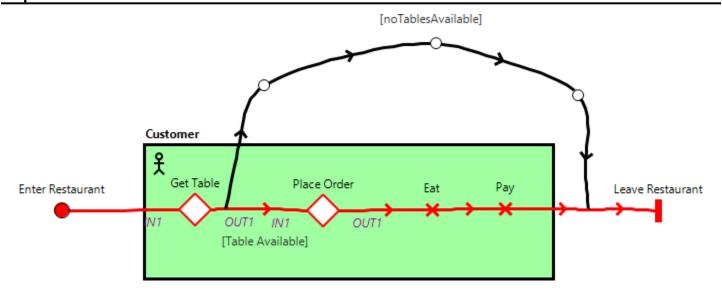


Figure 1 - Top Level

#### Responsibilities

Eat

Pay

#### **Stubs**

Static Stub - Get Table

Metadata: "\_hits" = "2"

Plugin Map - Table Assign

Input Bindings:

IN 1 <-> Enter Restaurant

**Output Bindings:** 

OUT 1 <-> Leave Restaurant

Precondition:

Expression: true Transaction: false Probability: 1.0

Static Stub - Place Order

Metadata: "\_hits" = "2"

Plugin Map - Place Order

Input Bindings:

IN 1 <-> StartPoint1173

**Output Bindings:** 

OUT 1 <-> Leave Restaurant

Precondition:

Expression: true Transaction: false Probability: 1.0

# **Or Fork Description**

[Table Available] ==> !noTablesAvailable (probability: 1.0)
[noTablesAvailable] ==> noTablesAvailable (probability: 1.0)
Metadata: "\_hits" = "2"

#### **Start Point**

**Enter Restaurant** 

Metadata: "\_hits" = "2"

#### **End Points**

Leave Restaurant

# **Table Assign**

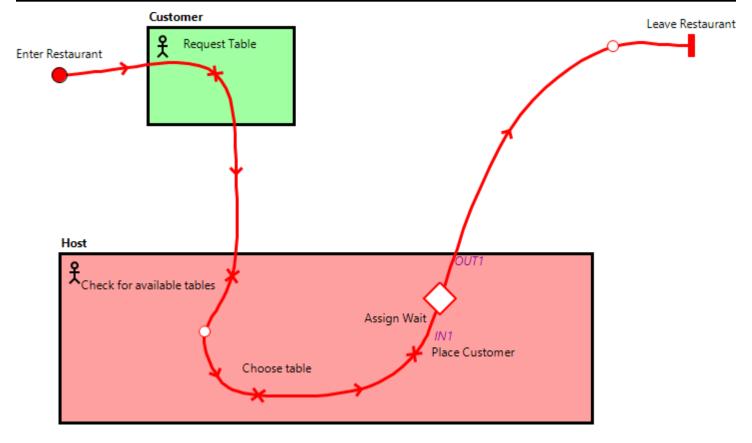


Figure 2 - Table Assign

# Responsibilities

Request Table

Check for available tables

Choose table

Place Customer

#### Stubs

Static Stub - Assign Wait

Metadata: "\_hits" = "2"

#### jUCMNav - C:\Users\Ionut-PC\Desktop\Ingineria Cerintelor\report.pdf

Plugin Map - Assign Wait

Input Bindings:

IN 1 <-> Enter Restaurant

**Output Bindings:** 

OUT 1 <-> Leave Restaurant

Precondition:

Expression: true Transaction: false Probability: 1.0

#### **Start Point**

**Enter Restaurant** 

Metadata: "\_hits" = "2"

#### **End Points**

Leave Restaurant

# **Place Order**

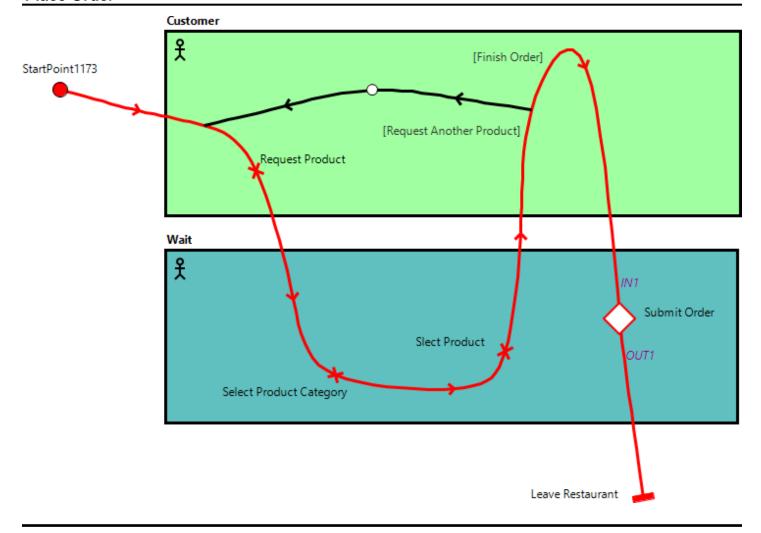


Figure 3 - Place Order

#### Responsibilities

Request Product

Select Product Category

Slect Product

#### **Stubs**

Static Stub - Submit Order

Metadata: "\_hits" = "2"

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Plugin Map - Submit Order

Input Bindings:

IN 1 <-> StartPoint2161

**Output Bindings:** 

OUT 1 <-> Leave Restaurant

Precondition:

Expression: true Transaction: false Probability: 1.0

# **Or Fork Description**

[Finish Order] ==> !requestAnotherProduct (probability: 1.0)

[Request Another Product] ==> RequestAnotherProduct (probability: 1.0)

Metadata: "\_hits" = "2"

#### **Start Point**

StartPoint1173

Metadata: "\_hits" = "2"

#### **End Points**

Leave Restaurant

# **Submit Order**

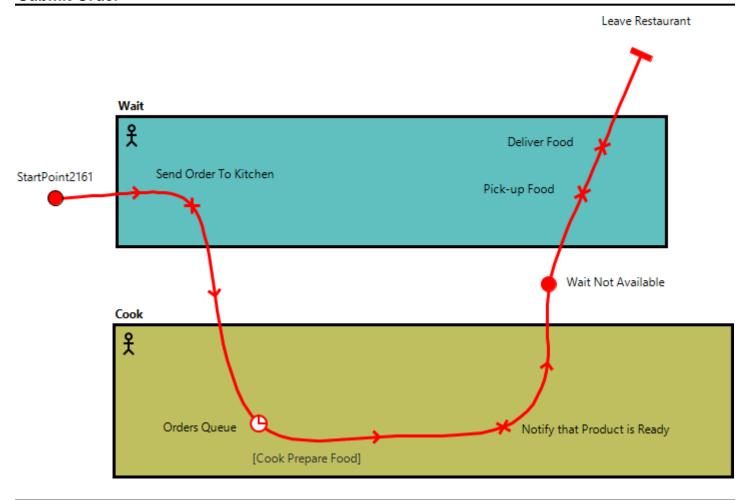


Figure 4 - Submit Order

# Responsibilities

Send Order To Kitchen

Notify that Product is Ready

Pick-up Food

**Deliver Food** 

# **Start Point**

StartPoint2161

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Metadata: "\_hits" = "2"

# **End Points**

Leave Restaurant

# **Assign Wait**

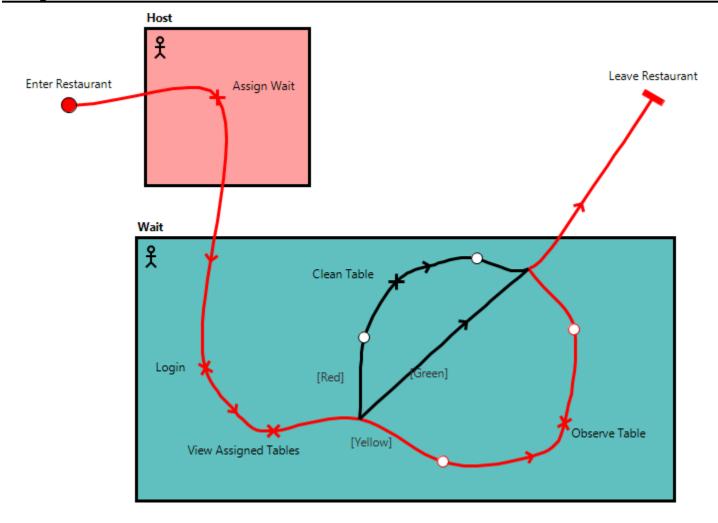


Figure 5 - Assign Wait

# Responsibilities

Assign Wait

Login

View Assigned Tables

Clean Table

Observe Table

# **Or Fork Description**

[Yellow] ==> tableStatus = 1 (probability: 1.0) [Red] ==> tableStatus = 2 (probability: 1.0)

[Green] ==> tableStatus = 0 (probability: 1.0)

Metadata: "\_hits" = "2"

#### **Start Point**

**Enter Restaurant** 

Metadata: "\_hits" = "2"

#### **End Points**

Leave Restaurant

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	Figure	6 - GRLGraph2		

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# **Scenario Documentation**

# **Scenario Execution Summary**

# Group ScenarioGroup6 (ID:6)

Scenario	Result	Message(s)
Restaurant	PASSED	
Scenario (ID: 7)		

# **Scenario Information**

Group ScenarioGroup6 (ID: 6)

Scenario Restaurant Scenario (ID: 7)

# Scenario Start Point(s):

Enter Restaurant (ID: 936) Enter Restaurant (ID: 936)

# Initialization(s):

Variable Name	ID	Description	Туре	Initial Value
noTablesAvailable	2000		boolean	false
requestAnotherProduc t	2153		boolean	false
cookHandleOrder	2521		boolean	true
tableStatus	2729		integer	1