Individual Assignment

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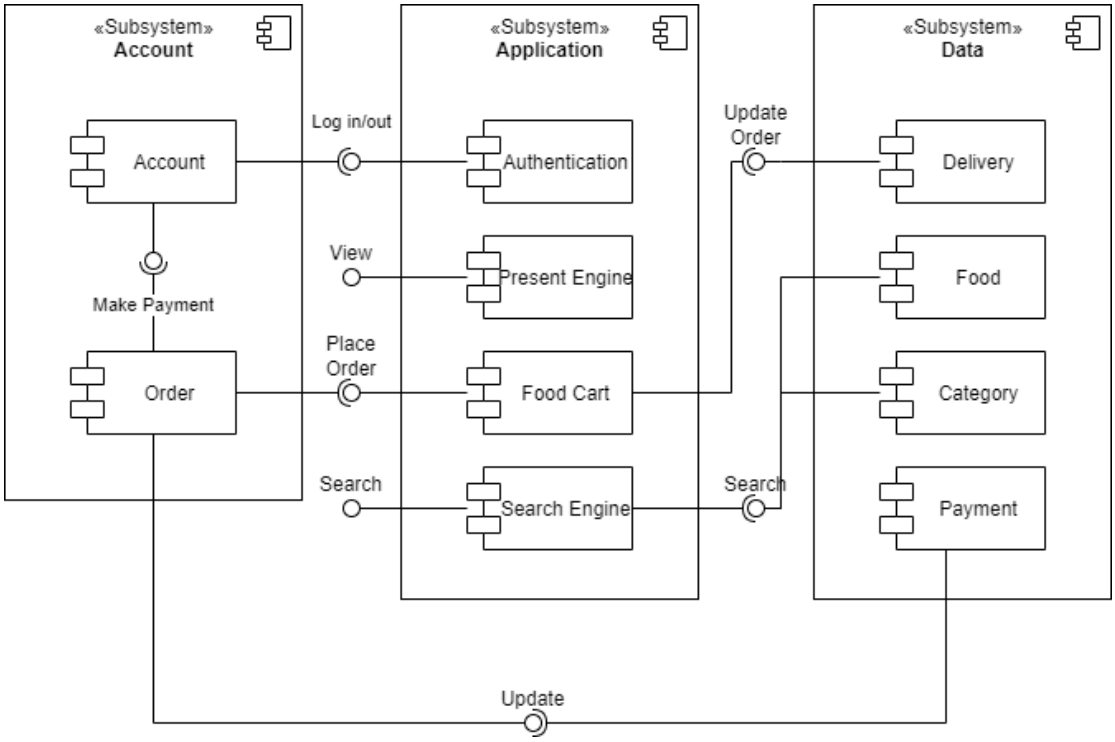
Architecture Diagrams

My system of choice is *Grab Food*.

Component Diagram



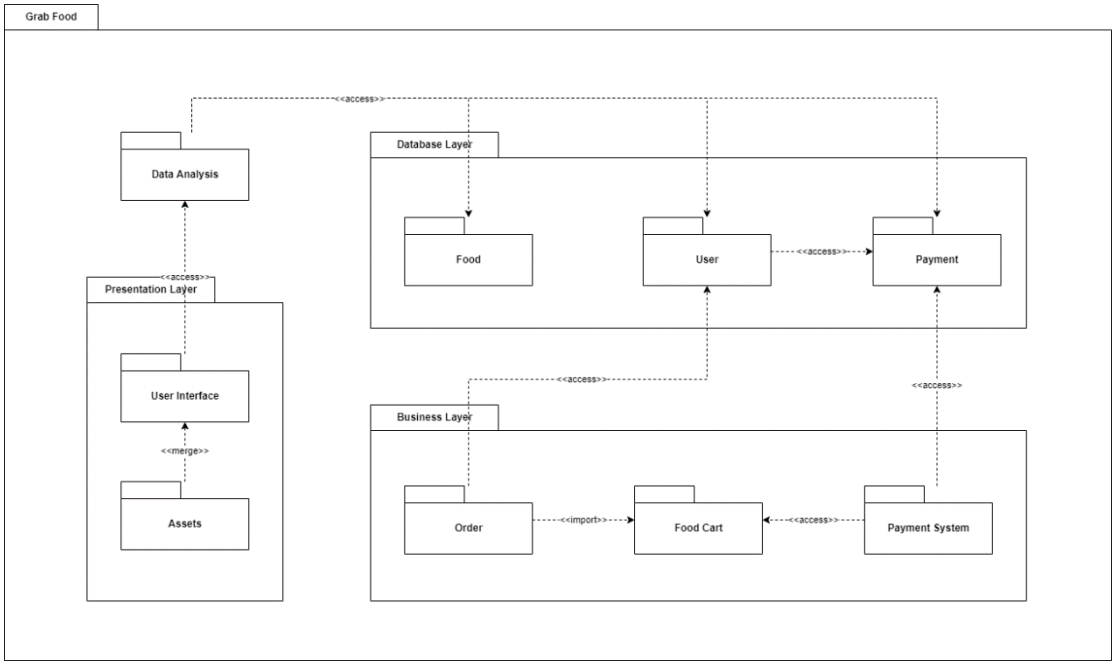
This Component diagram shows a white-box view of the internal structure of the three related subsystems (Data, Application, and Accounting).

The Grab Food subsystem has four components: a search engine, a display engine, a food cart, and authentication. The Search Engine component allows you to search or browse the video list by exposing the given interface Product Search, and the Data component provides the essential interfaces Search Food, Search Category. At checkout, the Food Cart component makes use of the Update Orders interface given by the Orders component. Customers may create accounts, log in, and log out using the authentication component.

The account subsystem provides two interfaces - order management and customer management.

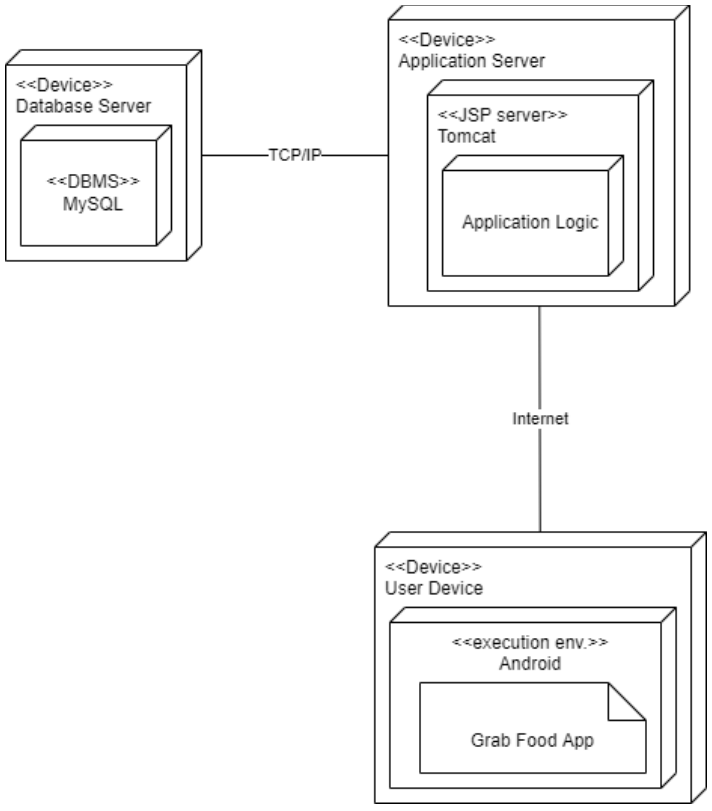
The Data subsystem provides an interface for data manipulation and invocation and is used by other subsystems and connected through dependencies.

Package Diagram



There are 3 layers in my expected Grab Food: presentation layer, business layer, database layer and cross-cutting. The presentation layer includes the user interface, related assets and display logic, which is the layer that is presented to the user. The Business layer contains the order, payment system and food cart system that provide independent service interfaces, as well as a data layer that stores data. Data Analysis includes some global logic for processing data in the data layer.

Deployment Diagram



Grab Food is a mobile app for a food shopping and delivery platform used on mobile devices. The user uses the application by using the mobile device. In the state of networking, the application will link with the server and database, and add, delete or update data in the user's operation.