

## DELIVERABLE 3

Initiate Assignments: for  $\{ \text{DG1}, \text{DG2}, \text{DG3} \}$

for  $\{ \overrightarrow{m_1}, m_2, m_3, \dots \}$

if ( $m_1$  wants grade AND grade was enough days)

    assign grade

    if (DG1 available = 0)

        break;

Once assigned, get assignments gives us the total cost etc.

### STATE BASED BEHAVIOUR

Where do the authentication codes fit in?

#### Member

- Unassigned
- Assigned
- Paid (also has authorization code?)
- Banned
- Cancelled
- Started
- finished

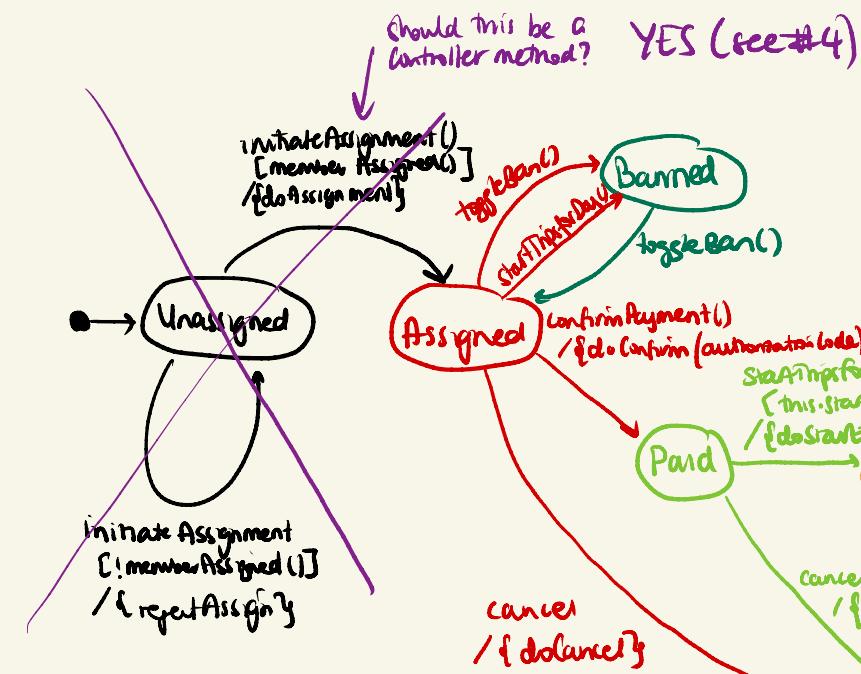
See next page

## STATES

- Unassigned
- Assigned
- Paid
- Banned
- Cancelled
- Started
- finished

## ACTIONS

- initiateAssignment ✓
- cancelTrip ✓ (refund attribute?) ↗ in Assignment class
- finishTrip ↗ in Assignment class
- startTripForDay ✓
- confirmPayment ✓ (authorization code?) ↗
- toggleBan () ↗



## STATE MACHINE FOR ASSIGNMENT

### REALIZATIONS

1. we are moving controller logic to within the Assignment class
2. Any time we call a controller method, it will be an `Assignment.methodcall()` trait does the work
3. when we call these things, we are calling transitions. If we want an action, we must say what it is
4. once an assignment exists, it is already in the assigned state

## HELPER METHODS

- doAssign →
- rejectAssign
- memberAssigned
- doConfirm
- doCancel
- doStartTripForDay
- doFinishTrip

assignment  
class  
directly

## STATES

- Assigned
- Paid
- Banned
- Cancelled
- Started
- finished

## ACTIONS

- cancelTrip (userEmail)
- finishTrip (userEmail)
- startTripForDay (day)
- confirmPayment (email, code)
- toggleBan (name)

## HELPER METHODS

- doConfirm
- doCancel
- doFinishTrip

## NEW ATTRIBUTE TO ASSIGNMENT CLASS??

- refund
- authorizationCode

