

# **Analysis Document**

# **Correct Group**

# Internet café payment

## Version 2.0

## Prepare by

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## 1. Revision History

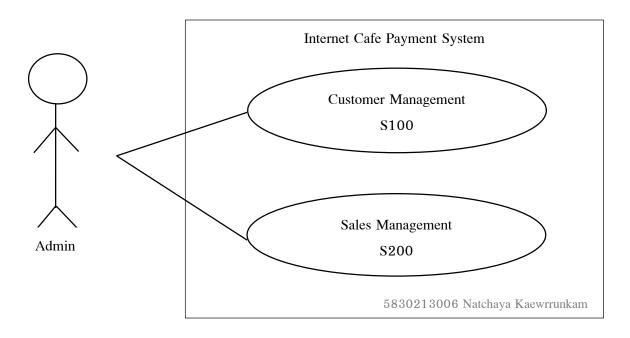
Revision History identify changes to the Design Document.

| Name                         | Date     | Description                          | Version |
|------------------------------|----------|--------------------------------------|---------|
| Internet Cafe Payment System | 05/11/15 | Start write project                  | 2.0     |
|                              |          | - Use Case Overview                  |         |
|                              |          | - System Structure                   |         |
|                              |          | - Static Structure and Data Analysis |         |
|                              |          | - System Behavior Model              |         |
|                              |          |                                      |         |
|                              |          |                                      |         |

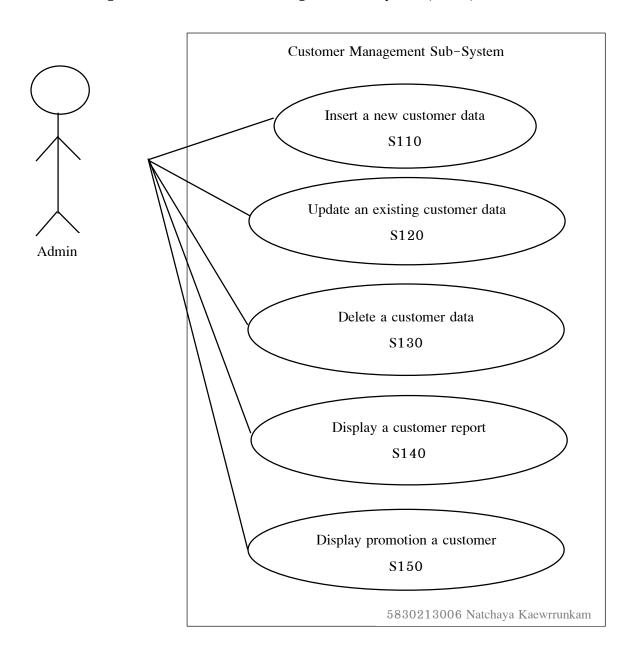
#### 2. Use Case Overview

This should describe the system overview by using use case diagram.

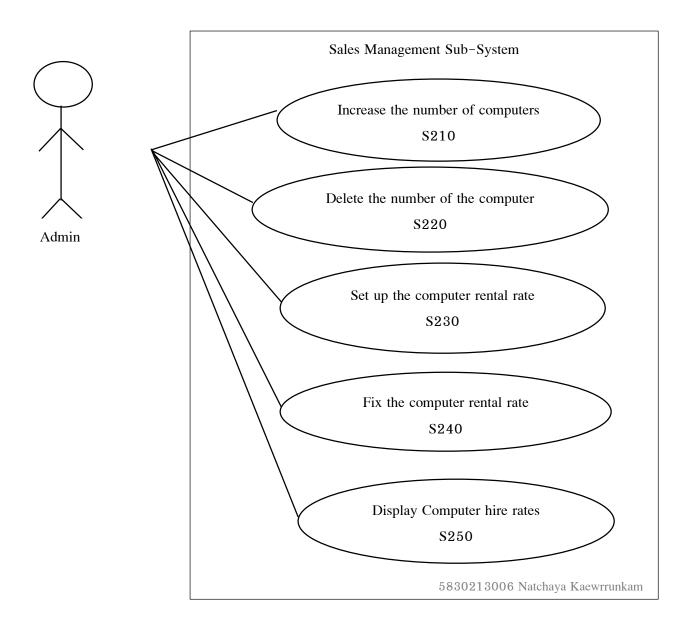
## Use Case Diagram Level 0: Internet Cafe Payment System



## Use Case Diagram Level 1: Customer Management Sub-System (S100)

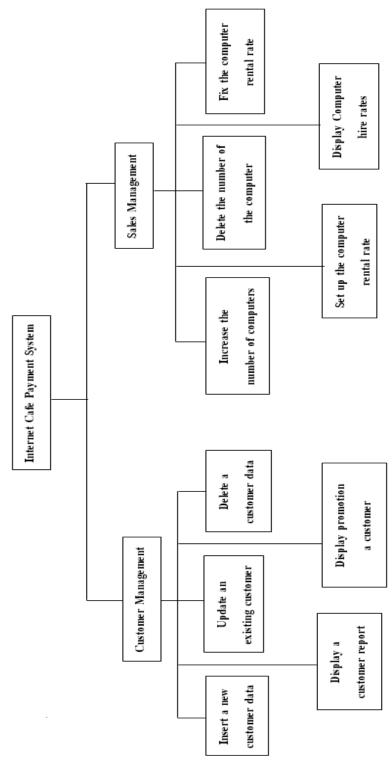


## Use Case Diagram Level 1: Sales Management Sub-System (S200)



## 3. System Structure

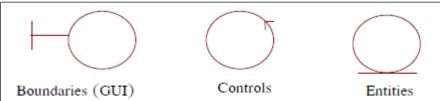
This should use structure chart to express the breakdown of the system to the lowest manageable levels. It is used to show the hierarchical arrangement of the subsystems in a system. Each rectangular box represents a subsystem. The names of the subsystems are written inside the box. An arrow joins two subsystems that have an invocation relationship.



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## 4. Static Structure and Data Analysis

This should show the conceptual description of the systematics of the system. Thus, the class diagram is used to describe this static structure of the system. Furthermore, the class diagram is also used for data modelling.



#### **Boundaries** (view)

Objects that interface with system actors (e.g. a user or external service). Windows, screens and menus are examples of boundaries that interface with users.

#### **Entities (model)**

Objects representing system data, often from the domain model.

## Controls (controller)

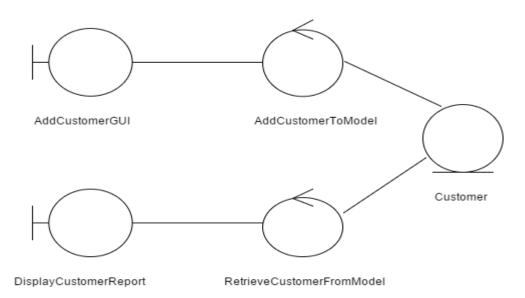
Objects that mediate between boundaries and entities. These serve as the glue between boundary elements and entity elements, implementing the logic required to manage the various elements and

their interactions. It is important to understand that you may decide to implement controllers within

your design as something other than objects – many controllers are simple enough to be implemented as a method of an entity or boundary class for example.

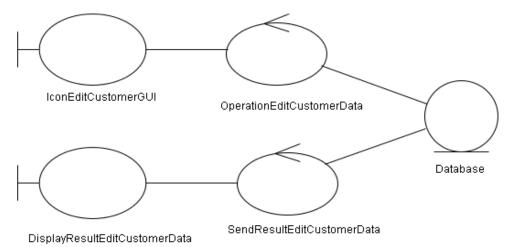
## 4.1 Model-View-Controller (MVC) Model

• S110: Insert a new customer data



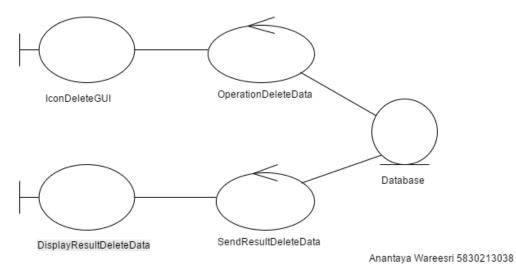
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• S120: Update an existing customer data

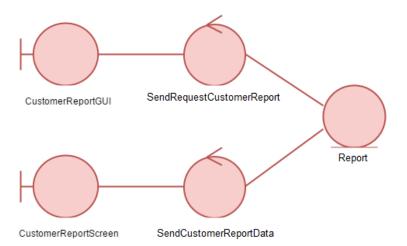


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## • S130: Delete a customer data

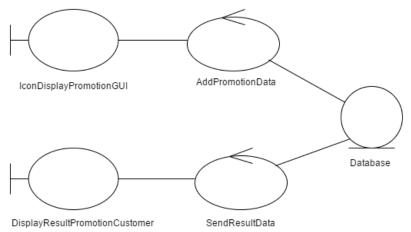


## • S140: Display a customer report



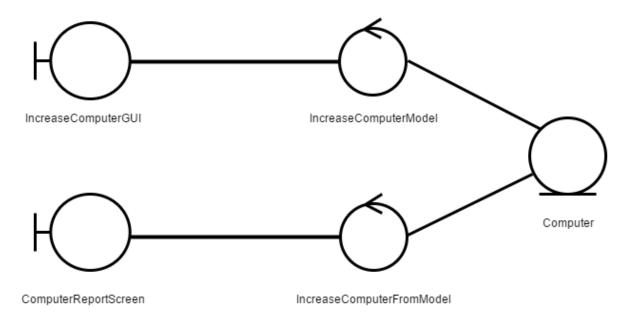
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## • S150: Display promotion a customer



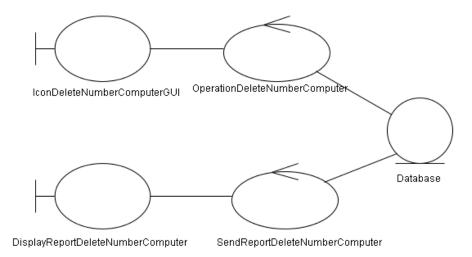
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## • S210: Increase the number of computers



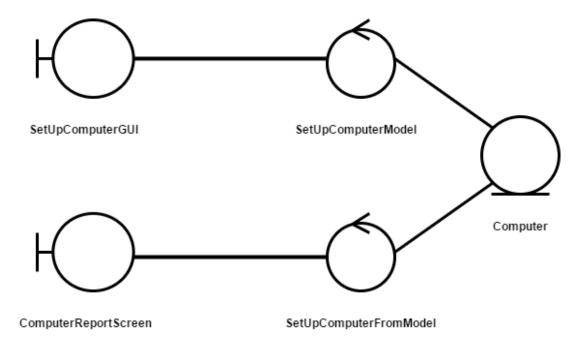
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## • S220: Delete the number of the computer



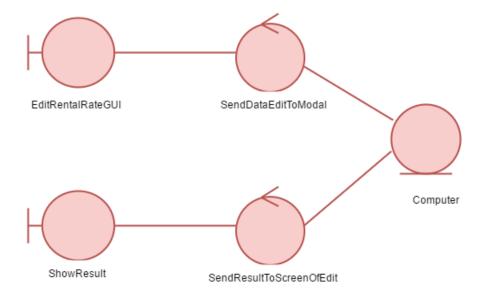
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## • S230: Set up the computer rental rate



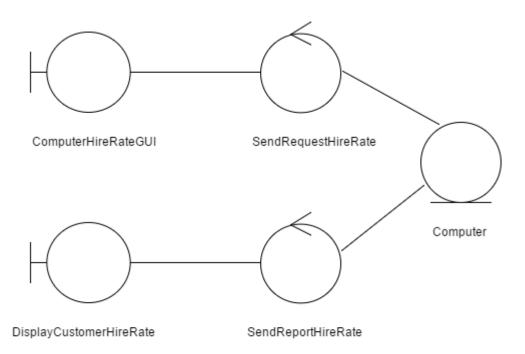
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## • S240: Display a customer report



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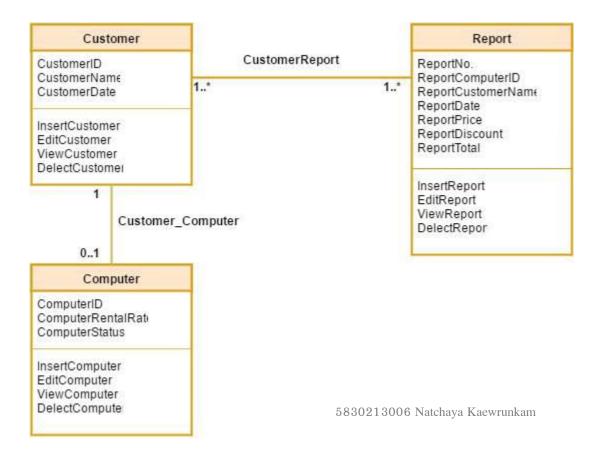
## • S250: Display Computer hire rates



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## 4.2 Entity Class Model

Then, a set of conceptual entity and data model is described by "Entity Class Diagram". The relationship between each entity class must be specified.

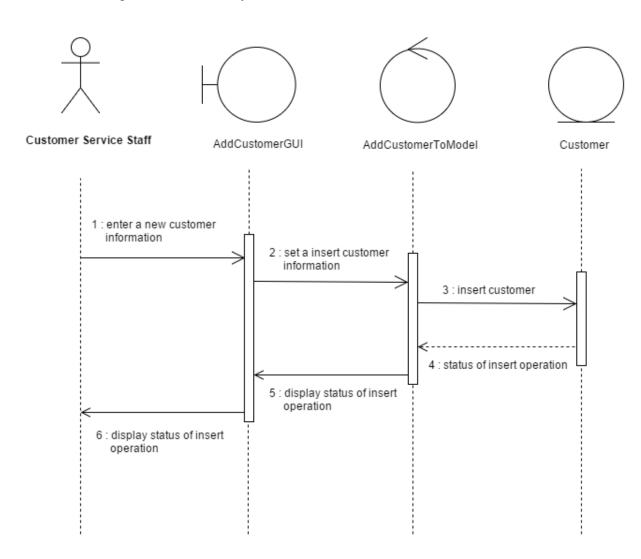


## 5. System Behavior Model

This section should describe the system behavior by using a sequence diagram. This diagram must demonstrate the interaction among objects of the system in time sequence. The objects and classes involved the scenario are depicted. The scenario representing the system behavior/functionality is demonstrated by the sequence of messages exchanged between the objects.

## Sequence Diagram demonstrating operation "Insert a new customer data"

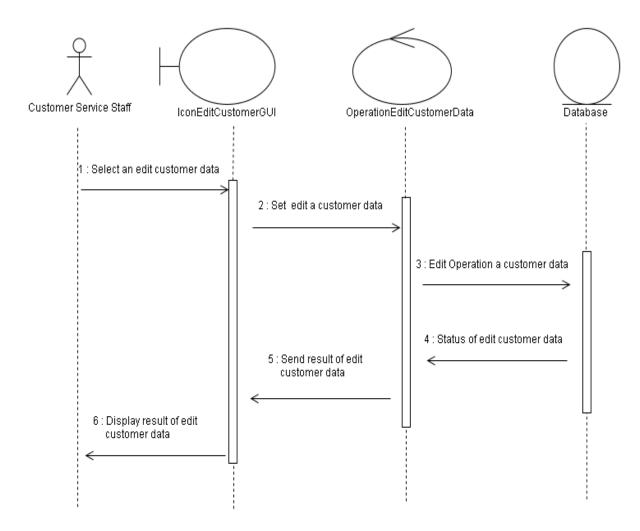
• This diagram describes the system scenario of "S110: Insert a new customer data"



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## Sequence Diagram demonstrating operation "Update an existing customer data"

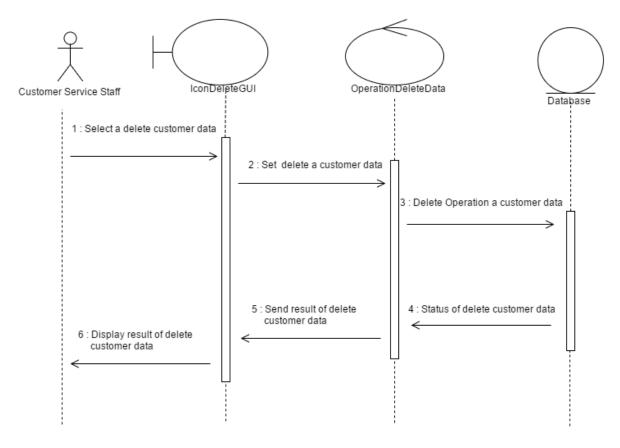
• This diagram describes the system scenario of "S120: Update an existing customer data"



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## Sequence Diagram demonstrating operation "Delete a customer data"

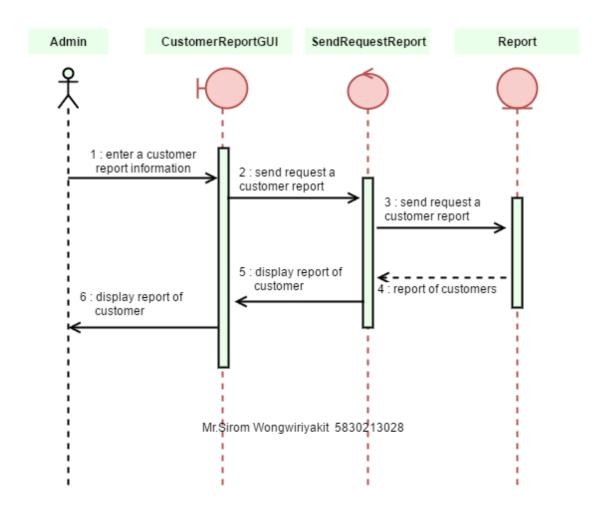
• This diagram describes the system scenario of "S130: Delete a customer data"



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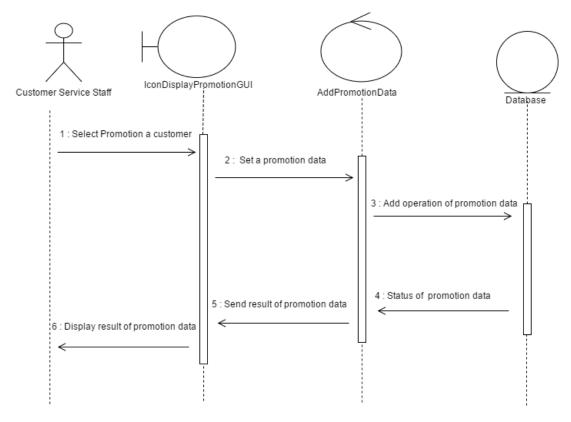
## Sequence Diagram demonstrating operation "Display a customer report"

• This diagram describes the system scenario of "S140: Display a customer report"



## Sequence Diagram demonstrating operation "Display promotion a customer"

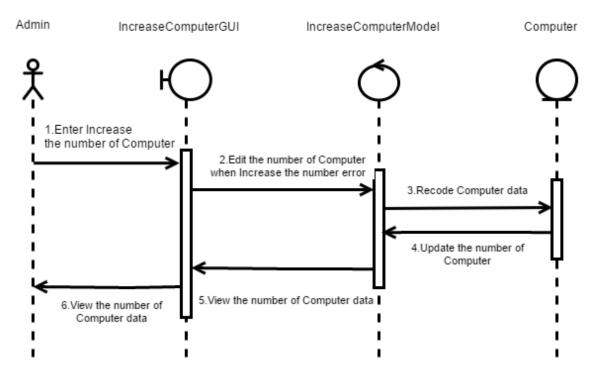
• This diagram describes the system scenario of "S150: Display promotion a customer"



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## Sequence Diagram demonstrating operation "Increase the number of computers"

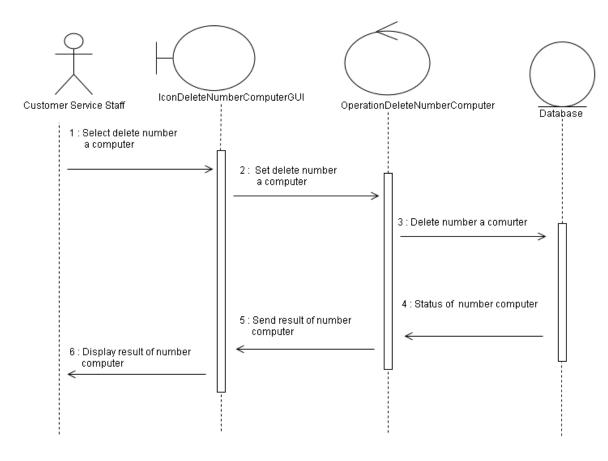
• This diagram describes the system scenario of "S210: Increase the number of computers"



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## Sequence Diagram demonstrating operation "Delete the number of the computer

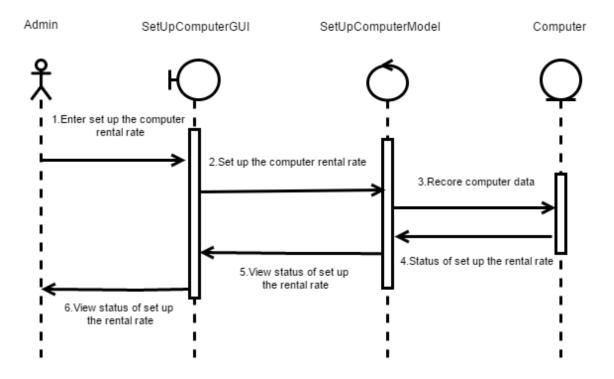
• This diagram describes the system scenario of "S220: Delete the number of the computer"



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## Sequence Diagram demonstrating operation "Set up the computer rental rate"

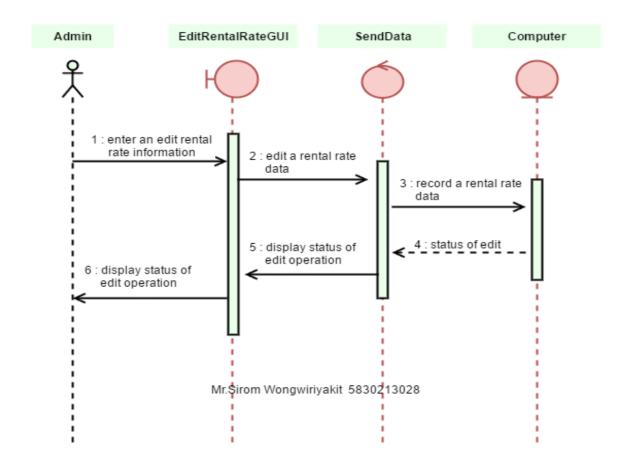
• This diagram describes the system scenario of "S230: Set up the computer rental rate"



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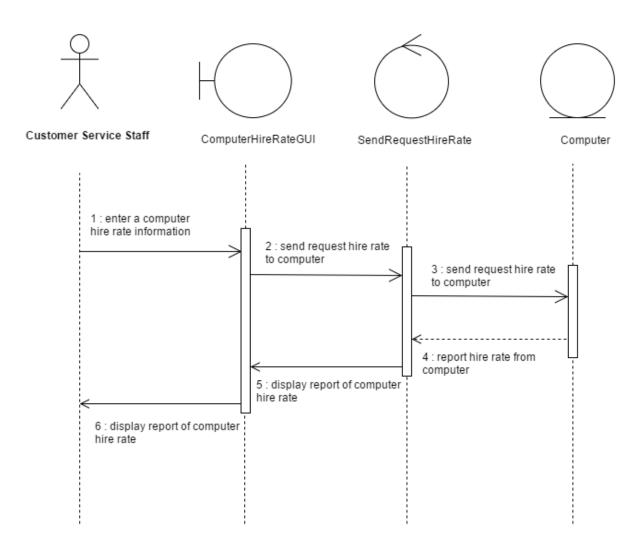
## Sequence Diagram demonstrating operation "Display a customer report"

• This diagram describes the system scenario of "S240: Display a customer report"



## Sequence Diagram demonstrating operation "Display Computer hire rates"

• This diagram describes the system scenario of "S250: Display Computer hire rates"



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