

## **Notes from Ticket Booth Project Discussion**

Friday, March 11, 2016, 8:00 AM  
CPR 115

Photos of the whiteboard notes are available on the class web site:  
[http://www.csee.usf.edu/~turnerr/Object\\_Oriented\\_Design/105\\_Ticket\\_Booth\\_Discussion.pdf](http://www.csee.usf.edu/~turnerr/Object_Oriented_Design/105_Ticket_Booth_Discussion.pdf)

Since the whiteboard notes are a bit cryptic, I will attempt to fill in some details with this memo.

We started with a discussion of the groups that we are forming to work on this project.

Each team will consist of four to six members. Every student must be a member of a team.

Teams will select a leader and a team name. The process of determining the leader is up to the teams. It could be an election, or it could be that there is only one volunteer. If no one wants the role, the team can pick their leader randomly. Draw straws, flip coins, etc. But a leader must be selected one way or another.

The team name should be chosen to reflect the personality and alleged attributes of the team, as with sports teams. Teams should choose a name that they will be proud to use and say that they are a member of that team.

### **Responsibilities of the Leader**

Schedule and convene team meetings.

Determine when members are available and how/where they will meet. In person vs. by Skype or other teleconferencing method. (Email and texting are not sufficient.)

Every meeting should have an agenda. The leader should prepare the agenda in advance, with input from the other members, and distribute it to the members prior to the meeting.

The leader will conduct the meetings. Maintain order. Keep the discussion on topic. Ensure participation by all members. Don't let any one member dominate the meeting. Don't let anyone just listen passively (or worse yet, not listen!) Draw out ideas from quiet members.

Someone should keep notes about what was discussed and what was decided. The leader might do this personally or might appoint a "scribe". Notes should be distributed to all members after the meeting and maintained throughout the project.

Meeting notes can be informal. But they should at least include the date and time of the meeting, who was present, who was absent, who was late.

The notes don't need to be a transcript of everything that was said, but they should include significant ideas and suggestions and identify the person responsible. When there is disagreement over proposed ideas, document who agreed and who disagreed. When the group agrees on some idea or makes a design decision, this should be documented.

Typically diagrams and drawings will be discussed. Include these in the notes. Take a photo of whiteboard drawings, or reproduce the drawings by hand. Don't waste time making them perfect, but be sure they are legible.

Most work will be done outside of meetings. The leader should make assignments to individuals (including himself or herself) for work to be done prior to the next meeting. Flag these as "action items" in the notes.

Teams have to work by consensus. The leader should lead, but not dictate.

### **Responsibilities of Team Members**

Attend the meetings. Be on time.

Come prepared. Bring the results of any assignments given in the previous meeting.

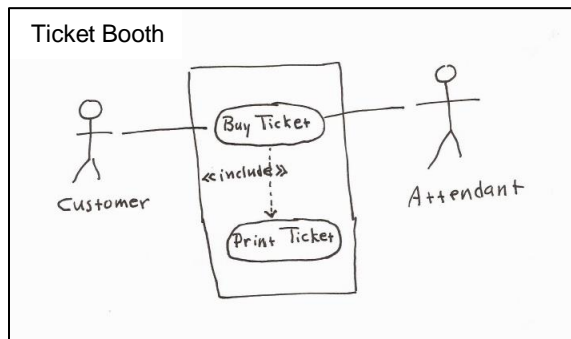
Participate. Contribute your ideas and options, but don't dominate the meeting. Let the leader lead.

## Use Cases

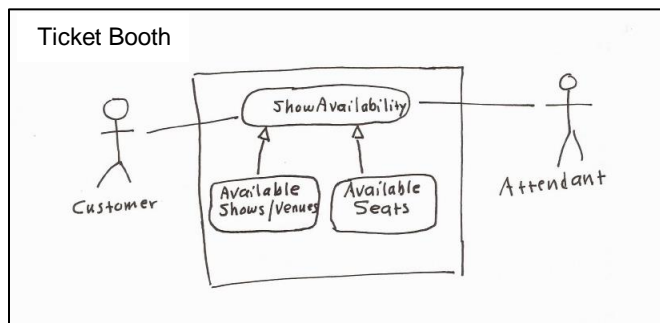
We identified the following use cases for the Ticket Booth application:

### Customer Buys Ticket

Included use case: Print Ticket



### Show Availability

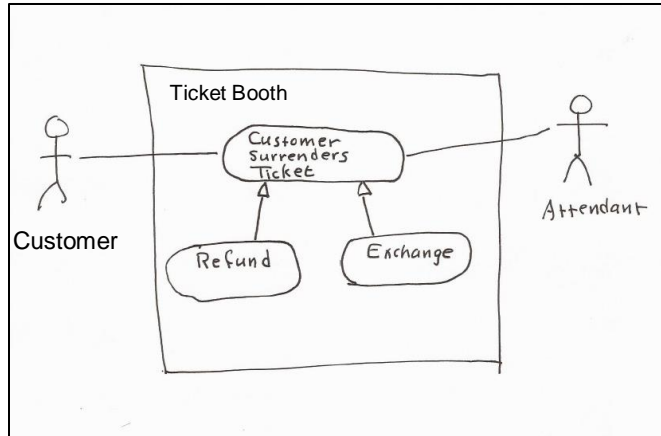


We found two subcases for Show Availability. Show available shows and their dates and venues. For a specific performance, Show available seats (with prices.) Possibly filter by price or other criteria.

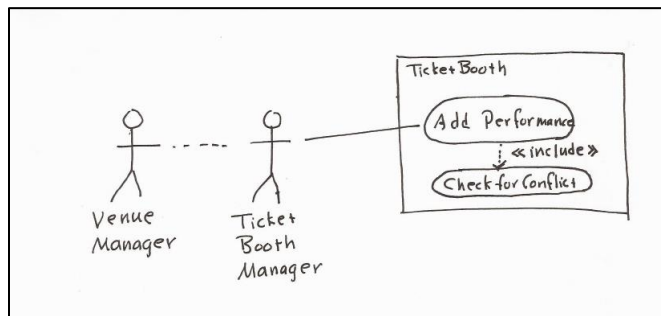
## Customer Gets Refund or Exchange

Let's call the overall use case, "Customer Surrenders Ticket".

Two subcases are "Customer Exchanges Ticket" and "Customer Gets Refund".

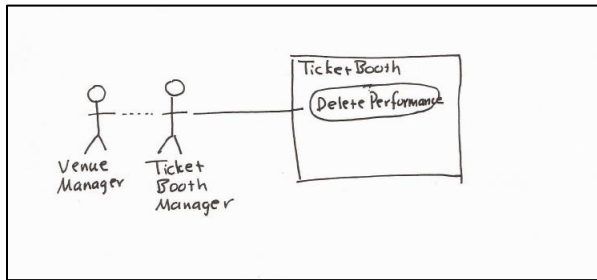


## Add Performance



The Add Performance use cases *includes* the use case Check for Conflict.

## Delete Performance



## Report Sales

