SDS-01

SOFTWARE DESIGN APPLICATION

MISTER LAUNDRY

WEB BASED LAUNDRY APPLICATION

for:

Student in Telkom University

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Changes List

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Examined by								

Approved by								

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Daftar Isi

Setelah Daftar Isi Boleh ada Daftar Tabel dan Daftar Gambar

1. Preliminary

1.1 Purpose of Writing Document

This document is an Software Requirement Specification for the Mister Laundry. The purpose of writing this document is a specification and requirement that aims to explain the specifications and characteristics of the system that we make, which can be a guide to how this system works.

1.2 Document Coverage

In this SRS documentation, this document is written in Times New Roman font with the size of 10 points, using align text Justify, line spacing 1.15. Furthermore, to make it easier to read and understand the contents of this documentation, several forms of letters will be used to mark the following:
· the text that written in bold is a part that must be considered.
· the text that written in italics is writing that tends to be a term.

1.3 Definitions and Abbreviations

The following are the definitions, abbreviations, and acronyms in this document:
- SDD : (Software Design Description) Documents that describe and describe in detail the design of software to be built.
- SRS : (Software Requirement Specification) is a specification of the software that will be developed.
- DBMS : (Database Management System)is an organizing system of database processing systems on computers.
- HTML : (Hypertext Markup Language) is a marking language used to create a web page, display various information in an Internet web browser and simple hypertext formatting written in ASCII format files so that it can produce an integrated display form.
- PHP : (Hypertext Prepocessor),is a programming language that is widely used to handle the creation and development of a website and can be used in conjunction with HTML.
- MySQL : SQL database management system software that is open source.
- XAMPP : Free software, which supports many operating systems, is a complication of several programs.
- CSS : (Cascading Style Sheet) is a collection of codes that aim to decorate and adjust the style of appearance / layout of web pages to make it more elegant and attractive.
- JavaScript:is a scripting language, which is a language that does not require a compiler to run it, but it is enough with an interpreter
- OS : (Operating System.) system software that manages the resources of hardware and software, and as a daemon for a computer program.

1.4 Reference

The source that related with this SRS is :
1. IF-41-07(2018).DPPL Batagor.
2. SKPL Mister Laundry Web Based Application - Telkom University.

1.5 Systematic Discussion

A. Preliminary
   This chapter contains an explanation about the SDS document which includes the purpose of the document, references, and etc.
B. Global Design Description

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This chapter contains about the design of the software includes implementation environment, architectural description, and etc.

C. Detailed Design
This chapter contains about the realization of the use cases, designing class detail, class diagram, and etc.

D. Usability Matrix
The usability matrix contains functional terms found in SRS documents.

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2 Global Design Description

2.1 Design of the Implementation Environment

System	Specification
Operating system	Windows 10
DBMS	My SQL
Development tools	Git (Version Control), Visual studio code, Bootstrap
Filling System	
Programming Language	HTML, CSS, JS, PHP

2.1 Architectural Description

Deployment Diagram

Component Diagram

2.2 Component Description

No	Component Name	Explanation
1	Customer	The user of the Mister laundry web application
2	Admin	The user of the Mister laundry web application
3	Courier	The user of the Mister laundry web application
4	Create account for customer	This module is used by the customer to create an account for the application
5	Create account for courier	This module is used by the courier to create an account for the application
6	Login	This module is used by all the user to access the application
7	Edit password	This module is used by the customer to edit the password account
8	Ordering Process	This module is used by the customer to fill the total of clothes, type of clothes and etc.
9	Choose order type	This module is used by the customer to choose the type of order
10	Payment Process	This module is used by the customer to confirm the payment
11	Choose payment method	This module is used by the customer to choose the payment method
12	Do transaction	This module is used by the customer to do the payment transaction
14	Choose Pick-up option	This module is used by the customer to choose the laundry pick up service
15	Giving Rating and comment process	This module is used by the customer to input a rating and giving a comment about the laundry services
16	View order history	This module is used by the customer to view the order history
17	Delete order history	This module is used by the customer to delete the order history
18	Update account data	This module is used by the customer and courier to update the account data
19i	View account	This module is used by the customer to view their account
20	Edit account	This module is used by the customer to edit their account

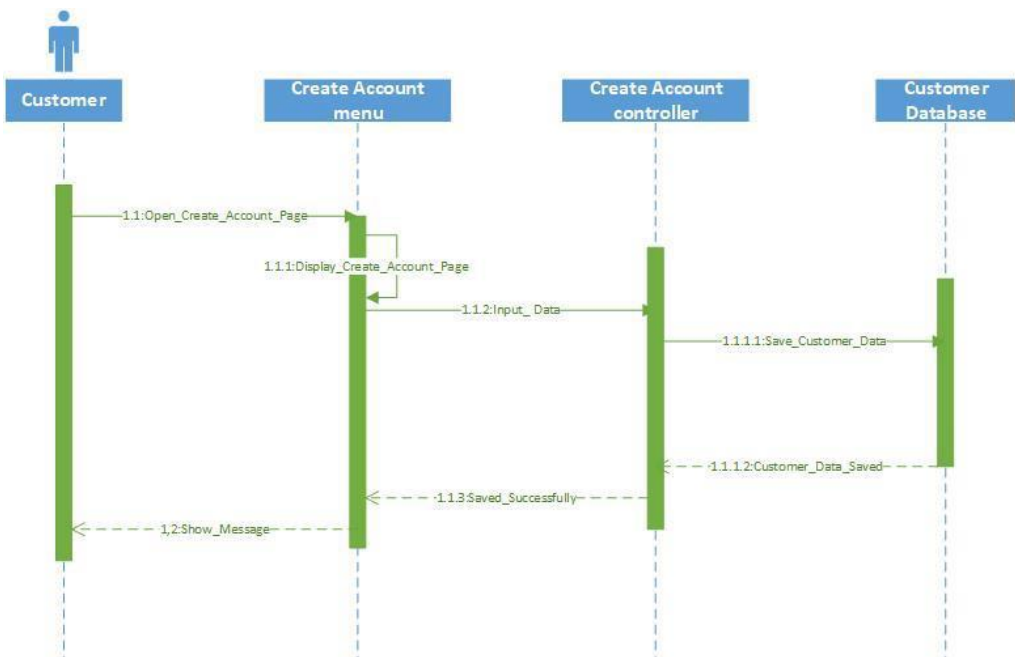| 21	Update Order status	This module is used by the courier to update whether the laundry has been picked up
22	View Order	This module is used by the admin and courier to view al customers order data
23	Edit data order	This module is used by the admin to edit the data order
	Delete data order	This module used by the user to delete the data order
24	Manage data account	This module is used by the admin to manage data count such as input, delete, and etc.
25	Reset password	This module is by the admin to reset the password
26	Delete account	This module is used by the admin to delete an account
27	Edit account	This module is used by the admin to edit an account
28	View account	This module is used by the user to view an account
29	Manage data order	This module is used by the admin to manage the database of data order

3 Detailed Design

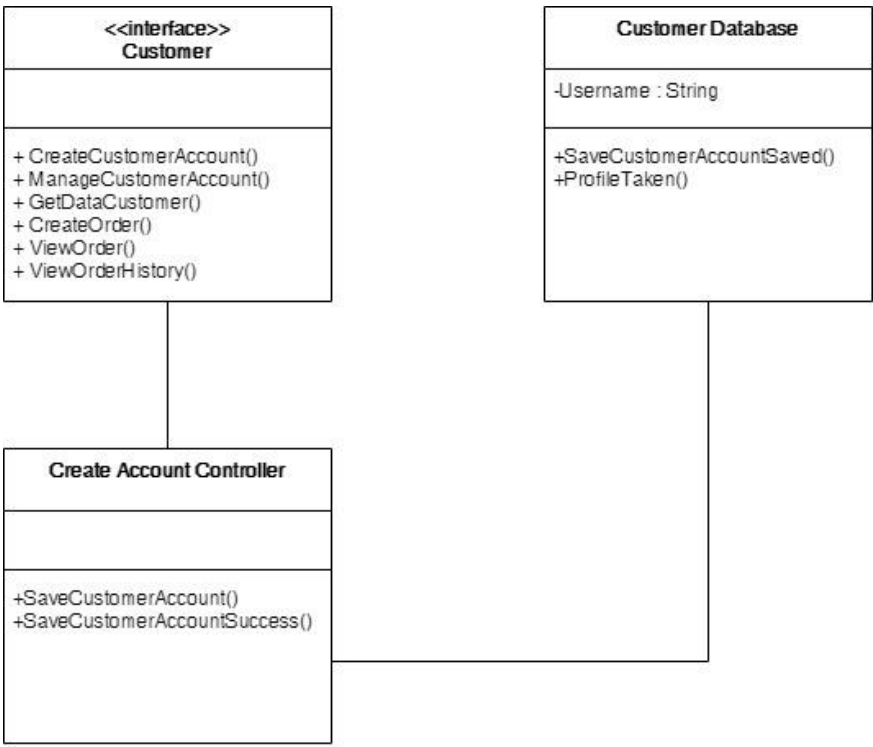## 3.1 *Realization Use Case*

3.1.1 Use Case Create Customer Account

3.1.1.1 Class Identification

No	Design Class Name	Class Type
1	Customer	Actor
2	Create Account page	Boundary
3	Create Account Controller	controller
4	Customer database	Database

3.1.1.2 Sequence Diagram

3.1.1.3 Class Diagram

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3.1.2 Use Case Create Courier Account

3.1.2.1 Class Identification

No	Design Class Name	Class Type
1	Courier	Actor
2	Create Account page	Boundary
3	Create Account Controller	controller
4	courier Account	Database

3.1.2.2 Sequence Diagram
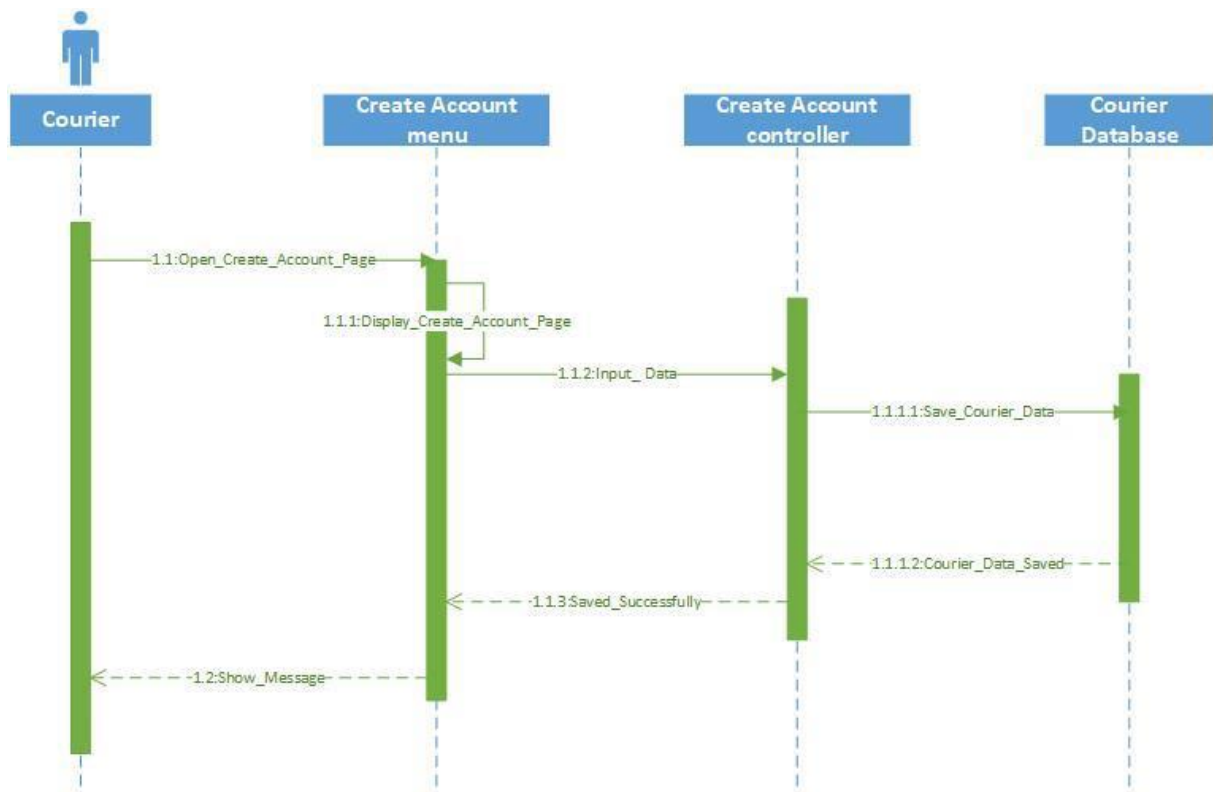
3.1.2.3 Class Diagram
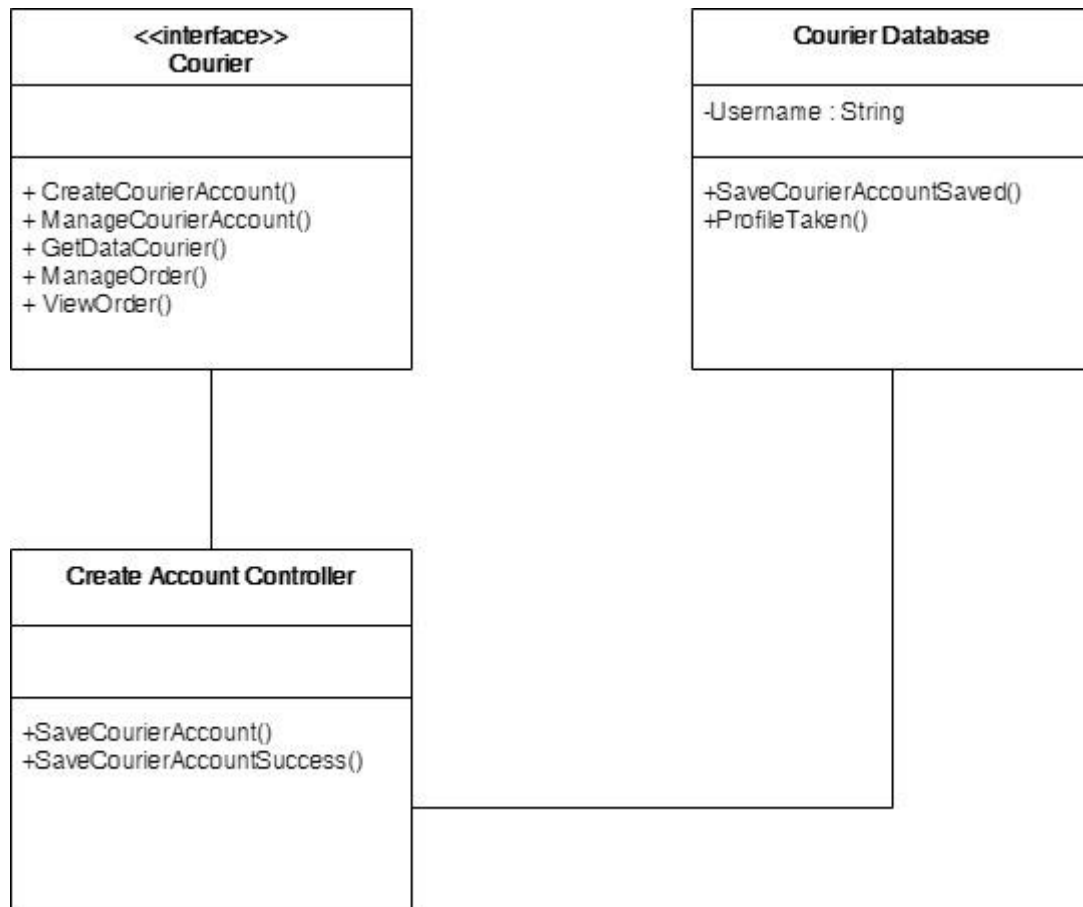
3.1.3 Use Case Login

3.1.3.1 Class Identification

No	Design Class Name	Class Type
1	Courier, admin, customer	Actor
2	Login page	Boundary
3	Login Controller	controller
4	Customer database	Database
5	Admin database	Database
6	Courier database	database

3.1.3.2 Sequence Diagram
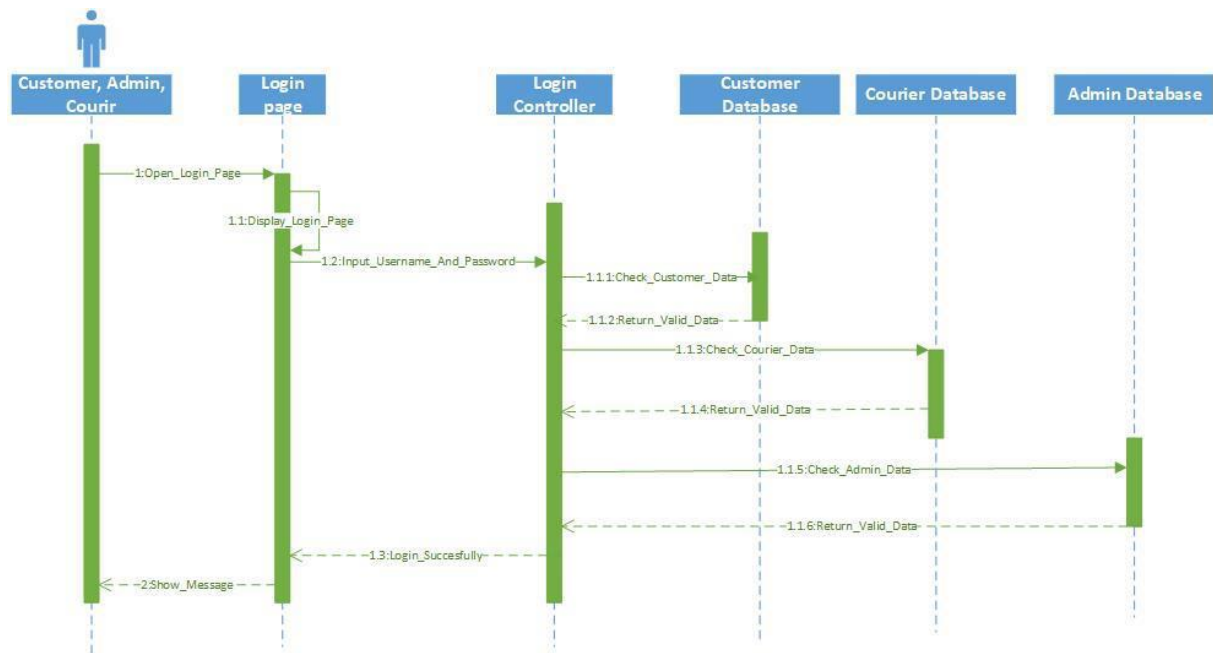
3.1.3.3 Class Diagram
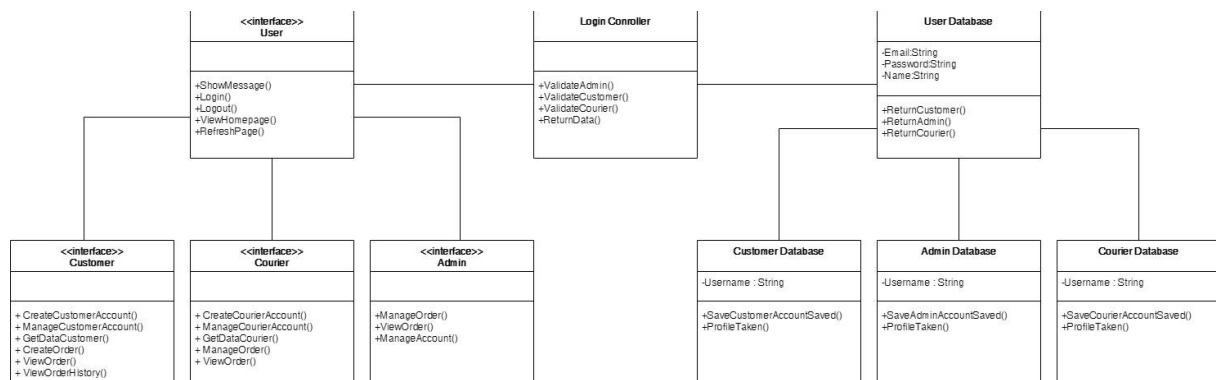
3.1.4 Use Case Order

3.1.4.1 Class Identification

No	Design Class Name	Class Type
1	customer	Actor
2	Order page	Boundary
3	Order Controller	controller
4	Order database	Database

3.1.4.2 Sequence Diagram
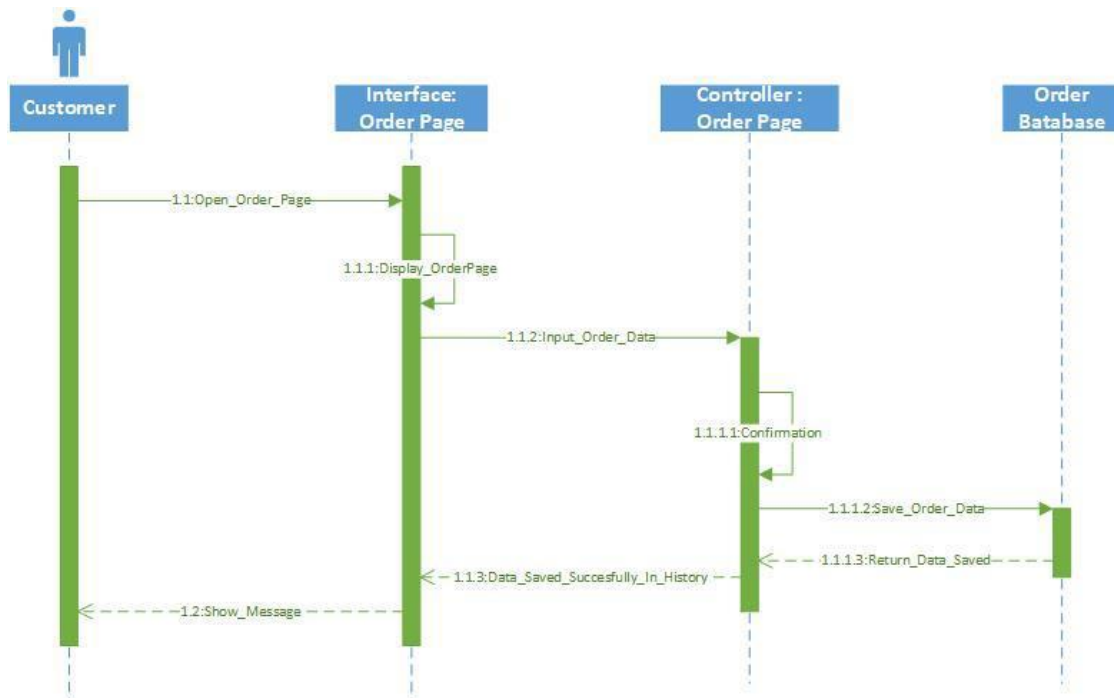
3.1.4.3 Class Diagram
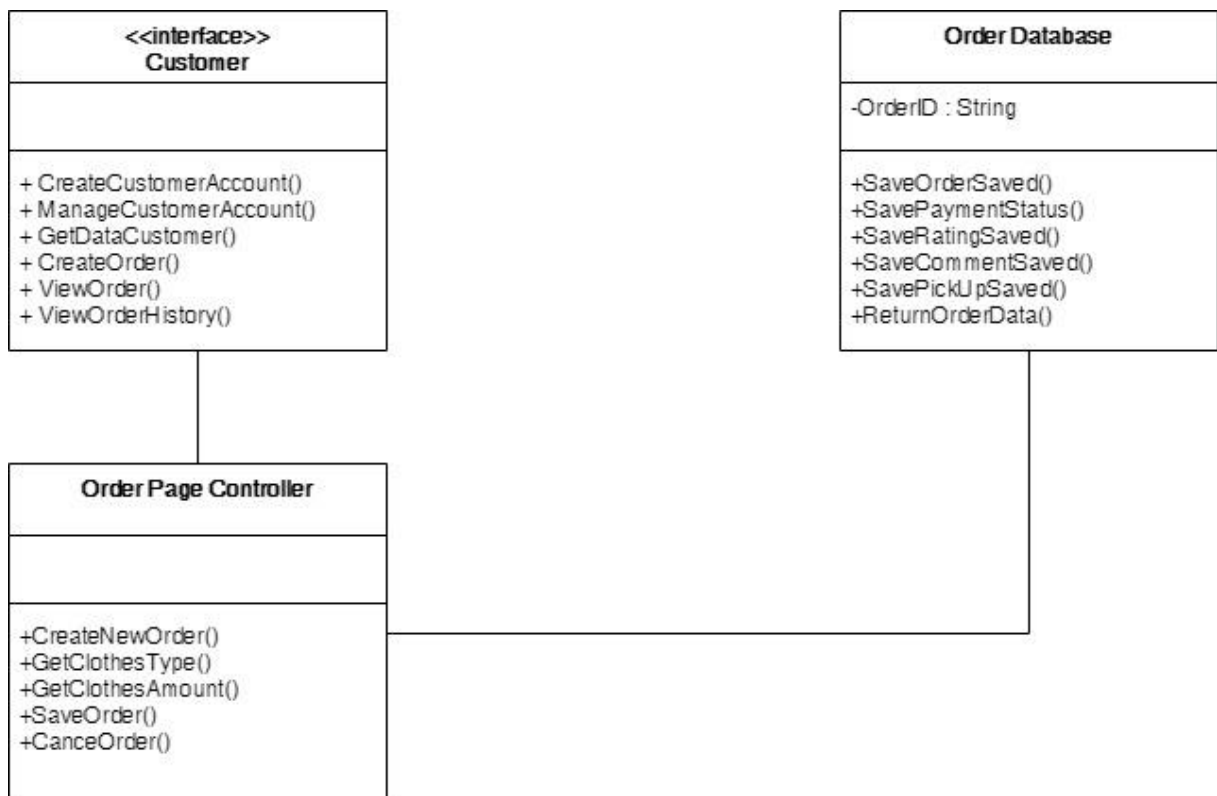
3.1.5 Use Case Payment

3.1.5.1 Class Identification

No	Design Class Name	Class Type
1	customer	Actor
2	payment page	Boundary
3	payment Controller	controller
4	Database order	Database
5	Database payment	Database

3.1.5.2 Sequence Diagram

3.1.5.3 Class Diagram

```
      <<interface>>                              Order Database
       Customer
                                      -OrderID : String
 + CreateCustomerAccount()            +SaveOrderSaved()
 + ManageCustomerAccount()            +SavePaymentStatus()
 + GetDataCustomer()                  +SaveRatingSaved()
 + CreateOrder()                      +SaveCommentSaved()
 + ViewOrder()                        +SavePickUpSaved()
 + ViewOrderHistory()                 +ReturnOrderData()


    Payment Page Controller


 +CalculatePrice()
 +GetPaymentType()
 +PaymentSuccess()
 +PaymentFailed()


                                      Payment Database

                                      -PaymentID : String

                                      +SavePaymentSaved()
```

3.1.6 Use Case Rating and Comment

3.1.6.1 Class Identification

No	Design Class Name	Class Type
1	customer	Actor
2	Rating and comment page	Boundary
3	Rating and comment Controller	controller
4	Database order	Database

3.1.6.2 Sequence Diagram

3.1.6.3 Class Diagram

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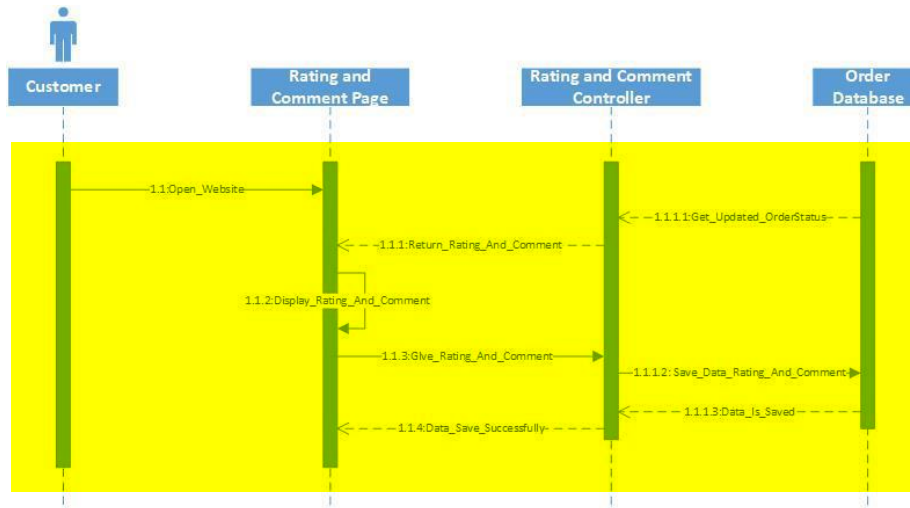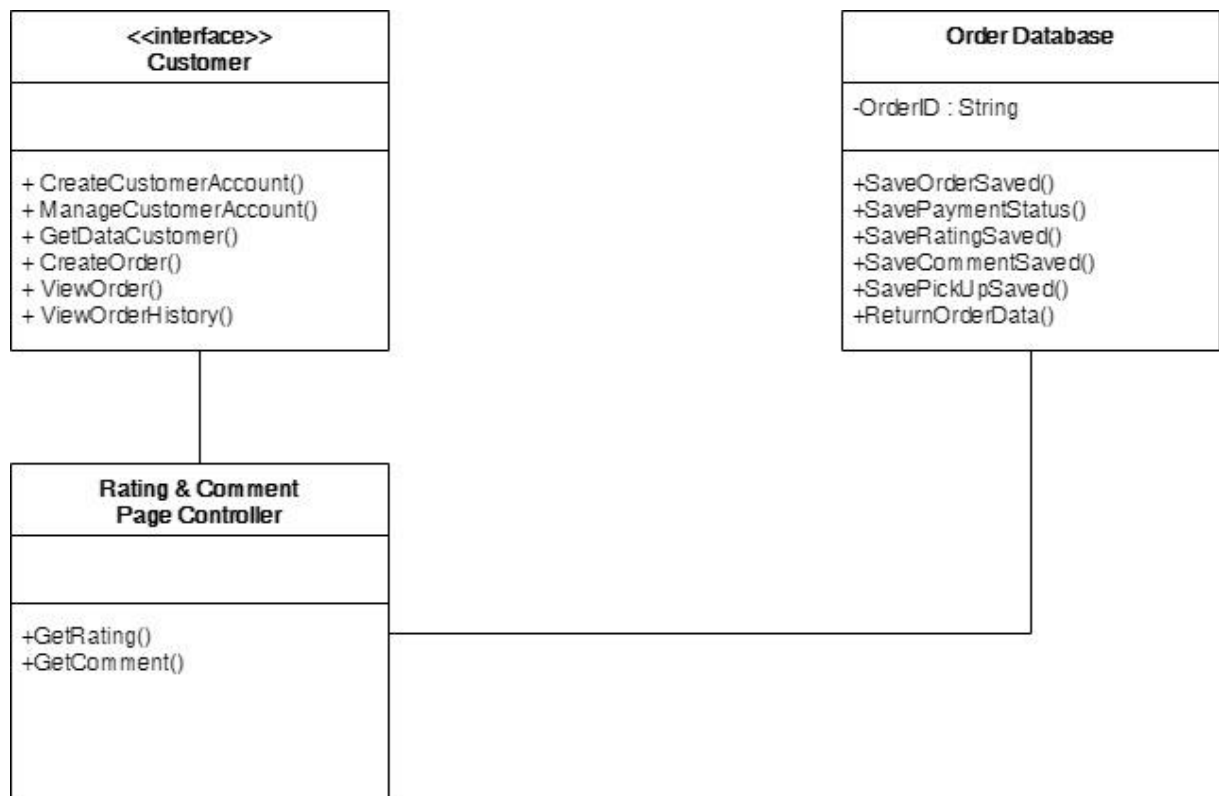
3.1.7 Use Case Pick-up Option

3.1.7.1 Class Identification

No	Design Class Name	Class Type
1	customer	Actor
2	Pick up option page	Boundary
3	Pick up option controller	controller
4	Database order	Database

3.1.7.2 Sequence Diagram
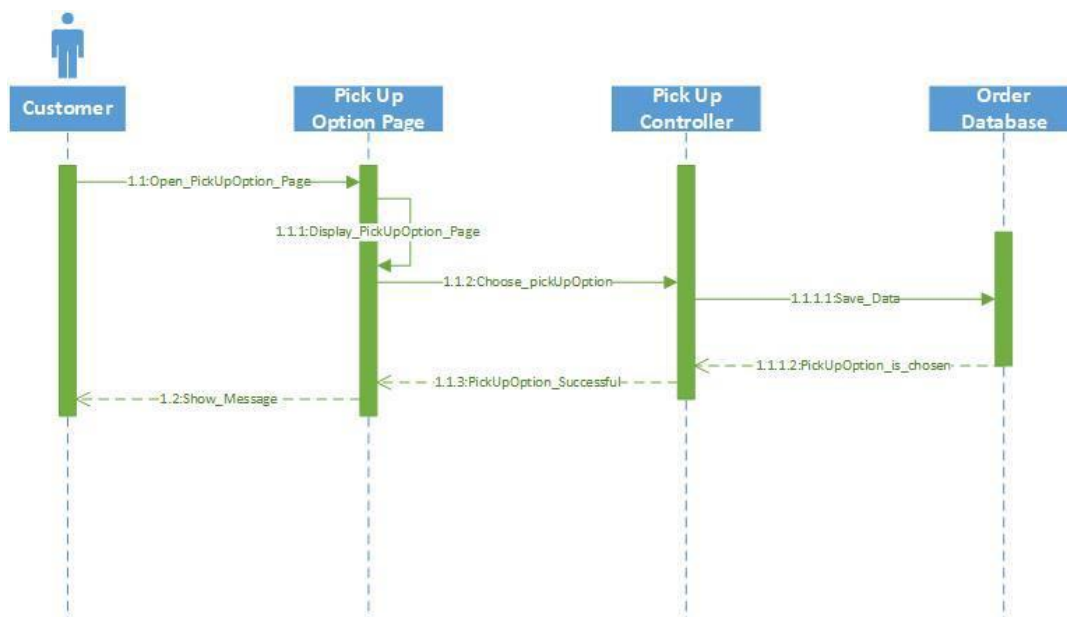
3.1.7.2 Class Diagram
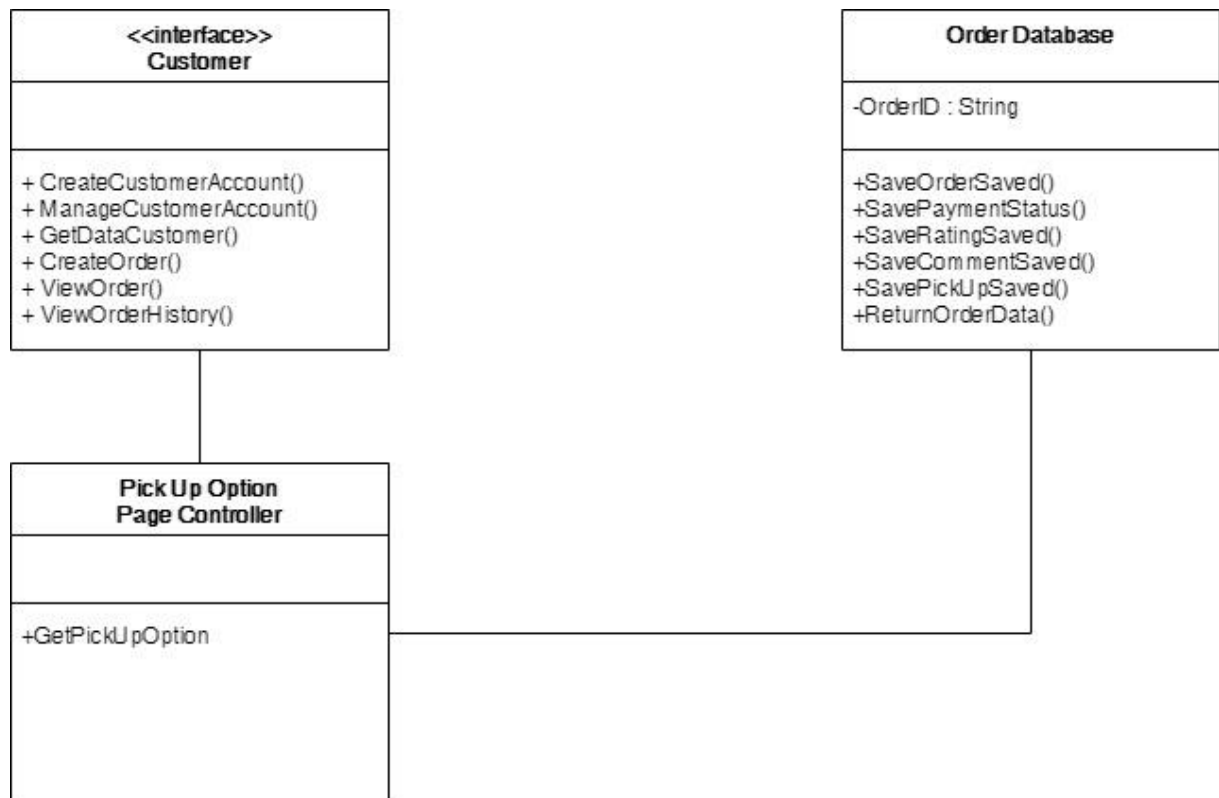
3.1.8 Use Case Update Order Status

3.1.8.1 Class Identification

No	Design Class Name	Class Type
1	courier	Actor
2	Order list page	Boundary
3	Order list controller	controller
4	Database order	Database

3.1.8.2 Sequence Diagram
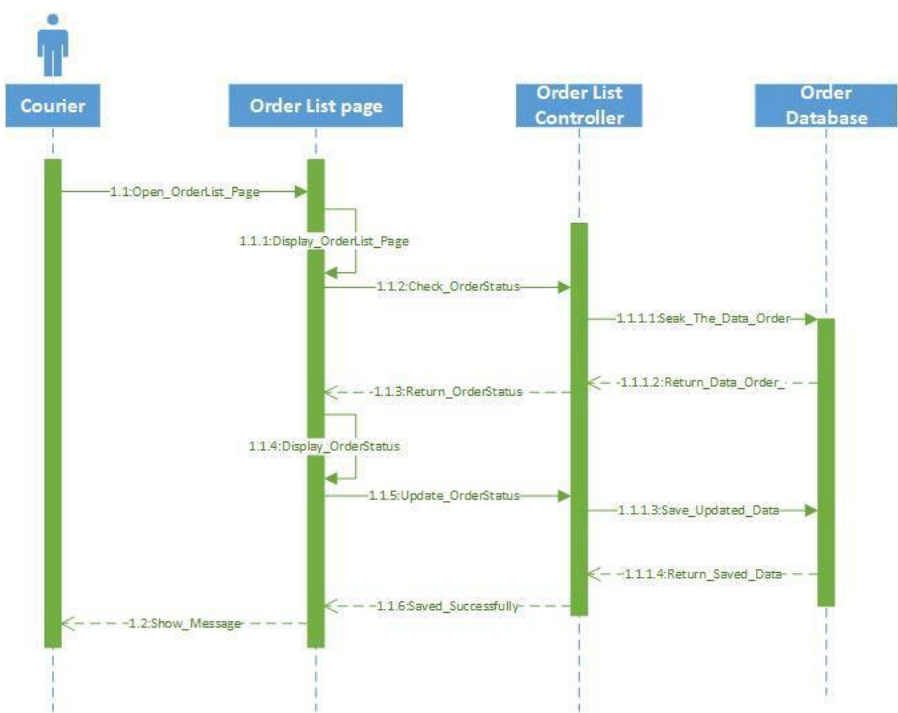
3.1.8.3 Class Diagram
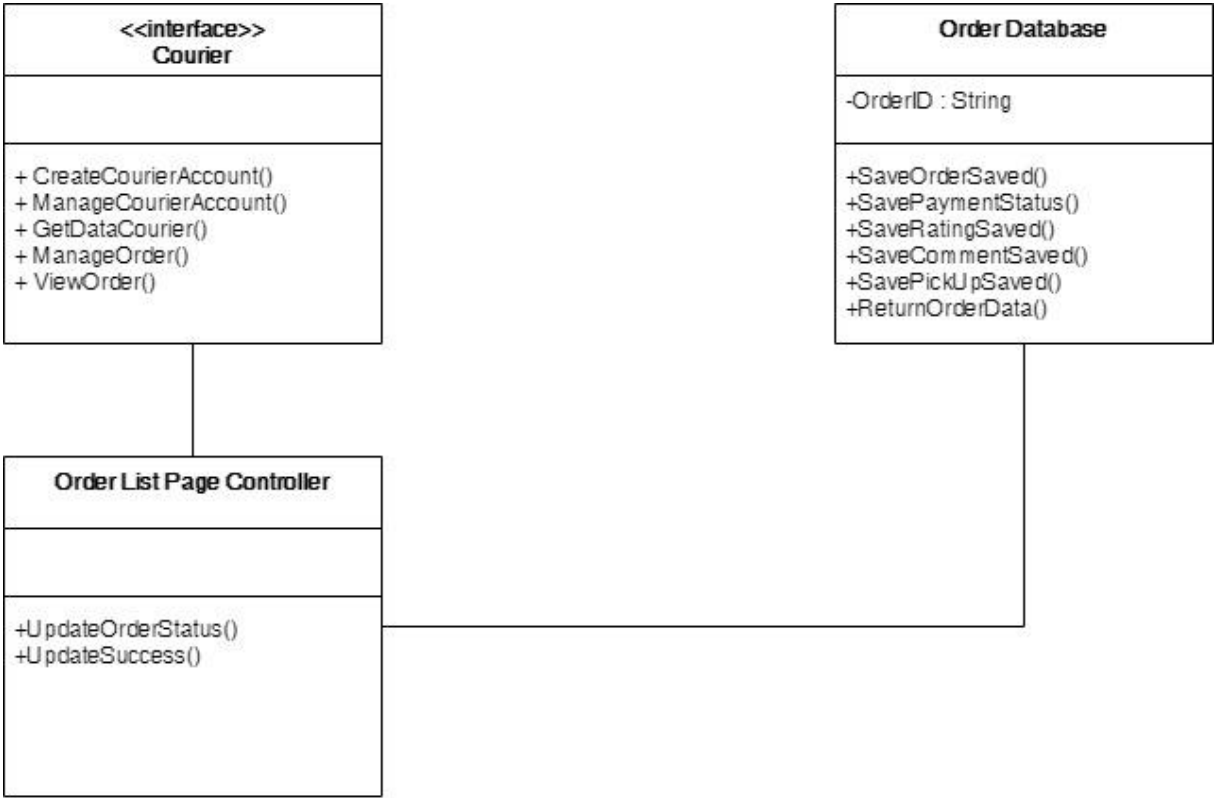
3.1.9 Use Case View Order History

3.1.9.1 Class Identification

No	Design Class Name	Class Type
1	customer	Actor
2	Order history page	Boundary
3	Order history controller	controller
4	Database order	Database

3.1.9.2 Sequence Diagram

3.1.9.3 Class Diagram

```
        <<interface>>                              Order Database
          Customer
                                          -OrderID : String
+ CreateCustomerAccount()                 +SaveOrderSaved()
+ ManageCustomerAccount()                 +SavePaymentStatus()
+ GetDataCustomer()                       +SaveRatingSaved()
+ CreateOrder()                           +SaveCommentSaved()
+ ViewOrder()                             +SavePickUpSaved()
+ ViewOrderHistory()                      +ReturnOrderData()


     Order History Controller


+GetOrderList()
+ShowOrderList()
```
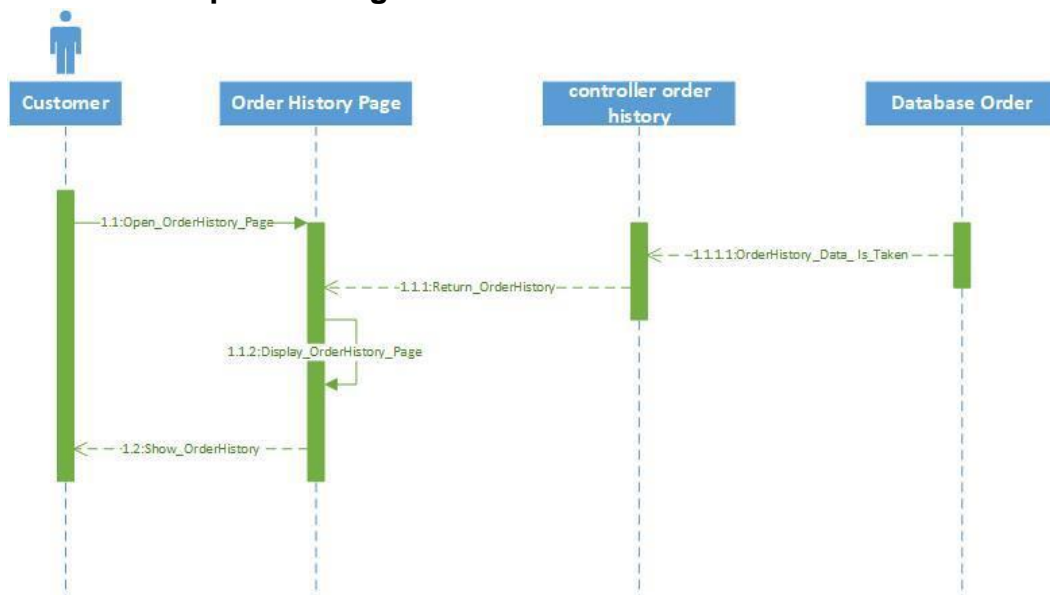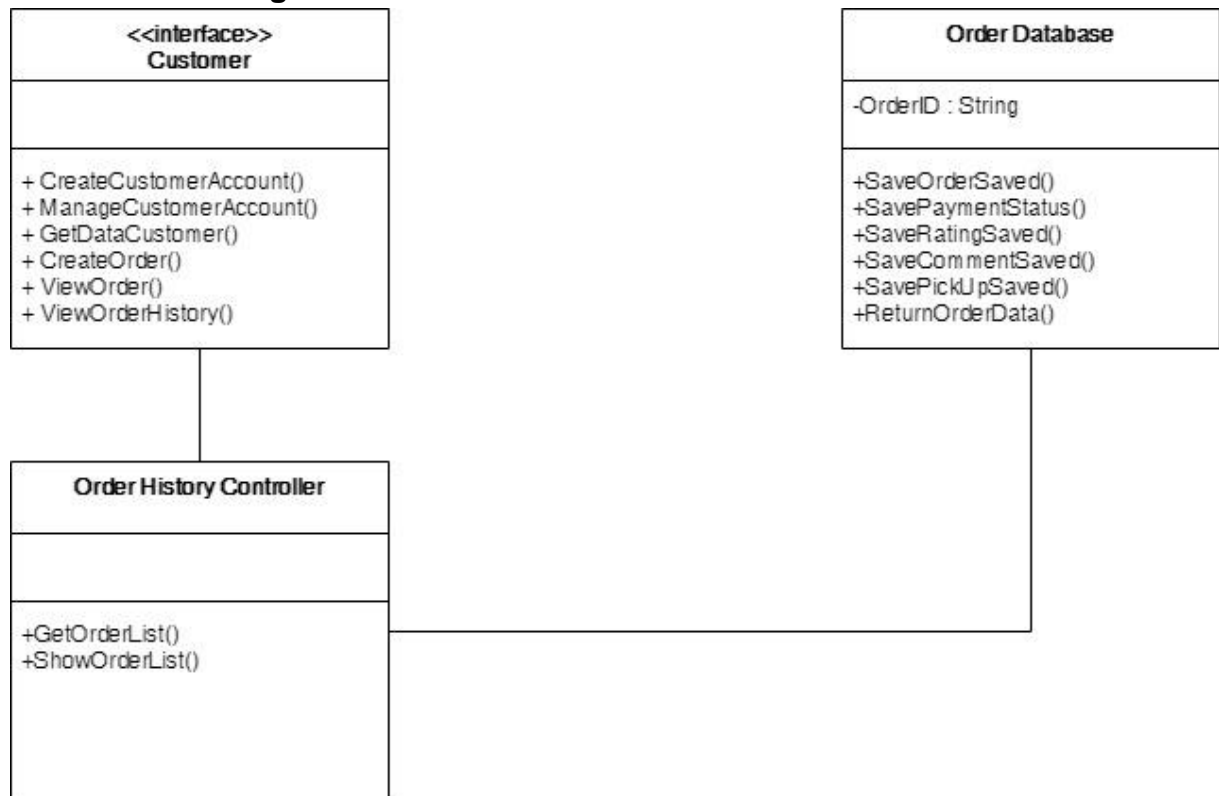
3.1.10 Use Case Update Account of Customer

3.1.10.1 Class Identification

No	Design Class Name	Class Type
1	Customer	Actor
2	Update account page	Boundary
3	Update account controller	controller
4	Customer database	Database

3.1.10.2 Sequence Diagram
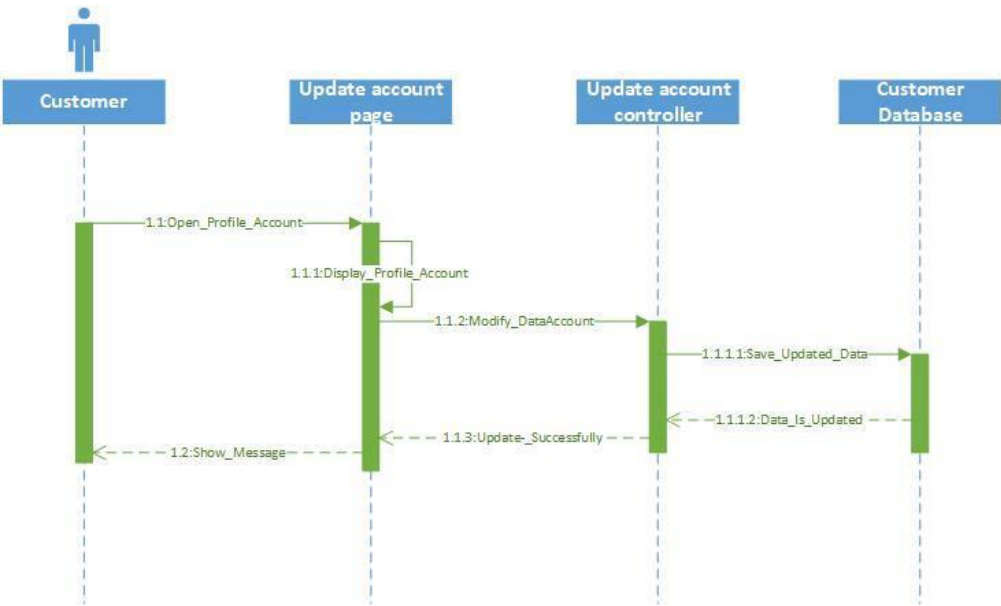
3.1.10.3 Class Diagram
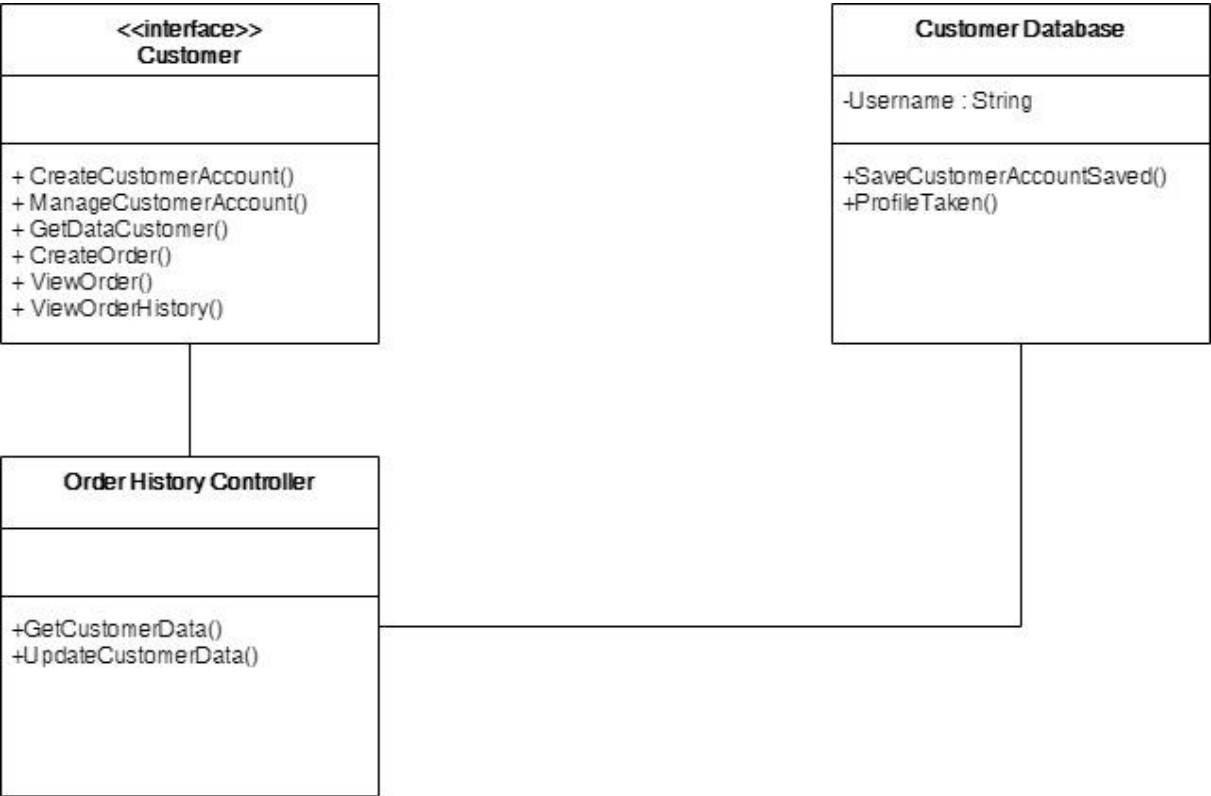
3.1.11 Use Case Update Account of Customer

3.1.11.1 Class Identification

No	Design Class Name	Class Type
1	Courier	Actor
2	Update account page	Boundary
3	Update account controller	controller
4	Courier database	Database

3.1.11.2 Sequence Diagram
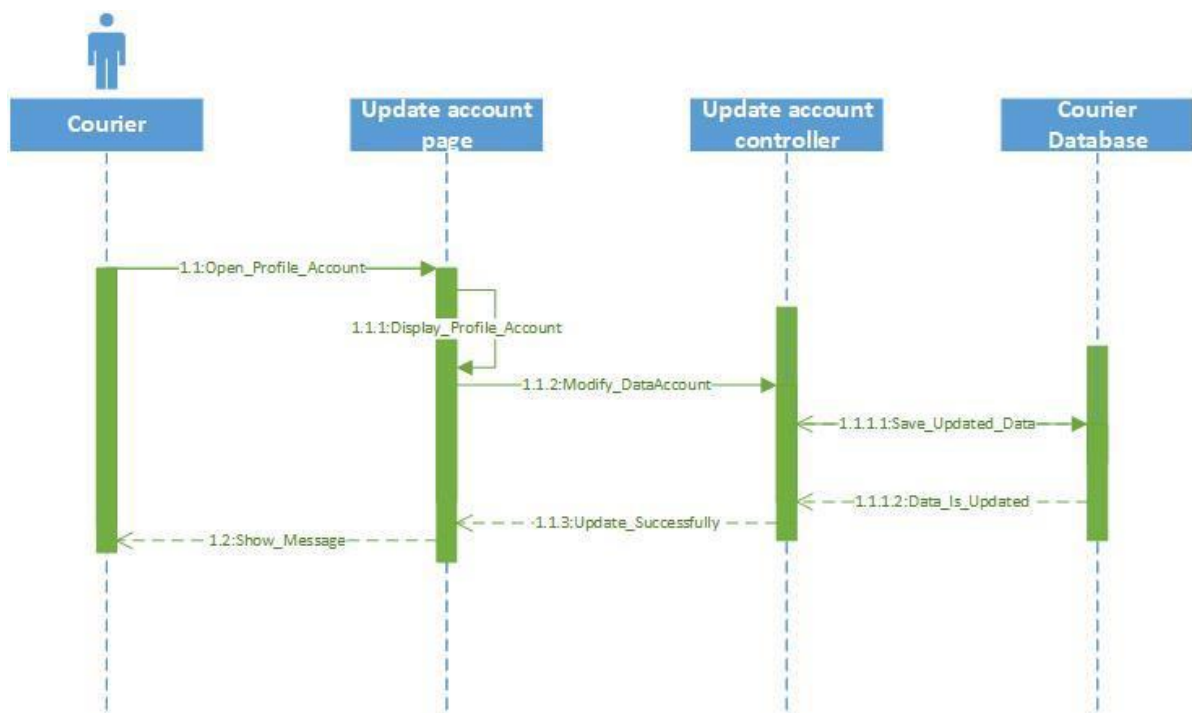
3.1.11.3 Class Diagram
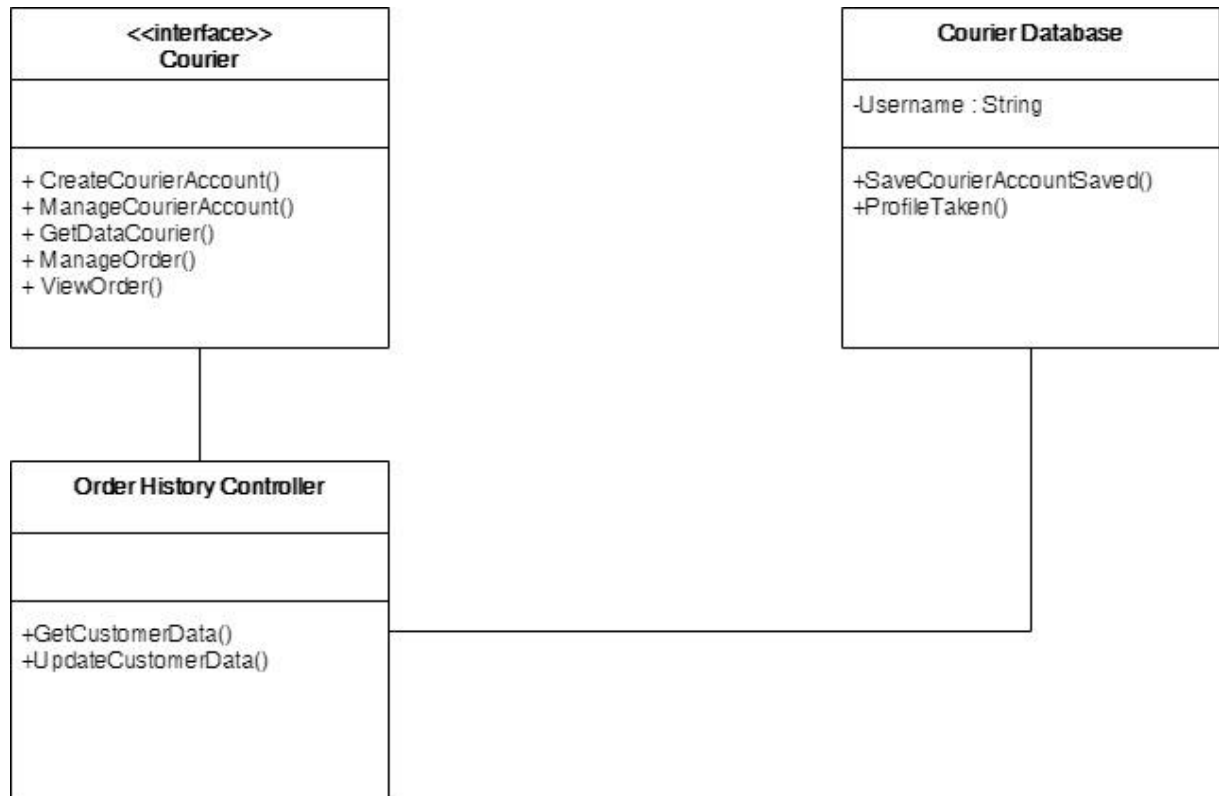
3.1.12 Use Case Manage Data Account

3.1.12.1 Class Identification

No	Design Class Name	Class Type
1	Admin	Actor
2	Data account page	Boundary
3	Data account controller	controller
4	Database customer	Database
5	Database courier	Database

3.1.12.2 Sequence Diagram
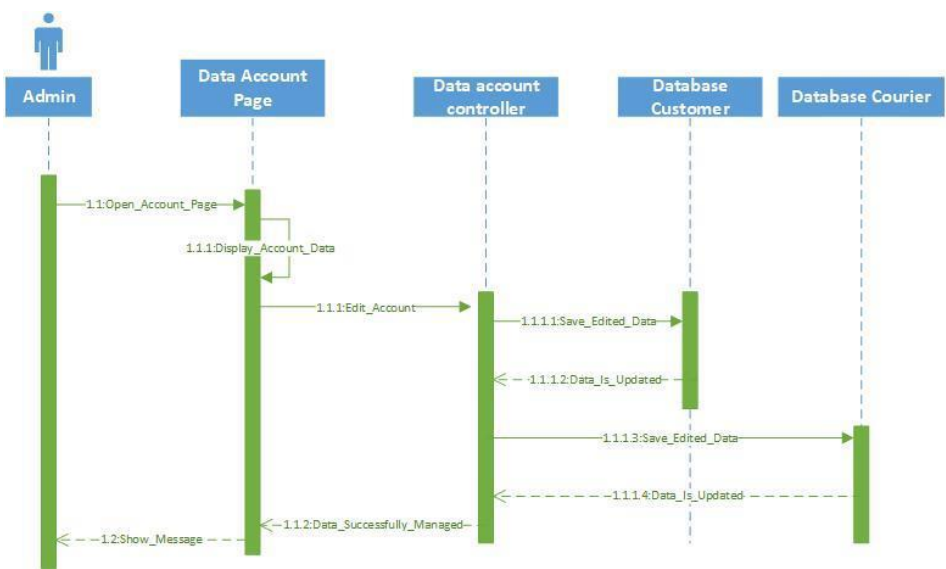
3.1.12.3 Sequence Diagram
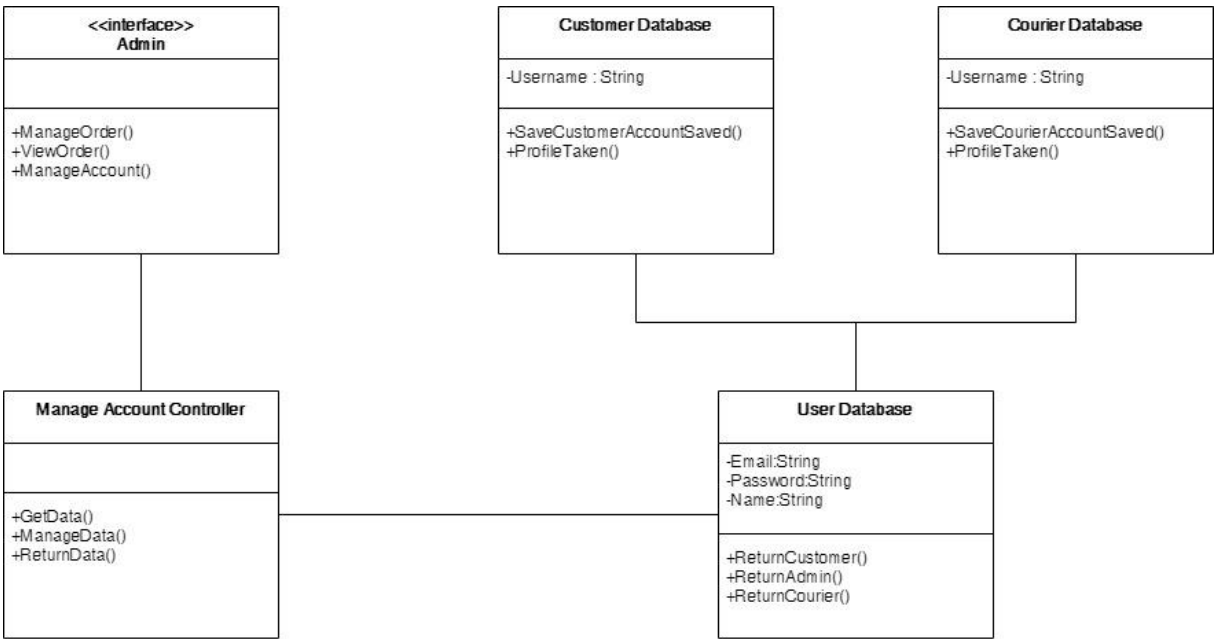
3.1.13 Use Case Manage Data Order

3.1.13.1 Class Identification

No	Design Class Name	Class Type
1	Admin	Actor
2	Data order page	Boundary
3	Data order controller	controller
4	Database order	Database

3.1.13.2 Sequence Diagram
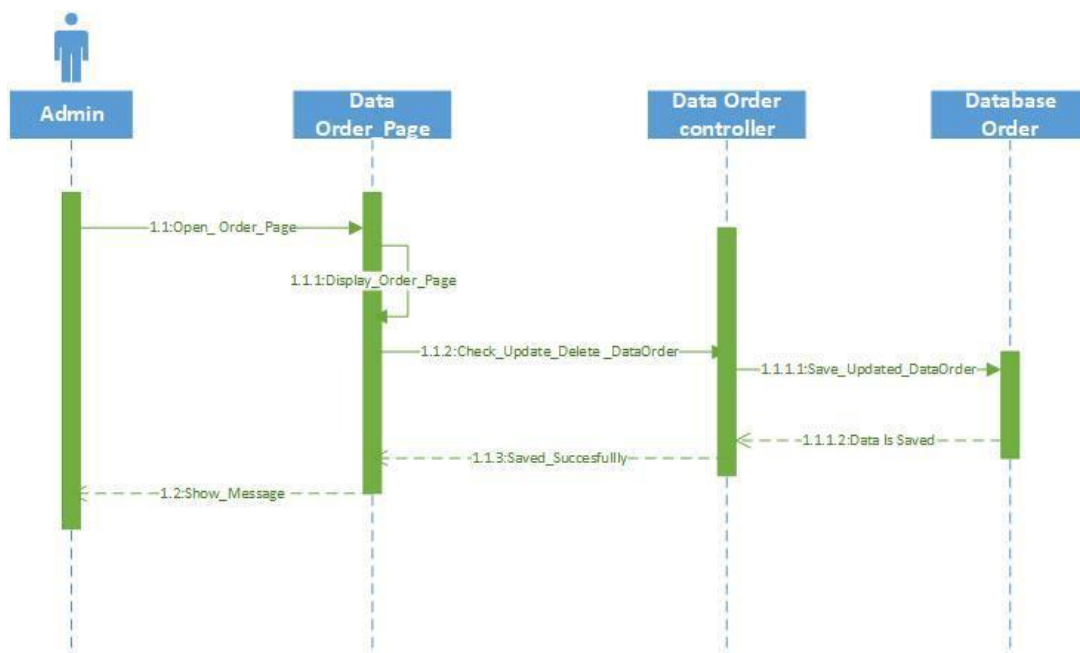
3.1.13.3 Class Diagram
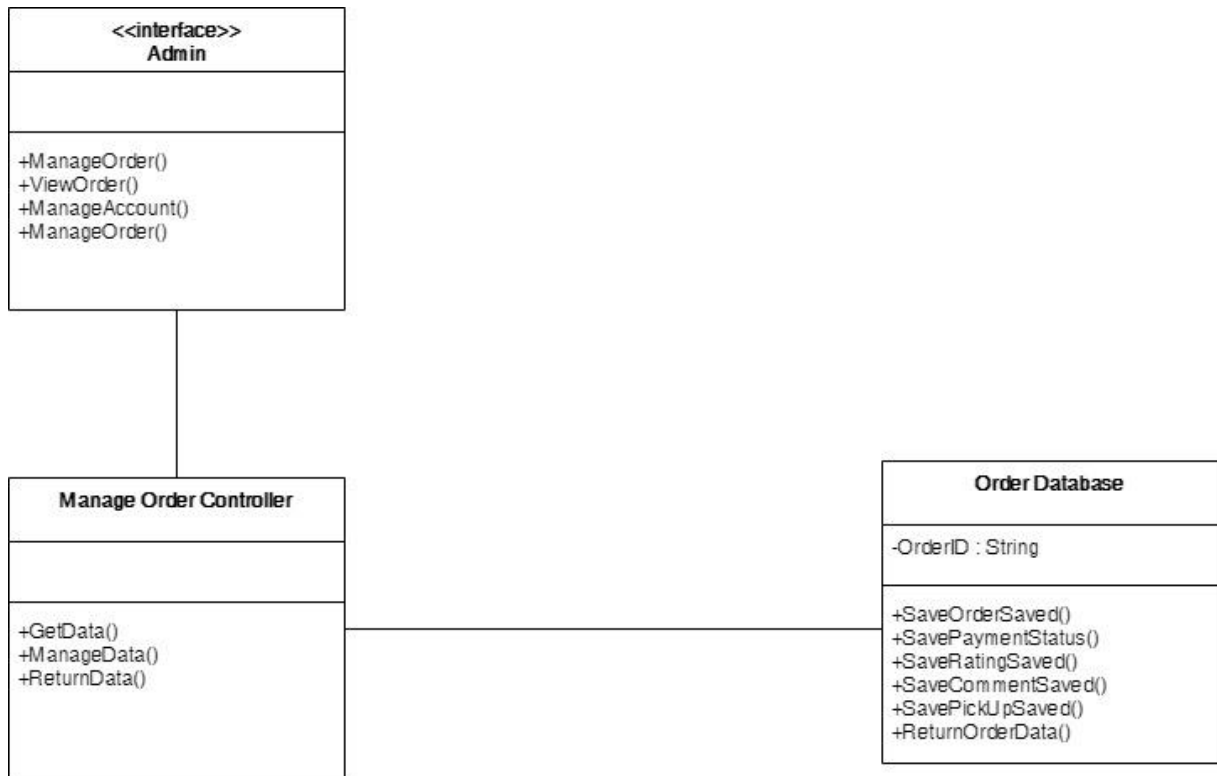
3.1.14 Use Case View Data Order

3.1.14.1 Class Identification

No	Design Class Name	Class Type
1	Admin	Actor
2	courier	Actor
3	Order data page	Boundary
4	Order data controller	controller
5	Order database	Database

3.1.14.2 Sequence Diagram
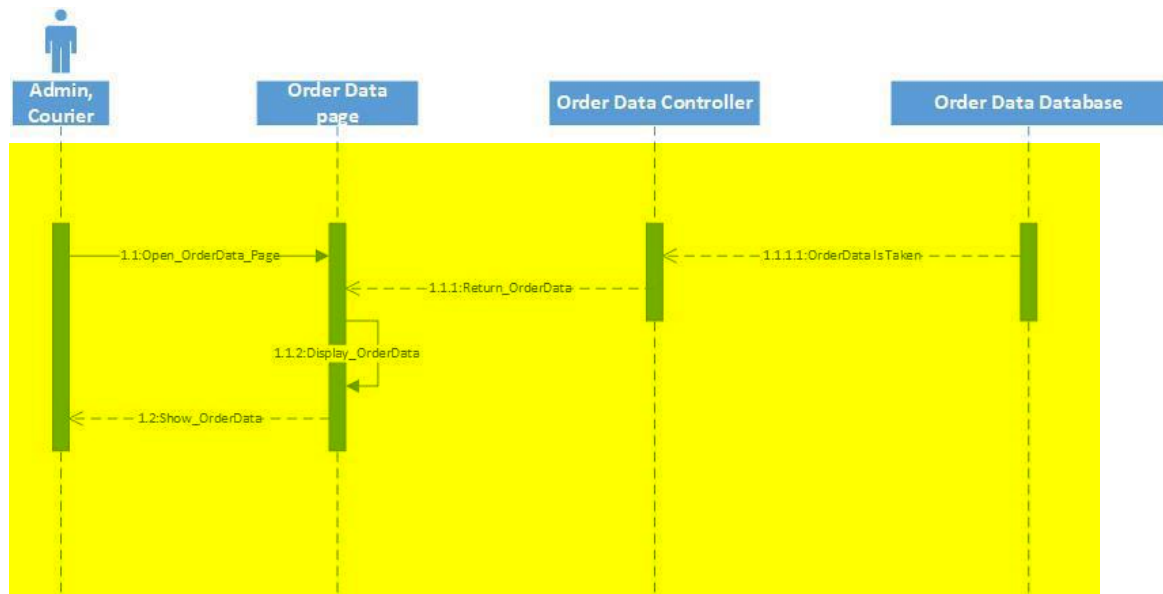
3.1.14.3 Class Diagram
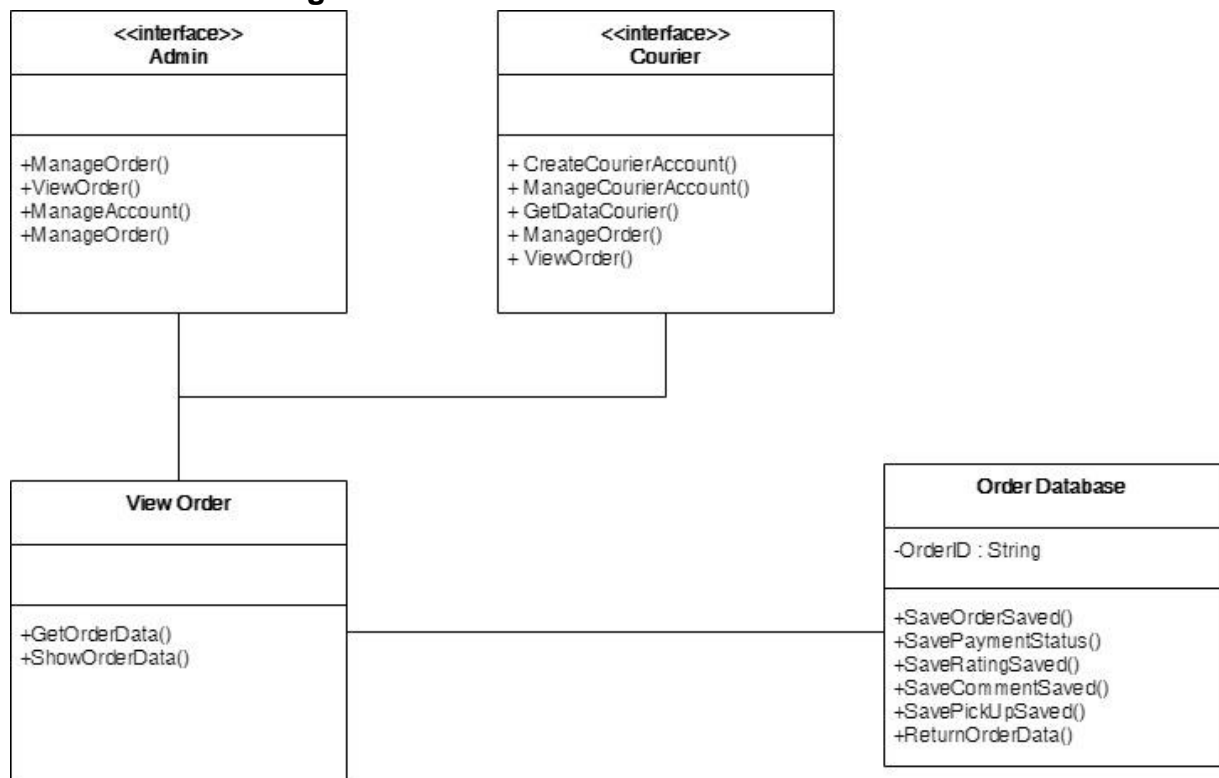
3.2   Perancangan Detil Kelas

Bagian ini diisi dengan daftar seluruh kelas dalam tabel berikut:

No	Nama Kelas Perancangan	Nama Kelas Analisis Terkait

Untuk setiap kelas:

- *identifikasi operasi (mengacu pada tanggung-jawab kelas), termasuk visibility-nya*

- *identifikasi atribut, termasuk visibility-nya*

3.2.9 Kelas <nama kelas>

Bagian ini diisi dengan daftar operasi dan atribut Buat untuk setiap kelas.

Nama Kelas   : ....

Nama Operasi	Visibility (private, public)	Keterangan
Diisi dengan signature operasi		

Nama Atribut	Visibility (private, public)	Tipe
Diisi dengan nama atribut		*Tuliskan tipenya sesuai dengan yang dikenal pada bahasa pemrograman yang digunakan*

3.2.10 Kelas <nama kelas>

3.3   Diagram Kelas Keseluruhan

Bagian ini diisi dengan diagram kelas keseluruhan.

3.4   Algoritma/Query

Bagian ini hanya diisi untuk kerangka algoritma untuk **method-method dari Class** *yang dianggap cukup penting. Implementasi skeleton code juga sudah dapat dilakukan untuk kelas-kelas yang terdefinisi pada bahasa pemrograman tertentu. Boleh dibuat subbab per kelas.*

Contoh:
Nama Kelas   :

Nama Operasi   :
Algoritma   :   (Algo-xxx)

{Jika mengacu query tertentu, lengkapi tabel query di bawah}

Query   :

No Query	Query	Keterangan
Q-xxx		*Tuliskan fungsi dari querynya*

3.5   Perancangan Antarmuka

Bagian ini diisi dengan versi awal prototipe antarmuka.

Selanjutnya, untuk setiap antarmuka/layar, tuliskan spesifikasi detilnya, misalnya seperti di bawah ini:

Antarmuka   : {diisi dengan no. layar atau no gambar rancangan antarmuka}

Id_Objek	Jenis	Nama	Keterangan
		Diisi dengan string yg tampil pd layar	*Diisi dengan penjelasan reaksi sistem, misalnya membuka layar apa, link kemana. Jika menyangkut suatu kode yang cukup rumit, acu algoritma yang telah diuraikan di atas.*
Button1	*Button*	*OK*	*Jika diklik, akan mengaktifkan Proses AlgoXXX.*
RTF1	*RTF Box*		*Isi Teks yang disimpan pada File xxx*

Jika objek dikaitkan ke File lain (misalnya file gambar, file teks), berikan nama file terkait dan deskripsi ringkas dalam kolom keterangan

3.6   Perancangan Representasi Persistensi Kelas

Bagian ini diisi dengan rancangan skema basisdata dan traceability-nya terhadap kelas entity. (PEMBUATAN SKEMA RELASI)

4   Usability Matrix

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