Lab #3 - Conceptual Models

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SOFE 2720 Principles of Software and Requirements Engineering

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C. Deliverables

Adding Objects

1. Choose one particular scenario that you described in Lab 3. Copy the scenario and perform the following (use different colour schemes if necessary).

•Underline each noun or noun phrase in the statement and treat it as a potential object. Objects identified in this way can be put into four categories:

Objects or Classes of interest

Actors

Irrelevant objects

Attributes of objects

The kitchen organizer application is a <u>kitchen products organizer</u> that is accessible via any <u>mobile device</u> with the <u>app</u> installed. The kitchen organizer is able to store <u>expiration dates</u> and makes sure to warn the <u>user</u> of up-coming <u>expiration dates</u>, as such saving the money over time. The <u>kitchen organizer</u> can also provide to date <u>product information</u> from worldwide recognized <u>food/product databases</u>.

The <u>kitchen organizer</u> is able to store <u>grocery lists</u> and give an estimate price of the <u>products</u>. Also, <u>recipes</u> are able to be stored to keep track of products the <u>recipe</u> needs. Since the <u>app</u> is keeping track of all <u>products</u> in the <u>kitchen</u> it is able to discern if a <u>recipe</u> can be made with <u>products</u> already at the kitchen.

The <u>user</u> is able to:

- Add <u>Item</u> add <u>items</u> quickly by <u>name</u>.
- Remove <u>Item</u> Remove <u>item</u> quickly by <u>name</u>.
- Use item Use a portion of a product (example 100g of white flour)
- Add <u>Recipe</u> add a custom <u>recipe</u> down to the <u>seasonings</u>.

- Remove <u>recipe</u> Remove any <u>recipes</u> not in use anymore.
- Add <u>recipe</u> to <u>grocery list</u> adds all <u>recipe</u> items to <u>grocery list</u>.
- Make <u>Grocery list</u> make a custom <u>grocery list</u> which will give an estimate <u>price</u>.
- <u>Login</u> <u>login</u> to be able to access <u>account</u> from any future <u>phone</u>.
- Register register an account.
- Access settings allows user to customize app or contact support.
- 2. Create a table capturing the noun phrases and their category. In the category column add comments about the noun phrases not simply yes or no. An example is presented below of the Caldera software.

Noun Phrases	Object	Attribute	Actors	Irrelevant
Kitchen products organizer,	Important			
Арр	concept			
Product, Item	Program made			
	around the			
	products/items			
Expiration dates, Grocery		Attribute of the		
list, Recipe		kitchen		
		organizer		
User			Important	
			actor	
Product information, Price		Attribute of		
		Food/Product		
		Database		
Food/product database			Important	
			actor	
name		Attribute of the		
		products/items		
White flour, seasonings				Irrelevant just an
				example of
				commonly used
				product the
				system can
				store.
Login, Register		Attribute of the		
		Account		
Account, settings	Important part			
	of the			
	customizability			
	and usability of			
	the app			
support		Attribute of the		
		settings		

3. Take the results of this table and group any of objects that might be represented by a single class. For example, you might find that you have 2 objects that are of the same type.

for first draft:

Kitchen Product Organizer
Stored Products
Stored Grocery Lists
Stored Recipes
Settings
Support

Account

Login

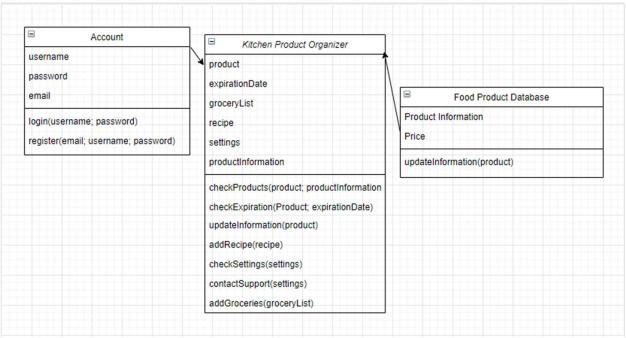
Register

Product Database

Product Information

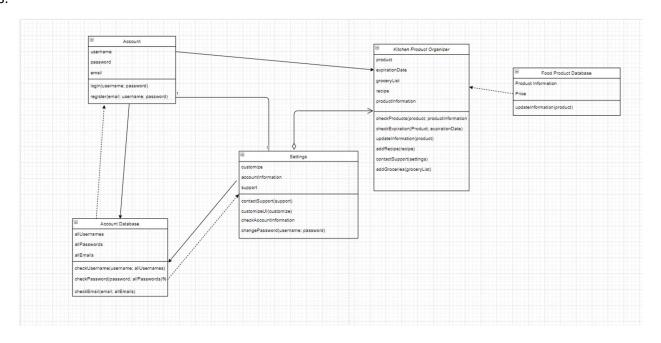
Product Price

4. Create the first draft of the conceptual classes of your project using a UML design tool.



5. Go through the attributes defined in the table you produced to define classes and decide if these attributes should be represented as a primitive or an object.

Primitive	product, groceryList, recipe,	
	productInformation, expirationDate	
Object	Settings, Account database	



9.

Class/Module	Responsibilities
Account	Prompt the user to make and account or log-
	on a pre-existing account. Asks the user for a
	username, password, and email. If registering
	account, Account sends new username
	password and email to Account Database to
	be added for future login. If user is logging in
	Account sends username and password to
	Account Database to verify users' inputs.
	Account receives yes or no. If yes, then
	account lets user into app. If no, asks for
	inputs again.
Account Database	Stores all usernames, passwords, emails.
	Verifies login inputs from Account. Add newly
	registered accounts. Also, checks conflicting
	usernames and emails (already in use).
Settings	Gives access to the customize option to
	customize the UI (colour, tab locations, etc).
	Shows the account information. Allows for
	the change of password feature. Sends
	password and new password to Account
	Database. Receives a verification that the
	password change was successful. Also, the
	user is able to contact support from the
	Settings.

Kitchen Product Organizer	Stores Product and Product information of all registered products. Product information is sourced from the Food product Database. The kitchen Product Organizer updates this information with the click of a button. Product expiration date is stored to inform user if product is close to expiration date. Grocery list can be made by the user and stored in the Kitchen Product Organizer. Recipe can be made by the user and stored in the Kitchen Product Organizer. Product of Recipe can be added to grocery list with one click.
Food Product Database	A database of all food products that the Kitchen Product Organizer uses for up to date information on products registered.