<biletsepeti>

Object Design

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OBJECT DESIGN DOCUMENT

# Introduction

The system consists of subsystems which work separately but concurrently. Subsystems interact with each other and each subsystem works when it is called by another subsystem. During the object design, characteristic of each system must be considered its own and the whole system must be considered.

## Object Design Trade-offs

**1.1.1 Development Cost versus Functionality**

The system provides a lot of functions for users such as defining add ticket, creating users etc. Each function of the system requires extra design and this causes an extra cost for the development.

**1.1.2 Understandability versus Cost**

Understandability of the code is too important especially during the testing phase. Each class and method must be readable, so number of methods increase in the system and functions must be implemented in a clear way. Writing comments into the source code increases the understandability of the code. This causes an additional cost in the developing phase.

**1.1.3 Security versus Cost**

In the system, users must be authorized to connect system from web and unauthorized people should not be able to access the system. Each user will be able to login to the system by using the username and password that is assigned by admin. This brings an additional cost to the system.

## Interface Documentation Guidelines

|  |  |  |
| --- | --- | --- |
| Identifier Type | Rules for Naming | Examples |
| Classes | Class names have nouns. | class User |
| Methods | Methods include verbs with a  noun. Their first letter is lowercase. They are meaningful. | getUser (); |
| Variables | Instance names are meaningful and shortest. | int i; |

## Definitions, Acronyms, and Abbreviations

## References

Biletsepeti Requeriment Analysis Document

Biletsepeti System Design Document

Bruegge B. & Dutoit A.H.. (2010). Object-Oriented Software Engineering Using UML,Patterns, and Java, Prentice Hall, 3rd ed.

# Packages

# Class Interfaces