

CANDY CANDLES ONLINE SHOPPING SYSTEM

DESIGN REVIEW



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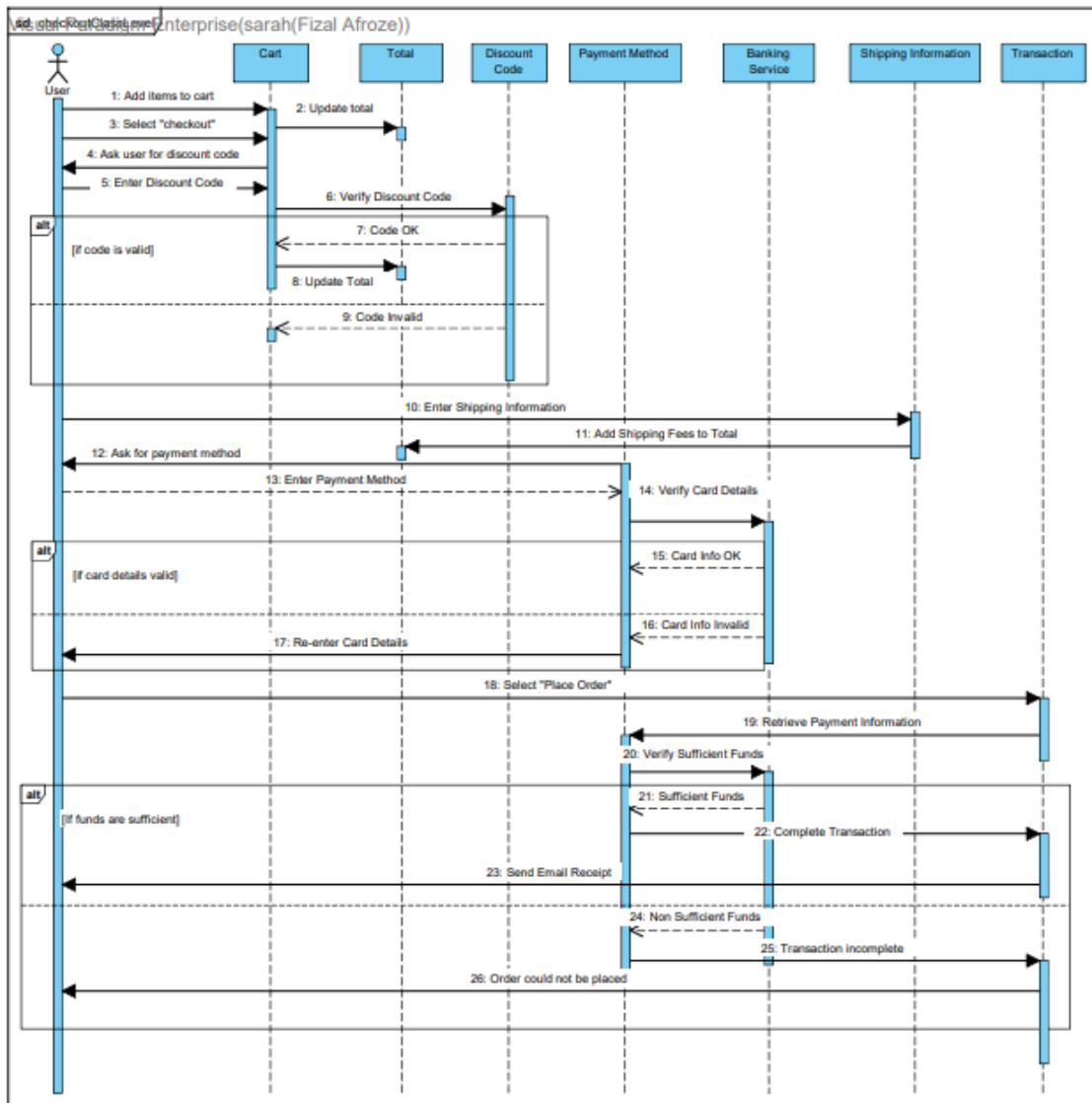
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INTRODUCTION

A formal meeting was conducted by Sarah Wedge, one of the software developers of the Candy Candles Online Shopping System to discuss the reviews of the system. The stakeholders of the product and other software developers were present in the meeting.

Design of the system:

The system design in the meeting was analyzed using one of the design models which is , the Class level sequence diagram. Aspects of the system are divided into several classes and the interaction between them is seen.



Class Entity A	Class Entity B	Relation	Review
Cart	Total	Sends product(s) to checkout to determine sum of products	Tests were conducted and the cart and total class interacted as required. Coupling is kept low as the class's collaboration is reduced.
Total	Payment method	Determines the calculated funds the payment covers	Payment method is a class created to handle how the user will pay for the goods. This aids in primitiveness as it reduces the number of things the total will do.
Discount code	Total	The discount code applied can reduce, deduct, or alter the total amount summed	Tests were conducted to ensure the discount code database worked efficiently with the total to make correct price adjustments for the customer.
Payment method	Gift card or credit card	The selected payment method will either be a gift card or credit card to secure the product purchase	Successive testing has been established to ensure payment methods can be processed using valid gift cards and credit cards.
Shipping Information	Transaction	Links the customers shipping details to the proper transaction	Tests were conducted and the shipping information class gets the shipping information from the user. This gives high cohesion and completeness.
Transaction	Total	The transaction contains the determined total as part of the order information	Primitiveness is achieved as the transaction class handles the calculations and determines the total.

Conclusion:

The stakeholders and software developers concluded that the online shopping system functioned effectively and the classes created performed the tasks required in the requirements. The main entities worked alongside their following entities to undergo its designated interaction. The design of the system is user friendly to the user.