

L04 – Acme HandyWorker

Item 1 – Changes done in Java Model and Uml Model

| Change 1 | |
|---|--|
| Before | Warranty class had attribut 'isDraft' |
| After | Warranty class has attribut 'draftMode' |
| Short Description and Explanation of the change | Due to some population problems, it was neccesary to change this attribute name. |

| Change 2 | |
|---|---|
| Before | Actor and Box entities have no relation |
| After | Actor and box are joined with a Many to Many navigation (1..* to 4..*). Taking into account the pre – defined system boxes. |
| Short Description and Explanation of the change | According to the requirement document, an actor can créate as many boxes as he/she wants. |

| Change 3 | |
|---|--|
| Before | Box joined to message with a simple navigation (Some boxes could have 0 or more messages). |
| After | Warranty class has attribut 'draftMode' |
| Short Description and Explanation of the change | Due to some population problems, it was neccesary to change this attribute name. |

Change 4

| | |
|---|---|
| Before | Message without actors attributes (Sender and Receiver) |
| After | Addition of two actor attributes for the sending and reception of messages. |
| Short Description and Explanation of the change | Actors can Exchange messages. Before we hadn't any way for this purpose. |

| Change 5 | |
|---|---|
| Before | Application without CreditCard |
| After | Application with CreditCard |
| Short Description and Explanation of the change | Our system information has to register the creditCard used for the application payment of the corresponding FixUpTask. (Requirement 10.2) |

| Change 6 | |
|---|--|
| Before | Report Class without DraftMode |
| After | Report Class with DraftMode |
| Short Description and Explanation of the change | If DraftMode is true, A report can be deleted or modified. |

| Change 7 | |
|---|--|
| Before | Navigation determinated from Actor to Message |
| After | Navigation inverted |
| Short Description and Explanation of the change | We can know with which message are received and sent by every actor. |

| Change 8 | |
|----------|--|
|----------|--|

| | |
|---|--|
| Before | Actor without suspicious attribute |
| After | Actor with suspicious attribute |
| Short Description and Explanation of the change | Before an actor is banned, this boolean set true if actor make interactions with other on the system using spam words. |

| Change 9 | |
|---|--|
| Before | Finder class has different attributes considered as filters and a SearchResult class with the beginning and the ending of a certain search. |
| After | We only have Finder Class. The two date attributes from SearchResult (Beginning and Ending) have been moved to Finder Class. |
| Short Description and Explanation of the change | We needn't any attribute for every filter. We have for this goal the queries done and the different services that have been implemented. Moreover, we consider that SearchResult was useless because their attributes could be at the beginning on Finder Class. |

Item 2 – Populate Changes

The 'PopulateDatabase.xml' file has completely been changed. More beans, respect to the last deliverable, have been added because of the properly testing of our services and repositories.

The main change to highlight is the creation of an UserAccount per Actor. In the last deliverable, multiple kind of actors had the same UserAccount. For example:

| Actor | User Account |
|-----------------|--------------|
| Sponsor1 | sponsor |
| Sponsor2 | sponsor |
| Sponsor3 | sponsor |