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| CMPS453 – University of Louisiana at Lafayette |
| Design |
| UL Housing Project |

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| Brandin Jefferson, Issa Samake, Zach Danjean, Yee Wong, Jaquincy Nelson, Brian Okoye  10-23-2014 |

ABSTRACT

TABLE OF CONTENTS

LIST OF FIGURES

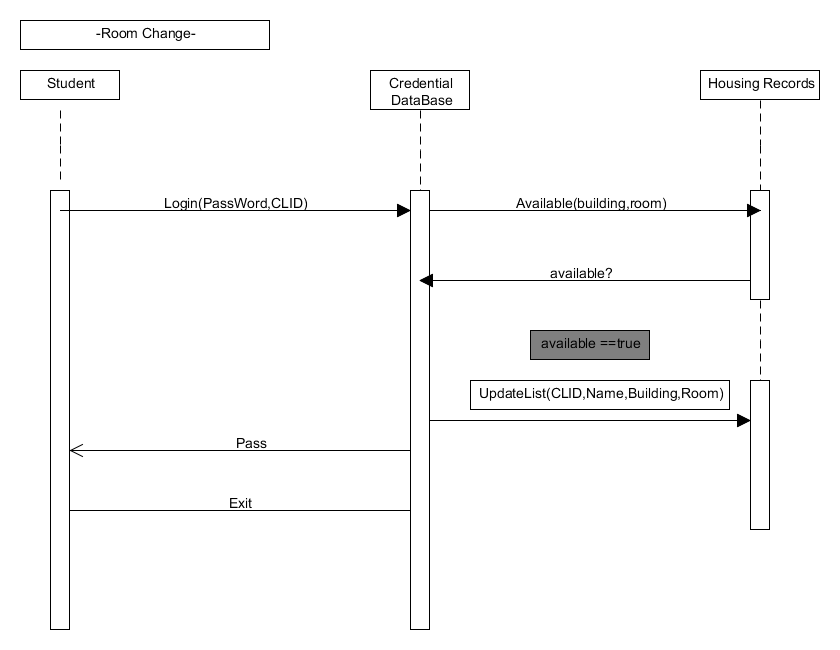
LIST OF TABLES

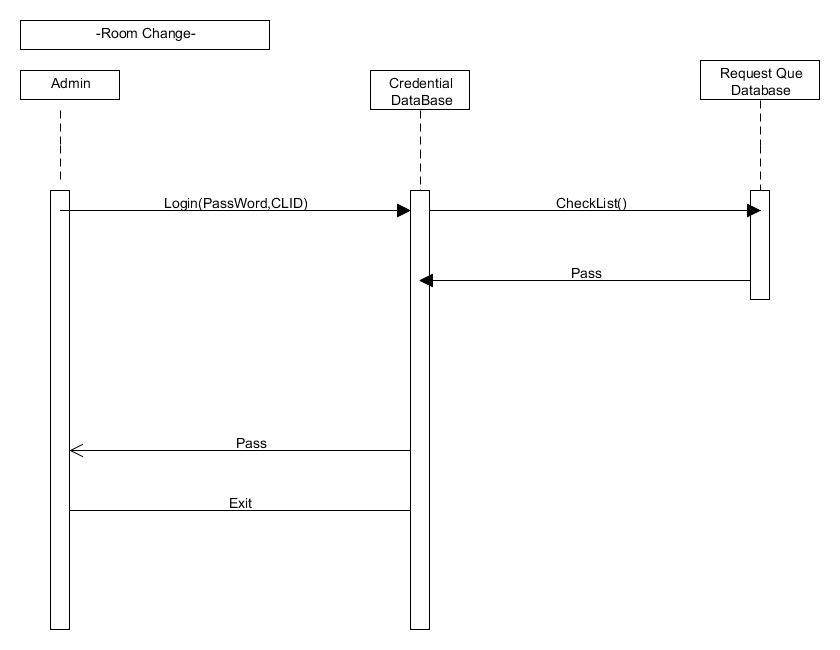
INTRODUCTION

GUI (Graphical User Interface) Design

//Brandin – I can do this if someone else does Dynamic

STATIC MODEL SEQUENCE DIAGRAMS





# DYNAMIC MODEL SEQUENCE DIAGRAMS

sd Create New ID (void) : void

recordlist : StudentRecord

ids : StudentID

verifyID (id, password)

: boolean

*exists*

alt

[exists == false]

Login (id, password)

: void

mail : MailVerifier

createID(email, password)

: void

verifymail(email):

boolean

*valid*

alt

[valid == false]

notvalid() : void

errorMsg()

: void

else

AddID(): void

else

displayPage() :

void

sd Request Room Change (void) : void

holder : Interface

db : HousingRecord

selectRoomChange

displayOptions

available(building, room)

*available*

alt

[available == true]

updateAvailability(id)

successMsg

exit

[else]

updateAvailability(id)

notFirstMsg

exit

Placeholder

sd View Floor Map

ref

Login Admin

Option Manager

House DB

display options:void

*floors*

Map Interface

selection (floor)

exit : void

displaymap

(floor)

Placeholder

sd Decide Room Requests

Interface Manager

DisplayRequests

Request Queue

*Request Queue*

DecideRequest

removeRequest

loop

Placeholder

RATIONALE FOR DETAILED DESIGN MODEL

TRACEABILITY FROM REQUIREMENTS TO DETAILED DESIGN MODEL

REFERENCES