# **NAIL SALON APPOINTMENT**

## PROYEK FINAL

Diajukan untuk melengkapi mata kuliah Perangkat Lunak Berbasis Komponen Dosen Pengampu: Kurnia Saputra, S.T., M.Sc.

## Oleh:

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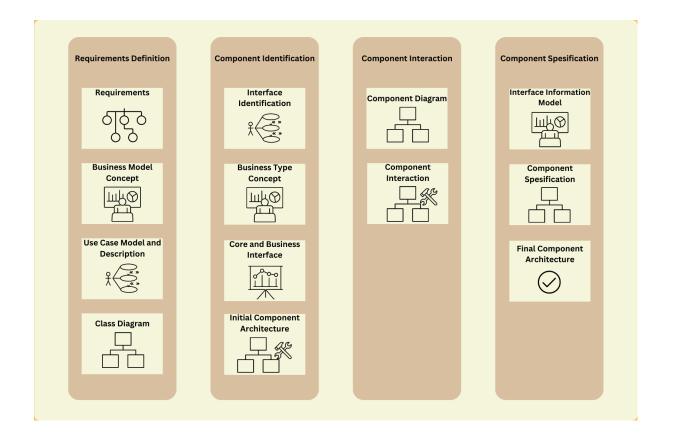


PROGRAM STUDI SARJANA INFORMATIKA
JURUSAN INFORMATIKA
FAKULTAS MATEMATIKA DAN ILMU PENGETAHUAN ALAM
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# ARSITEKTUR COMPONENT



# REQUIREMENT DEFINITION

# 1. Requirement

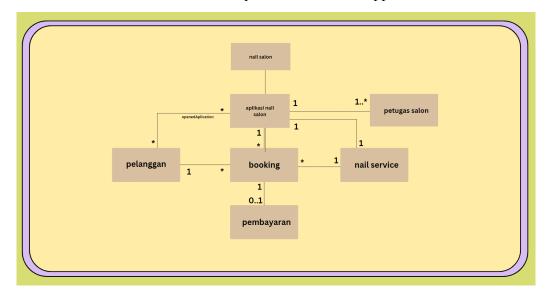
Berikut adalah requirement dari sistem NailAppointment:

• R01: User dapat memilih servis

• R02: User dapat memilih metode pembayaran

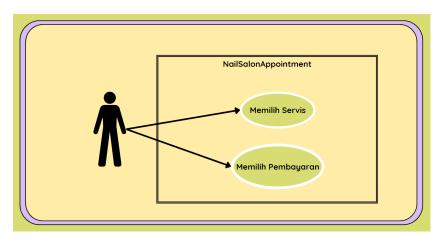
# 2. Business Model Concept

Berikut adalah Business Model Concept dari sistem NailAppointment:



## 3. Use Case Model & Use Case Description

## a. Use Case Model



## b. Use Case Description

### Use case 1

Nama : Memilih servis Initiator: Aplikasi Nail Salon

Tujuan: Memilih servis yang ingin diterima

#### Skenario sukses:

- 1.Aplikasi menyediakan pilihan servis yang diinginkan
- Aplikasi meminta user untuk memilih servis yang diinginkan
- Sistem menghubungkan ke pilihan servis yang dipilih
- Sistem menampilkan informasi pilihan servis yang dipilih

#### Extensions:

- 2.Tidak ada pilihan servis yang dipilih
  - Sistem meminta user untuk memilih servis
  - Sistem memberikan alternatif pilihan lain yang tersedia
- 2.b.Aplikasi menolak pilihan servis dari user
  - Gagal
- Sistem gagal menghubungkan ke pilihan servis yang dipilih
  - Gaga

### Use case 2

Nama : Memilih pembayaran Initiator: Aplikasi Nail Salon

Tujuan: Memilih pembayaran yang ingin

digunakan

### Skenario sukses:

- Aplikasi Nail Salon menyediakan beberapa
   Opsi pembayaran
- opsi pembayaran 2. Aplikasi meminta user untuk memilih salah satu opsi pembayaran
- User memilih opsi pembayaran yang diinginkan
- Sistem menghubungkan ke opsi pembayaran yang dipilih
- Sistem memeriksa apakah saldo user mencukupi untuk melakukan pembayaran

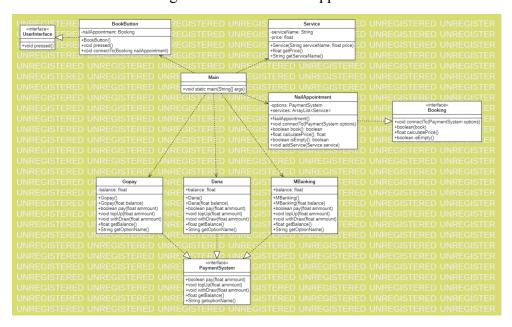
### Extensions:

- 2.Tidak ada pilihan pembayaran yang dipilih
- a. Sistem meminta user untuk memilih pembayaran
- b. Sistem memberikan alternatif pilihan lain yang tersedia
- Aplikasi menolak pilihan servis dari user a.Gagal
- Sistem gagal menghubungkan ke pilihan pembayaran yang dipilih a.Gagal
- 5.Saldo user tidak mencukupi
- a.Meminta metode pembayaran lainnya b.Mengisi saldo terlebih dahulu

c.Gagal

# 4. Class Diagram

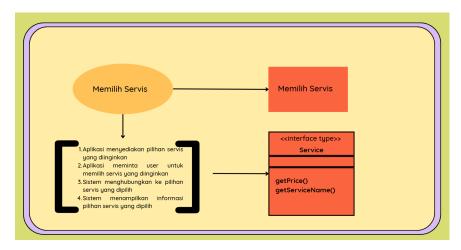
Berikut adalah Class Diagram dari sistem NailAppointment:



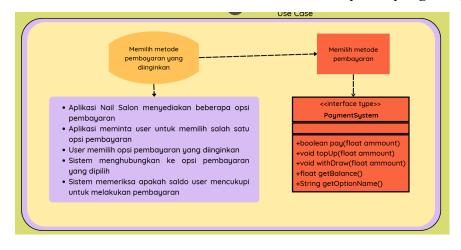
## **COMPONENT IDENTIFICATION**

## 1. Interface Identification

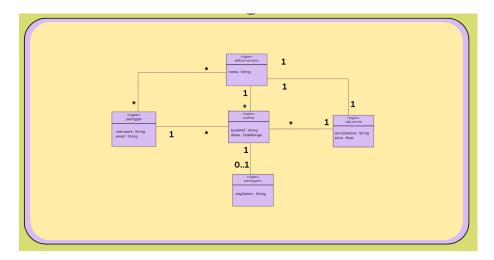
• Interface Identification: Memilih Servis



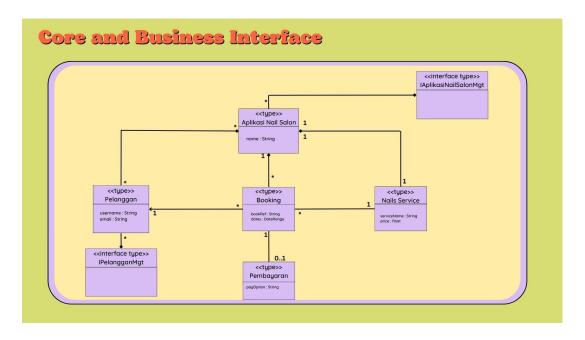
• Interface Identification: Memilih Metode Pembayaran yang Diinginkan



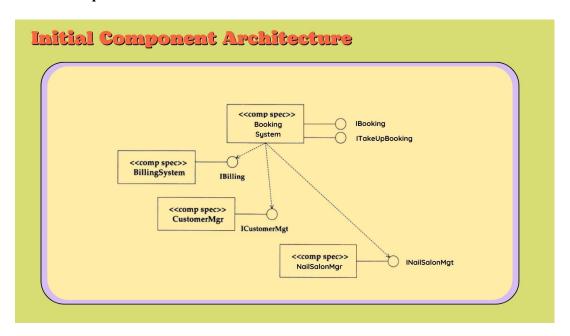
# 2. Business Type Model



## 3. Core and Business Interface

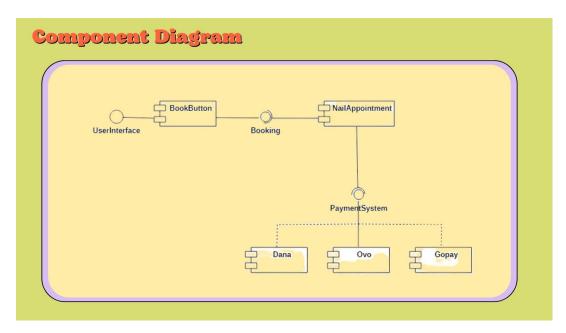


# 4. Initial Component Architecture

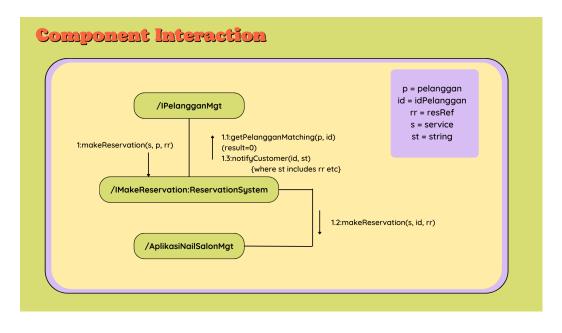


# **COMPONENT INTERACTION**

# 1. Component Diagram

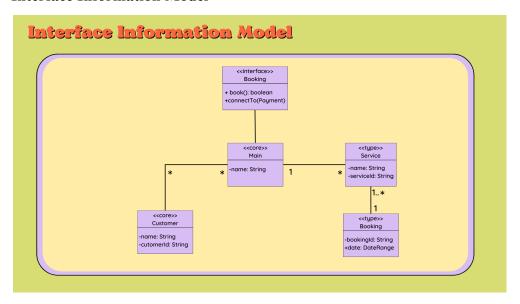


# 2. Component Interaction

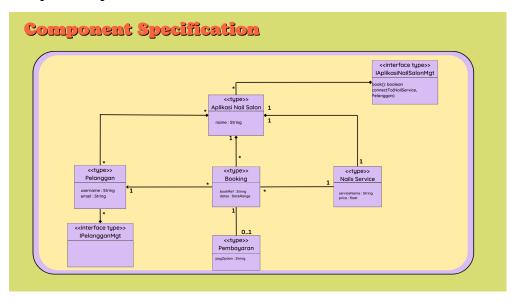


# **COMPONENT SPECIFICATION**

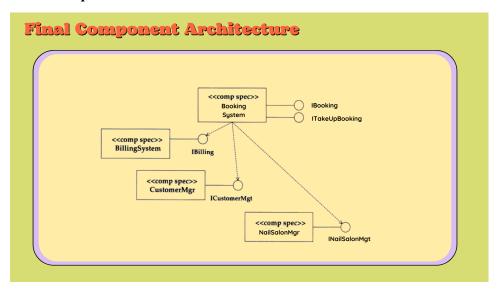
## 1. Interface Information Model



# 2. Component Specification



# 3. Final Component Architecture



## **OCL**

### 1. BookButton.ocl

## 2. Dana.ocl

```
D: > coolyeah > sem6 > PLBK > NailAppointment > ocl > ≡ Dana.ocl
      context Dana::Dana()
          post : self.balance = 0
      context Dana::Dana(ammount: Real)
          post : self.balance = ammount
      context Dana::pay(ammount: Real) : Boolean
          inv : self.balance >= 0
pre : self.getBalance() >= ammount
          post : self.withdraw(ammount)
                       and self@pre.getBalance() = self.getBalance() = ammount
                       and result = true
       context Dana::topUp(ammount: Real)
          inv : self.balance >= 0
           post : self.balance + ammount
                       and self.balance = self@pre.getBalance() + ammount
      context Dana::withdraw(ammount: Real)
          inv : self.balance >= 0
          post : self.balance - ammount
                       and self.balance = self@pre.getBalance() - ammount
      context Dana::getBalance() : Real
          post : result = self.balance
      context Dana::getOptionName() : String
           post : result = "Dana"
```

## 3. Gopay.ocl

```
D: > coolyeah > sem6 > PLBK > NailAppointment > ocl > ≡ Gopay.ocl
      context Gopay::Gopay()
          post : self.balance = 0
      context Gopay::Gopay(ammount: Real)
          post : self.balance = ammount
      context Gopay::pay(ammount: Real) : Boolean
          init : false
          inv : self.balance >= 0
          pre : self.getBalance() >= ammount
          post : self.withdraw(ammount)
                      and self@pre.getBalance() = self.getBalance() = ammount
15
                      and result = true
      context Gopay::topUp(ammount: Real)
          inv : self.balance >= 0
          post : self.balance + ammount
                     and self.balance = self@pre.getBalance() + ammount
      context Gopay::withdraw(ammount: Real)
          inv : self.balance >= 0
          post : self.balance - ammount
                     and self.balance = self@pre.getBalance() - ammount
      context Gopay::getBalance() : Real
          post : result = self.balance
      context Gopay::getOptionName() : String
          post : result = "Gopay"
```

## 4. NailAppointment.ocl

```
D: > coolyeah > sem6 > PLBK > NailAppointment > ocl > 	≡ NailAppointment.ocl
      context CheckoutButton::CheckoutButton()
          post : self.options = null
      context NailAppointment::connectTo (options : PaymentSystem)
          post : self.options = options
      context NailAppointment::checkout() : Boolean
          init : false
          inv : self.services->size() >= 0
          pre : self.isEmpty() <> true
                      and self.options <> null
          post : if self.options.pay(calculatePrice()) = true
                      then result = true
      context NailAppointment::calculatePrice() : Real
          init : 0
          pre : self.services->size() > 0
          post : self.services->iterate(p: Service, sum: Real=0
                      | sum + p.getPrice()
                      and result = sum)
      context NailAppointment::addService(product: Service)
          inv : self.services->size() >= 0
          pre : product <> null
          post : services->size() = services@pre->size() = 1
                      and services->exists(p: Service
                       | p.getServiceId() = product.getServiceId())
      context NailAppointment::isEmpty() : Boolean
          init : false
          post : result = self.services->size() == 0
```

### 5. Ovo.ocl

```
D: > coolyeah > sem6 > PLBK > NailAppointment > ocl > ■ Ovo.ocl
      context Ovo::Ovo()
          post : self.balance = 0
      context Ovo::Ovo(ammount: Real)
          post : self.balance = ammount
      context Ovo::pay(ammount: Real) : Boolean
          init : false
          inv : self.balance >= 0
          pre : self.getBalance() >= ammount
          post : self.withdraw(ammount)
                      and self@pre.getBalance() = self.getBalance() = ammount
                      and result = true
      context Ovo::topUp(ammount: Real)
          inv : self.balance >= 0
          post : self.balance + ammount
              and self.balance = self@pre.getBalance() + ammount
      context Ovo::withdraw(ammount: Real)
          inv : self.balance >= 0
          post : self.balance - ammount
             and self.balance = self@pre.getBalance() - ammount
      context Ovo::getBalance() : Real
          post : result = self.balance
      context Ovo::getOptionName() : String
          post : result = "Ovo"
```

### 6. Service.ocl