

Online Pizza Ordering System
Analysis and Design Document
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Online Pizza Ordering System	Version: 1.0
	Date: 19/04/18

Revision History

Date	Version	Description	Author
19/04/28	1.0		Andreea Ionutas

Online Pizza Ordering System	Version: 1.0
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Table of Contents

I.	Project Specification	4
II.	Elaboration – Iteration 1.1	4
1.	Domain Model	4
2.	Architectural Design	5
2.1	Conceptual Architecture	5
2.2	Package Design	6
2.3	Component and Deployment Diagrams	7
III.	Elaboration – Iteration 1.2	8
1.	Design Model	8
1.1	Dynamic Behavior	8
1.2	Class Design	8
2.	Data Model	8
3.	Unit Testing	8
IV.	Elaboration – Iteration 2	8
1.	Architectural Design Refinement	8
2.	Design Model Refinement	8
V.	Construction and Transition	9
1.	System Testing	9
2.	Future improvements	9
VI.	Bibliography	9

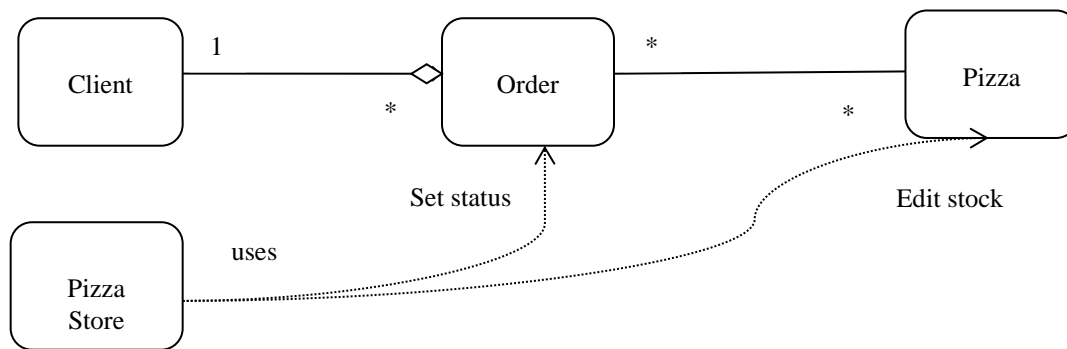
Online Pizza Ordering System	Version: 1.0
	Date: 19/04/18

I. Project Specification

[Present the project specification]

II. Elaboration – Iteration 1.1

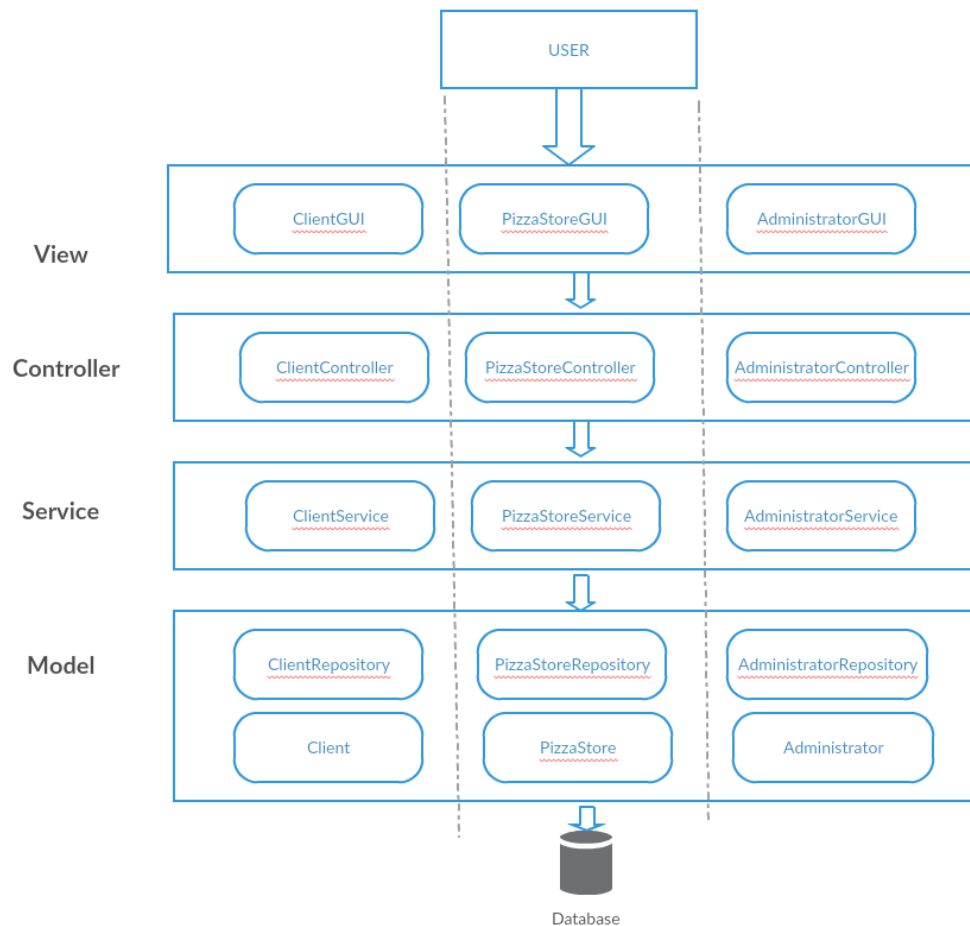
1. Domain Model



Online Pizza Ordering System	Version: 1.0
	Date: 19/04/18

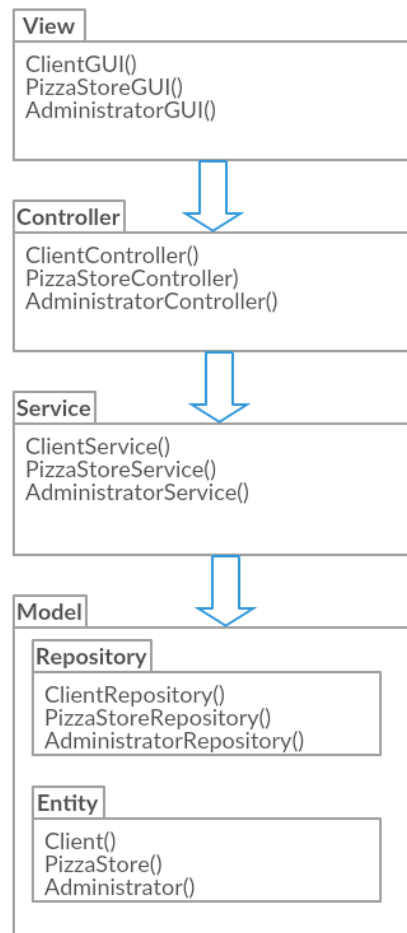
2. Architectural Design

2.1 Conceptual Architecture



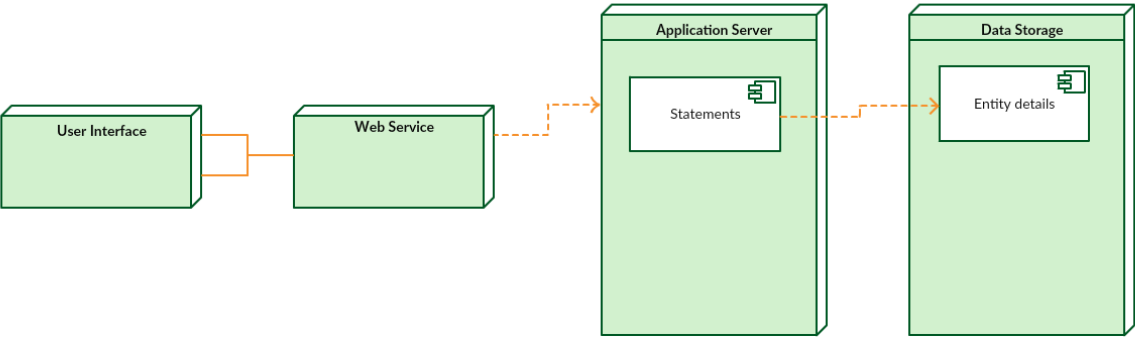
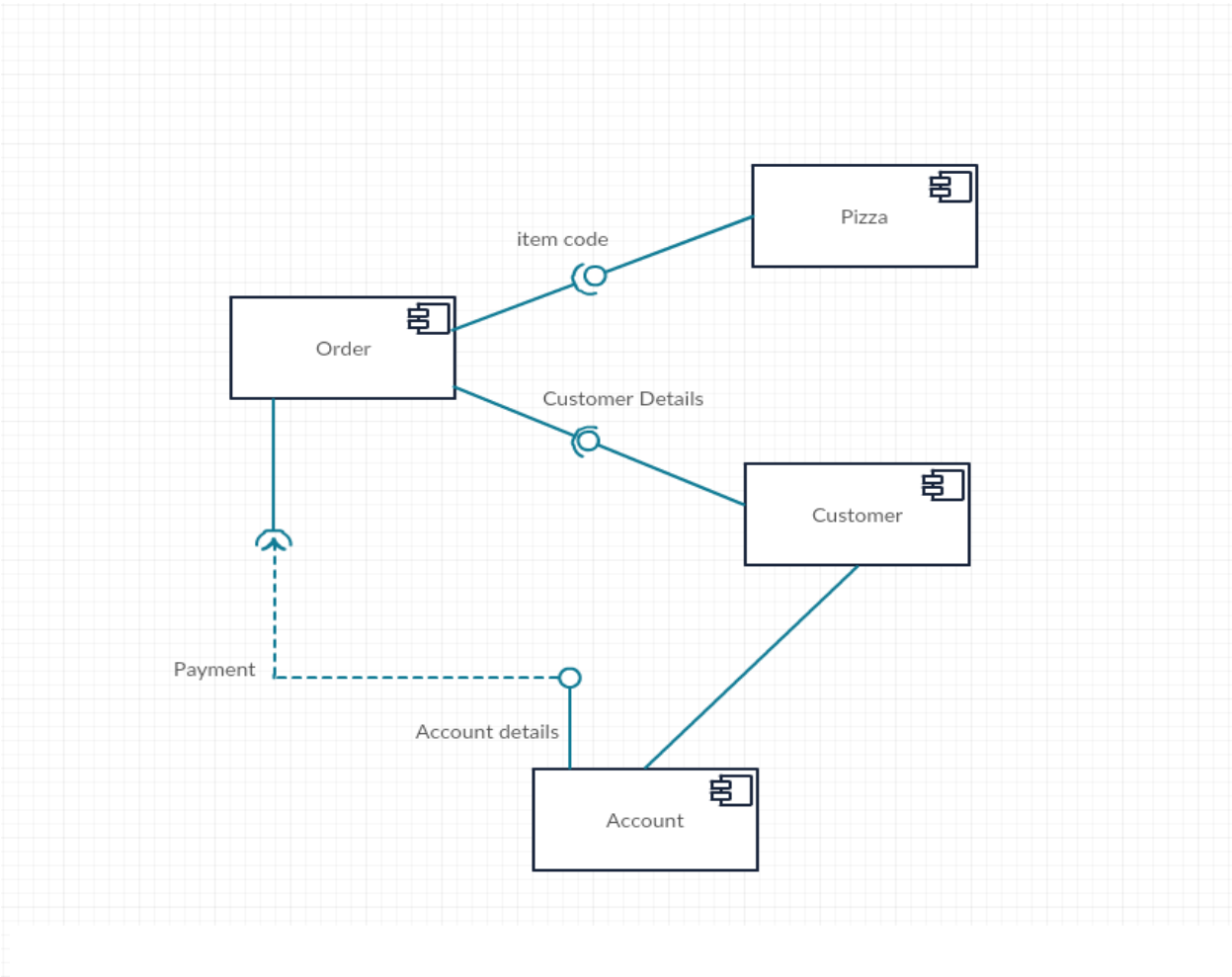
Online Pizza Ordering System	Version: 1.0
	Date: 19/04/18

2.2 Package Design



Online Pizza Ordering System	Version: 1.0
	Date: 19/04/18

2.3 Component and Deployment Diagrams



Online Pizza Ordering System	Version: 1.0
	Date: 19/04/18

III. Elaboration – Iteration 1.2

1. Design Model

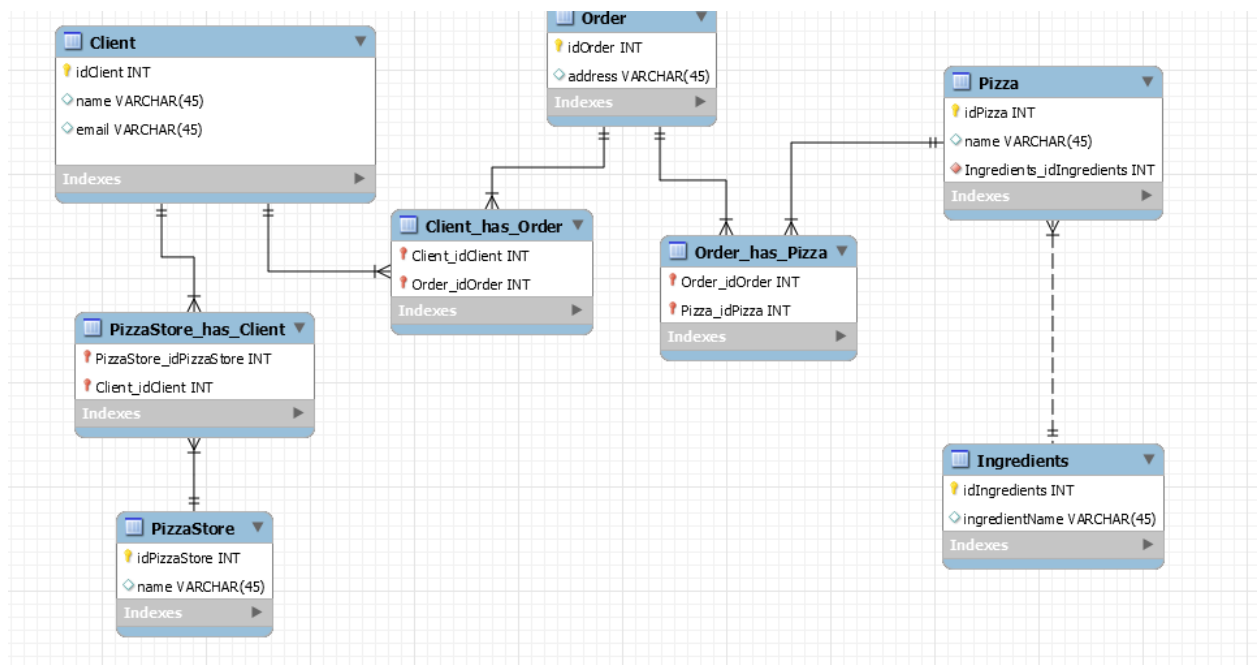
1.1 Dynamic Behavior

[Create the interaction diagrams (1 sequence, 1 communication diagrams) for 2 relevant scenarios]

1.2 Class Design

[Create the UML class diagram; apply GoF patterns and motivate your choice]

2. Data Model



3. Unit Testing

[Present the used testing methods and the associated test case scenarios.]

IV. Elaboration – Iteration 2

1. Architectural Design Refinement

[Refine the architectural design: conceptual architecture, package design (consider package design principles), component and deployment diagrams. Motivate the changes that have been made.]

2. Design Model Refinement

[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices. Deliver the updated class diagrams.]

Online Pizza Ordering System	Version: 1.0
	Date: 19/04/18

V. Construction and Transition

1. System Testing

[Describe how you applied integration testing and present the associated test case scenarios.]

2. Future improvements

[Present future improvements for the system]

VI. Bibliography