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## **Iteration 1**

Use Case Diagram – The part of the diagram representing the list of an agent's trips has five generalizations attached to it, which makes it appear somewhat more complex than it really is. However, this will not seem as complex in the actual application. The types of lists are moreso categories of lists that could theoretically be tagged and filtered within the general list of all trips, which would make the list look less intimidating than the use case diagram makes it look. The travel agent also has significantly more associated tasks than the payment processor. Tasks involving adding information to a trip are done sequentially, which streamlines tasks in a way that will naturally make them easier to navigate.

Class Diagram – The class diagram adds a lot of specifics to the information that needs to be given by the travel agent to create a trip. For example, when a payment is added, it is important to specify between cash, check, and credit. Packages are also expanded upon to include reservations and transport. These parts of planning a trip were not directly stated in the planning sketch but are very important to take into consideration so a complete trip can be planned. The inclusion of these more specific classes serves to give a more complete view of the system.

**State Machine Diagram** – Most of the system's states are in which it is awaiting information about the trip, which is done sequentially. The parts of the diagram where the system is looking for the last recorded step of the trip or saving the trip to be resumed later look more complicated than they truly are, due to way the 'finding step' state has multiple arrows pointing out from it and forking, and the 'saving' state for when a trip will be resumed has multiple arrows pointing towards it. However, these arrows are only meant to show possibilities for transitions between states. In reality, when the system loads or saves a state, it will only be loading or saving a single state for a single trip at a time, making the actual path of use for the system less complicated than the diagram makes it appear.