Mobile App Store Design Example
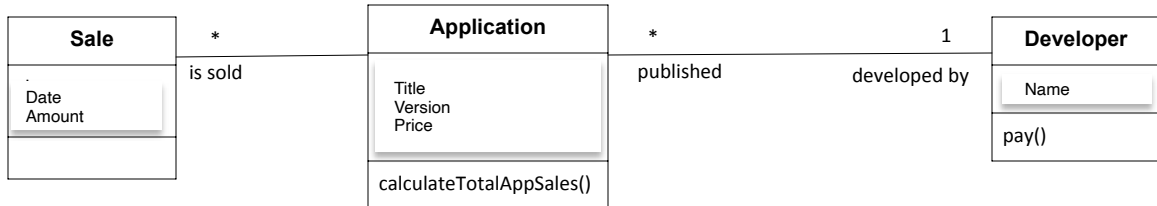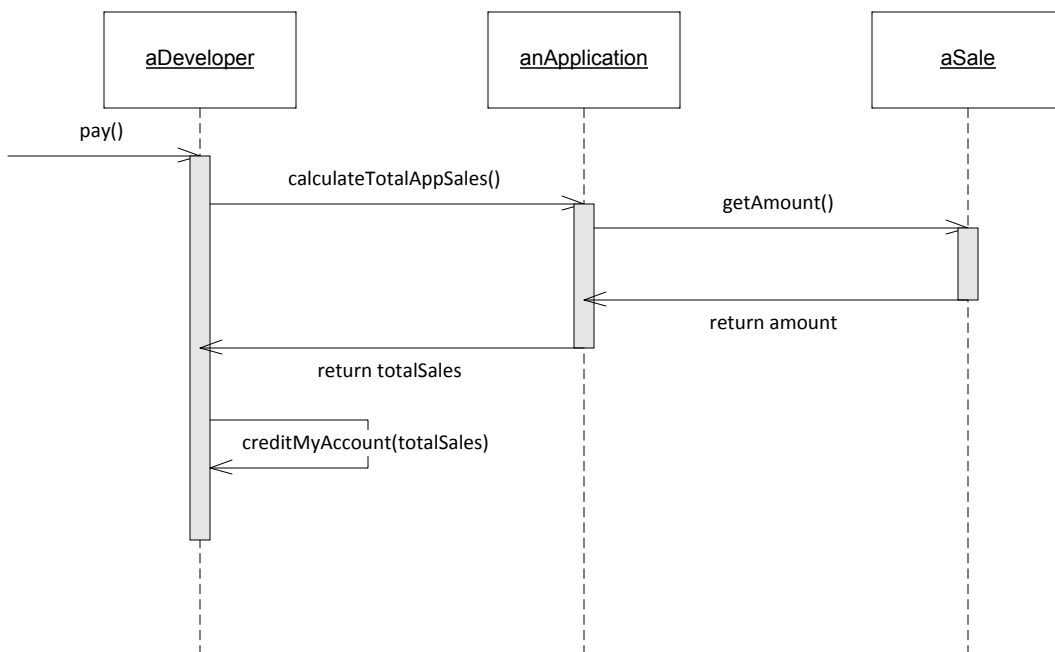
Designing a mobile app store – the developer interface.

1) Identifying key concepts: Developer -> Application(s) -> Sales (hopefully! ;)
2) Considering a scenario: Developer gets paid for the sold Apps

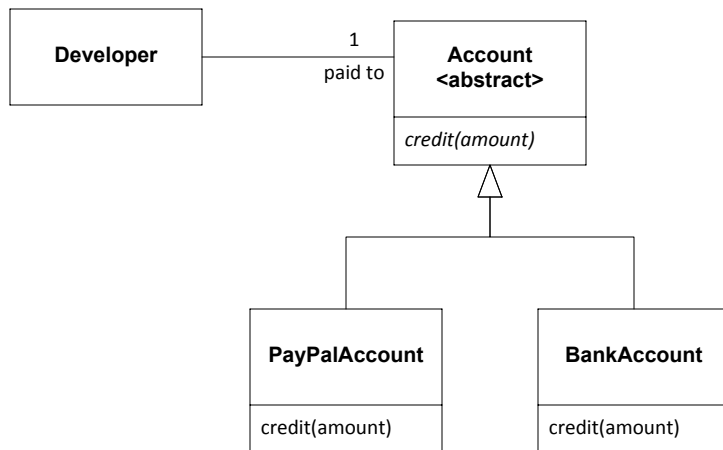| Sale		Application		Developer
. Date Amount	* is sold	Title Version Price	* published 1 developed by	Name pay()
		calculateTotalAppSales()		

Scenario: aDeveloper published 1 appliction that was sold once

Observations: Developer class needs to know how to e.g. credit a bank account.
What if we also wanted to support payments to PayPal accounts?

Let's decouple payment functionality from Developer -> introducing the Bank Account concept.
To support multiple types of Accounts, it's useful to generalise the Account leaving the subclasses to
implement the specific credit(amount) methods.

Scenario: aDeveloper with a PayPal account, published 1 application that was sold once