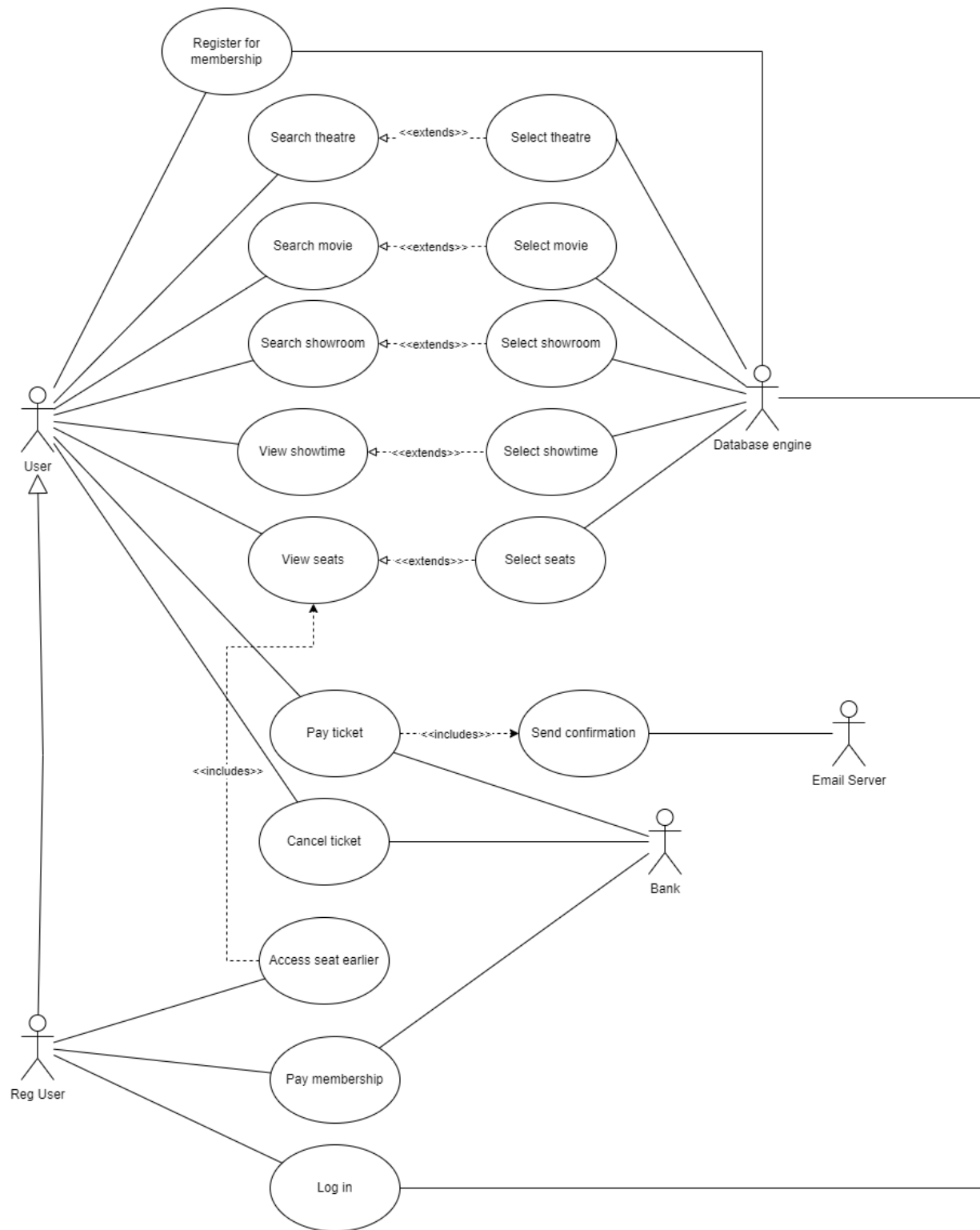


ENSF 612 Term Project

GROUP #6

SEHO CHUNG, LOUIS-ANTOINE ETCHIAN, KHOI NGUYEN, ARDIT BABOCI

System Use Case Diagram



Use-case Scenarios

1. Detailed scenario for each use case
2. Underline all candidate objects
3. Double underline all candidate operations

Scenario: Use Case "Register for Membership"

This scenario starts when user selects registration tab. User enters credentials and presses submit. If email is available, credentials are added to the database. Confirmation message is displayed to user.

Scenario: Use Case "Search Theater"

This scenario starts when user selects theater tab.
Then he can browse the theater list.

Scenario: Use Case "Select Theater"

This scenario starts after user browses the theater list.
He can then select one of the theaters.

Scenario: Use Case "Search Movie"

This scenario starts when user selects movies tab.
Then he can browse the movie list.

Scenario: Use Case "Select Movie"

This scenario starts after user browses the movie list.
He can then select one of the movies.

Scenario: Use Case "Search Showroom"

This scenario starts when user selects showroom tab.
Then he can browse the showroom list.

Scenario: Use Case "Select Showroom"

This scenario starts after user browses the showroom list.
He can then select one of the showrooms.

Scenario: Use Case "Search Showtime"

This scenario starts when user selects showtimes tab.
Then he can browse the showtime list.

Scenario: Use Case "Select Showtime"

This scenario starts after user browses the showtimes list.
He can then select one of the showtimes.

Scenario: Use Case "View Seat"

This scenario starts after the user selects a showtime.
He can then browse the seat list.

Scenario: Use Case "Select Seat"

This scenario starts after user browses the seat list.
He can then select one of the seats.

Scenario: Use Case “Pay ticket”

After selecting the seat, the user provides the payment method to acquire the ticket. The payment method is verified by the bank. A confirmation email is sent after payment is verified

Scenario: Use Case “Cancel ticket”

After acquiring the ticket, the user can cancel their ticket. The Bank processes the request and returns the money back to the original payment method. A confirmation email is sent afterwards.

Scenario: Use Case “Pay Membership”

This scenario starts when user selects the pay membership tab.

He can then provide payment_credentials, which are sent to the bank for processing.

The user receives a confirmation message.

Scenario: Use Case “Access Seat Early”

This scenario starts when the user enters the movies tab.

If user is logged in and has paid membership, they will be able to access movies early.

Scenario: Use Case “Login”

This scenario starts when the user enters the login tab.

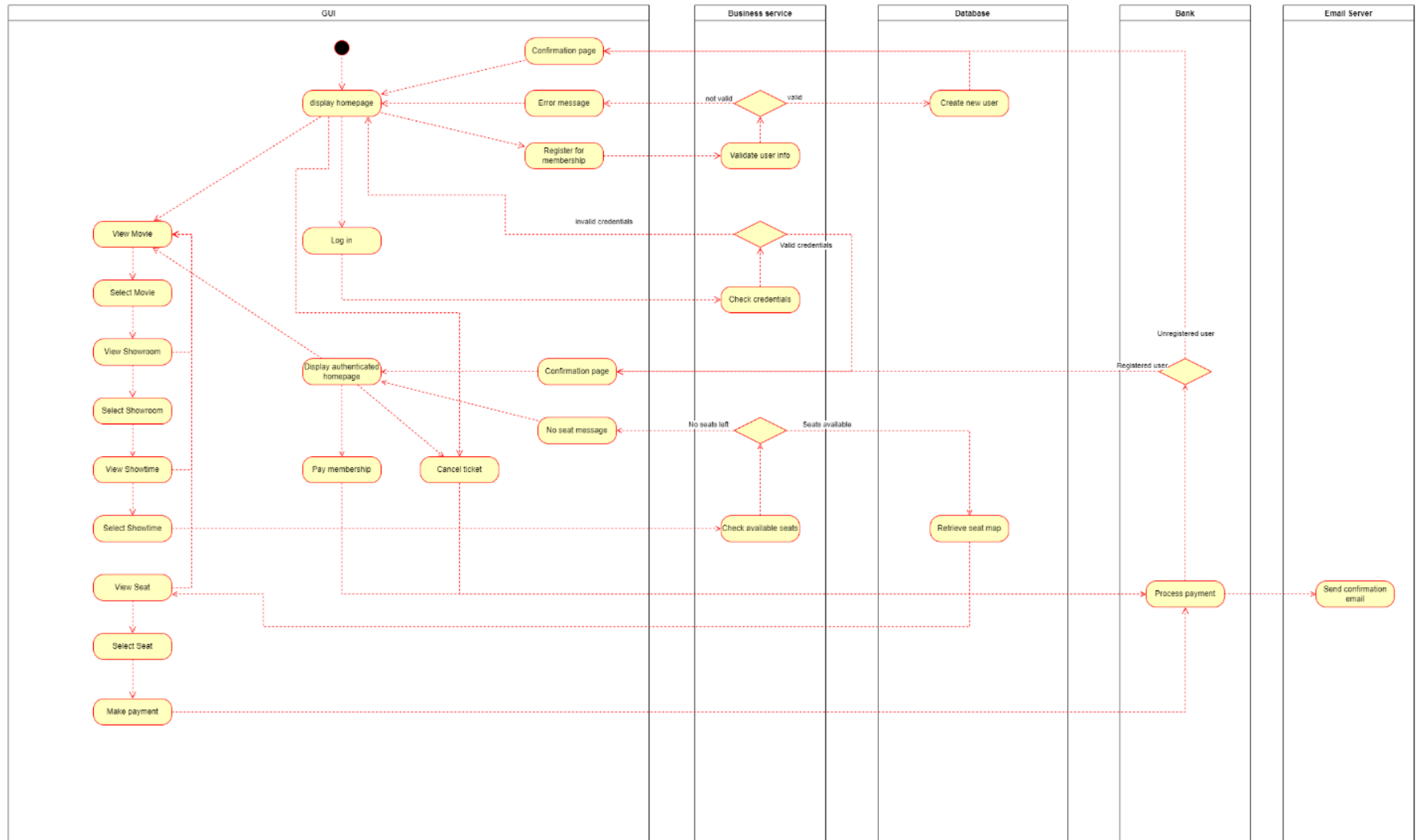
User can then provide login credentials to be verified.

List of Candidate Objects

- Must be traceable to use case scenarios

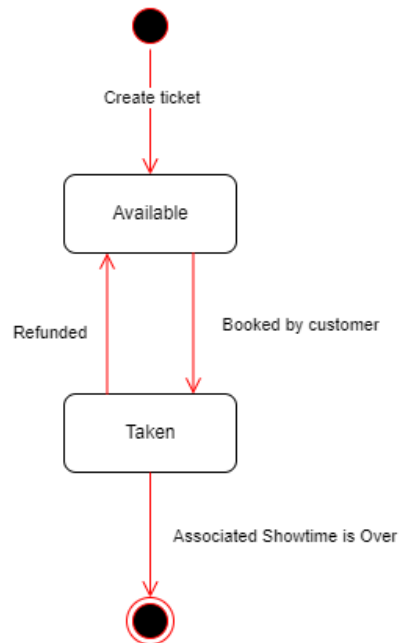
Noun	Filtering Decision
user	candidate object
credentials	filtered (user member variables)
email	filtered (user member variable)
registration_tab	filtered (part of GUI)
database	filtered (external actor)
theater	filtered (implementation is only for a single theater)
theater_list	filtered (implementation is only for a single theater)
movies_tab	filtered (part of GUI)
movie	candidate object
showroom	candidate object
showroom_list	filtered (persisted in database)
showtimes_tab	filtered (part of GUI)
showtime	filtered (member variable of ticket)
seat_list	filtered (persisted in database)
seats_tab	filtered (part of GUI)
seat	candidate object
payment	candidate object
ticket	candidate object
bank	candidate object
pay_membership_tab	filtered (part of GUI)
payment_credentials	filtered (member variable of user)
confirmation message	filtered (part of GUI)
login_tab	filtered (part of GUI)
login_credentials	filtered (member variable of user)

System Activity Diagram

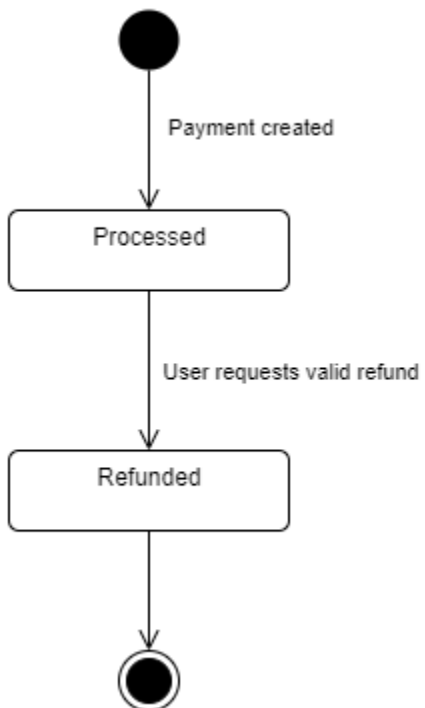


State Transition Diagrams

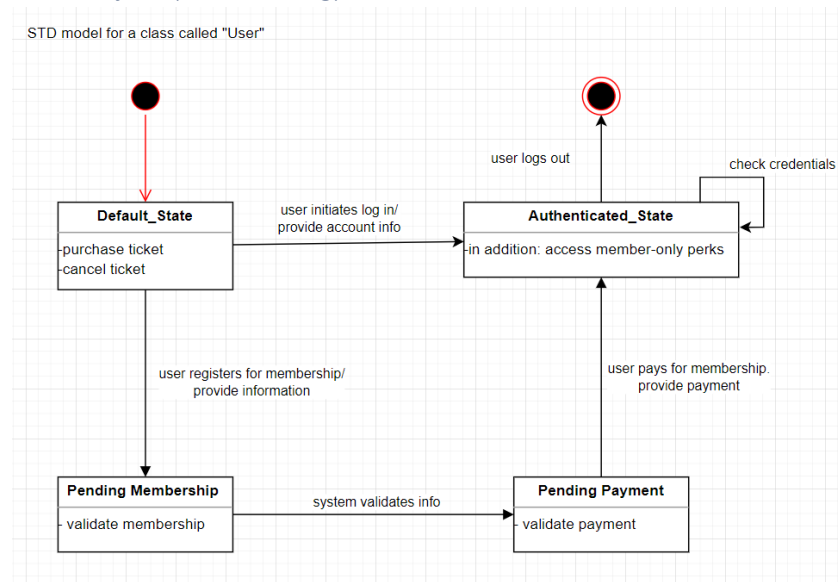
Ticket Object (Louis-Antoine Etchian)



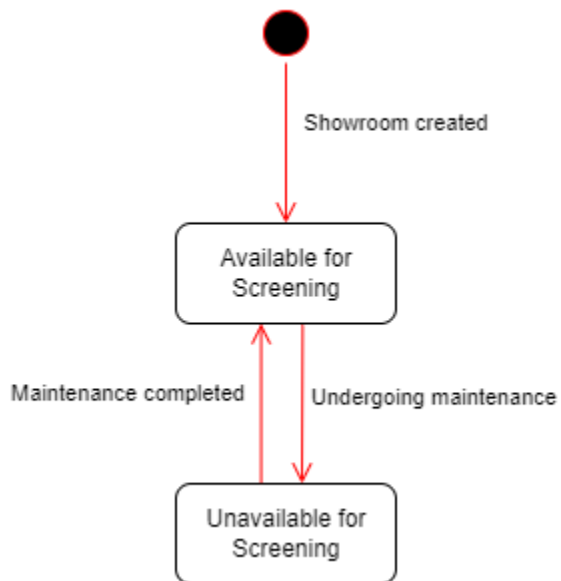
Payment Object (Ardit Baboci)



User Object (Seho Chung)

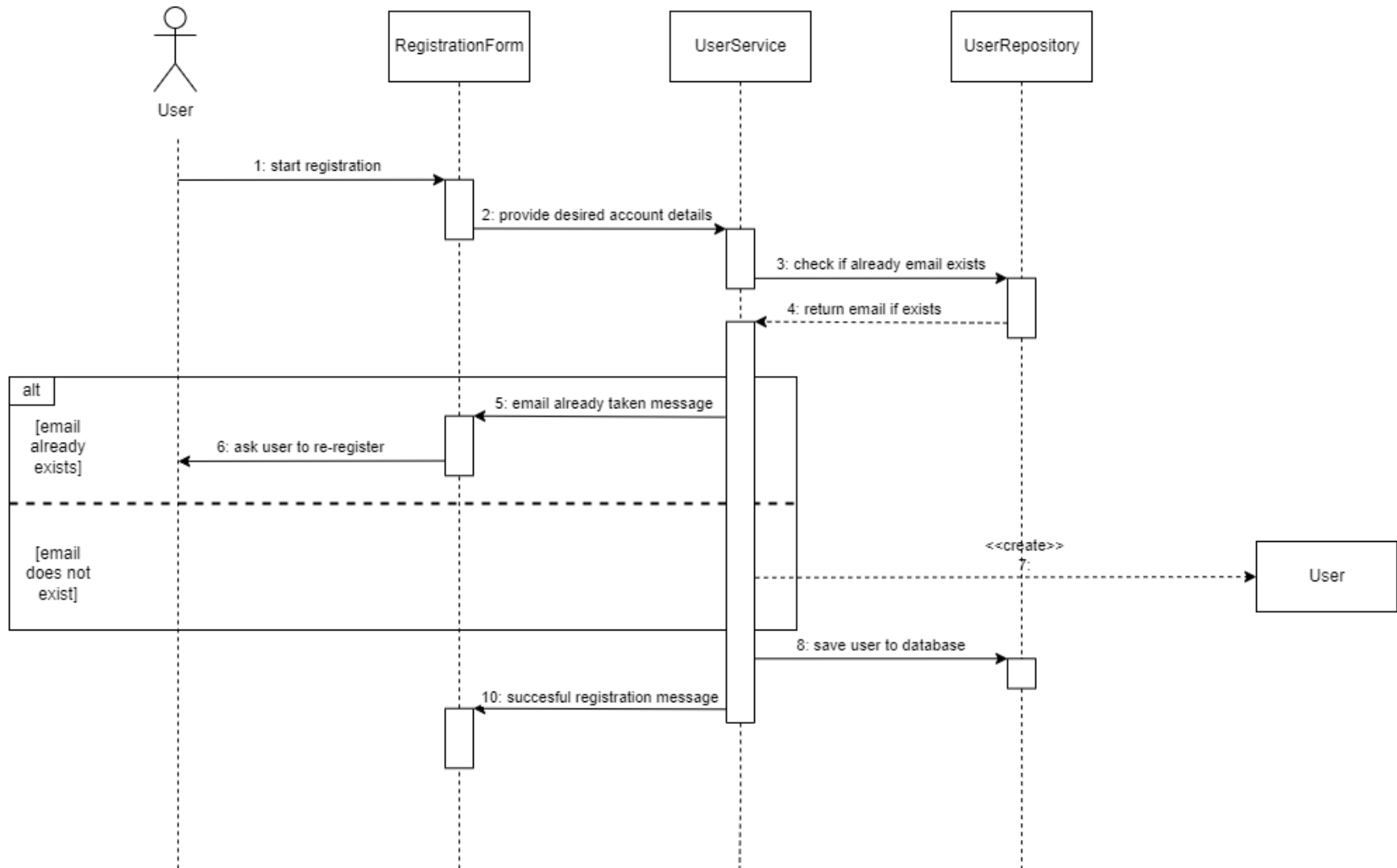


Showroom Object (Khoi Nguyen)

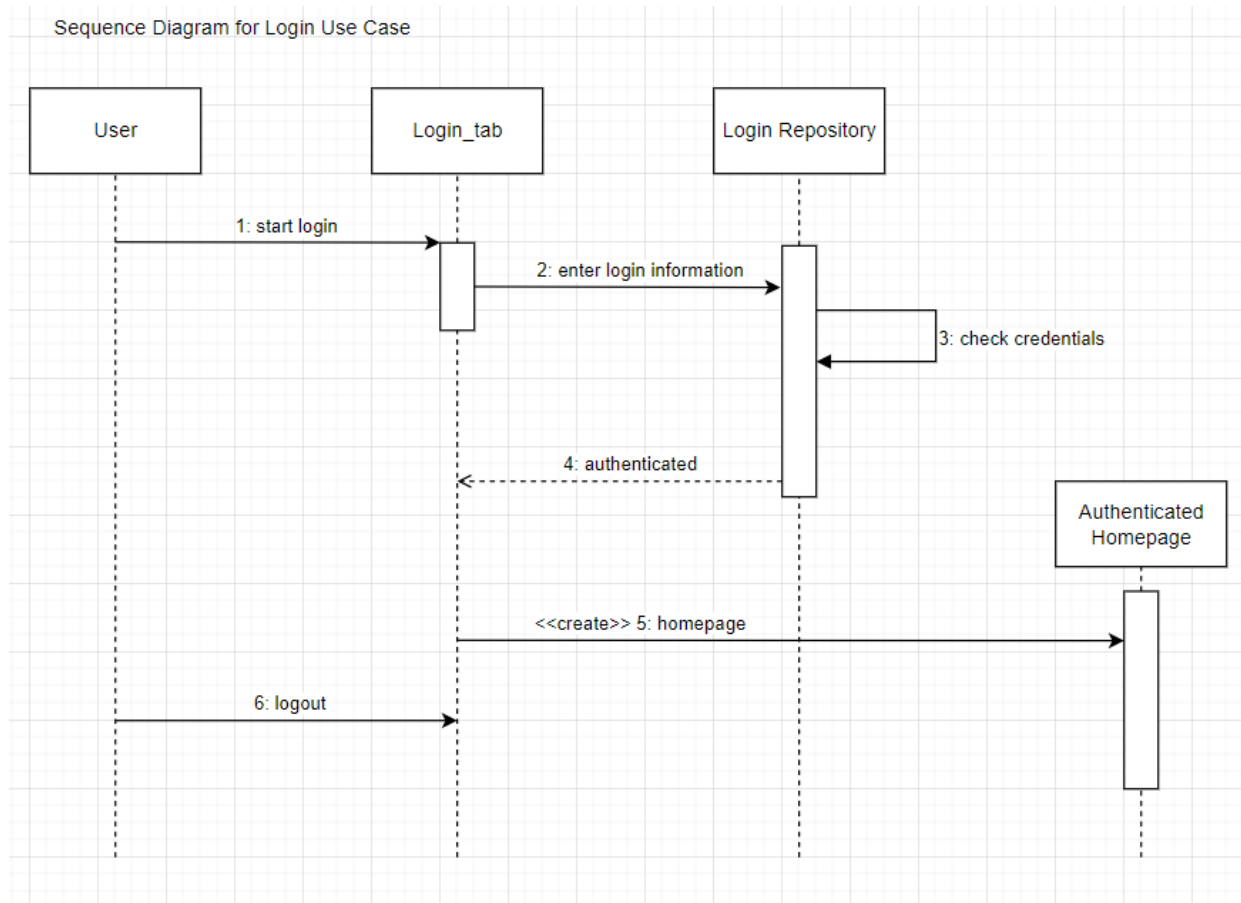


System Interaction/Sequence Diagrams

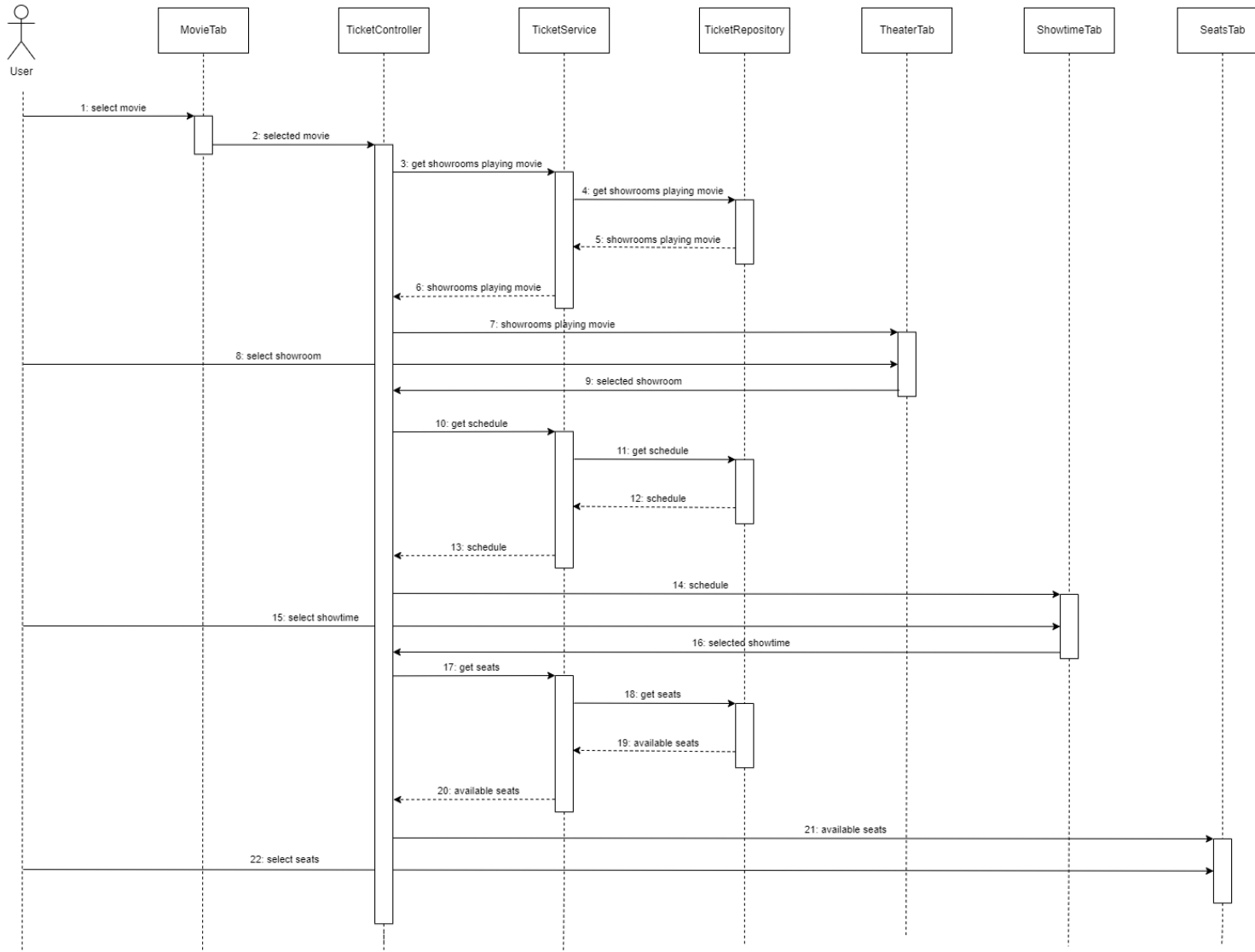
User Registering (Ardit Baboci)



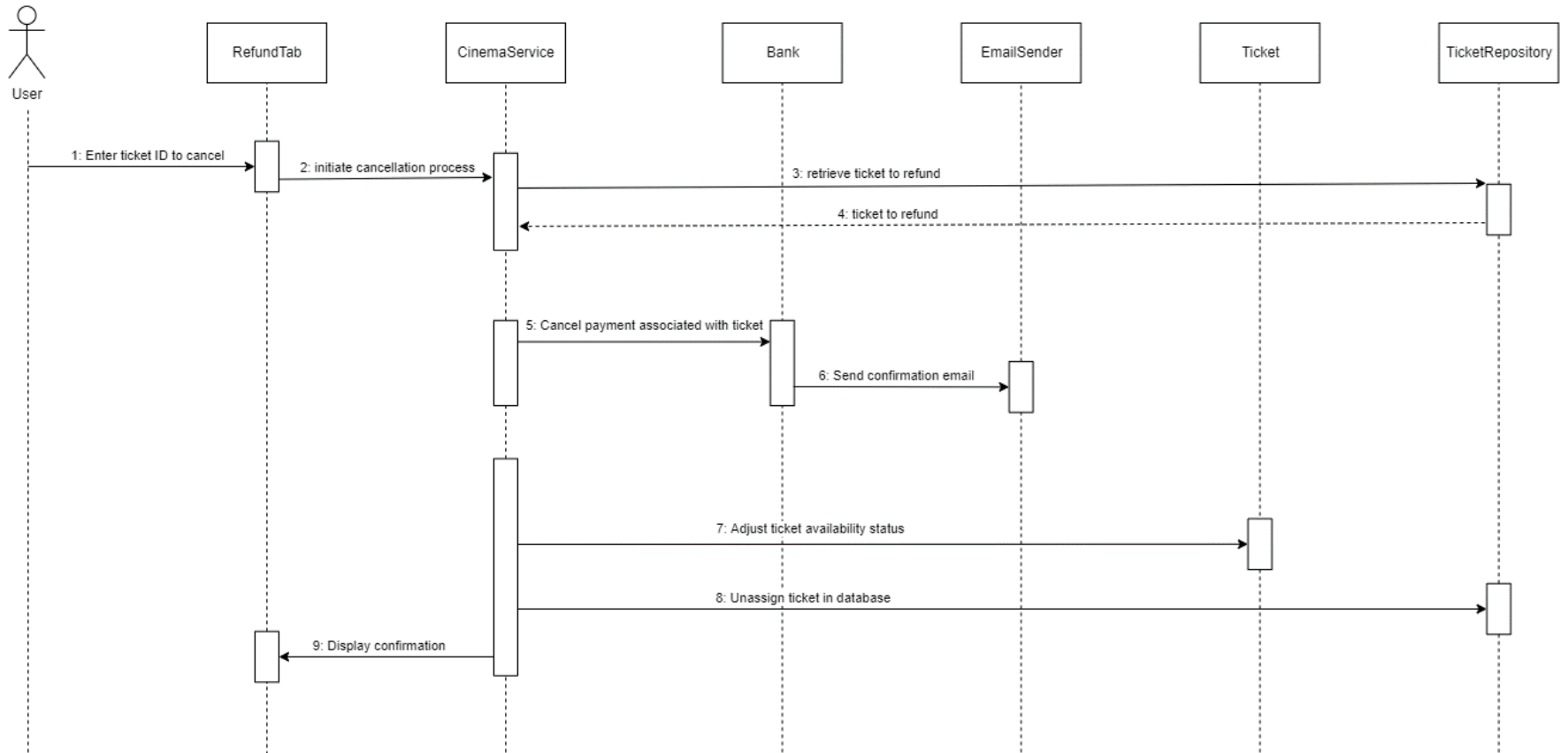
User Logging In (Seho Chung)



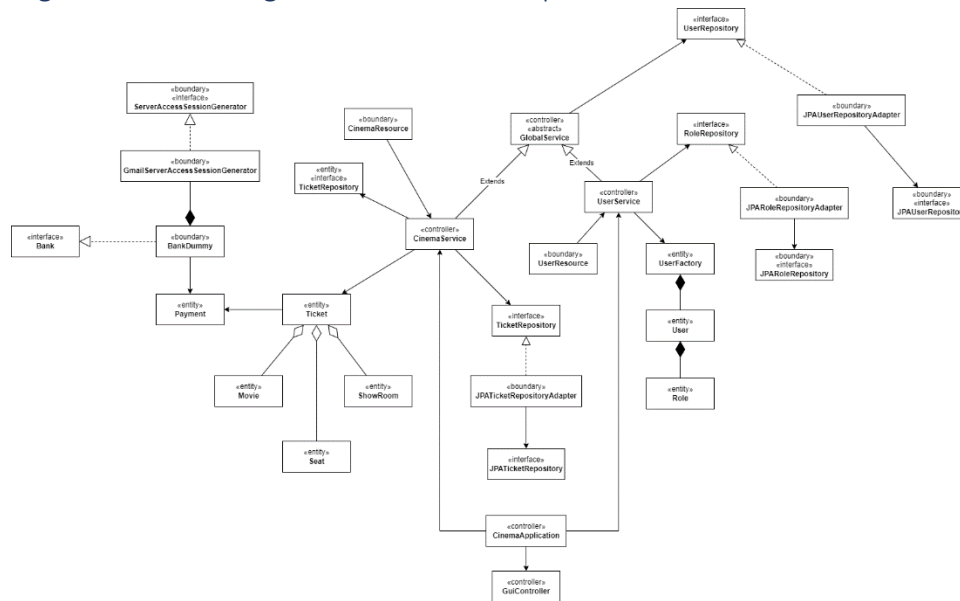
Selecting Seats (Louis-Antoine Etchian)



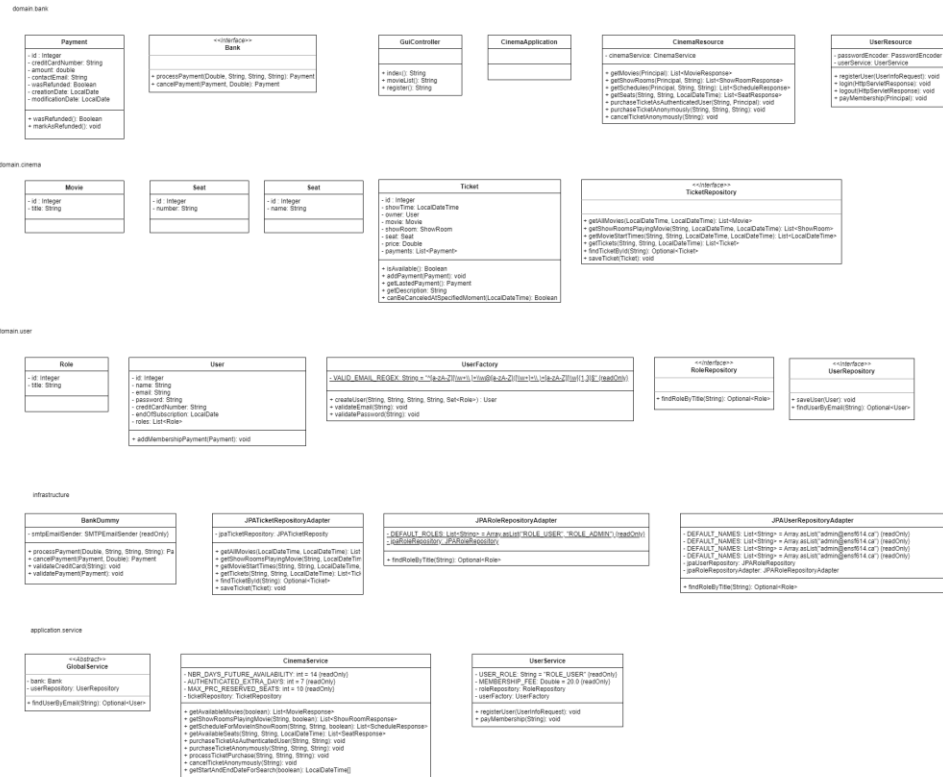
Cancelling a Ticket (Khoi Nguyen)



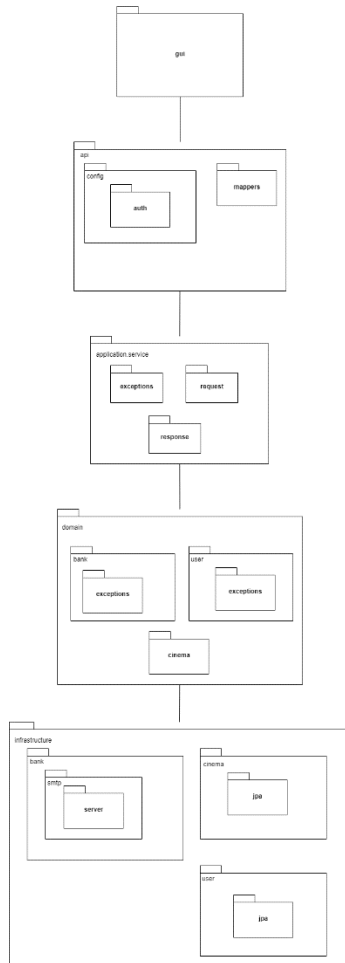
High Level Class Diagram with Relationships



Detailed Class Diagram without Relationships



System Package Diagram



System Deployment Diagram

