Eco Bike Rental

Group 8

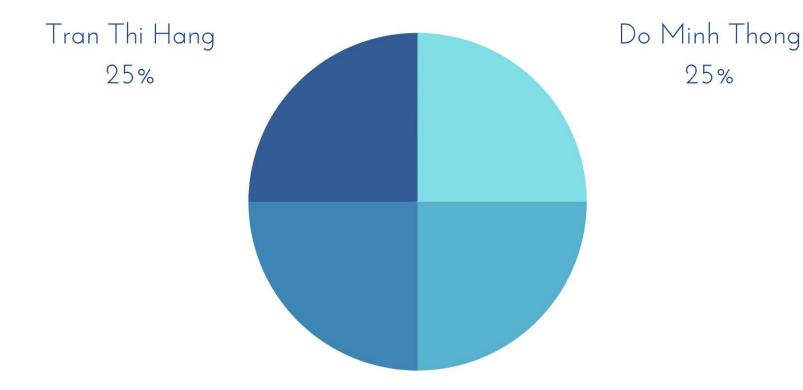
Trần Thị Hằng-20176748

Dương Thị Huê- 20176772

Đỗ Minh Thông-20176881

Phạm Nhật Linh- 20184285

I. Member Contribution

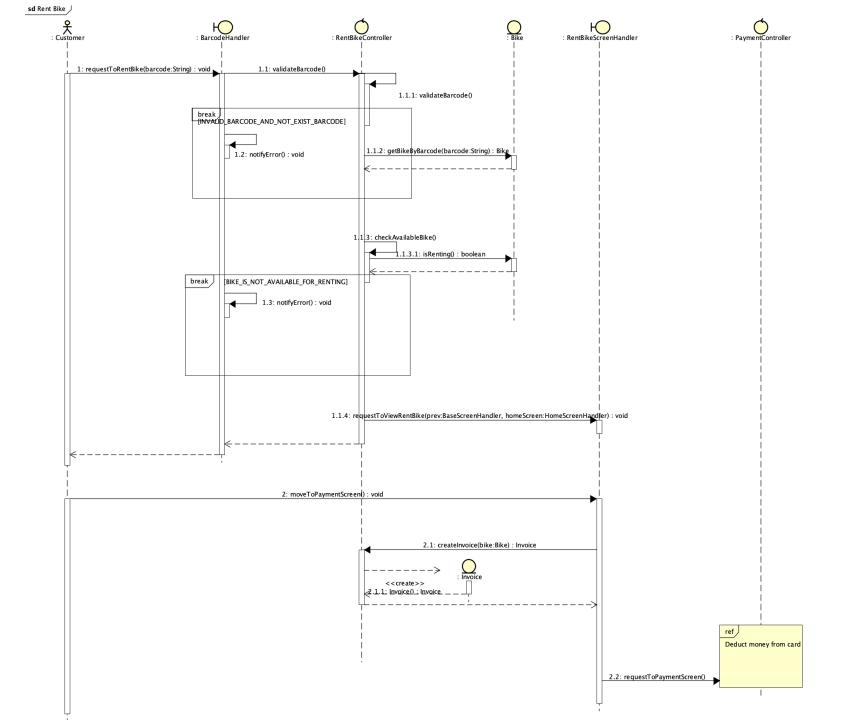


Duong Thi Hue 25%

Pham Nhat Linh 25%

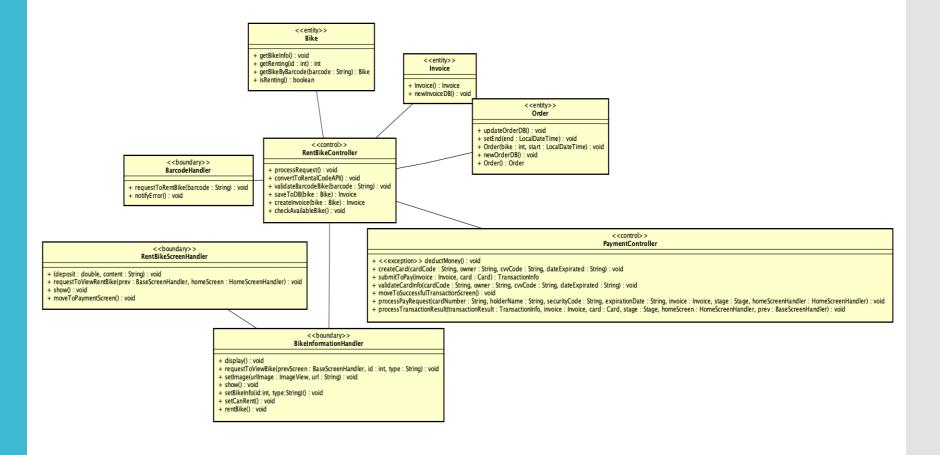
II. Typical Interaction Diagram

1. Sequence Diagram



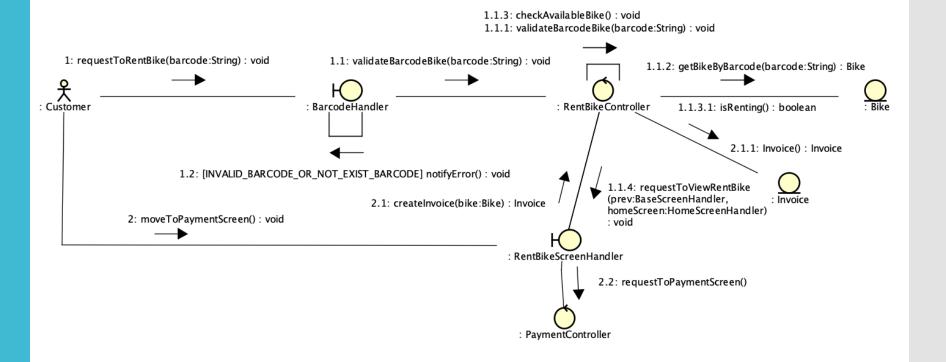
II. Typical Interaction Diagram

- 1. Sequence Diagram
- 2. Analysis Diagram

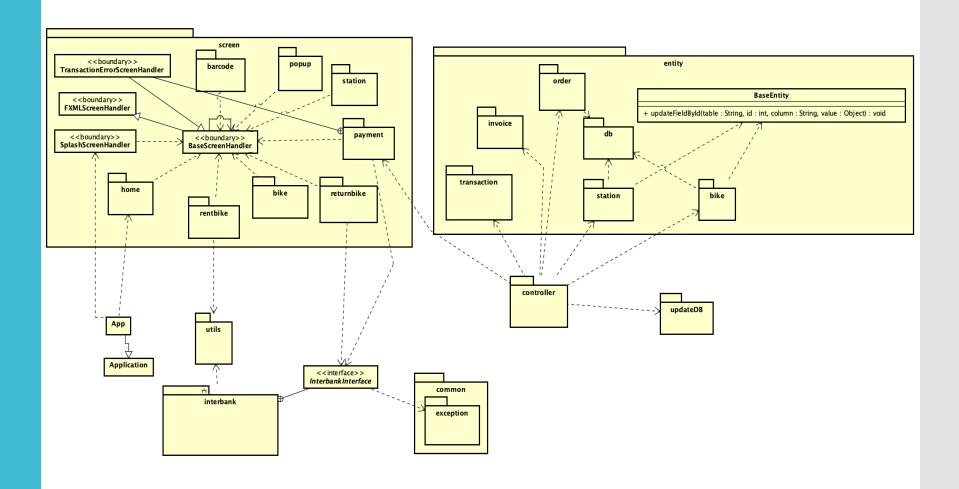


II. Typical Interaction Diagram

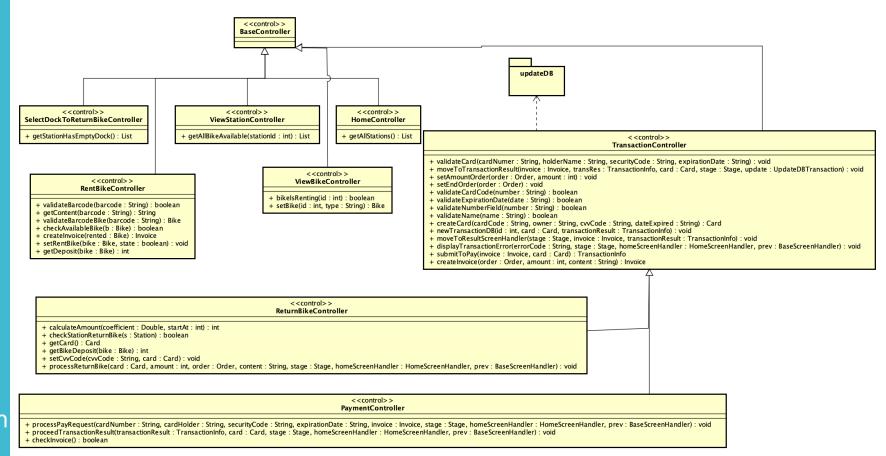
- 1. Sequence Diagram
- 2. Analysis Diagram
- 3. Communication Diagram



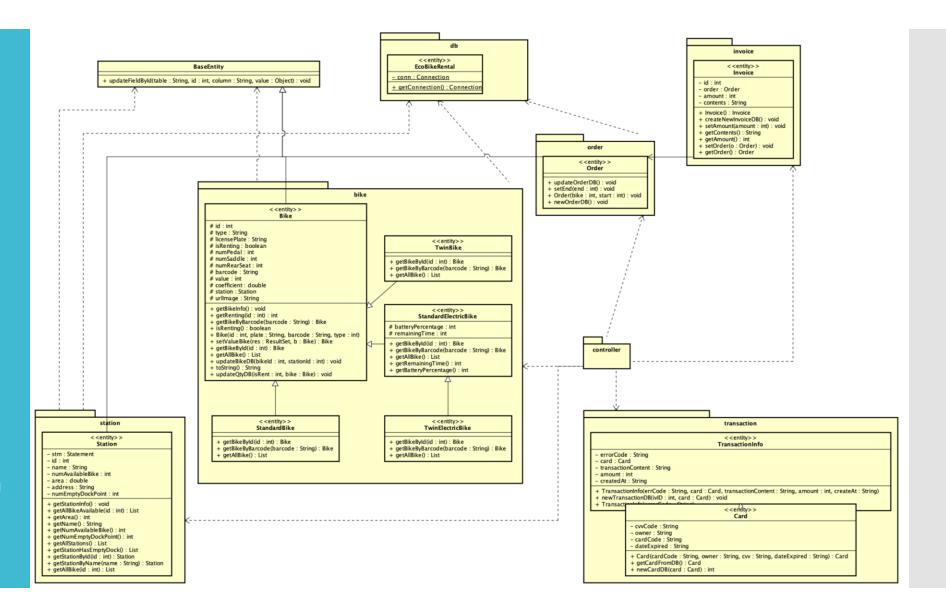
1. General Diagram



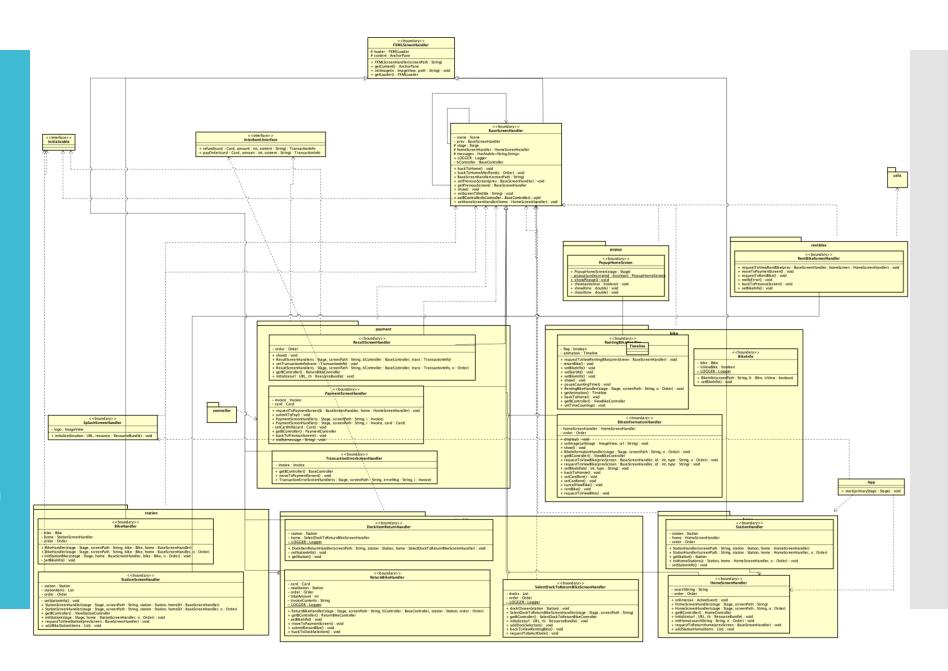
- 1. General Diagram
- 2. Detailed Diagram
 - a. Controller Class Diagram



- 1. General Diagram
- 2. Detailed Diagram
 - a. Controller Class Diagram
 - b. Entity Class Diagram



- 1. General Diagram
- 2. Detailed Diagram
 - a. Controller Class Diagram
 - b. Entity Class Diagram
 - c. Screen Class Diagram



IV. Design Considerations

1. Design Concepts

Problems:

- Control Coupling
- Communicational Cohesion

IV. Design Considerations

- 1. Design Concepts
- 2. Design Principles

Design simple classes follow SOLID principles

- 1 class 1 job 1 responsibility
- Open for extension but close for modification
- Use interfaces, abstract classes. Subclasses can substitute for their base classes
- Use specific interfaces
- All classes with same properties into one package to manage easily
- => Reuse source code, adapt any changing requirements.

IV. Design Considerations

- 1. Design Concepts
- 2. Design Principles
- 3. Design Patterns

Strategy pattern:

- UpdateDBTransaction interface, class RentBike and ReturnBike implement it.
- Two methods updateDB and moveToResultScreenHandler can be changed at run time.
- => Clean code, easier to switch between different algorithms
- Facade pattern:
 - use InterbankInterface
 - => Decreases complexity and provides an easier interface for communication.



Thank you for listening!