CS414.A4

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eid - rjh2h

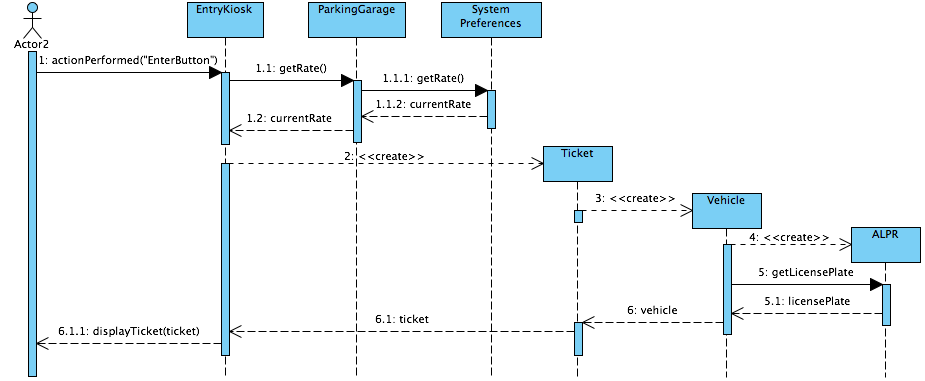
October 29, 2014

Submission Document

**Three key Sequence Diagrams:**

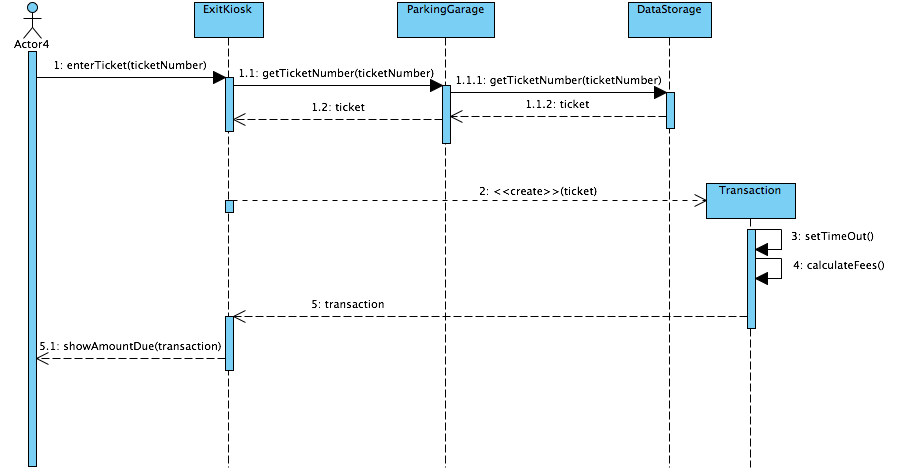
Enter Garage Sequence:

These sequences occur when the driver arrives and presses the Enter Garage button. In a real garage situation, this could be triggered by a sensor that notices the presence of a car.



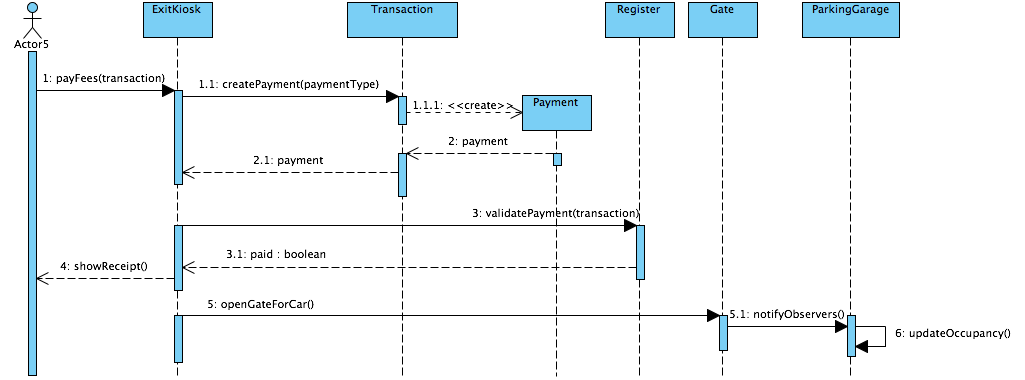
Exit Garage – Enter Ticket Sequence:

When the driver gets to the exit, they enter their ticket number (via the UI). This could also be accomplished by entering the ticket into a ticket reader.



Exit Garage – Pay Fees

After the ticket or license plate is identified (above) and the user can see the amount due. They have the option to pay the fees via Cash, Charge, or Account. The Payment is created by the Transaction class before it is passed to the Register by design. The only payment that truly needs the Register is the CashPayment. Otherwise, the ExitKiosk is able to handle the Transaction without involving a Register or Cashier.



**Design Class Diagram:**

**System Test Plan:**

Overview:

Assumptions:

**Commit Log:**

**How to Run the System:**