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.
- 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:

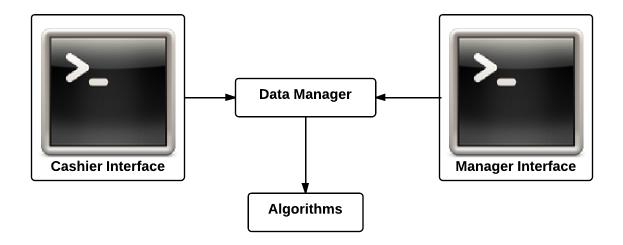
- 1. It should calculate the order totals.
- 2. It should store the customer information for contacting and billing the customer.
- 3. It should track purchases of customers
- 4. It should track loyalty card point balances.
- 5. It should give track and give out rewards to loyalty card members based 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.
- 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



Bakery

Inventory inv Customer customerRoll OrderList orderList

isRegisteredCustomer(String lastName, String address, String city,

String state, Integer zipCode): boolean

isRegisteredCustomer(Integer customerID): boolean

isInInventory(Integer itemID): boolean

 $\underline{isInInventory} (String\ bakeryItemName,\ String\ bakeryItemCategory)\ :$

boolean

registerNewCustomer(Integer ID, String lastName, String address,

String city, String state, Integer zipCode): Bakery

registerNewCustomer(String lastName, String address, String city,

String state, Integer zipCode): boolean

getCustomerByLastName(String lastName): CustomerRoll

removeCustomer(Integer customerID): Bakery

<u>addToInventory(String itemName, String category, double itemPrice):</u>

Bakery

removeFromInventory(Integer itemID): Bakery

<u>performTransaction</u>(Integer orderID, Integer customerID, Integer itemID, Integer quantity, double loyaltyAtTimeOfOrder, double discountUsedOnOrder, boolean paid, Date orderDate, Date

pickupDate): Bakery

addNewOrder(): void

viewExistingCustomers(): void addNewCustomer(): Bakery addInventoryItem(): Bakery viewExistingInventory(): void viewExistingOrders(): void updateInventoryItems(): Bakery updateExistingCustomers(): Bakery updateExistingOrders(): Bakery

CustomerRoll

empty() : Cutsomer

getNextAvailableID(): Integer

isEmpty(): boolean

numCustomers(): int

isReturningCustomer(String lastName, String address, String city,

String state, Integer zipCode): boolean isReturningCustomer(Integer ID): boolean

addNewCustomer(String lastName, String address, String city, String

state, Integer zipCode): CustomerRoll

removeCustomer(Integer customerID): CustomerRoll

addNewCustomer(Integer ID, String lastName, String address, String

city, String state, Integer zipCode): CustomerRoll isSubset(CustomerRoll crSuperSet): boolean

toString(): String

equals(Object o): boolean getCustomer(int ID) : Customer

EntryCustomer

Customer c CustomerRoll rest

getNextAvailableID(): Integer

isEmpty(): boolean numCustomers(): int

isReturningCustomer(String lastName, String address, String city,

String state, Integer zipCode): boolean

isReturningCustomer(Integer ID): boolean

addNewCustomer(String lastName, String address, String city, String

state, Integer zipCode): CustomerRoll

removeCustomer(Integer customerID): CustomerRoll

addNewCustomer(Integer ID, String lastName, String address, String

city, String state, Integer zipCode): CustomerRoll

isSubset(CustomerRoll crSuperSet): boolean

toString(): String

equals(Object o): boolean getCustomer(int ID): Customer

EmptyCustomer

getNextAvailableID(): Integer

isEmpty(): boolean

numCustomers(): int

isReturningCustomer(String lastName, String address, String city,

String state, Integer zipCode): boolean

isReturningCustomer(Integer ID): boolean

addNewCustomer(String lastName, String address, String city, String

state, Integer zipCode): CustomerRoll

removeCustomer(Integer customerID): CustomerRoll

addNewCustomer(Integer ID, String lastName, String address, String

city, String state, Integer zipCode): CustomerRoll isSubset(CustomerRoll crSuperSet): boolean

toString(): String

equals(Object o): boolean

getCustomer(int ID) : Customer

Inventory

empty(): Inventory

addToStock(int itemID, String itemName, String

category, double itemPrice): Inventory

addToStock(String itemName, String category, double

itemPrice): Inventory

addToStock(Item item): Inventory removeFromStock(Item item): Inventory

removeFromStock(Integer itemID): Inventory

isEmpty(): boolean

size(): int

<u>containsItem</u>(Integer ID): boolean <u>containsItem</u>(Item item): boolean

containsItem(String bakeryItemName, String

bakeryltemCategory): boolean

toString(): String

getItem(Integer ID): Item getPrice(Integer itemID): double

getArrayKeys(ArrayList<Item> x): ArrayList

iterator(): MyIterator

getArrayKeys(ArrayList<Item> x)addToStock(String

itemName, int quantity): Inventory

removeFromStock(String itemName, int quantity):

nventory

getQuantity(String itemName): int

ItemInventory

Inventory m0 Item item0

addToStock(int itemID, String itemName, String

category, double itemPrice): Inventory

addToStock(String itemName, String category, double

itemPrice): Inventory

<u>addToStock</u>(Item item): Inventory <u>removeFromStock</u>(Item item): Inventory <u>removeFromStock</u>(Integer itemID): Inventory

<u>isEmpty()</u>: boolean

size(): int

containsItem(Integer ID): boolean containsItem(Item item): boolean

containsItem(String bakeryItemName, String

bakeryltemCategory): boolean

toString(): String

getItem(Integer ID): Item

getPrice(Integer itemID): double

getArrayKeys(ArrayList<Item> x): ArrayList

iterator(): MyIterator

equals(Object o): boolean

getArrayKeys(ArrayList<Item> x)addToStock(String

itemName, int quantity): Inventory

removeFromStock(String itemName, int quantity):

Inventory

getQuantity(String itemName): int

EmptyInventory

addToStock(int itemID, String itemName, String

category, double itemPrice): Inventory

addToStock(String itemName, String category, double

itemPrice): Inventory

addToStock(Item item): Inventory

removeFromStock(Item item): Inventory

removeFromStock(Integer itemID): Inventory

isEmpty(): boolean

size(): int

containsItem(Integer ID): boolean containsItem(Item item): boolean

containsItem(String bakeryItemName, String

bakeryltemCategory): boolean

toString(): String

getItem(Integer ID): Item

getPrice(Integer itemID): double

getArrayKeys(ArrayList<Item> x): ArrayList

iterator(): Mylterator

equals(Object o): boolean

getArrayKeys(ArrayList<Item> x)addToStock(String

itemName, int quantity): Inventory

removeFromStock(String itemName, int quantity):

Inventory

getQuantity(String itemName): int

OrderList

empty(): OrderList

<u>addToOrderList(int customerID, Integer orderID, boolean paid,</u> Date orderDate, Date pickUpDate, Item item, Integer quantity, double loyaltyAtTimeOfOrder, double discountUsedOnOrder): OrderList

addToOrderList(Order order): OrderList

getAvailableOrderID(): int

removeFromOrderList(Order order): OrderList

containsOrder(Order order): boolean

containsOrder(Integer orderID): boolean

getOrdersByOrderID(Integer orderID): OrderList

getOrdersByCustomerID(Integer customerID): OrderList

getOrderTotal(Integer orderID): double

isEmpty(): boolean

<u>size()</u>: int

toString(): String

getArrayKeys(ArrayList<Item> x): ArrayList

iterator(): Mylterator

EntryOrder

OrderList m0 Order order0

<u>addToOrderList(</u>int customerID, Integer orderID, boolean paid, Date orderDate, Date pickUpDate, Item item, Integer quantity, double loyaltyAtTimeOfOrder, double discountUsedOnOrder): OrderI ist

addToOrderList(Order order): OrderList

getAvailableOrderID(): int

removeFromOrderList(Order order): OrderList

containsOrder(Order order): boolean

<u>containsOrder(</u>Integer orderID): boolean

<u>getOrdersByOrderID</u>(Integer orderID): OrderList <u>getOrdersByCustomerID</u>(Integer customerID): OrderList

getOrderTotal(Integer orderID): double

isEmpty(): boolean

<u>isEmpty()</u>: boolear size(): int

toString(): String

getArrayKeys(ArrayList<Item> x): ArrayList

iterator(): Mylterator

EmptyOrder

<u>addToOrderList(</u>int customerID, Integer orderID, boolean paid, Date orderDate, Date pickUpDate, Item item, Integer quantity, double loyaltyAtTimeOfOrder, double discountUsedOnOrder): OrderList

addToOrderList(Order order): OrderList

getAvailableOrderID(): int

removeFromOrderList(Order order): OrderList

<u>containsOrder(Order order):</u> boolean

<u>containsOrder(Integer orderID)</u>: boolean <u>getOrdersByOrderID(Integer orderID)</u>: OrderList

getOrdersByCustomerID(Integer customerID): OrderList

getOrderTotal(Integer orderID): double

isEmpty(): boolean

size(): int

toString(): String

getArrayKeys(ArrayList<Item> x): ArrayList

iterator(): Mylterator

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.