面向对象分析与设计 Object Oriented Analysis and Design

一一商铺模块设计 Design of Shop Module

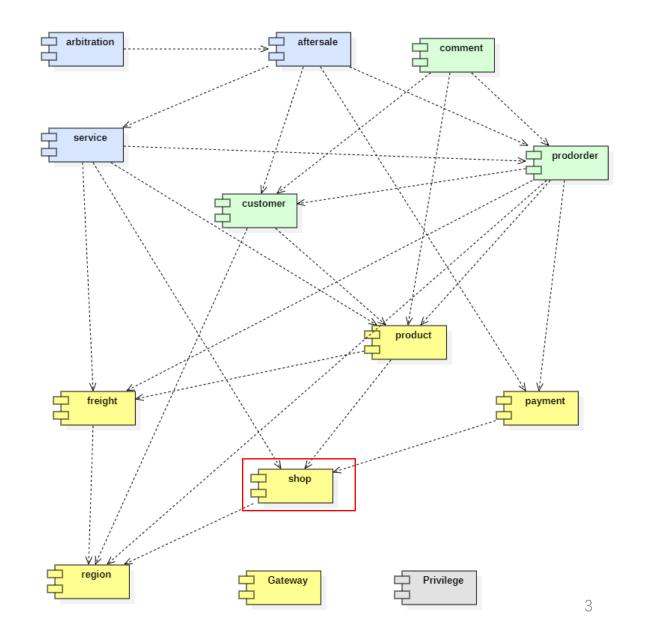
邱明 博士 厦门大学信息学院 mingqiu@xmu.edu.cn 2024年秋季学期

1. 静态模型设计

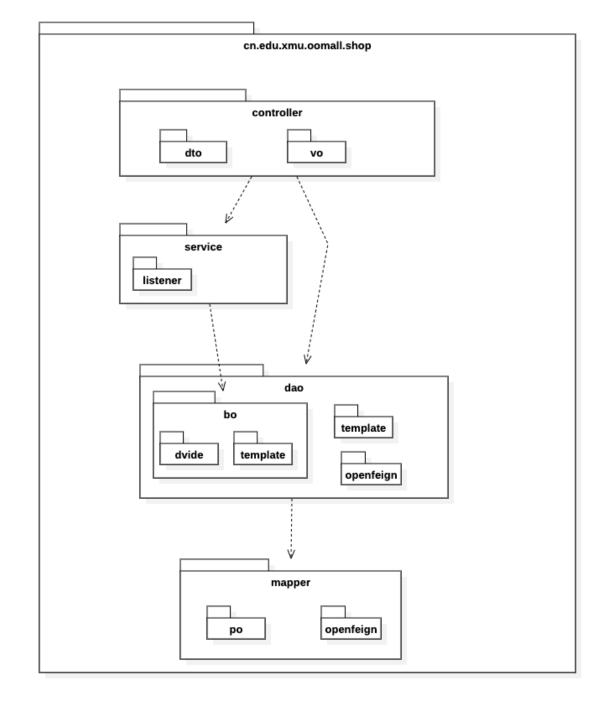
Static Model Design



1.1 总体结构 Architectural Structure

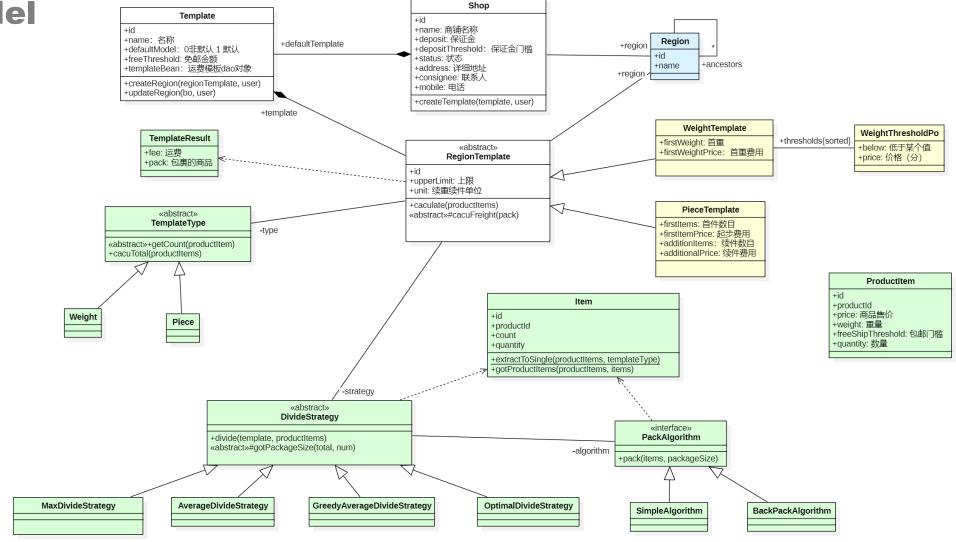


1.2 包结构 Design Goals





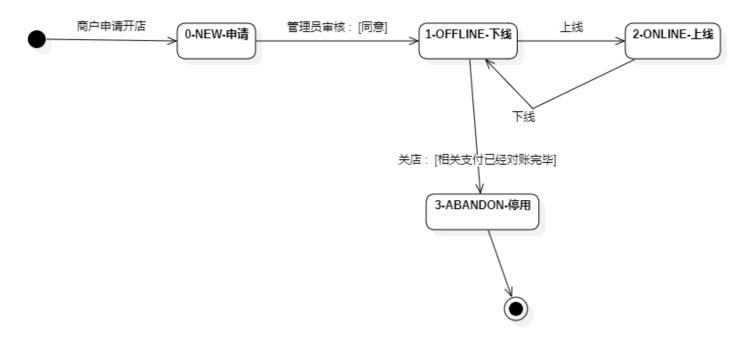
1.3 对象模型 Object Model





1.3 对象模型

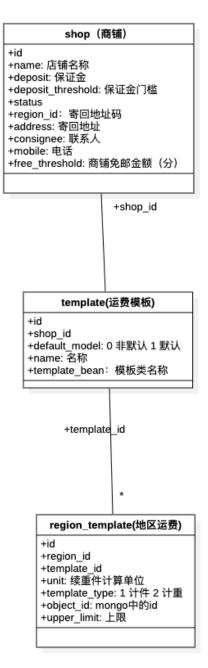
Object Model



商铺对象状态



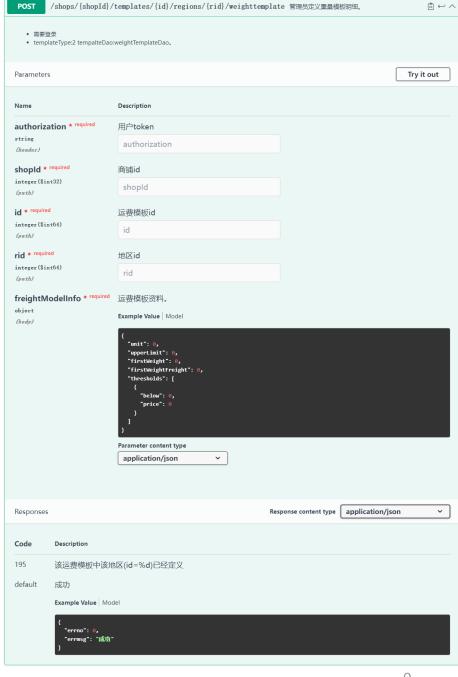
1.4 数据库设计 Database Design

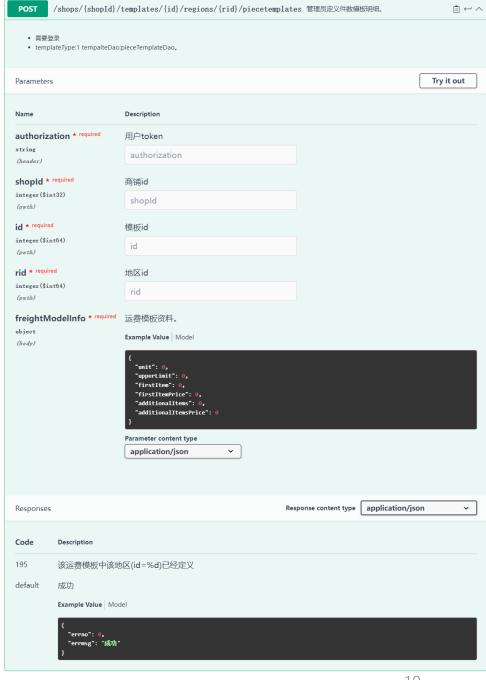


2. 动态模型设计

Dynamic Model Design







1.3 对象模型 Object Model

Shop Template +id +name: 商铺名称 +deposit: 保证金 +name: 名称 Region +defaultTemplate +region +depositThreshold: 保证金门槛 +defaultModel: 0非默认 1 默认 +id +status: 状态 +freeThreshold: 免邮金额 +name +ancestors +templateBean: 运费模板dao对象 +address: 详细地址 +region +consignee: 联系人 +createRegion(regionTemplate, user) +mobile: 电话 +updateRegion(bo, user) +createTemplate(template, user) +template WeightTemplate WeightThresholdPo TemplateResult +thresholds{sorted} +firstWeight: 首重 +below: 低于某个值 «abstract» +fee: 运费 +firstWeightPrice: 首重费用 RegionTemplate +price: 价格 (分) +pack: 包裹的商品 +upperLimit: 上限 +unit: 续重续件单位 +caculate(productItems) PieceTemplate «abstract» «abstract»#cacuFreight(pack)

+firstItems: 首件数目

+firstItemPrice: 起步费用

+additionItems: 续件数目 +additionalPrice: 续件费用



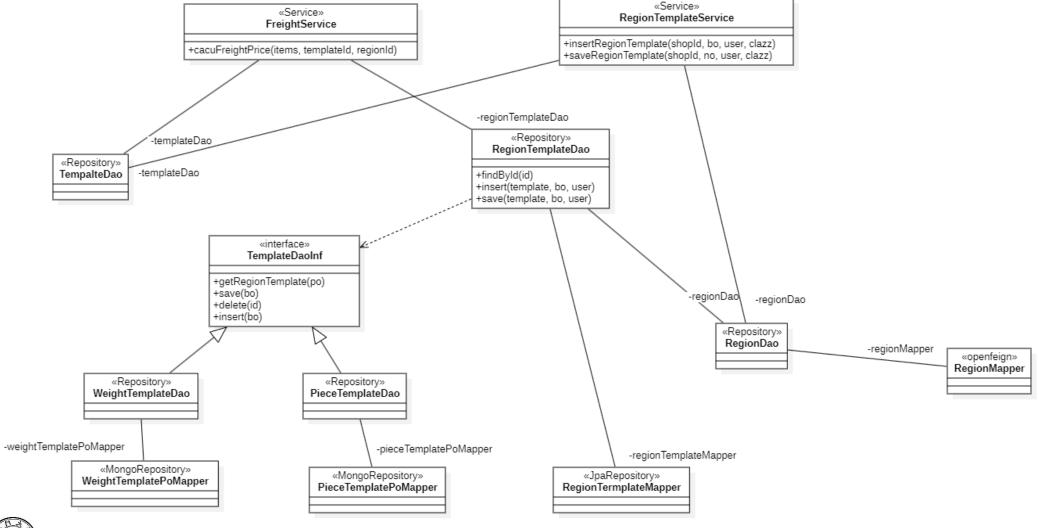
TemplateType

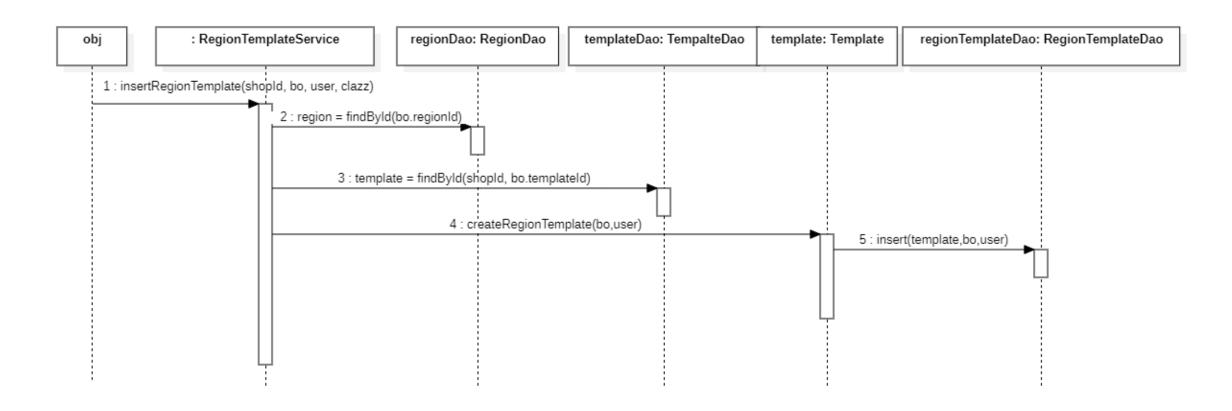
bstract»+getCount(productItem)

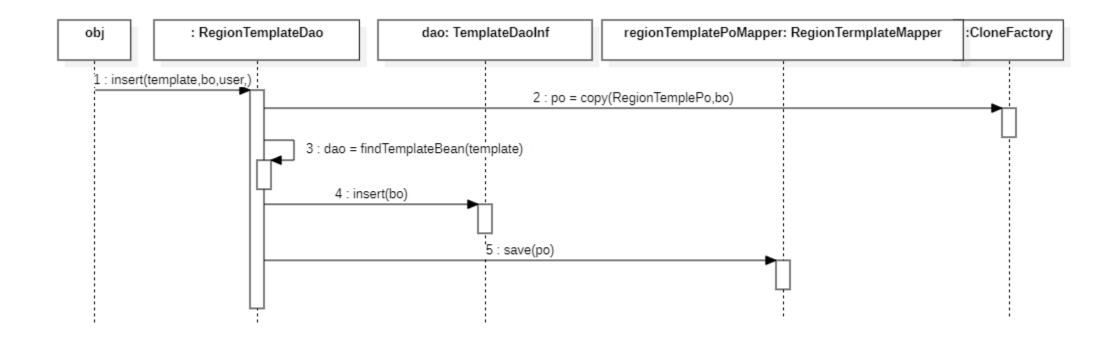
acuTotal(productItems)

-type

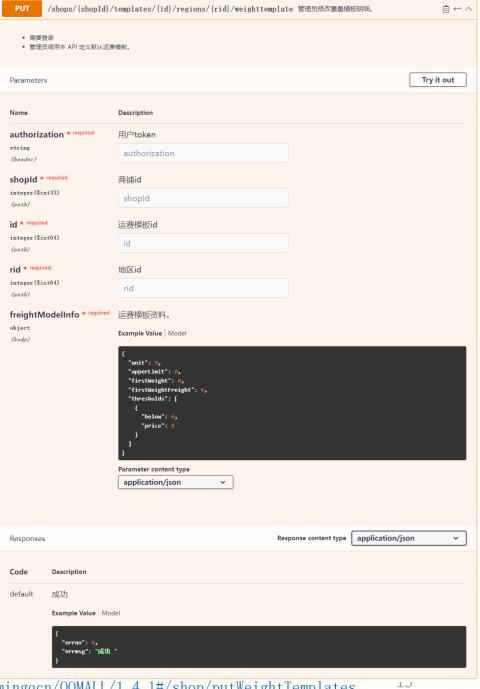
ProductItem



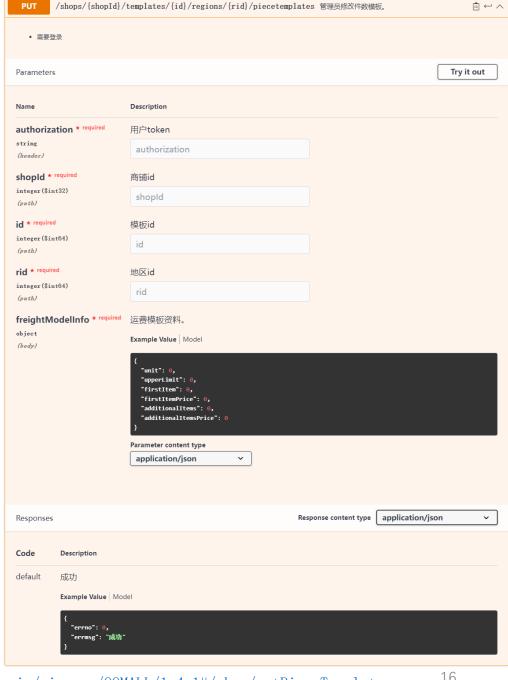




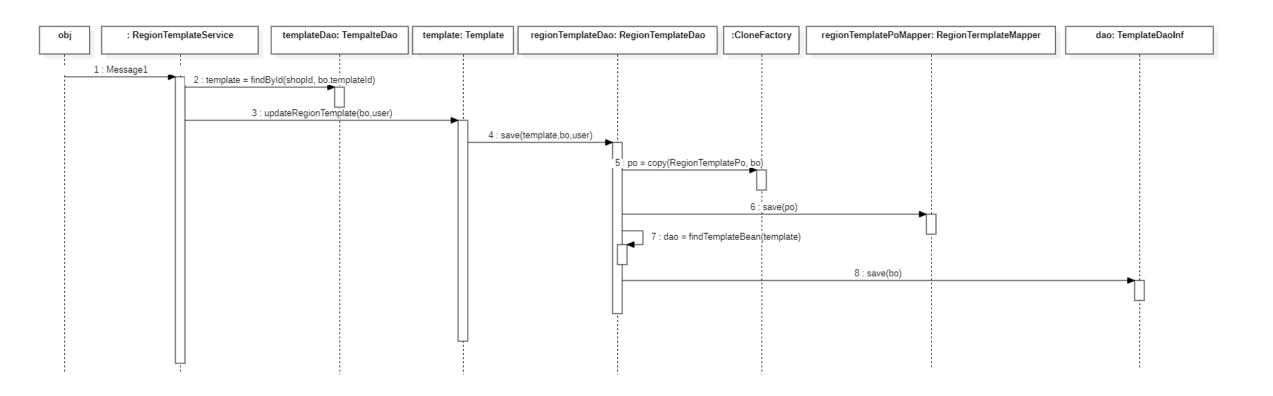
2.2 修改模板明细



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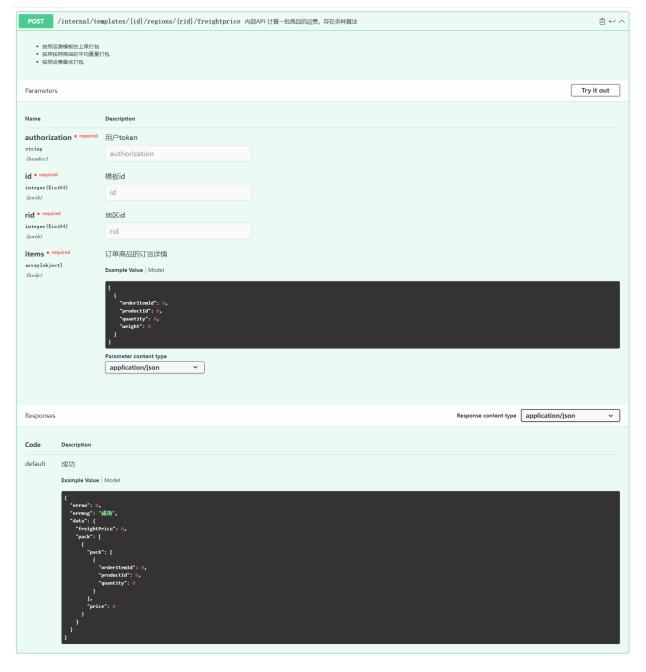


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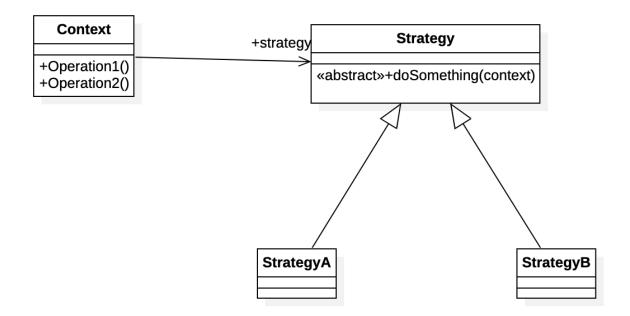


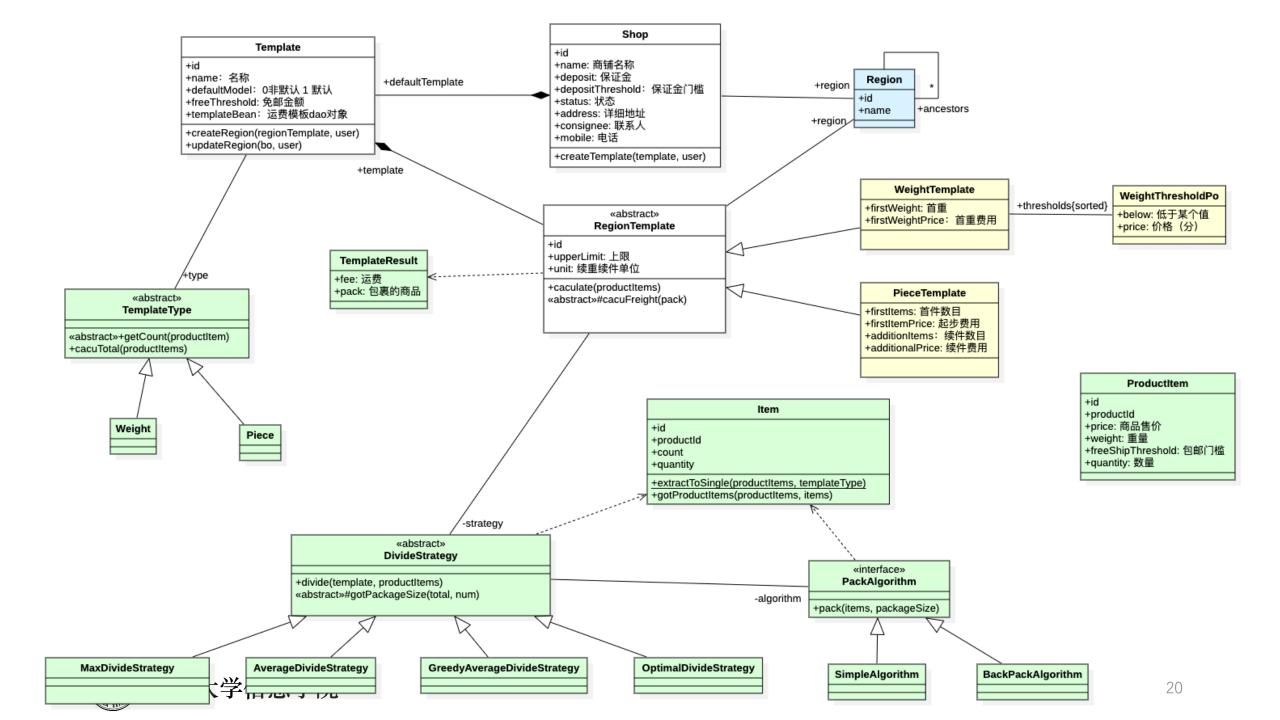


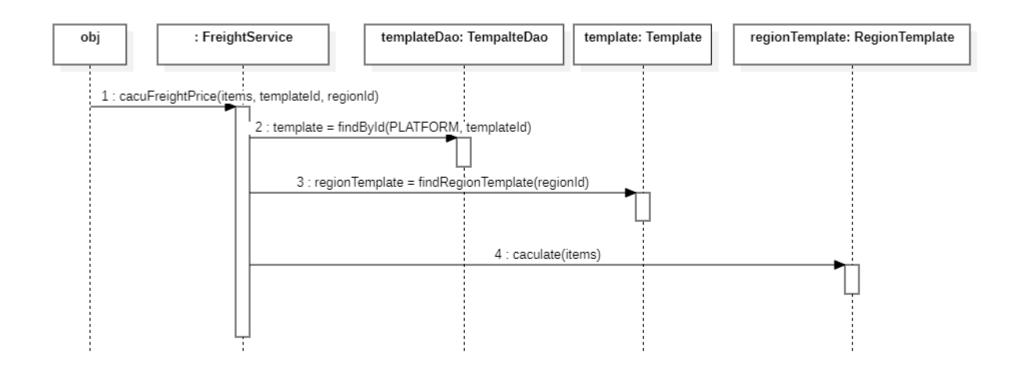
- 当超过包裹上限时,不同的打 包策略会有不同的运费
 - 上限打包
 - 均匀打包,
 - 费用最优打包



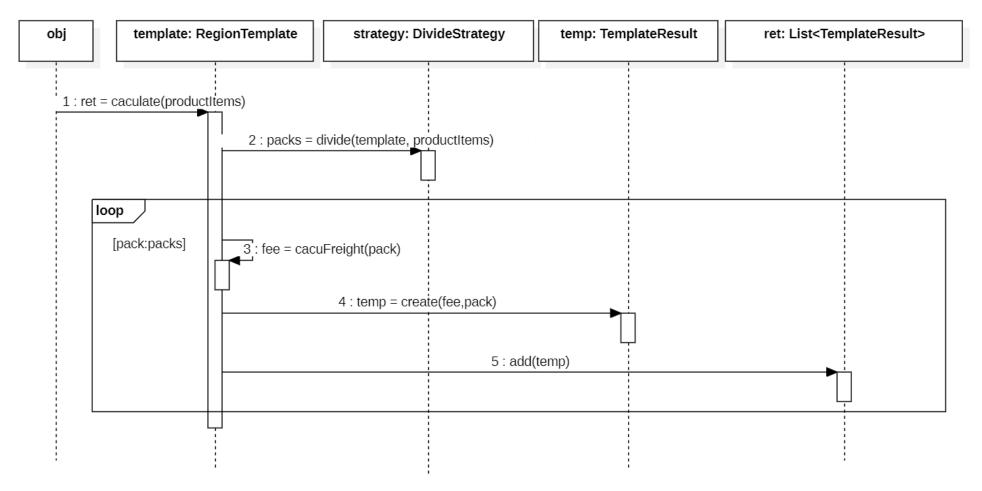
- 策略模式 (Strategy)
 - 定义一系列算法,把它们封装在对象内部,并且可以任意替换。













- 桥接器模式 (Bridge)
 - 将问题分解成独立的两个部分,任意组合形成最后的解决方案

