

**Bakery**  
**CS3500: Object Oriented Design**  
**Assignment #11**  
**Prof. Schmidt**

**Team #2**  
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# Requirements Document

## Use Case Scenarios:

In order to minimize user interaction with the system, all user actions will be delegated through the cashier.

### Scenario 1: Purchase Processing

1. **CUSTOMER** enters checkout with items they intend to purchase
2. **CLERK** inputs customer info into system
  - a. **SYSTEM** checks if customer with same payment information has purchased before
  - b. **SYSTEM** creates a new customer profile if one doesn't exist
3. **CLERK** Enters each item and number of items the customer is purchasing
4. **SYSTEM** calculates order total, displays
5. **CUSTOMER** Chooses to pay now or later
6. **CUSTOMER** chooses how much discount points to apply to order
7. **CLERK** inputs customer's pickup date into system
8. **SYSTEM** registers/stores the purchased products to the customer profile.
9. **SYSTEM** adds & displays rewards points earned from purchase.

### Scenario 2: Owner Checking Inventory

1. **OWNER** requests inventory report
2. **SYSTEM** displays list of all items in inventory with quantities

### Scenario 3: Owner Queries Specific Customer

1. **OWNER** enters a piece of customer identification info.
2. **SYSTEM** searches for matching customer
3. **SYSTEM** prints customer purchases (if a match is found)
4. **SYSTEM** prints reward point balance
5. **SYSTEM** prints contact information
6. **SYSTEM** prints all other relevant information store on customer

### Scenario 4: Owner Checking Orders

1. **OWNER** requests order report
2. **SYSTEM** displays all orders

### Scenario 5: Owner Updates Customer Infor

1. **OWNER** inputs user current information
2. **OWNER** inputs new user information
3. **SYSTEM** updates user

## **Functional / Nonfunctional Requirements:**

### **Functional Requirements of the program:**

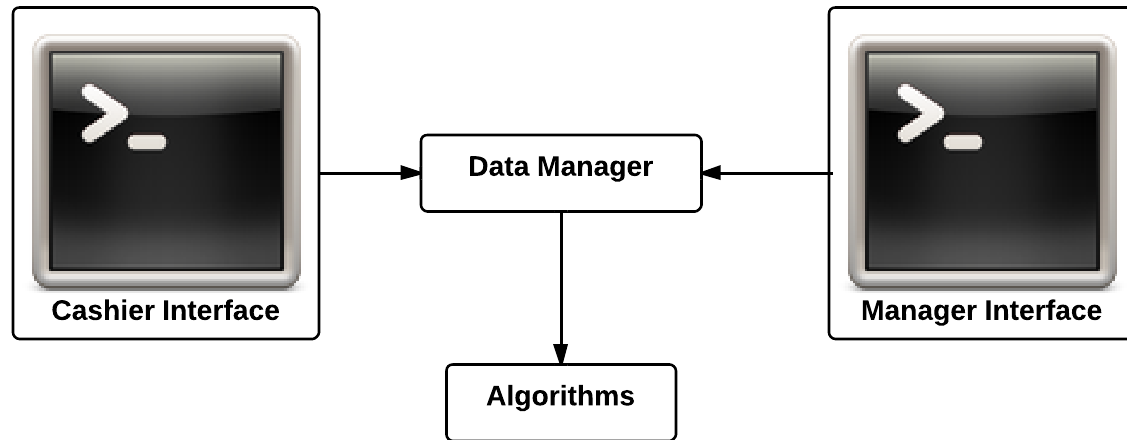
1. It should calculate the order totals.
2. It should store the customer information for contacting and billing the customer.
3. It should track purchases of customers
4. It should track loyalty card point balances.
5. It should give track and give out rewards to loyalty card members based off of purchases.
6. It should allow the owner to see all available items,
7. It should allow the owner to see existing customers
8. It should allow the owner to see existing orders.
9. It should track all items ordered by a given customer.
10. It should allow the owner to modify customer data
11. It should allow the owner to modify order data
12. It should allow the owner to modify inventory data
13. It should provide separate "Cashier" and "Owner" interfaces

### **Nonfunctional Requirements of the program:**

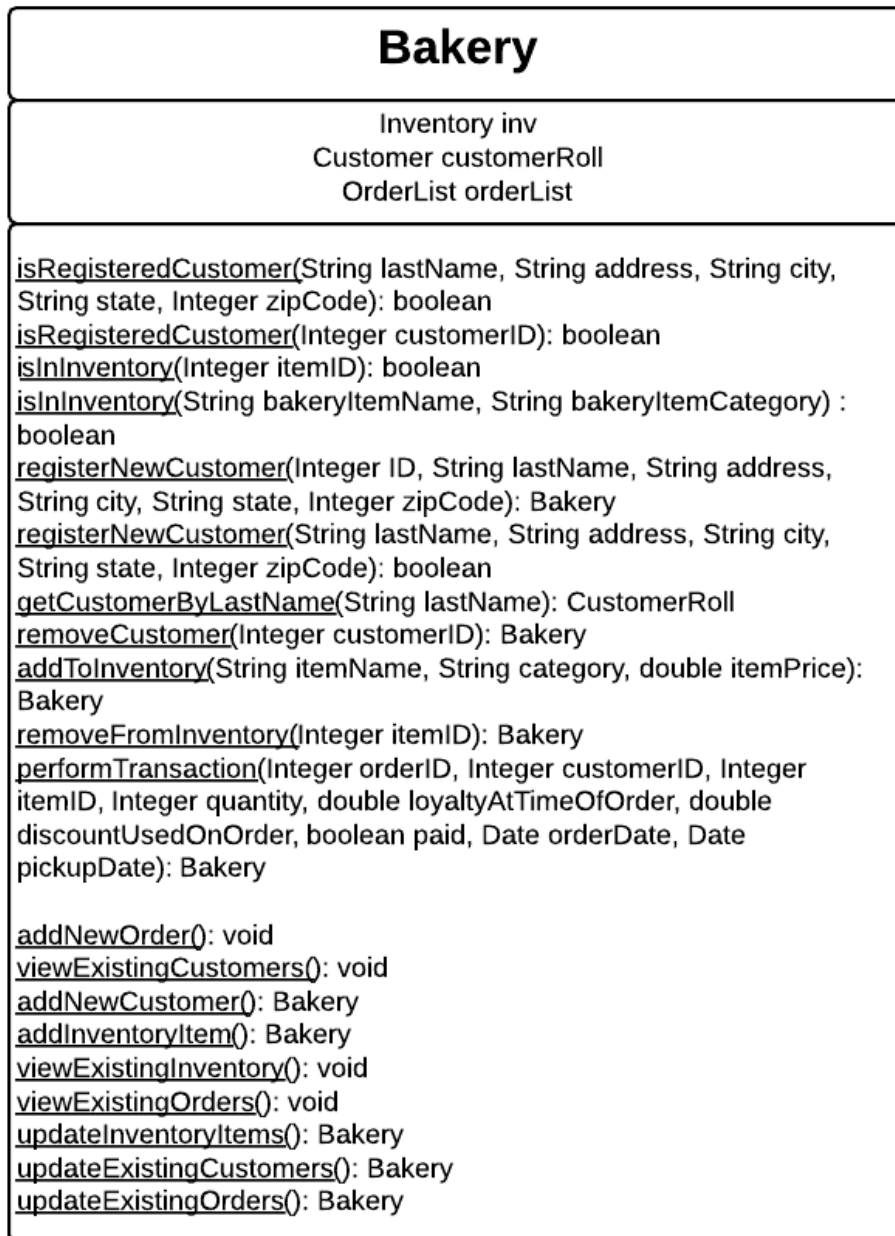
1. It should help the owner to better understand his sales.
2. It should be built in Java.
3. It should run on CCIS system.
4. It should efficiently respond to queries within a reasonable amount of time.
5. It should implement secure class visibility.
6. It should be testable.

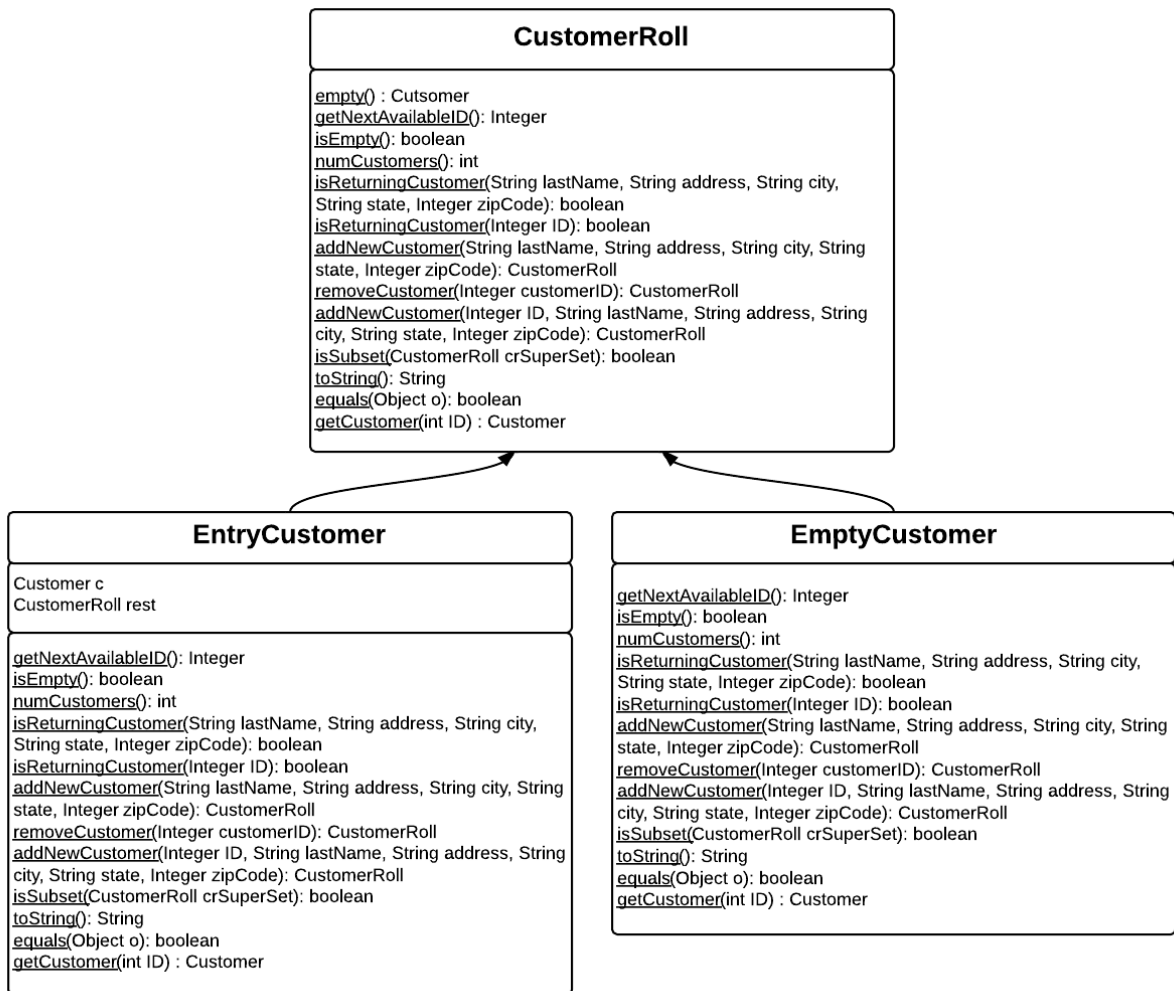
# Design Document

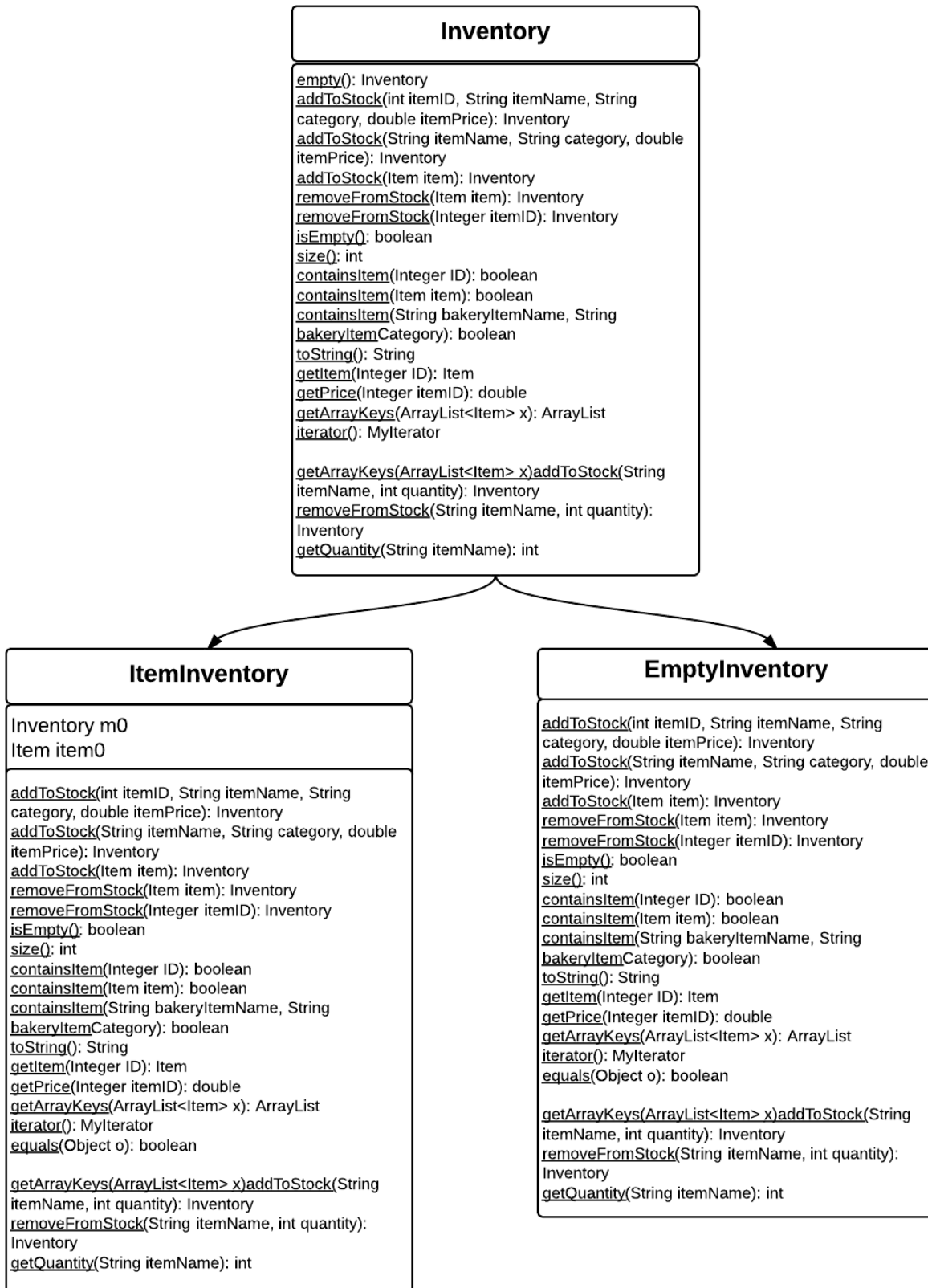
## Module Dependency Diagram

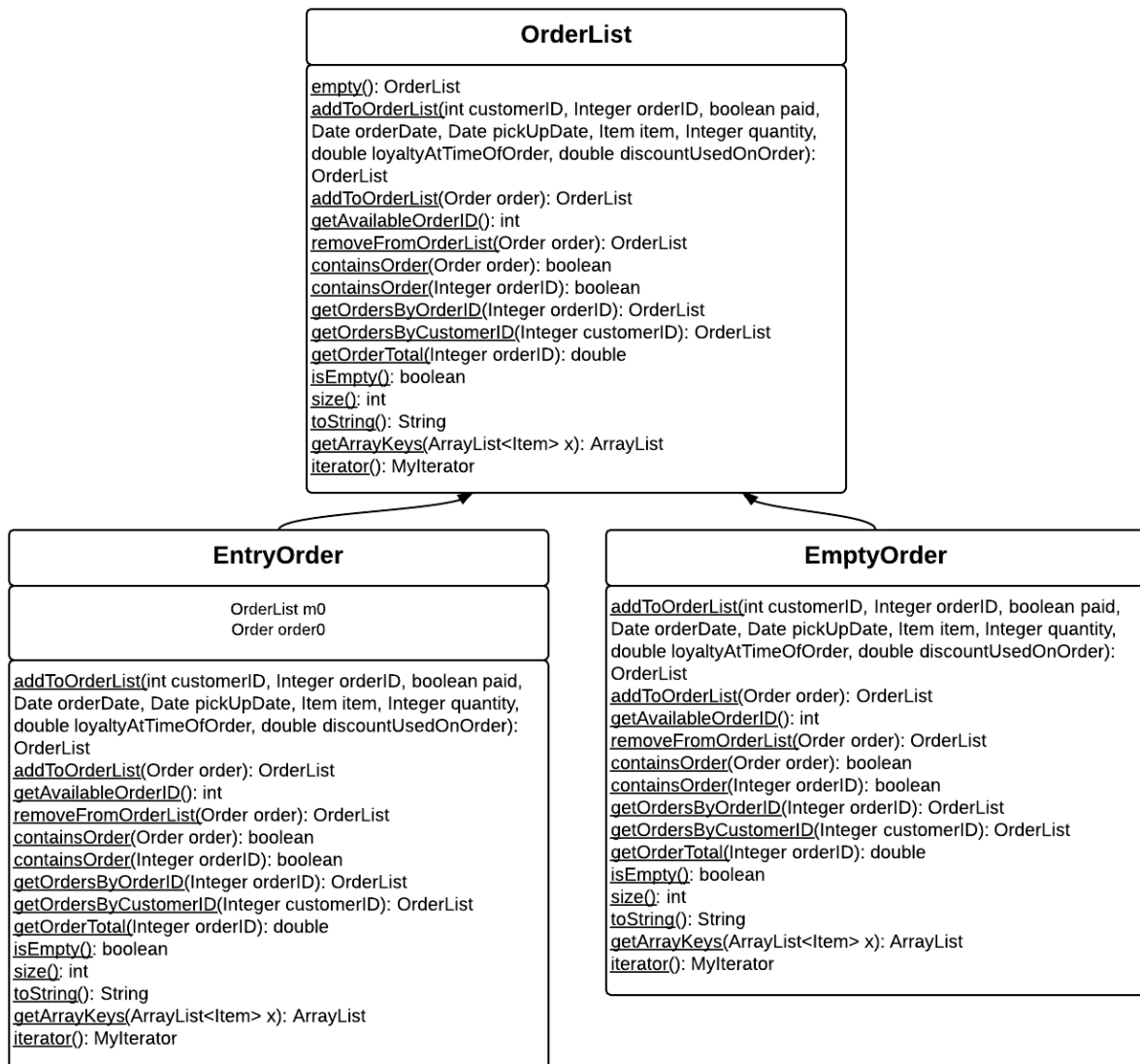


## UML Diagrams









## Changes in Design

Originally, we stored Orders in an ArrayList within each customer. We changed this design by creating a separate list structure for orders, so all orders could be searched without having to collect them every time. This also enabled more sensical function names in the order class.

Unfortunately, this created an immense amount of similar code where the same functions were passed along to several layers of objects. For example, bakery, orderList, orderEntry, and Order all have constructors to create new orders. This created a lot of unnecessary repetition. In the end, it probably would have been a better approach to just use ArrayLists and utilize a much simpler design project than the structure we chose.



Furthermore, we realized in the later requirements that all customers were rewards members instead of having two types of customers (members and non-members). We had originally planned to calculate order balances on the fly, but realized that each order must keep track of the customer's balances at the time of order, so we stored them as parameters within each order.

We also added many more methods to OrderList, Inventory, CustomerRoll and Bakery to make our program to work and follow the requirements discussed in class.

### **Group Member Contributions**

Dan Osborne and Jesus Cheng worked collaboratively on the project online using Google Documents and GitHub. Both worked together on every file using GitHub. All work was done during in-person meetings and all contributions were done cooperatively.