Systems Analysis and Design

Instructor: Huang, Chuen-Min

Teamwork2 ver.1

Group 6

ID Name A10523006 Maggie A10523049 Peggy Kurumi B10423003 B10423029 Bean Kendy B10523020 B10523030 Jerry B10523053 Lynn M10723001 Joe

Date 2018/05/29

Content

2. Interaction, Data Coupling 3. Stamp Coupling 1. Function Cohesion 2. Temporal Cohesion 3. Logical Chhesion 1. Type of Class Connascence 2. Name Connascence 3. Convention Connascence CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling) 2. Cohesion(Cohesion)			
2. Interaction, Data Coupling. 3. Stamp Coupling 1. Function Cohesion 2. Temporal Cohesion 3. Logical Chhesion 4. Type of Class Connascence 2. Name Connascence 3. Convention Connascence CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling) 2. Cohesion(Cohesion) 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Third Normal Form Third Normal Form Class Diagram Denormalization Class Diagram Denormalization Class Diagram Denormalization Class Diagram Denormalization Class Diagram			
3. Stamp Coupling 1. Function Cohesion 2. Temporal Cohesion 3. Logical Chhesion 1. Type of Class Connascence 2. Name Connascence 3. Convention Connascence CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling) 2. Cohesion(Cohesion) 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Third Normal Form Third Normal Form Denormalization Class Diagram Denormalization Class Diagram Class Diagram	1.	Control Coupling	
1. Function Cohesion	2.	Interaction, Data Coupling	
1. Function Cohesion 2. Temporal Cohesion 3. Logical Chhesion 1. Type of Class Connascence 2. Name Connascence 3. Convention Connascence CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling) 2. Cohesion(Cohesion) 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram Denormalization Class Diagram Class Diagram Denormalization Class Diagram	3.	Stamp Coupling	
2. Temporal Cohesion 3. Logical Chhesion 1. Type of Class Connascence 2. Name Connascence 3. Convention Connascence CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling) 2. Cohesion(Cohesion) 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram Denormalization Class Diagram			
3. Logical Chhesion	1.	Function Cohesion	
1. Type of Class Connascence 2. Name Connascence 3. Convention Connascence CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling) 2. Cohesion(Cohesion) 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Third Normal Form Class Diagram Class Diagram Class Diagram Second Normal Form Third Normal Form Third Normal Form Class Diagram Class Diagram	2.	Temporal Cohesion	
1. Type of Class Connascence 2. Name Connascence 3. Convention Connascence CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling) 2. Cohesion(Cohesion) 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Third Normal Form Class Diagram Denormalization Class Diagram Denormalization Class Diagram	3.	Logical Chhesion	
2. Name Connascence 3. Convention Connascence CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling). 2. Cohesion(Cohesion). 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Third Normal Form Class Diagram Class Diagram Connascence Convention Connascence			
3. Convention Connascence CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling)	1.	Type of Class Connascence	
CRC Card Text File	2.	Name Connascence	
CRC Card Text File Contract Method Specification Activity Diagram 1. Coupling(Data Coupling). 2. Cohesion(Cohesion). 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Third Normal Form Class Diagram Class Diagram Class Diagram Class Diagram Class Diagram Class Diagram	3.	Convention Connascence	
Contract Method Specification Activity Diagram 1. Coupling(Data Coupling). 2. Cohesion(Cohesion). 3. Connascence(Convention Connascence). Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Third Normal Form Class Diagram Class Diagram Class Diagram Class Diagram Class Diagram Class Diagram			
Contract Method Specification Activity Diagram 1. Coupling(Data Coupling). 2. Cohesion(Cohesion). 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Third Normal Form Class Diagram Class Diagram Class Diagram	Cl	RC Card	
Contract Method Specification Activity Diagram 1. Coupling(Data Coupling) 2. Cohesion(Cohesion) 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Third Normal Form Class Diagram Class Diagram	Te	xt File	
Method Specification Activity Diagram 1. Coupling(Data Coupling)			
Activity Diagram 1. Coupling(Data Coupling). 2. Cohesion(Cohesion). 3. Connascence(Convention Connascence). Class Diagram Zero Normal Form. First Normal Form. Second Normal Form. Third Normal Form. Denormalization. Class Diagram.		Contract	
1. Coupling(Data Coupling)		Method Specification	
1. Coupling(Data Coupling) 2. Cohesion(Cohesion) 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram		Activity Diagram	
2. Cohesion(Cohesion) 3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram			
3. Connascence(Convention Connascence) Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram	1.	Coupling(Data Coupling)	
Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram	2.	Cohesion(Cohesion)	
Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram	3.	Connascence(Convention Connascence)	
Class Diagram Zero Normal Form First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram			
Zero Normal Form First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram			
First Normal Form Second Normal Form Third Normal Form Denormalization Class Diagram		Class Diagram	
Second Normal Form Third Normal Form Denormalization Class Diagram		Zero Normal Form	
Third Normal Form Denormalization Class Diagram		First Normal Form	
Denormalization Class Diagram		Second Normal Form	
Denormalization		Third Normal Form	
Class Diagram			
9			
		Denormalization	

- 1) Please explain the Law of Demeter (LoD) by using of your project.
- 1. to itself (O itself)

```
class InitialController
package librarySystem;
import java.util.ArrayList;
public class InitialController {
    @FXML
    private TextField UserID;
    @FXML
    private TextField Password;
    @FXML
    private Button LoginButton;
    @FXML
    private Button GuestButton;
    public void onButtonClick(ActionEvent event)
        String ID=UserID.getText();
        String password=Password.getText();
        ArrayList<Librarian> storeLibrarian=new ArrayList<Librarian>();
        ArrayList<Member> storeMember=new ArrayList<Member>();
        Librarian checkLibrairan = new Librarian();
        Member checkMember = new Member();
        char beginChar=ID.charAt(0);
        if(beginChar=='L')
            storeLibrarian=LibraryDBMgr.searchData(ID, "librarian");
            checkLibrairan=storeLibrarian.get(0);
            if(password.equals(checkLibrairan.getlibrarianPassword()))
               tiggerLibrarianGUI();
                final Node source = (Node) event.getSource();
                final Stage stage = (Stage) source.getScene().getWindow();
                stage.close();
public void tiggerSearchGUI()
                       If password equals data's record, execute its own method.
public void tiggerLibrarianGUI()
      try
           LibrarianGUI librarianGUI=new LibrarianGUI()
           librarianGUI.showWindow();
      }catch(Exception e)
```

2. to objects contained in attributes of itself or a superclass (Any objects created/instantiated within M)

Class InitialController create object UserID & Password itself, then it can use getText() in its method.

```
package librarySystem;

import java.util.ArrayList;
public class InitialController {

@FXML
private TextField UserID;
@FXML
private TextField Password

@FXML
private Button LoginButton;
@FXML
private Button GuestButton;
public void onButtonClick(ActionEvent event)
{

String ID=UserID.getText();
String password=Password.getText();
```

3. to an object that is passed as a parameter to the method (M's parameters)

Method editdata() gets an ArrayList that named input. Then method editdata() changes the ArrayList's name as AMember.

Method editdata() has an object Member, its name is storeMember. Then ArrayList<Member> AMember equals to input (let input's type to Member) and get first AMember's Array to storeMember.

```
class LibrarianDBMgr
package librarySystem;
import java.sql.*;
public class LibraryDBMgr {
    public static void editData(String editID, ArrayList input String editTable)
          <u> ArrayList<Librarian> ALibr</u>arian=new ArrayList<Librarian>();
        ArrayList<Member> AMember;
         ArrayList<EDOOK> AEDOOK;
         ArrayList<PaperBook> APaperBook=new ArrayList<PaperBook>();
         Connection conn = null;
             try {
                       Class.forName("com.mysql.jdbc.Driver");
                       String datasource="jdbc:mysql://localhost/library?user=kendy&password=ken033580964";
                       conn = DriverManager.getConnection(datasource);
                       System.out.println("成功");
                       Statement st = conn.createStatement();
                       else if(editTable.equals("member"))
                           Member storeMember;
                            AMember=input;
                           storeMember=AMember.get(0);
                           System.out.println("成功載入MEMBER並給值");
                           boolean i=storeMember.getright();
                           int x;
                           if(i)
                                x=1;
 System.out.println(storeMember.getmemberID()+storeMember.getmemberPassword()+storeMember.getmemberemail()+storeMember.getnumbe
 String SQL = String.format("UPDATE member SET memberID='%s',memberPassword='%s',memberName='%s',memberRepublicofChinaNational
        ,storeMember.getmemberID()
        ,storeMember.getmemberPassword()
        ,storeMember.getmemberName()
,storeMember.memberRepublicofChinaNationalID()
        ,storeMember.getmemberemail()
        ,storeMember.getnumberOfBorrowBook()
        , \verb|storeMember.getnumberOfOverdueBook()|\\
        \tt, storeMember.getnumberOfNoticeBook(\r)
 st.executeUpdate(SQL);
System.out.println("成功寫入MEMBER");
```

4. to an object that is created by the method (O's direct component objects)

When addMemberButtonClick method execute, it will create object and use its method.

```
class LibrarianController
public void editMemberButtonClick(ActionEvent event)
    <u>Arravlist<Member> storeMembers=new</u> ArrayList<Member>();
   Member haveMember=new Member();
    JFrame editMemberFrame=new JFrame("修改member介面");
    JPanel p= new JPanel();
    editMemberFrame.setDefaultLookAndFeelDecorated(true);
    String input=JOptionPane.showInputDialog("請輸入memberID");
    if(input!=null||input!="")
        try {
            storeMembers=LibraryDBMgr.searchData(input, "member");
        }catch(Exception e)
        }
            haveMember=storeMembers.get(0);
            if(haveMember.getmemberID()==null||haveMember.getmemberID()=="")
                JOptionPane.showMessageDialog(editMemberFrame,"can not find member",
                        "Error", JOptionPane.ERROR_MESSAGE);
        }else
            System.out.print(input+"in");
            JButton b1 = new JButton("修改");
            JTextField ID = new JTextField(haveMember.getmemberID(),15);
            JTextField memberPassword = new JTextField(haveMember.getmemberPassword(),15);
            JTextField IMN = new JTextField(haveMember.getmemberName(),15);
```

2) There are six (or seven) types of interaction coupling, each falling on different parts of a good-to-bad continuum. Choose three pieces of your project to describe what types of the coupling they belong to.

1. Control Coupling

If someone wants to login this system, we need to check user's inputted ID. If the user uses librarian's ID, then method onButtonClick() will send two variables to method searchData(). One is user's ID, the other is what we need to find from database.

```
class InitialController
 public void onButtonClick(ActionEvent event)
     String ID=UserID.getText();
     String password=Password.getText();
     ArrayList<Librarian> storeLibrarian=new ArrayList<Librarian>
     ArrayList<Member> storeMember=new ArrayList<Member>();
     Librarian checkLibrairan = new Librarian();
     Member checkMember = new Member();
     try
     char beginChar=ID.charAt(0);
     if(beginChar=='L')
          storeLibrarian=LibraryDBMgr.searchData(ID, "librarian");
public static ArrayList searchData(String inputID,String usefunction) throws Exception
if(usefunction.equals("librarian"))//搜尋librarian
   Librarian r1=new Librarian();
   String SQL = String.format("SELECT * FROM librarian Where LibrarianID = '%s' ",inputID);
```

2. Interaction, Data Coupling

This is a class for sending an E-mail to member. All the parameter is decided by basic variable. And in this class, it doesn't need to call other class. It just handles send E-mail by its own.

3. Stamp Coupling

System uses class LibraryDBMgr to change paperbook's state. First of all, system creates member object changeMemberData. System will find a book it wants to change from database, and puts this data in variable havaPaperBook. Then use LibraryDBMgr's method editData() to change book's state. The member object changeMemberData will be its parameter.

```
class LibrarianController
{
    ArrayList getPaperBook =new ArrayList();
    ArrayList sendPaperBook =new ArrayList();
    ArrayList getMember = new ArrayList();
    ArrayList putInEdit =new ArrayList();
    ArrayList<PaperBook> havePaperBook =new ArrayList<PaperBook>();
    ArrayList<Member> haveMember = new ArrayList<Member>();
    PaperBook setPaperBook = new PaperBook();
    Member changeMemberData = new Member();
    try
    getPaperBook=LibraryDBMgr.searchData(ID.getText(), "searchpaperbook
    havePaperBook=getPaperBook;
    setPaperBook=havePaperBook.get(0);
    }catch(Exception e)
        JOptionPane.showMessageDialog(returnBookFrame, "search can not
                 "Error", JOptionPane. ERROR MESSAGE);
haveMember=getMember:
changeMemberData=haveMember.get(0);
int RNOVB=changeMemberData.getnumberOfQverdueBook()-1;
if(RNOVB==0)
    changeMemberData.setright(true);
changeMemberData.setnumberOfOverdueBook(RNOVB);
putInEdit.add(changeMemberData);
LibraryDBMgr.editData(changeMemberData.getmemberID(),putInEdit,"member");
setPaperBook.setbookState("available");
setPaperBook.setBorrower(null);
setPaperBook.setBorrowerTime(null);
sendPaperBook.add(setPaperBook);
LibraryDBMgr.editData(setPaperBook.getbookID(),sendPaperBook,"paperbook");
```

- 3) There are seven types of method cohesion, choose three pieces of your project to describe what types of the cohesion they belong to.
- 1. Function Cohesion

This method's only function is to check book borrow situation.

```
class CheckOverdueBook - 1
package librarySystem;
• import java.util.Date:□
public class CheckOverdueBook extends TimerTask{
     public void run() {
         System.out.println("使用");
        ArrayList getCheckBook =new ArrayList();
        java.text.SimpleDateFormat format = new java.text.SimpleDateFormat("yyyy-MM-dd");
        long day = 0;
        Date now =new Date();
        try {
        getCheckBook=LibraryDBMgr.searchData(null, "CheckOverdueBook");
        }catch(Exception e)
        {}
        ArrayList<PaperBook> PBA =new ArrayList<PaperBook>();
        PBA=getCheckBook;
        for (int i = 0; i < getCheckBook.size(); i++)</pre>
            PaperBook store = new PaperBook();
            store=PBA.get(i);
            String borrowTimeString = store.getborrowerTime();
```

```
class CheckOverdueBook - 2
26
                   java.util.Date beginDate = format.parse(borrowTimeString);
27
28
                   day=(now.getTime() - beginDate.getTime())/(24*60*60*1000);
29
                   System.out.println(day);
               }catch(Exception e)
30
31
                   System.out.println(e);
32
33
               if(day>4 && day<=7)
34
35
36
                   System.out.println("day<7");</pre>
37
                   ArrayList getMSearch = new ArrayList();
                   ArrayList<Member> haveM =new ArrayList<Member>();
38
39
                   ArrayList SEP = new ArrayList();
40
                   ArrayList SEM = new ArrayList();
                   ArrayList<Member> OMAL =new ArrayList<Member>();
41
42
                   Member OM = new Member();
43
                   store=PBA.get(i);
                   store.setbookState("notice");
44
45
                   try
46
                   {
                   gatMSaarch-LihraryDRMar searchData(store gethorrower() "memb
```

```
class CheckOverdueBook - 3
46
                  {
                  getMSearch=LibraryDBMgr.searchData(store.getborrower(),"member");
47
48
                  }catch(Exception e)
49
                  {}
                  haveM=getMSearch;
50
51
                  OM=haveM.get(0);
                  OM.setnumberOfBorrowBook(OM.getnumberOfBorrowBook()-1);
52
53
                  OM.setnumberOfNoticeBook(OM.getnumberOfNoticeBook()+1);
54
                  SEP.add(store);
55
                  SEM.add(OM);
                  LibraryDBMgr.editData(store.getbookID(),SEP,"paperbook");
56
57
                  LibraryDBMgr.editData(OM.getmemberID(),SEM,"member");
58
59
              else if(day>7)
60
61
                  System.out.println("day>7");
62
                  ArrayList getMSearch = new ArrayList();
63
                  ArrayList<Member> haveM =new ArrayList<Member>();
64
                  ArrayList SEP =new ArrayList();
                  ArrayList SEM =new ArrayList();
65
                  ArrayList<Member> OMAL =new ArrayList<Member>();
66
```

```
class CheckOverdueBook - 4
                  ALLAYETSEKTEMBELZ ÖLME HIEW ALLAYETSEKTEMBELZ
67
                  store=PBA.get(i);
68
                  Member OM = new Member();
69
                  store.setbookState("overdue");
70
                  try
71
72
                  getMSearch=LibraryDBMgr.searchData(store.getborrower(), "member");
73
                  }catch(Exception e)
74
                  {}
75
                  haveM=getMSearch;
76
                  OM=haveM.get(0);
                  OM.setnumberOfNoticeBook(OM.getnumberOfNoticeBook()-1);
77
78
                  OM.setnumberOfOverdueBook(OM.getnumberOfOverdueBook()+1);
79
                  OM.setright(false);
80
                  SEP.add(store);
81
                  SEM.add(OM);
                  LibraryDBMgr.editData(store.getbookID(),SEP,"paperbook");
82
83
                  LibraryDBMgr.editData(OM.getmemberID(),SEM,"member");
              }
84
85
86
          ArrayList getOMA = new ArrayList();
87
          ArrayList<Member> getOM =new ArrayList<Member>();
```

```
class CheckOverdueBook - 5
 84
 85
 86
            ArrayList getOMA = new ArrayList();
            ArrayList<Member> getOM =new ArrayList<Member>();
 87
 88
            try {
                getOMA=LibraryDBMgr.searchData(null, "GOM");
 89
                }catch(Exception e)
 90
 91
                 {}
            getOM=getOMA;
 92
           for (int i = 0; i < getOM.size(); i++)</pre>
 93
 94
 95
                Member sendNoticeEmail = new Member();
                sendNoticeEmail=getOM.get(i);
 96
                SendEmail.send(sendNoticeEmail);
 97
 98
            }
        }
 99
100 }
101
```

2. Temporal Cohesion

Member functions are called at the same time.

```
class Time

public Time() {

Calendar calendar = Calendar.getInstance();

calendar.set(Calendar.HOUR_OF_DAY,1);

calendar.set(Calendar.MINUTE,0);

calendar.set(Calendar.SECOND,0);

calendar.set(Calendar.SECOND,0);
```

3. Logical Chhesion

Method addDate() can add four data there are member, librarian, paperbook, ebook.

class LibraryDBMgr public static void addData(ArrayList input,String addTable)throws Exception ArrayList<Librarian> ALibrarian=new ArrayList<Librarian>(); ArrayList<Member> AMember=new ArrayList<Member>(); ArrayList<Ebook> AEbook=new ArrayList<Ebook>(); ArrayList<PaperBook> APaperBook=new ArrayList<PaperBook>(); Connection conn = null; try { Class.forName("com.mysql.jdbc.Driver"); String datasource="jdbc:mysql://localhost/library?user=kendy&password=ken033580964"; conn = DriverManager.getConnection(datasource); System.out.println("成功"); Statement st = conn.createStatement(); if(addTable.equals("librarian")) Librarian storeLibrarian=new Librarian(); ALibrarian=input; storeLibrarian=ALibrarian.get(0); String SQL = String.format("INSERT INTO librarian VALUES ('%s', '%s')", toreLibrarian.getlibrairanID(),s st.execute(SQL); st.close(); else if(addTable.equals("member")) Member storeMember=new Member(); AMember=input; storeMember=AMember.get(0); boolean i=storeMember.getright(); int x; else if(addTable.equals("member")) Member storeMember=new Member(); AMember=input; storeMember=AMember.get(0); boolean i=storeMember.getright(); int x; if(i) { x=1: } else { x=0: System.out.println(storeMe getmemberPassword()+store String SQL = String.format ("INSERT INTO member (memberID, memberPassword, memberName, memberRepublicofChinaNationalID, e ,storeMember.getmemberID() ,storeMember.getmemberPassword() ,storeMember.getmemberName() ,storeMember.memberRepublicofChinaNationalID() ,storeMember.getmemberemail() ,storeMember.getnumberOfBorrowBook() ,storeMember.getnumberOfOverdueBook() $\tt, store Member.get number Of Notice Book()$ st.execute(SQL); st.close(); else if(addTable.equals("paperbook"))

```
st.execute(SQL);
                    st.close();
               else if(addTable.equals("paperbook"))
                    PaperBook storePaperBook=new PaperBook();
                   APaperBook=input;
storePaperBook=APaperBook.get(0);
                    String sql = String.format("SELECT MAX(bookID) FROM paperbook");
                    st.execute(sal):
                    System.out.println("執行成功");
                    ResultSet rs=st.getResultSet();
                    System.out.println(rs);
                    while(rs.next())
                   {
                         x=rs.getInt(1);
                    x=x+1:
                    InitialGUI.setmaxID(x);
                   PreparedStatement permt;
String SQL = INSERT INTO paperbook (bookID,bookTitle,author,publisher,publicationDate,summary,state,bopstmt = conn.prepareStatement(SQL,Statement.RETURN_GENERATED_KEYS);
                    pstmt.setInt(1,x);
                   pstmt.setString(2,storePaperBook.getbookTitle());
pstmt.setString(3,storePaperBook.getauthor());
                    pstmt.setString(4,storePaperBook.getpublisher());
                    pstmt.setString(5,storePaperBook.getpublicationDate());
                    pstmt.setString(6,storePaperBook.getsummary());
else if(addTable.equals("ebook"))
    int rid;
    PreparedStatement pstmt :
    Ebook storeEbook=new Ebook();
    AEbook=input;
    storeEbook=AEbook.get(0);
    String sql = String.format("SELECT MAX(bookID) FROM ebook");
    st.execute(sql);
    ResultSet rs=st.getResultSet();
    int x=0;
    while(rs.next())
    {
         x=rs.getInt(1);
    }
    x=x+1;
    System.out.println(storeEbook.getbookTitle()+storeEbook.getauthor()+storeEbook.getpublisher()+storeEbook.getpublicati
String SQL = "INSERT INTO ebook (bookID,bookTitle,author,publisher,publicationDate,summary,bookContext,bookType) VALU
pstmt = conn.prepareStatement(SQL,Statement.RETURN_GENERATED_KEYS);
    pstmt.setInt(1,x);
    pstmt.setString(2,storeEbook.getbookTitle());
    pstmt.setString(3,storeEbook.getauthor());
pstmt.setString(4,storeEbook.getpublisher());
    pstmt.setString(5,storeEbook.getpublicationDate());
    pstmt.setString(6,storeEbook.getsummary());
    pstmt.setString(7,storeEbook.getbookContext());
    pstmt.setString(8,storeEbook.getbookType());
    pstmt.execute();
else if(addTable.equals("ebook"))
    int rid;
    PreparedStatement pstmt;
    Ebook storeEbook=new Ebook():
    AEbook=input;
     storeEbook=AEbook.get(0);
    String sql = String.format("SELECT MAX(bookID) FROM ebook");
    st.execute(sql);
    ResultSet rs=st.getResultSet();
    int x=0;
    while(rs.next())
    {
         x=rs.getInt(1);
    x=x+1:
    InitialGUI.setmaxID(x):
    System.out.ppintln(ttopeEbook_gatbookTitle()+stopeEbook_gatpublicationDate,summary,bookContext,bookType) VA_L
    pstmt = conn.prepareStatement(SQL,Statement.RETURN_GENERATED_KEYS);
    pstmt.setInt(1,x);
    pstmt.setString(2,storeEbook.getbookTitle());
    pstmt.setString(3,storeEbook.getauthor());
     pstmt.setString(4,storeEbook.getpublisher());
    pstmt.setString(5,storeEbook.getpublicationDate());
pstmt.setString(6,storeEbook.getsummary());
    pstmt.setString(7,storeEbook.getbookContext());
    pstmt.setString(8,storeEbook.getbookType());
    pstmt.execute():
```

4) Connascence generalized the ideas of cohesion and coupling, use three pieces of your project to describe what types of the connascence they belong to.

1. Type of Class Connascence

If a class has an attribute of type A, it is tied to the type of the attribute. If the type of the attribute changes, the attribute declaration will have to be changed.

For example, if Stage class changes, LibrarianGUI class's Stage() method will also be changed.

```
class
   public class LibrarianGUI extends Application{
       Stage stage=new Stage();
9⊜
        public void start(Stage primaryStage) {
10
            EXMLloader fxmlloader = new EXMLloader(getClass().getResource("LibrarianGUI.fxml"));
                Parent root = (Parent) fxmlLoader.load();
12
                Scene scene = new Scene(root);
13
                primaryStage.setTitle("LibrarianGUI");
15
                primaryStage.setScene(scene);
                primaryStage.show();
16
             } catch(Exception e) {
17
                    e.printStackTrace();
19
20
210
        public static void main(String[] args) {
22
                launch(args);
23
24
260
        public void showWindow()
27
        start(stage);
28
29
30
   }
```

2. Name Connascence

If a method refers to an attribute, it is tied to the name of the attribute. If the attribute's names changes, the content of the method will have to be changed.

```
class Time

Timer timer = new Timer();
CheckOverdueBook task = new CheckOverdueBook();

timer.schedule(task, date, PERIOD_DAY);

}
```

3. Convention Connascence

If the value's range changes, every method that used the value would have to be modified.

```
class
public void borrowBookButtonClick(ActionEvent event) {
    JFrame borrowFrame = new JFrame("借書介面");
    JButton b1 = new JButton("借書");
    JTextField ID = new JTextField(15);
    JPanel p = new JPanel();
   p.add(new JLabel("輸入書的ID"));
   p.add(ID);
   p.add(b1);
   borrowFrame.add(p);
   borrowFrame.pack();
   borrowFrame.setDefaultLookAndFeelDecorated(true);
   String input = JOptionPane.showInputDialog("請輸入borrowerID");
    if (input == "" || input == null) {
       System.out.print(input + "fff");
        // borrowFrame.setDefaultCloseOperation(borrowFrame.EXIT ON CLOSE);
        // borrowFrame.setVisible(false);
       borrowFrame.dispose();
    } else {
       borrowFrame.setVisible(true);
        b1.addActionListener(ActionEvent -> {
            ArrayList<Member> storeMember = new ArrayList<Member>();
            Member checkMember = new Member();
            String table = new String("searchpaperbook");
                storeMember = LibraryDBMgr.searchData(input, "member");
                checkMember = storeMember.get(0);
                ArrayList<PaperBook> storePaperBook = new ArrayList<PaperBook>();
                PaperBook checkPaperBook = new PaperBook();
                storePaperBook = LibraryDBMgr.searchData(ID.getText(), table);
                checkPaperBook = storePaperBook.get(0);
```

5) Use one class from your project that can create a set of invariants and add them to the CRC card or the class diagram.

• CRC Card

Front

Class name: LibrarianController	ID: 1		Type: Concrete, Domain	
Description:		A	ssociation Use Case:	
		Manage Paper	Book	
This class provides librarian to say	ve and edit	Manage E-Boo	k	
data of memberships, paper book, and	e-book. It	Manage Memb	er	
also can help librarian search book in	nformation	Borrow Book		
and provide book service.		Return Book		
		Search Book		
Responsibilities:			Collaborators:	
addMemberButtonClick		PaperBook		
addEbookButtonClick		Ebook		
addBookButtonClick		Member		
editMemberButtonClick		LibrarianGUI		
editEbookButtonClick		SendEmail		
editBookButtonClick		LibraryDBMgr		
deleteMemberButtonClick		Search		
deleteEbookButtonClick				
searchBookButtonClick				
borrowBookButtonClick				
returnBookButtonClick				
updatePaperBookStateButtonClick				

Back

Attributes:					
addMemberButton	(11)	(Button)			
addEbookButton	(11)	(Button)			
addBookButton	(11)	(Button)			
editMemberButton	(11)	(Button)			
editEbookButton	(11)	(Button)			
editBookButton	(11)	(Button)			
deleteMemberButton	(11)	(Button)			
deleteEbookButton	(11)	(Button)			
searchBookButton	(11)	(Button)			
borrowBookButton	(11)	(Button)			
returnBookButton	(11)	(Button)			
updatePaperBookStateButton	(11)	(Button)			
f	(01)	(File)	$\{f = (File) Actionevent.getNewValue()\}$		
Relationships:					
Generalization(a-kind-of):					
Aggregation(has-parts):					
Other Associations:					
Manage Paper Book					
Manage E-Book					
Manage Member					
Borrow Book					
Return Book					
Search Book					

Text File

LibrarianController class invariants:	
F = (File) Actionevent.getNewValue()	

6) Use a method of a class from your project that can create a contract and describe its algorithm specification. Specify the pre- or post- condition and use both Structured English and an activity diagram to specify the algorithm.

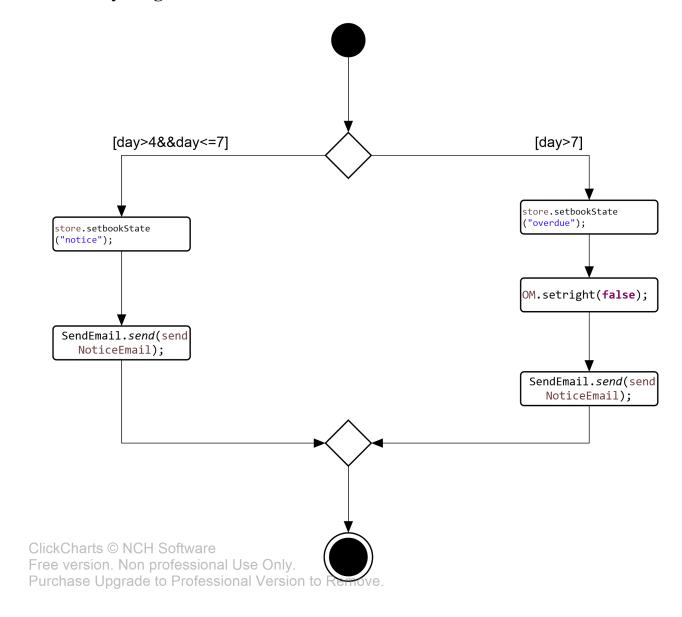
Contract

Method Name: run()	Class Name:	CheckOverdueBook	ID:	1			
Client(consumers): Time							
Associated Use Case:							
Member							
Description of Responsibilities:							
We use class checkOverdueBook to	calculate if the book th	at borrowed by member is	overdu	ie or			
not.							
Arguments Received:							
day:long							
Pre-Conditions:							
day=(now.getTime() - beginDate.get	etTime())/(24*60*60*1	000)					
Post-Conditions:							
if(day<=3)							
bookState = ("notice");							
setnumberOfNoticeBook	: -1						
getnumberOfNoticeBook	x +1						
else if(day<0)	else if(day<0)						
bookState = ("overdue")	bookState = ("overdue");						
getnumberOfNoticeBoo	ok -1						
getnumberOfOverdueB6	ook +1						
setright = (false)							

Method Specification

Method Name: Time()	<u> </u>	Class Name:	Time	ID:
Contract ID:		Programmer:	Kendy	Data Due: 05/28/2018
Programming Language:				1
Java				
Triggers/Events:				
CheckOverdueBook to	ask = new Cl	neckOverdueBook()	;	
Arguments Received:			Notoge	
Data Type:			Notes:	
long		Borrov	wed day minus to	oday
Messages Sent & Argum	ent Passed:	Doto T	· · · · · · · · · · · · · · · · · · ·	Notes:
ClassName.Method	Name:	Data T	ype:	Notes:
Arguments Returned:			Notes:	
Data Type:			Notes.	
void				
Algorithm Specification:				
if(day<=3)				
{				
store.setbook\$	State("notice'	');		
OM 4 1	Oth C D	1/01/	200 D 1/2	1)
		ook(OM.getnumber(
SEP.add(store		ook(OM.getnumber(JINOUCEBOOK()+	-1);
SEF.aud(store	<i>;)</i> ,			
else if(day<0)				
erse m(day<0)				
store.setbook\$	State("overdu	ie").		
Store is to ook		,,		
OM.setnumbe	erOfNoticeBo	ook(OM.getnumber(OfNoticeBook()-	1);
OM.setnumbe	erOfNoticeBo	ook(OM.getnumber(OfOverdueBook()+1);
OM.setright(f	alse);			
}				
Misc.Notes:				
None				

Activity Diagram



7) Please evaluate any piece of your project in terms of cohesion, coupling, and connascence perspective.

1. Coupling(Data Coupling)

Method borrowBookButton() creates an object p, then uses it to read inputted book ID to change book data to borrowed.

```
class MemberController
 3⊕ import java.sql.Timestamp;
20 public class MemberController {
21⊜
        @FXML
22
        private Button searchBookButton;
23⊜
       private Button borrowBookButton;
25⊜
       public void searchBookButtonClick(ActionEvent event)
26
27
            Search.main(null);
28
       @FXML
29⊜
       public void borrowBookButtonClick(ActionEvent event)
30
31
            JFrame borrowFrame=new JFrame("借身介面");
32
            JButton b1 = new JButton("借事");
33
            JTextField ID = new JTextField(15);
34
            JPanel p= new JPanel();
35
36
            p.add(new JLabel("輸入書的ID"));
37
            p.add(ID);
38
            p.add(b1);
39
            borrowFrame.add(p);
            borrowFrame.pack();
40
            borrowFrame.setVisible(true);
41
            b1.addActionListener(ActionEvent->
42
43
            {
44
                Member checkMember = new Member();
                checkMember=InitialGUI.getloginMember();
45
46
                String table= new String("searchpaperbook");
47
                try
48
49
                ArrayList<PaperBook> storePaperBook=new ArrayList<PaperBook>();
                PaperBook checkPaperBook=new PaperBook();
50
```

2. Cohesion(Function Cohesion)

If member's returning book day is close, system will send e-mail to notify member. System put the properties information at first, set subject and text to the e-mail and send it.

```
class SendEmail
    public class SendEmail {
        public static void send(Member i) {
             // Get properties object
             String from = "kencs16358@gmail.com";
 8
             String password = "******要輸入";
 9
             String to = i.getmemberemail();
10
             String sub = "國際經過知";
String msg = "" + i.getmemberName() + "會員您好,您目前有" + i.getnumberOfNoticeBook() + "本際快要逾期"
+ i.getnumberOfOverdueBook() + "已經逾期,讀盡快歸還,謝謝";
11
12
13
14
             Properties props = new Properties();
             props.put("mail.smtp.host", "smtp.gmail.com");
15
             props.put("mail.smtp.socketFactory.port", "465");
props.put("mail.smtp.socketFactory.class", "javax.net.ssl.SSLSocketFactory");
16
17
             props.put("mail.smtp.auth", "true");
props.put("mail.smtp.port", "465");
18
19
20
             Session session = Session.getDefaultInstance(props, new javax.mail.Authenticator() {
21⊜
220
                  protected PasswordAuthentication getPasswordAuthentication() {
                      return new PasswordAuthentication(from, password);
23
24
25
             });
             // compose message
26
27
             try {
                  MimeMessage message = new MimeMessage(session):
28
29
                  message.addRecipient(Message.RecipientType.TO, new InternetAddress(to));
30
                  message.setSubject(sub);
31
                  message.setText(msg);
                  // send message
32
                  Transport.send(message);
33
                  System.out.println("message sent successfully");
34
35
             } catch (MessagingException e) {
                  throw new RuntimeException(e);
36
37
38
         }
```

3. Connascence(Convention Connascence)

If the value's range changes, every method that used the value would have to be modified.

```
class PaperBook
 2⊕ import javafx.application.Application; [.]
   public class LibrarianGUI extends Application{
        Stage stage=new Stage();
         public void start(Stage primaryStage) {
9⊜
10
             FXMLLoader fxmlLoader = new FXMLLoader(getClass().getResource("LibrarianGUI.fxml"));
11
12
                Parent root = (Parent) fxmlLoader.load();
                Scene scene = new Scene(root);
13
                primaryStage.setTitle("LibrarianGUI");
14
                primaryStage.setScene(scene);
15
16
                primaryStage.show();
             } catch(Exception e) {
17
                    e.printStackTrace();
18
19
20
21⊜
         public static void main(String[] args) {
22
23
                launch(args);
24
25
26⊜
         public void showWindow()
27
28
         start(stage);
29
30
   }
31
```

8) Assume that you are going to adopt RDBMs to your project, please describe the referential integrity.

Table BookBorrowedRecord's primary key is book ID, and foreign key is Borrower ID which is used to record the book is borrowed by whom. Borrower ID is primary key of table Member (User ID).

Foreign key's value can be null because the book may not be borrowed. But if foreign key's value isn't null, the value must be Member table's primary key – user ID's value. Then table BookBorrowedRecord and table Member can refer each other.

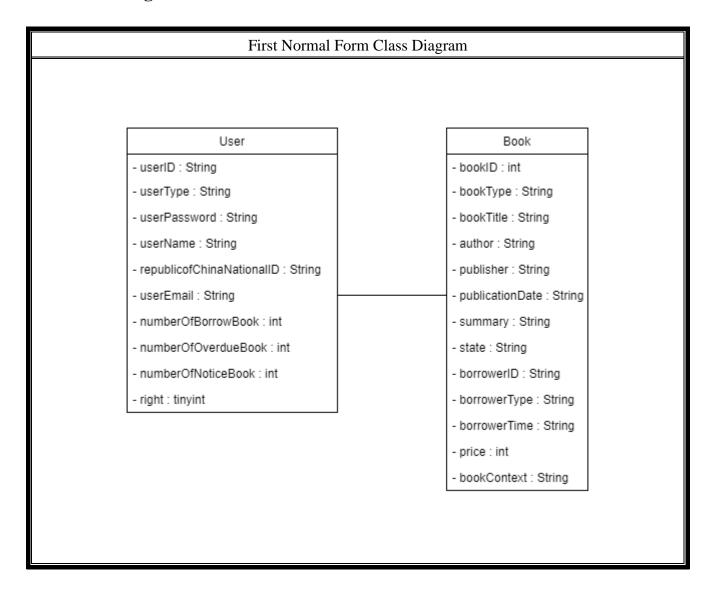
If foreign key's value isn't member ID's value, data will not refer. Refer will be wrong.

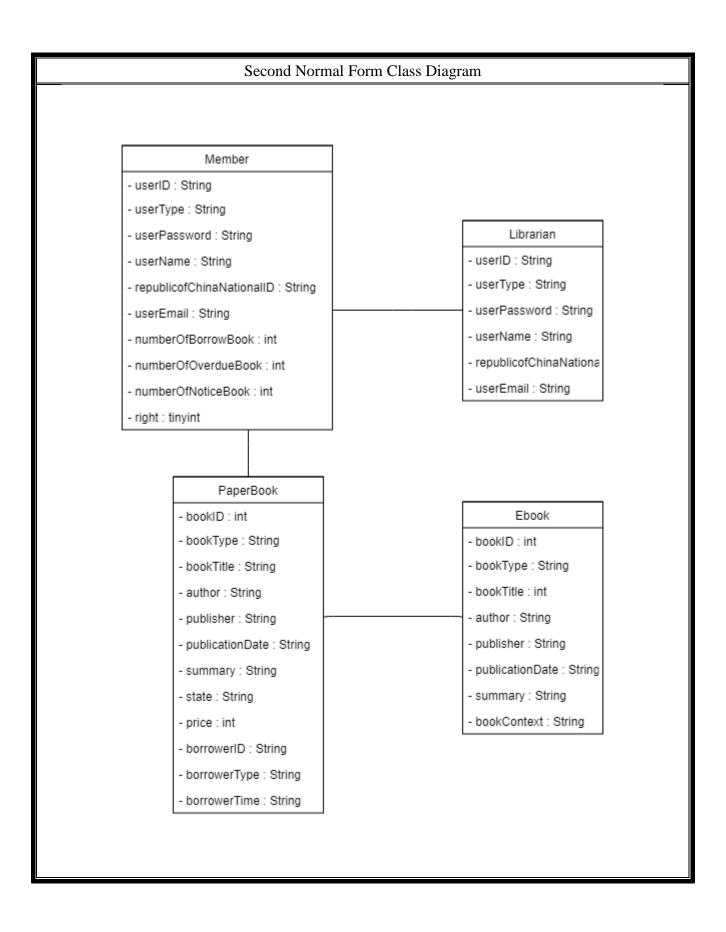
	BookBorrowedRecord Foreign Key							
Primary Key	<u>BookID</u>	BookType	userID	userType	BorrowTime			
	1	PaperBook	M01 /	Member	107/02/01			
	2	PaperBook	M02	Member	107/03/01			
	3	PaperBook	M01	Member	107/04/04			

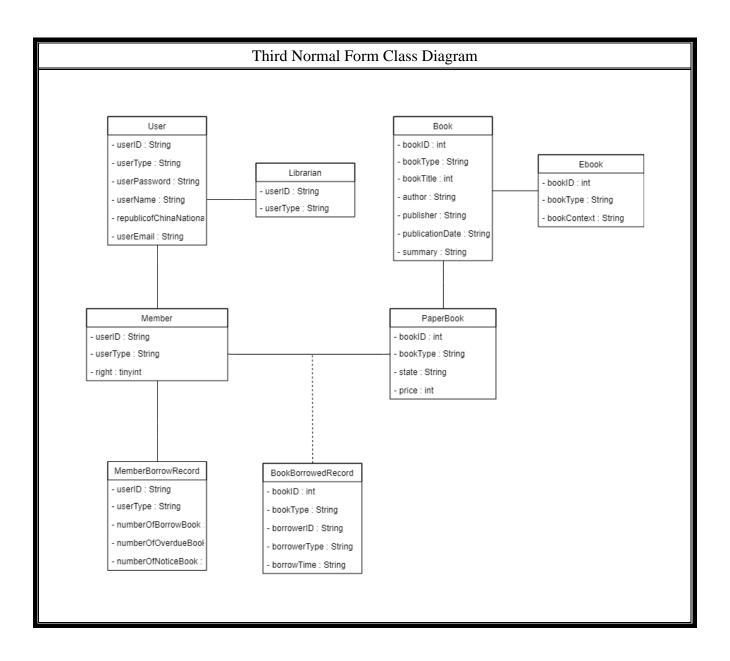
Member Primary Key					
userID	userType	right			
M01	Member	N			
M02	Member	Y			
M03	Member	Y			
M05	Member	Y			

9) Using the steps of normalization, create a model that represents the file of your project in third normal form. Please make necessary assumptions to explain why the tables are related.

Class Diagram







• Zero Normal Form

Book									
bookID	bookType	bookTitle	author	publisher	publicationDate	summary	state	price	borrowerID
1	PaperBook	I'm No.1	oneno	Red	107/01	this book makes you become no.1	Overdue	111	M01
2	PaperBook	Second not bad	twowt	BANANA	107/02	don't always want be no.1, I'll tell you advantage of second	Borrowed	222	M02
1	Ebook	Third what ever	threerht	Zebra	107/03	third means you just behind two people, don't think to much			
3	PaperBook	Forth you better relex	fouruof	OK	107/04	If you want do more better but always get forth, you must get too much pressure to yourself. Try to relax.	Borrowed	333	M01
4	PaperBook	No fifth	fivevif	BANANA	107/01	No one care about fifth, just practice harder.	Availabe	444	
5	PaperBook	Sixth give up	sixis	BANANA	107/03	six is not a lucky number, give up will give you happy life	Missing	555	
2	Ebook	Lucky seven	oneno	Zebra	107/05	you must a luck guy to get this number, let me aupluse to you			
6	PaperBook	Super eight	sixis	OK	107/02	lying eight is unlimit, you are superman	Unavailable	121	
7	PaperBook	number nine	ninenin	Red	107/03	no no no no, just nine just a number, No MORE	Damaged	232	
8	PaperBook	Top ten fact	seveneves	BANANA	107/01	Fact no.1: If you want to know, borrow me first	Repaired	343	
9	PaperBook	Uncountable	twowt	OK	107/01	I can't count anymore, don't ask me the number behind ten.	Deregistered	10	

User										
userID	userType	userPassword	userName	republicofChinaNationalID	userEmail	lastLoginTime	numberOfBorrowBook	numberOfOverdueBook	numberOfNoticeBook	right
M01	Member	1234	Lynn	A111333555	Lynn@ mail		2	1	0	N
M02	Member	5678	Tim	R333555777	Tim@mail		1	0	1	Y
M01	Member	1234	Lynn	A111333555	Lynn@ mail		2	1	0	N
M03	Member	8901	Ken	P555777999	Ken@ mail		0	0	0	Y
M05	Member	2345	Smitevevejagermanjason	L777999111	Smit@mail		0	0	0	Y
L01	Librarian	9876	Omaiwa	I222444666	Omai wa@ mail	107/02/02 02:02				
L02	Librarian	5432	Mo sinde	U444666888	Mo sinde@mail	107/01/01 01:01				
L03	Librarian	1098	Iru	T666888000	Iru@mail	106/06/06 06:06				
L04	Librarian	7654	Nani	W888000222	Nani@mail	107/05/05 05:05				

borrowerType	borrowerTime	bookContext
Member	107/02/01	
Member	107/03/01	
		Third is good, don't mind. Third is good, don't mind. Third is good, don't mind
Member	107/04/04	
		Seven is a good number. Seven is a good number. Seven is a good number
		-

• First Normal Form

Book						
<u>bookID</u>	<u>bookType</u>	bookTitle	author	publisher	publicationDate	summary
1	PaperBook	I'm No.1	oneno	Red	107/01	this book makes you become no.1
2	PaperBook	Second not bad	twowt	BANANA	107/02	don't always want be no.1, I'll tell you advantage of second
1	Ebook	Third what ever	threerht	Zebra	107/03	third means you just behind two people, don't think to much
3	PaperBook	Forth you better relex	fouruof	OK	107/04	If you want do more better but always get forth, you must get too much pressure to yourself. Try to relax.
4	PaperBook	No fifth	fivevif	BANANA	107/01	No one care about fifth, just practice harder.
5	PaperBook	Sixth give up	sixis	BANANA	107/03	six is not a lucky number, give up will give you happy life
2	Ebook	Lucky seven	oneno	Zebra	107/05	you must a luck guy to get this number, let me aupluse to you
6	PaperBook	Super eight	sixis	OK	107/02	lying eight is unlimit, you are superman
7	PaperBook	number nine	ninenin	Red	107/03	no no no no, just nine just a number, No MORE
8	PaperBook	Top ten fact	seveneves	BANANA	107/01	Fact no.1: If you want to know, borrow me first
9	PaperBook	Uncountable	twowt	OK	107/01	I can't count anymore, don't ask me the number behind ten.

state	price	borrowerID	borrwerType	borrowerTime	bookContext
Overdue	111	M01	Member	107/02/01	
Borrowed	222	M02	Member	107/03/01	
					Third is good, don't mind. Third is good, don't mind. Third is good, don't mind
Borrowed	333	M01	Member	107/04/04	
Availabe	444				
Missing	555				
					Seven is a good number. Seven is a good number. Seven is a good number
Unavailable	121				
Damaged	232				
Repaired	343				
Deregistered	10				

User										
userID	userType	userPassword	userName	republicofChinaNationalID	userEmail	lastLoginTime	numberOfBorrowBook	numberOfOverdueBook	numberOfNoticeBook	right
M01	Member	1234	Lynn	A111333555	Lynn@mail		2	1	0	N
M02	Member	5678	Tim	R333555777	Tim@ mail		1	0	1	Y
M03	Member	8901	Ken	P555777999	Ken@mail		0	0	0	Y
M05	Member	2345	Smitevevejagermanjason	L777999111	Smit@mail		0	0	0	Y
L01	Librarian	9876	Omai wa	I222444666	Omai wa@mail	107/02/02 02:02				
L02	Librarian	5432	Mo sinde	U444666888	Mo sinde@mail	107/01/01 01:01				
L03	Librarian	1098	Iru	T666888000	<u>Iru@mail</u>	106/06/06 06:06				
L04	Librarian	7654	Nani	W888000222	Nani@mail	107/05/05 05:05				

Second Normal Form

P	aperE	Soc	k
•	1.770	•	-

bookID	bookType	bookTitle	author	publisher	publicationDate	summary	state	price	borrowerID	borrowerType	borrowerTime
1	PaperBook	I'm No.1	oneno	Red	107/01	this book makes you become no.1	Overdue	111	M01	Member	107/02/01
2	PaperBook	Second not bad	twowt	BANANA	107/02	don't always want be no.1, I'll tell you advantage of second	Borrowed	222	M02	Member	107/03/01
3	PaperBook	Forth you better relex	fouruof	OK	107/04	If you want do more better but always get forth, you must get too much pressure to yourself. Try to relax.	Borrowed	333	M01	Member	107/04/04
4	PaperBook	No fifth	fivevif	BANANA	107/01	No one care about fifth, just practice harder.	Availabe	444			
5	PaperBook	Sixth give up	sixis	BANANA	107/03	six is not a lucky number, give up will give you happy life	Missing	555			
6	PaperBook	Super eight	sixis	OK	107/02	lying eight is unlimit, you are superman	Unavailable	121			
7	PaperBook	number nine	ninenin	Red	107/03	no no no no, just nine just a number, No MORE	Damaged	232			
8	PaperBook	Top ten fact	seveneves	BANANA	107/01	Fact no.1: If you want to know, borrow me first	Repaired	343			
9	PaperBook	Uncountable	twowt	OK	107/01	I can't count anymore, don't ask me the number behind ten.	Deregistered	10			

Ebook

bookID	bookType	bookTitle	author	publisher	publicationDate	summary	bookContext
1	Ebook	Third what ever		Zebra	107/03	third means you just behind two people, don't think to much	Third is good, don't mind. Third is good, don't mind. Third is good, don't mind
2	Ebook	Lucky seven	oneno	Zebra	107/05	you must a luck guy to get this number, let me aupluse to you	Seven is a good number. Seven is a good number. Seven is a good number

Member

userID	userType	userPassword	userName	republicofChinaNationalID	userEmail	numberOfBorrowBook	numberOfOverdueBook	numberOfNoticeBook	right
M01	Member	1234	Lynn	A111333555	Lynn@mail	2	1	0	N
M02	Member	5678	Tim	R333555777	Tim@mail	1	0	1	Y
M03	Member	8901	Ken	P555777999	Ken@mail	0	0	0	Y
M05	Member	2345	Smitevevejagermanjason	L777999111	Smit@mail	0	0	0	Y

Librarian

userID	<u>userType</u>	userPassword	userName	republicofChinaNationaIID	userEmail	lastLoginTime
L01	Librarian	9876	Omai wa	I222444666	Omai wa@mail	107/02/02 02:02
L02	Librarian	5432	Mo sinde	U444666888	Mo sinde@mail	107/01/01 01:01
L03	Librarian	1098	Iru	T666888000	<u>Iru@mail</u>	106/06/06 06:06
L04	Librarian	7654	Nani	W888000222	Nani@mail	107/05/05 05:05

• Third Normal Form

Book						
bookID	<u>bookType</u>	bookTitle	author	publisher	publicationDate	summary
1	PaperBook	I'm No.1	oneno	Red	107/01	this book makes you become no.1
2	PaperBook	Second not bad	twowt	BANANA	107/02	don't always want be no.1, I'll tell you advantage of second
3	PaperBook	Forth you better relex	fouruof	OK	107/04	If you want do more better but always get forth, you must get too much pressure to yourself. Try to relax.
4	PaperBook	No fifth	fivevif	BANANA	107/01	No one care about fifth, just practice harder.
5	PaperBook	Sixth give up	sixis	BANANA	107/03	six is not a lucky number, give up will give you happy life
6	PaperBook	Super eight	sixis	OK	107/02	lying eight is unlimit, you are superman
7	PaperBook	number nine	ninenin	Red	107/03	no no no no, just nine just a number, No MORE
8	PaperBook	Top ten fact	seveneves	BANANA	107/01	Fact no.1: If you want to know, borrow me first
9	PaperBook	Uncountable	twowt	OK	107/01	I can't count anymore, don't ask me the number behind ten.
1	Ebook	Third what ever	threerht	Zebra	107/03	third means you just behind two people, don't think to much
2	Ebook	Lucky seven	oneno	Zebra	107/05	you must a luck guy to get this number, let me aupluse to you

Member						
userID	userType	right				
M01	Member	N				
M02	Member	Y				
M03	Member	Y				
M05	Member	Y				

User

<u>userID</u>	userType	userPassword	userName	republicofChinaNationalID	userEmail
M01	Member	1234	Lynn	A111333555	Lynn@mail
M02	Member	5678	Tim	R333555777	Tim@mail
M03	Member	8901	Ken	P555777999	Ken@mail
M05	Member	2345	Smitevevejagermanjason	L777999111	Smit@mail
L01	Librarian	9876	Omai wa	I222444666	Omai wa@mail
L02	Librarian	5432	Mo sinde	U444666888	Mo sinde@mail
L03	Librarian	1098	Iru	T666888000	<u>Iru@mail</u>
L04	Librarian	7654	Nani	W888000222	Nani@mail

PaperBook

Тирегвоок						
<u>bookType</u>	state	price				
PaperBook	Overdue	111				
PaperBook	Borrowed	222				
PaperBook	Borrowed	333				
PaperBook	Availabe	444				
PaperBook	Missing	555				
PaperBook	Unavailable	121				
PaperBook	Damaged	232				
PaperBook	Repaired	343				
PaperBook	Deregistered	10				
	PaperBook PaperBook PaperBook PaperBook PaperBook PaperBook PaperBook PaperBook	PaperBook Overdue PaperBook Borrowed PaperBook Borrowed PaperBook Availabe PaperBook Missing PaperBook Unavailable PaperBook Damaged PaperBook Repaired				

Ebook

<u>bookID</u>	<u>bookType</u>	bookContext
1	Ebook	Third is good, don't mind. Third is good, don't mind. Third is good, don't mind
2	Ebook	Seven is a good number. Seven is a good number. Seven is a good number

Librarian

userID	userType	lastLoginTime
L01	Librarian	107/02/02 02:02
L02	Librarian	107/01/01 01:01
L03	Librarian	106/06/06 06:06
L04	Librarian	107/05/05 05:05

BookBorrowedRecord

<u>B</u>	ookID	<u>BookType</u>	userID	userType	BorrowTime
	1	PaperBook	M01	Member	107/02/01
	2	PaperBook	M02	Member	107/03/01
	3	PaperBook	M01	Member	107/04/04

MemberBorrowedRecord

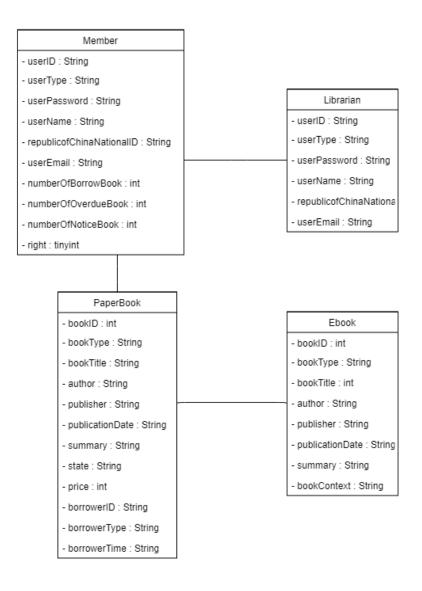
userID	userType	numberOfBorrowBook	numberOfOverdueBook	numberOfNoticeBook
M01	Member	2	1	0
M02	Member	1	0	1
M03	Member	0	0	0
M05	Member	30 0	0	0

10) Describe how you would denormalize the model that you created in question 9. Draw the new class diagram based on your suggested changes.

Denormalization

The third normalization has too many tables. First, it will lead to system's running speed slower. Second, these tables don't help us about manage data. So, we denormalize in order to improve system's running speed.

Class Diagram



11) Examine the model that you created in question 10. Develop the inter-file clustering and index strategies. Describe how your clustering strategy will improve the performance of the database. List possible indices you would recommend and describe the reasons.

We will create two indexes between Book Type and author. Because if we know which kind of book we need, then we can use index for us to search more quickly. Like, I want to find Harry Potter, if I don't know which kind of book it is. Then system needs to find every book in system. It will waste too much time. But if we know it is E-book, then the system can just find E-book part. Saving our time and more efficient. So, such as index Book Type, we will create another index about author. Because in some situation, people just know the book's author. So if we make an index about author. It will take less time than search every book data.

Book

		•	BookID	BookType	BookTitle	Author	Publisher	PublicationDate	Summary
Book Type Inc	dex		1	PaperBook	I'm No.1	oneno	Red	107/01	this book makes you become no.1
Book Type	Pointer		→	DomanDoals	Coord not had	4	DANIANIA	107/02	don't always want be no.1, I'll tell you
PaperBook		_	2	PaperBook	Second not bad	twowt	BANANA	107/02	advantage of second
PaperBook	•		1	Ebook	Third what area	than amb t	Zahma	107/02	third means you just behind two people,
PaperBook			1	Ebook	Third what ever	threerht	Zebra	107/03	don't think to much
PaperBook									If you want do more better but always get
PaperBook			3	PaperBook	Forth you better relex	fouruof	OK	107/04	forth, you must get too much pressure to
PaperBook									yourself. Try to relax.
PaperBook			/ ///	PaperBook	No fifth	fivevif	BANANA	107/01	No one care about fifth, just practice
PaperBook				Тарегвоок	NO IIIII	HVEVII	DANANA	107/01	harder.
PaperBook	•		<i>[</i> //	PaperBook	Civth give up	sixis	BANANA	107/03	six is not a lucky number, give up will
Ebook			1/	Рарегьоок	Sixth give up	SIXIS	DAMANA	107/03	give you happy life
Ebook			2	Rbook	Lucky seven	oneno	Zebra	107/05	you must a luck guy to get this number,
	,		2	KOOOK	Lucky seven	Offerio	Zeora	107/03	let me aupluse to you
			6	PaperBook	Super eight	sixis	OK	107/02	lying eight is unlimit, you are superman
			7	PaperBook	number nine	ninenin	Red	107/03	no no no no, just nine just a number, No
			/	raperbook	number mile	IIIIICIIIII	Reu	107/03	MORE
			8	PaperBook	Top ten fact	gavanavag	BANANA	107/01	Fact no.1: If you want to know, borrow
		\	0	Гарегоок	Top ten fact	seveneves	DANANA	107/01	me first
		\	9	PaperBook	Uncountable	twowt	OK	107/01	I can't count anymore, don't ask me the
			7	гарегоок	Oncountable	twowt	UK	107/01	number behind ten.

Book

			Bookl	D BookType	BookTitle	Author	Publisher	PublicationDate	Summary
		1	1	PaperBook	I'm No.1	oneno	Red	107/01	this book makes you become no.1
Publisher Type I	ndex		2	DomonDools	Second not bad	4xxxxxxx4	BANANA	107/02	don't always want be no.1, I'll tell you
Publisher Type	Pointer			PaperBook	Second not bad	twowt	DANANA	107/02	advantage of second
BANANA	•		→	Ebook	Third what ever	threerht	Zebra	107/03	third means you just behind two people,
BANANA	• `		1	EDOOK	I mird what ever	unreernt	Zeora	107/03	don't think to much
BANANA	•								If you want do more better but always get
BANANA	•\		3	PaperBook	Forth you better relex	fouruof	OK	107/04	forth, you must get too much pressure to
Red									yourself. Try to relax.
Red			4	DomonDools	No fifth	fivovif	DANIANIA	107/01	No one care about fifth, just practice
Zebra			4	PaperBook	No fifth	fivevif	BANANA	107/01	harder.
Zebra	/		5	DomonDools	Civeth cive ye	aireia	BANANA	107/03	six is not a lucky number, give up will
OK		\ \	3	PaperBook	Sixth give up	sixis	DAINAINA	107/03	give you happy life
OK			2	Ebook	I walzy sayyan	onono	Zebra	107/05	you must a luck guy to get this number,
OK			2	EUUUK	Lucky seven	oneno	Zeora	107/03	let me aupluse to you
			6	PaperBook	Super eight	sixis	OK	107/02	lying eight is unlimit, you are superman
		\	7	DomonDools	number nine	ninanin	Red	107/03	no no no no, just nine just a number, No
		\	/	PaperBook	number mile	ninenin	Keu	107/03	MORE
		/	8	DanarDaalr	Top top foot	cavanavac	BANANA	107/01	Fact no.1: If you want to know, borrow
			\setminus °	PaperBook	Top ten fact	seveneves	DAMANA	107/01	me first
			9	PaperBook	Uncountable	twowt	OK	107/01	I can't count anymore, don't ask me the
			9	гарегоок	Uncountable	twowt	UK	10//01	number behind ten.

Participate In Assignments

ID	1	e in Assignments	
ID	Name	Participate	Responsibility
			Question3
A10523006	Maggie	100%	Question4
			Question6
A 10522040	Dagger	1000/	Question11
A10523049	Peggy	100%	PPT
			Word
B10423003	Kurumi	100%	Question1
D10423003	Kurumi	100%	Question8
			Question10
B10423029	Bean	0%	
			Java Code
B10523020	Kendy	100%	Question1
B10323020			Question2
			Question6
B10523030	Jerry	100%	Question7
			Question1
B10523053	Lynn	100%	Question5
			Question9
	Joe		Java Code
M10722001		1000/	Question2
M10723001		100%	Question9
			Question11