0 Integrated Project

o Customer Subsystem

o Product Subsystem

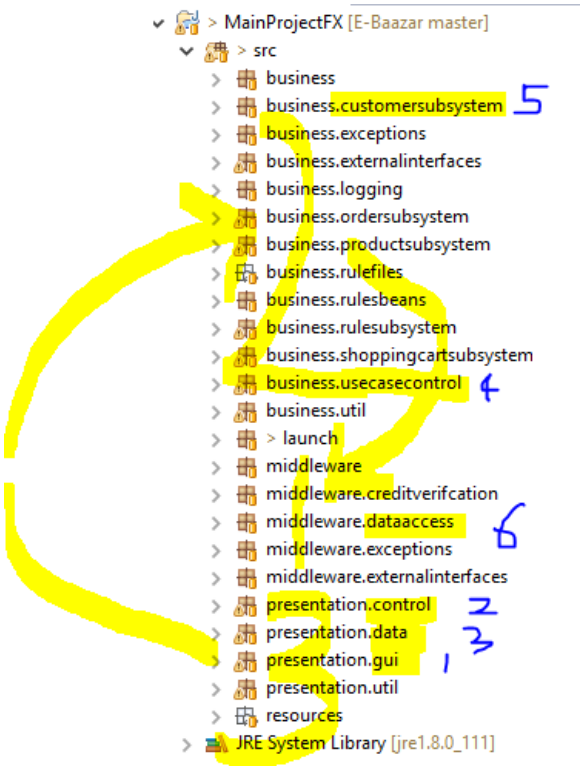
o Shopping Cart Subsystem

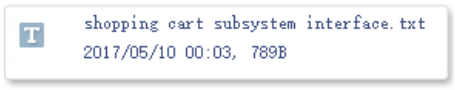
o Order Subsystem

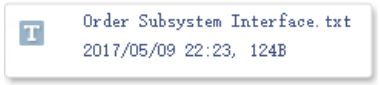
1.1 1.2 1. 3 2.4 2. 5 2.6

UI----------UIController-------UIData-----UseCaseController---Subsystem----DataAccess

Start.java ViewOrdersUIControl.java ViewOrdersData.java







- **1 Browse And Select** (user starts with the “Online Purchase” option on the GUI and browses catalogs and products, retrieves shopping cart, saves shopping cart)
- **Checkout** (user clicks the button “Proceed to Checkout” – this is the beginning of the use case; all steps from this button click through the final “Submit Order” step constitute this use case)
- **Manage Products and Catalogs** (the user uses the product and catalog management options on the GUI)
- **Review Order History** (user reviews his orders and can examine details of each of his previous orders)

Integrated Project: 20 points: There is one project, retrievable from source management (e.g. SVN), that is fully functional. No compiler errors or runtime errors. If we have to look at versions local to different team members, you will lose points.

UI Produces Expected Behavior: 30 points: This means that requirements in use cases have been met.

Code Matches Design: 15 points: This means that the UC Design and Subsystem Design diagrams accurately portray how the system operates

The main objective is for each student to implement the main flows of his/her Use Case and to implement the main operations on his/her subsystem.

I will review each team's development effort as their work becomes ready for review. Each team member should have UC Design and Subsystem Design sequence diagrams on hand, and we will trace through the application, looking at the important flows of the team member's use case, and important operations on the team member's subsystem.