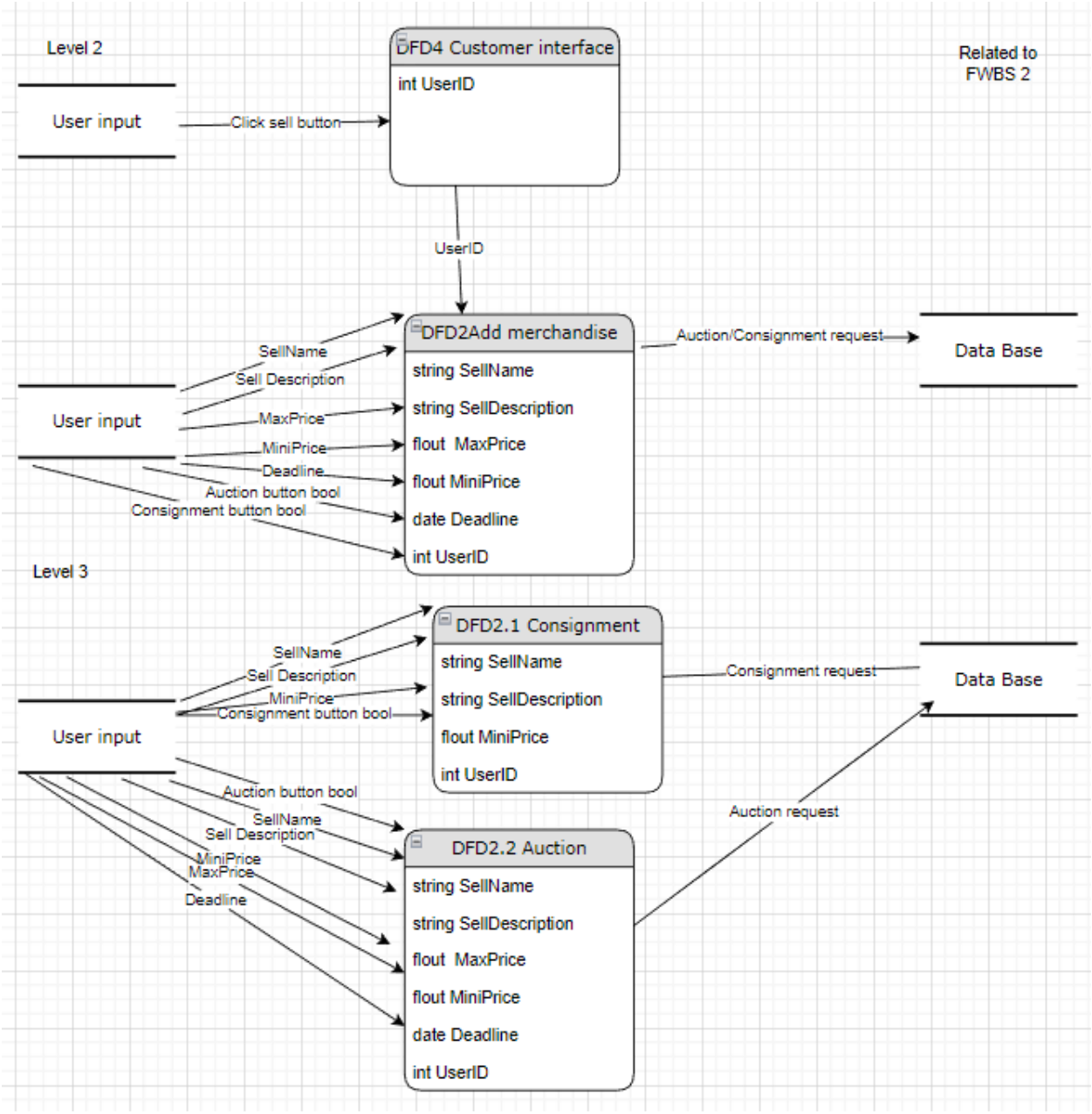
Design Priority

Design Priority Table:

Item number	Item	Rank	D1		D2	
DP1	Cost	2	3	6	8	16
DP2	Speed of Execution	10	6	60	4	40
DP3	User Friendliness	9	7	63	2	18
DP4	Complexity of the Codes	4	2	8	9	36
DP5	Customer Satisfaction	7	9	63	4	28
DP6	Level of Integration	5	4	20	2	10
DP7	Security Management	9	9	81	10	90
DP8	Easily Understandable	8	6	48	8	64
				343		302

DFD


Level 2
User input
Click sell button
DFD4 Customer interface
int UserID
Related to FWBS 2
UserID
DFD2Add merchandise
string SellName
string SellDescription
flout MaxPrice
flout MiniPrice
date Deadline
int UserID
Auction/Consignment request
Data Base
SellName
Sell Description
MaxPrice
MiniPrice
Deadline
Auction button bool
Consignment button bool
User input
Level 3
DFD2.1 Consignment
string SellName
string SellDescription
flout MiniPrice
int UserID
Consignment request
Data Base
SellName
Sell Description
MiniPrice
Consignment button bool
User input
Auction button bool
SellName
Sell Description
MiniPrice
MaxPrice
Deadline
DFD2.2 Auction
string SellName
string SellDescription
flout MaxPrice
flout MiniPrice
date Deadline
int UserID
Auction request

Medium Level Design

FWBS 2.1 Consignment(int UserID);

Function FWBS2.1 shall be called after user selecte to sell with Consignment mode, this function shall take inputs from User about selling specification. Then use those inputs with UserID to form structure: Consignment_request, and save the request to Data Base

FWBS 2.2 Auction(int UserId);

Function FWBS2.2 shall be called after user selecte to sell with Auction mode, this function shall take inputs from User about selling specification. Then use those inputs with UserID to form structure: Auction_request, and save the request to Data Base