

<Magic Clothing Printing >

Design

Revision History

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| --- | --- | --- | --- |
| **Date** | **Issue** | **Description** | **Author** |
| <03/03/2015> | <1.0> | Document Elaboration | Marcela Sanchez  Ecaterina Galeru |
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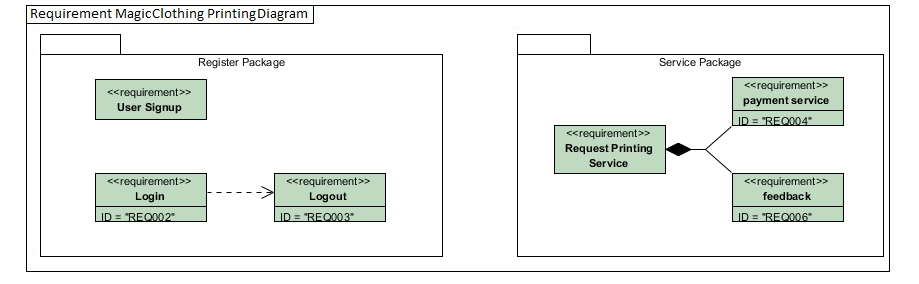
# Introduction

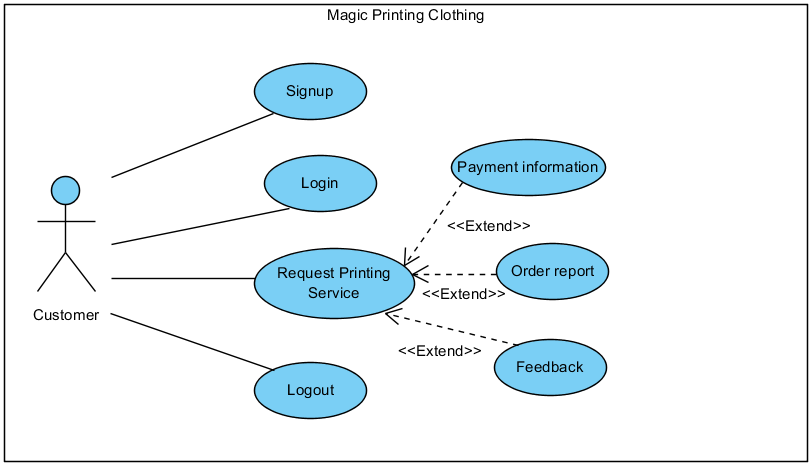
*Magic Clothing Printing Design Document is a document to provide design guidelines used to help in the software development process of Magic Clothing Printing Web Application. This document provides necessary details on how the application should be implemented. Magic Clothing Printing Design Document contains narrative and graphical documentation of the application design for the project including use case models, sequence diagrams, collaboration models, and other supporting requirement information.*

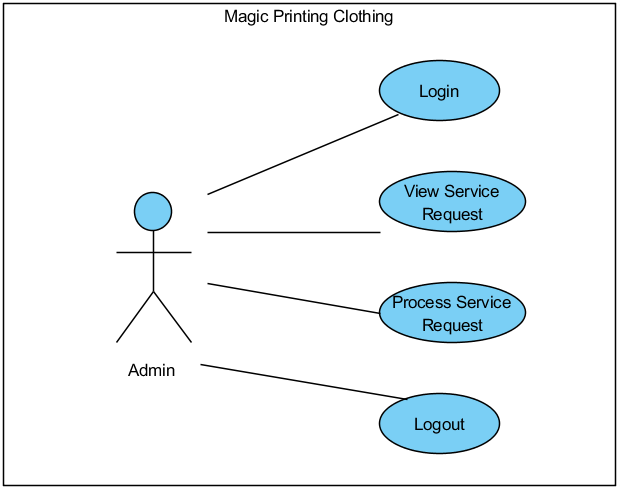
## Purpose

*The purpose of Magic Clothing Printing Web Application is to have an online service for our customers that want to benefit from our clothing printing service. The application enables our customers to place a printing request, view the list of previous requests and their delivery statuses. The placement of a printing requests requires the customers to choose the type of article they want to print on, how many units and upload the desired image. This way our customers have the flexibility to customize their clothes by printing on it different designs or pictures of their preference.*

# Requirements - Use-Case – Usage Scenarios







# High Level Design

*[In this section, explain in a few sentences what each entity does. Describe your reasoning for defining the entities in your diagram and what their roles are.]*

**Figure 1 <** **High Level Design Diagram >**

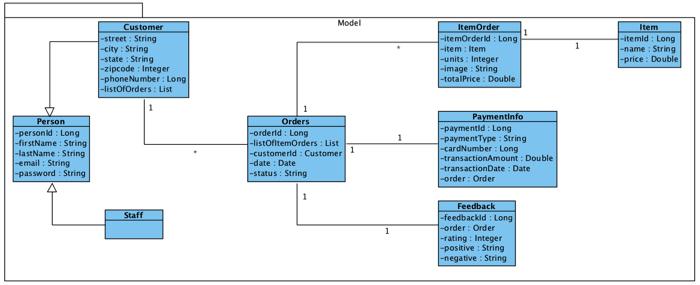
# Detailed Design

*[This section is where your objects and object relationships are defined.*

## <Object.Name> Usage

*[This section is where your objects and object relationships are defined. Describe how the object is used and what function it serves. If an object will interface with an external object or system, it is a good idea to show the interface for the object. Most importantly, you must again describe your thought process for defining the object as you did. List the benefits and risks. If an object provides an encapsulation, describe in a sentence why the encapsulation adds value. Use your descriptions to give meaning to the diagrams.*

**Figure 2 <ClassDiagram>**



## Interaction Diagram

*[An interaction diagram shows how a set of objects or entities communicate with each other to perform a complex task. ]*

**Figure 3 <InteractionDiagram.Name>**

# Design Alternatives

*[This section describes alternative designs that were considered. ]*

# Issues, Risk and Dependencies

*[All known risks/issues and a list of all assumptions/Dependencies. Some of this may simply be rehashing what you wrote in a previous section of the document.*

*What’s important is getting all of these items into one section so that the reader doesn’t have to read the whole document to understand what the benefits, risks and assumptions are.*

# Future Considerations

*[This section describes next steps, functionality-wise as well as design improvements]*

# References

*[This subsection provides a complete list of all documents referenced. Identify each document by title, report number (if applicable), date, and publishing organization. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document.]*