**Mini Golf Course Automation**

Assumptions

1. The central computer, card-swipe stations, and other associated hardware has already been installed and the network is up and running.

In Event of a Network or Computer Failure

Allow players to continue playing without the automated scoring, and give them coupons for another round of golf on a different day. There is no significant cost (other than lost revenue) associated with giving an existing customer a free round of golf to maintain good will.

Please see the system flowchart, use cases, and class diagrams on the following pages.

For each player, a new Player object is instantiated from class Player. Database operations make use of the Database class.

Key methods used in the software:

processCustomerPayment()

// Processes and confirms payments from customers/players/golfers

enterPlayerName()

// Inputs player’s name and updates the Player object and the database using Player.setPlayerName and Database.storePlayerName methods, respectively

generatePlayerCard()

// Generates/prints player card

processSwipe()

// Reads Player name from Player card

inputScore()

// Inputs the Player’s score from the card-swiper keypad and update Player and Database using Player.incrementScoree and Database.storeScore methods, respectively

displayScore()

// ReadsPlayer’s score using Player.getScore method and displays it on the card-swiper display

generateScoreReport()

// ….

After completing each hole, the user swipes their card at that hole's swipe station, and enters the number of strokes.  The card-swipe stations also display the player's name and current score (the number of strokes over or under par, so far).



System Flowchart… add payment processing



Use Cases



Class Diagrams

object for card swiper?