

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

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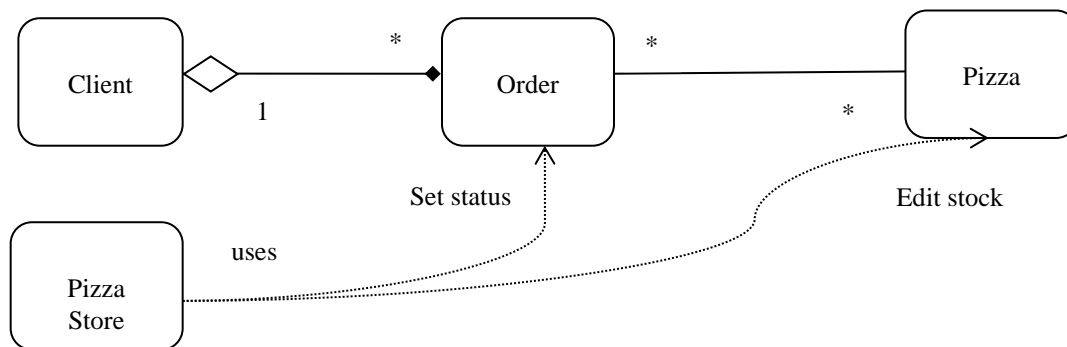
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I. Project Specification

[Present the project specification]

II. Elaboration – Iteration 1.1

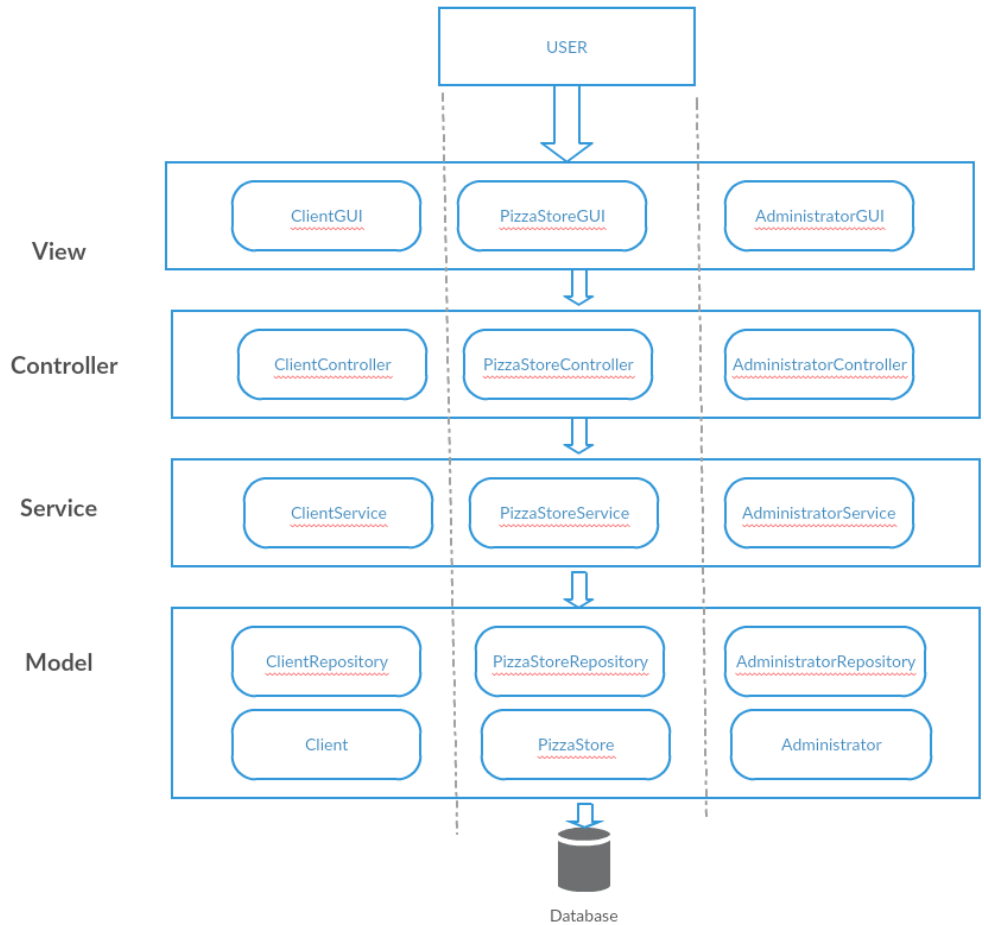
1. Domain Model



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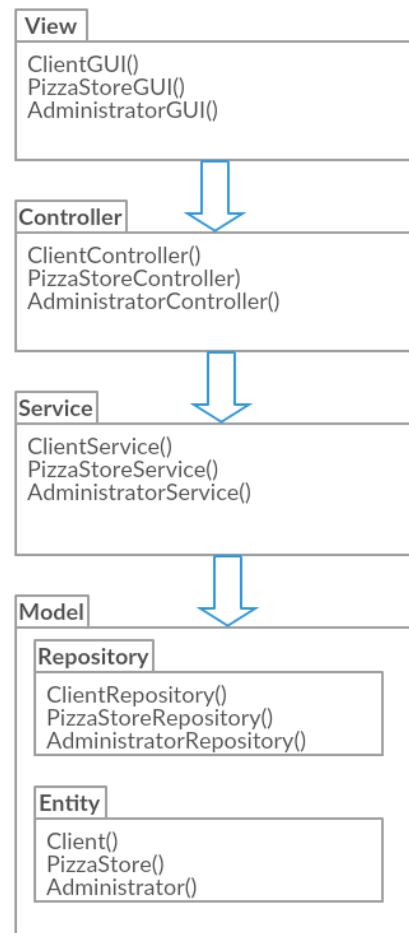
2. Architectural Design

2.1 Conceptual Architecture



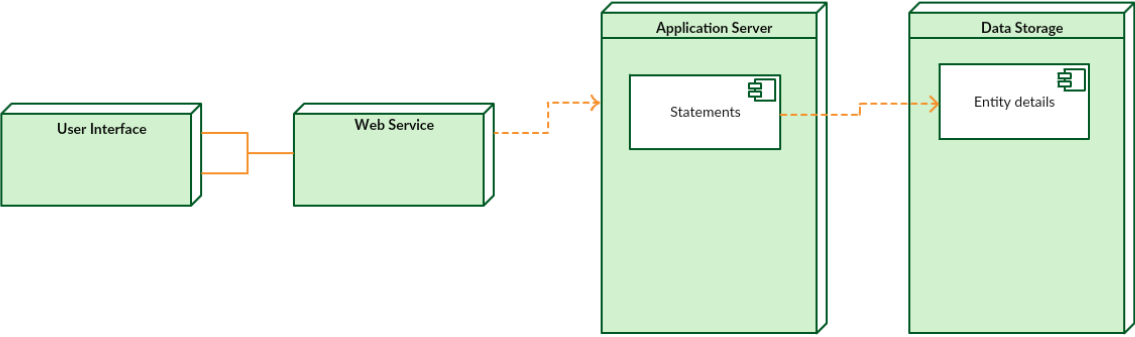
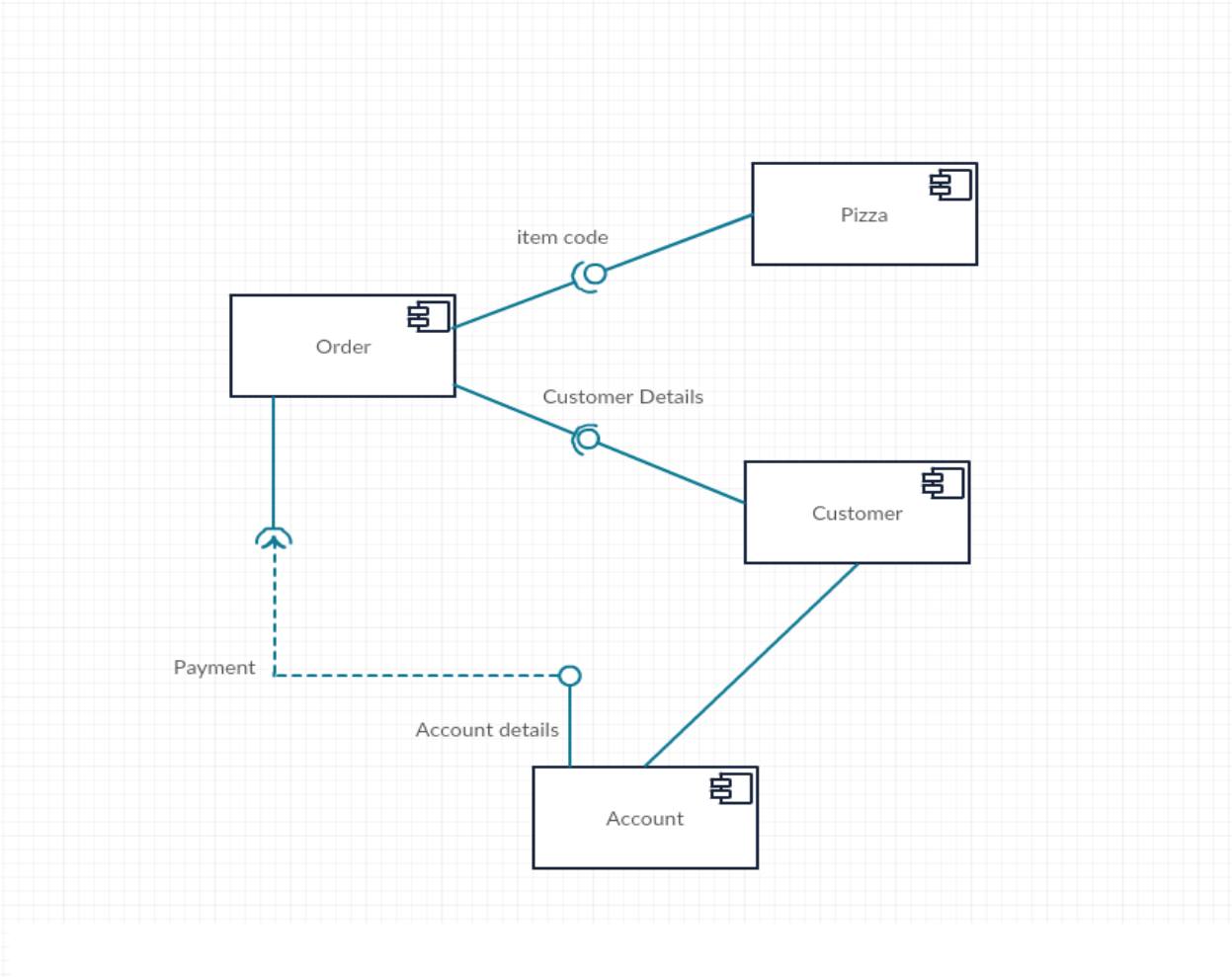
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2.2 Package Design



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2.3 Component and Deployment Diagrams

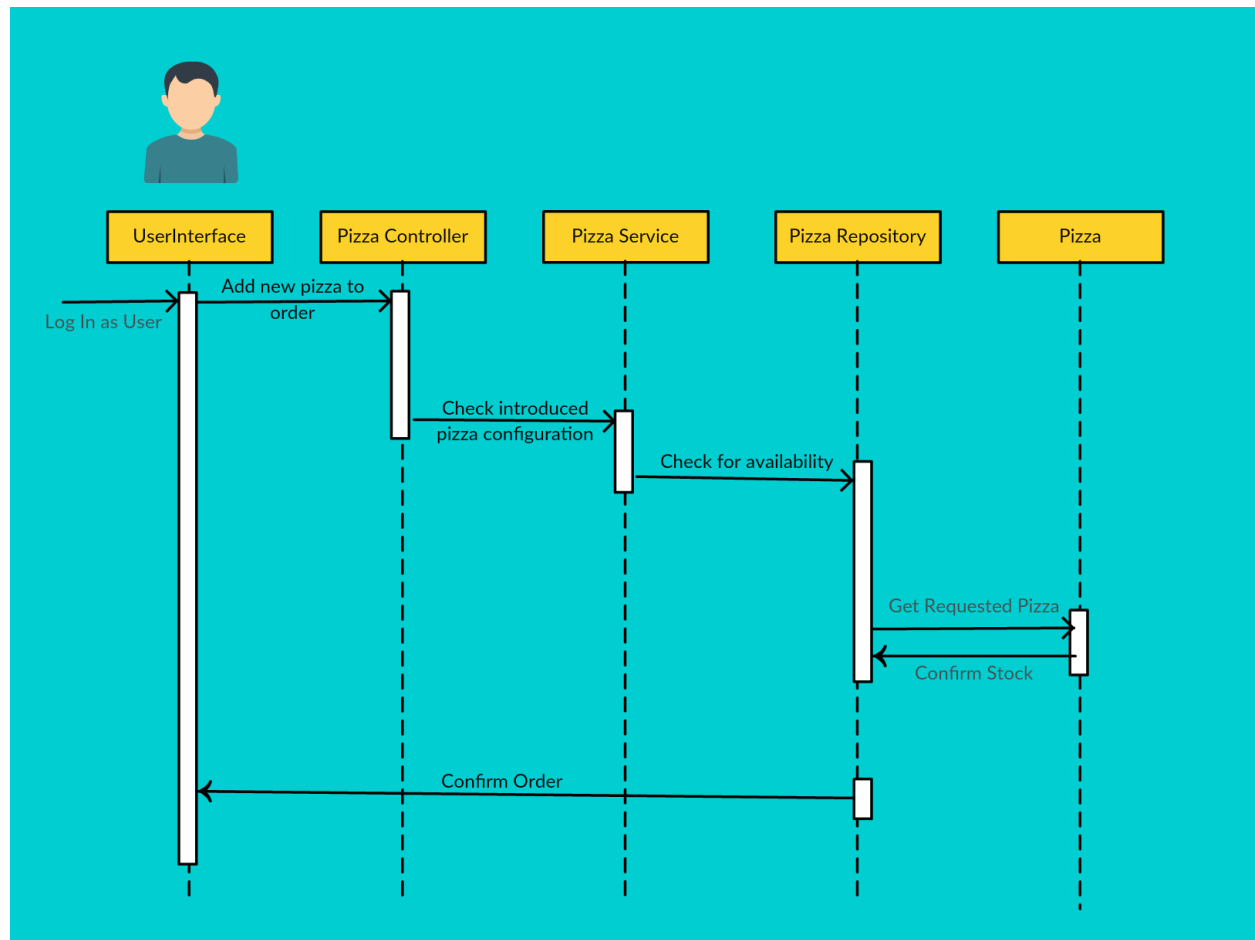


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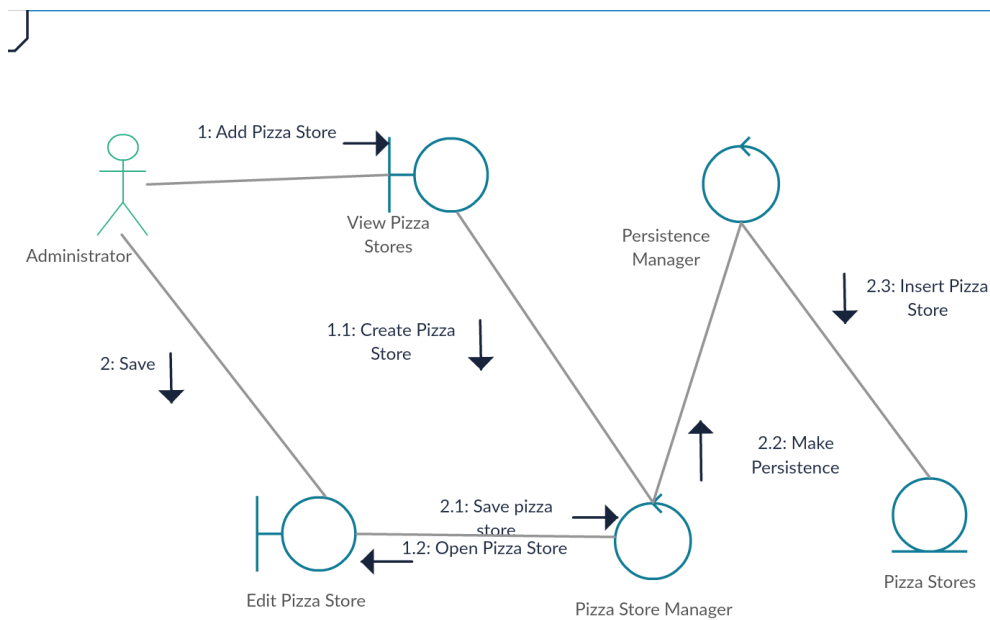
III. Elaboration – Iteration 1.2

1. Design Model

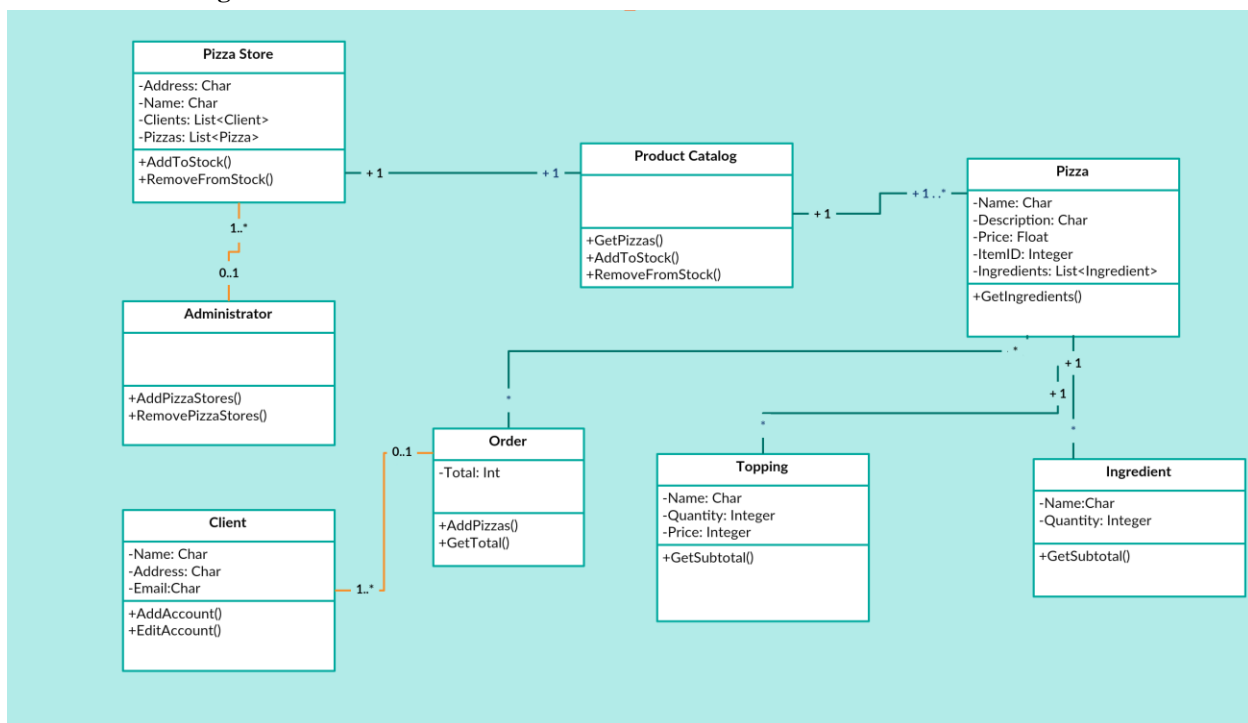
1.1 Dynamic Behavior



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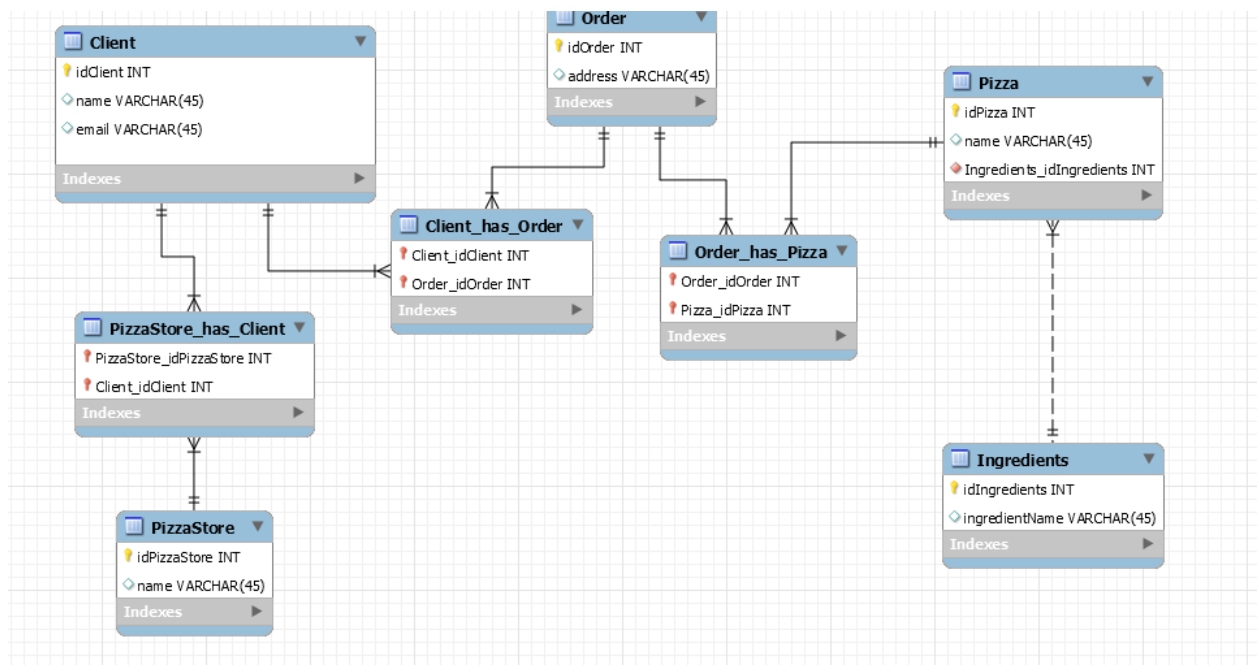


1.2 Class Design



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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.]

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]

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VI. Bibliography