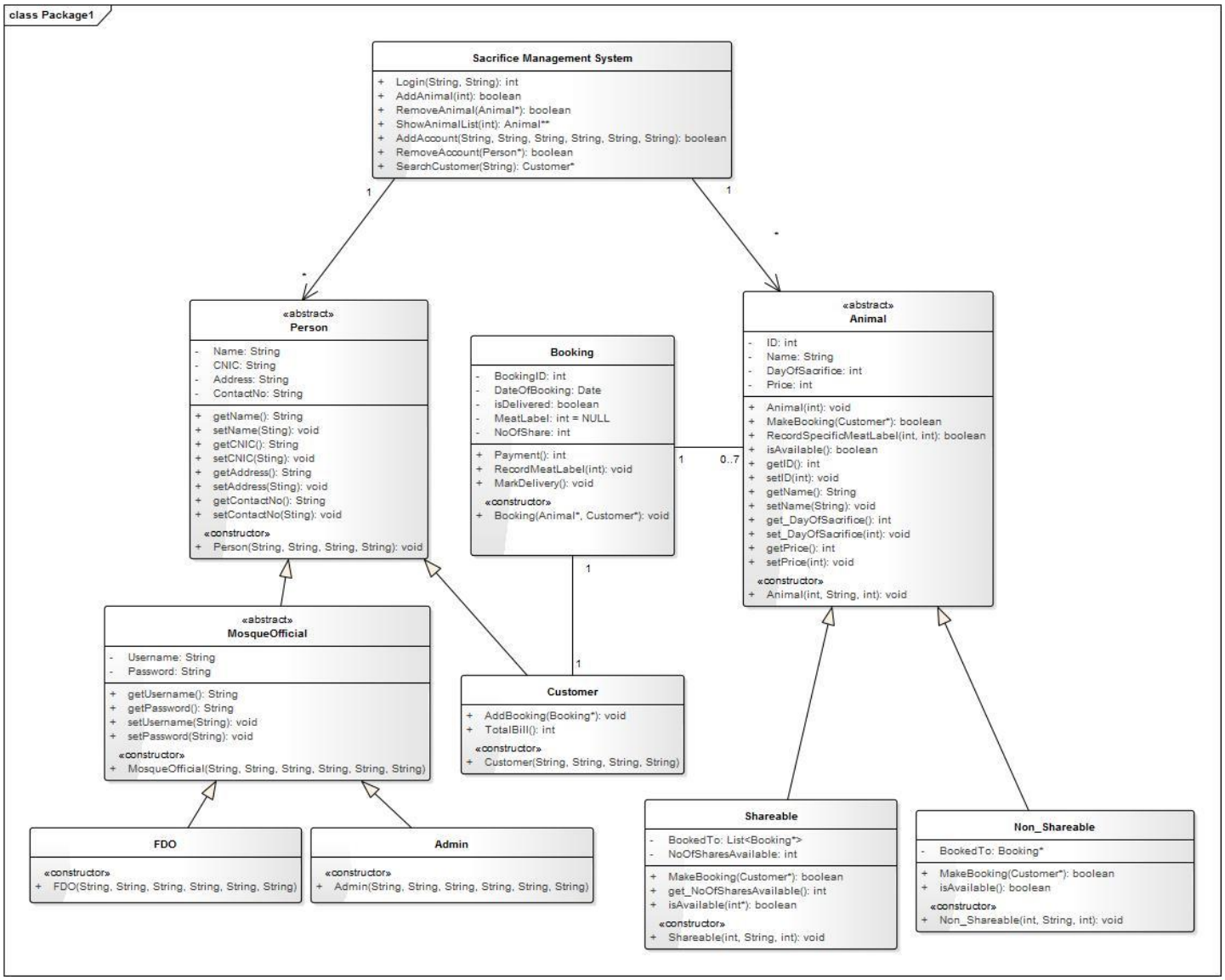
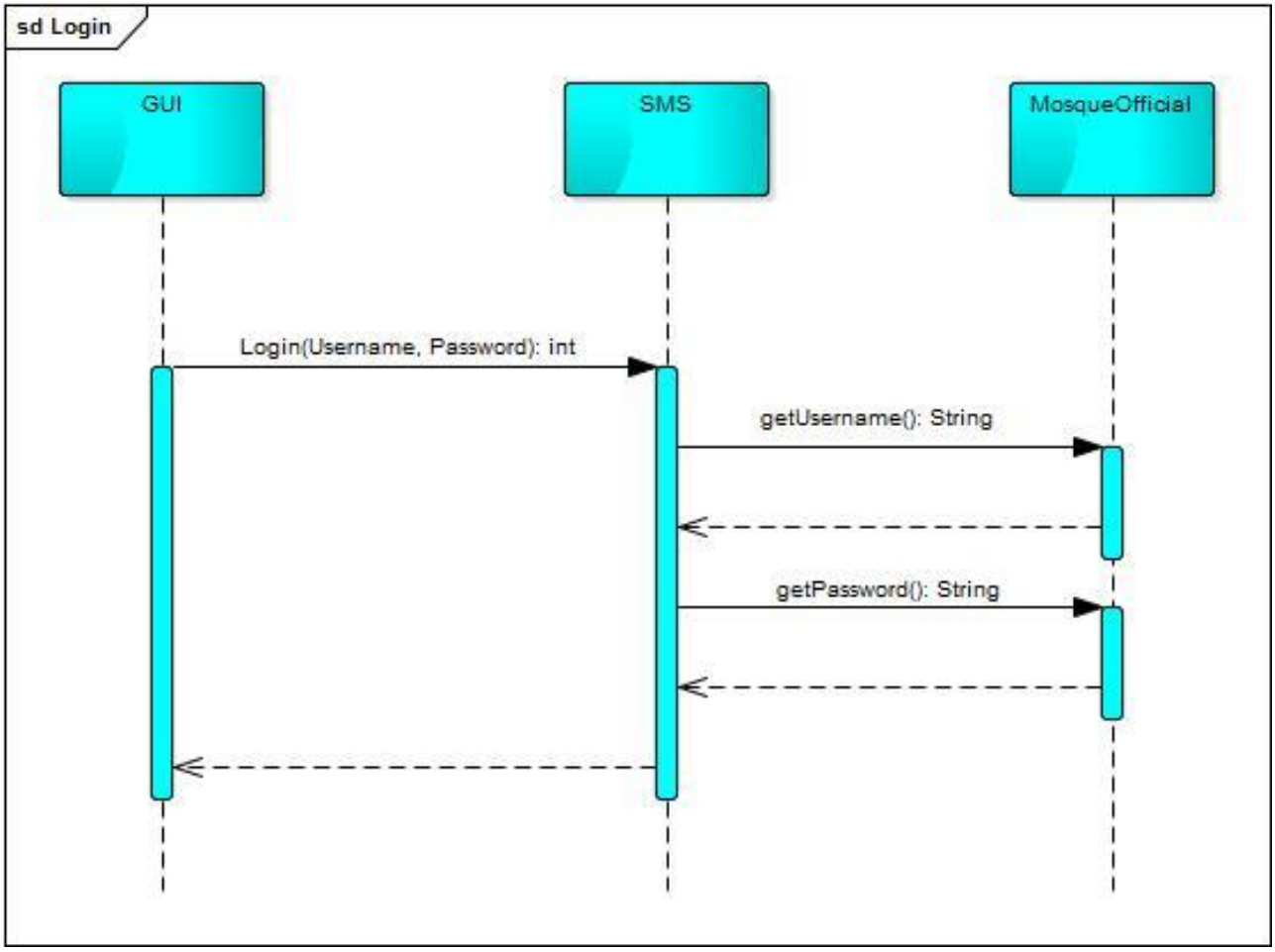
Phase#2

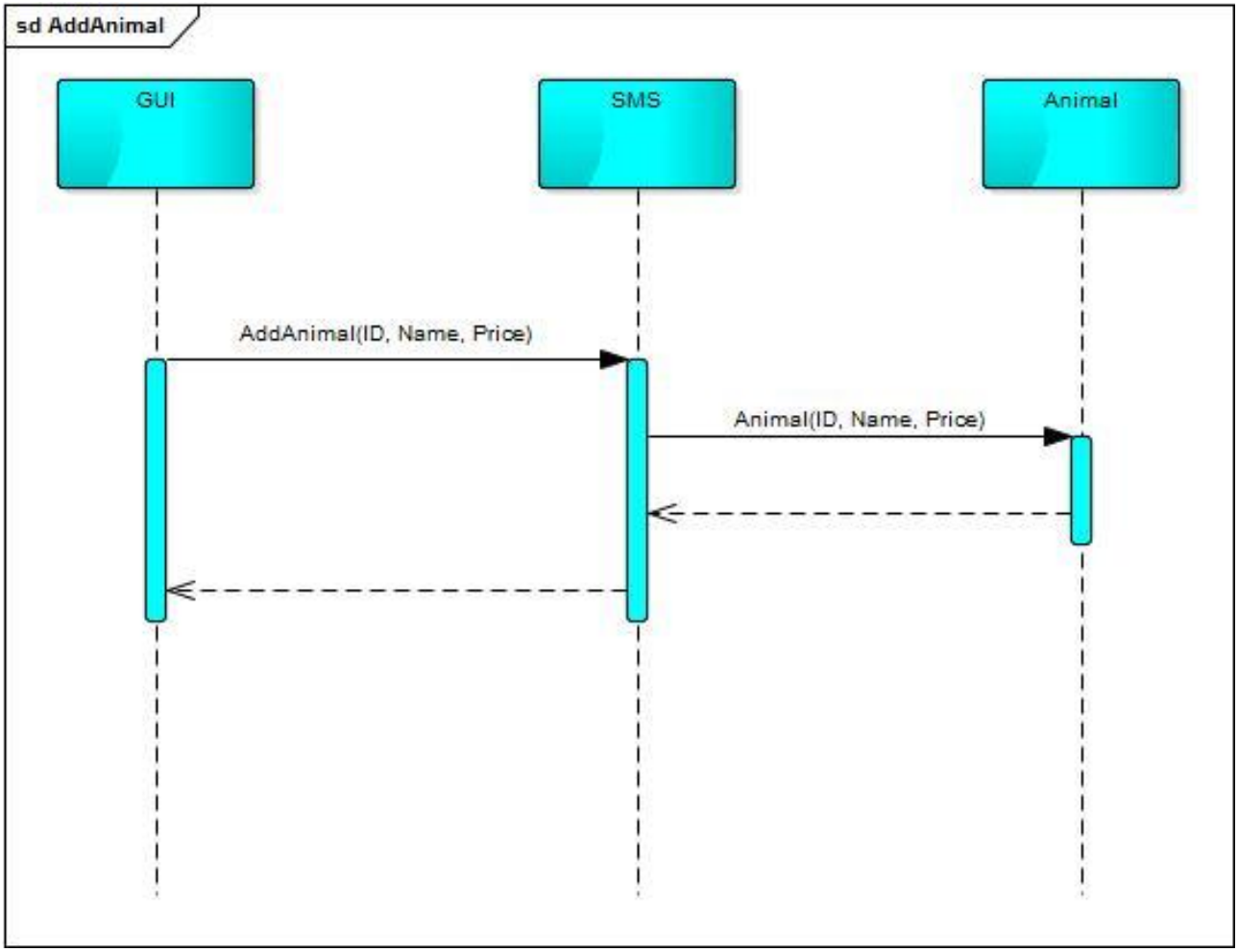
Class Diagram + Sequence Diagrams


class Package1
Sacrifice Management System
+ Login(String, String): int
+ AddAnimal(int): boolean
+ RemoveAnimal(Animal*): boolean
+ ShowAnimalList(int): Animal**
+ AddAccount(String, String, String, String, String, String): boolean
+ RemoveAccount(Person*): boolean
+ SearchCustomer(String): Customer*
1
*
1
*
«abstract»
Person
- Name: String
- CNIC: String
- Address: String
- ContactNo: String
+ getName(): String
+ setName(Sting): void
+ getCNIC(): String
+ setCNIC(Sting): void
+ getAddress(): String
+ setAddress(Sting): void
+ getContactNo(): String
+ setContactNo(Sting): void
«constructor»
+ Person(String, String, String, String): void
Booking
- BookingID: int
- DateOfBooking: Date
- isDelivered: boolean
- MeatLabel: int = NULL
- NoOfShare: int
+ Payment(): int
+ RecordMeatLabel(int): void
+ MarkDelivery(): void
«constructor»
+ Booking(Animal*, Customer*): void
1
0..7
«abstract»
Animal
- ID: int
- Name: String
- DayOfSacrifice: int
- Price: int
+ Animal(int): void
+ MakeBooking(Customer*): boolean
+ RecordSpecificMeatLabel(int, int): boolean
+ isAvailable(): boolean
+ getID(): int
+ setID(int): void
+ getName(): String
+ setName(String): void
+ get_DayOfSacrifice(): int
+ set_DayOfSacrifice(int): void
+ getPrice(): int
+ setPrice(int): void
«constructor»
+ Animal(int, String, int): void
«abstract»
MosqueOfficial
- Username: String
- Password: String
+ getUsername(): String
+ getPassword(): String
+ setUsername(String): void
+ setPassword(String): void
«constructor»
+ MosqueOfficial(String, String, String, String, String, String)
1
1
Customer
+ AddBooking(Booking*): void
+ TotalBill(): int
«constructor»
+ Customer(String, String, String, String)
FDO
«constructor»
+ FDO(String, String, String, String, String, String)
Admin
«constructor»
+ Admin(String, String, String, String, String, String)
Shareable
- BookedTo: List<Booking*>
- NoOfSharesAvailable: int
+ MakeBooking(Customer*): boolean
+ get_NoOfSharesAvailable(): int
+ isAvailable(int*): boolean
«constructor»
+ Shareable(int, String, int): void
Non_Shareable
- BookedTo: Booking*
+ MakeBooking(Customer*): boolean
+ isAvailable(): boolean
«constructor»
+ Non_Shareable(int, String, int): void

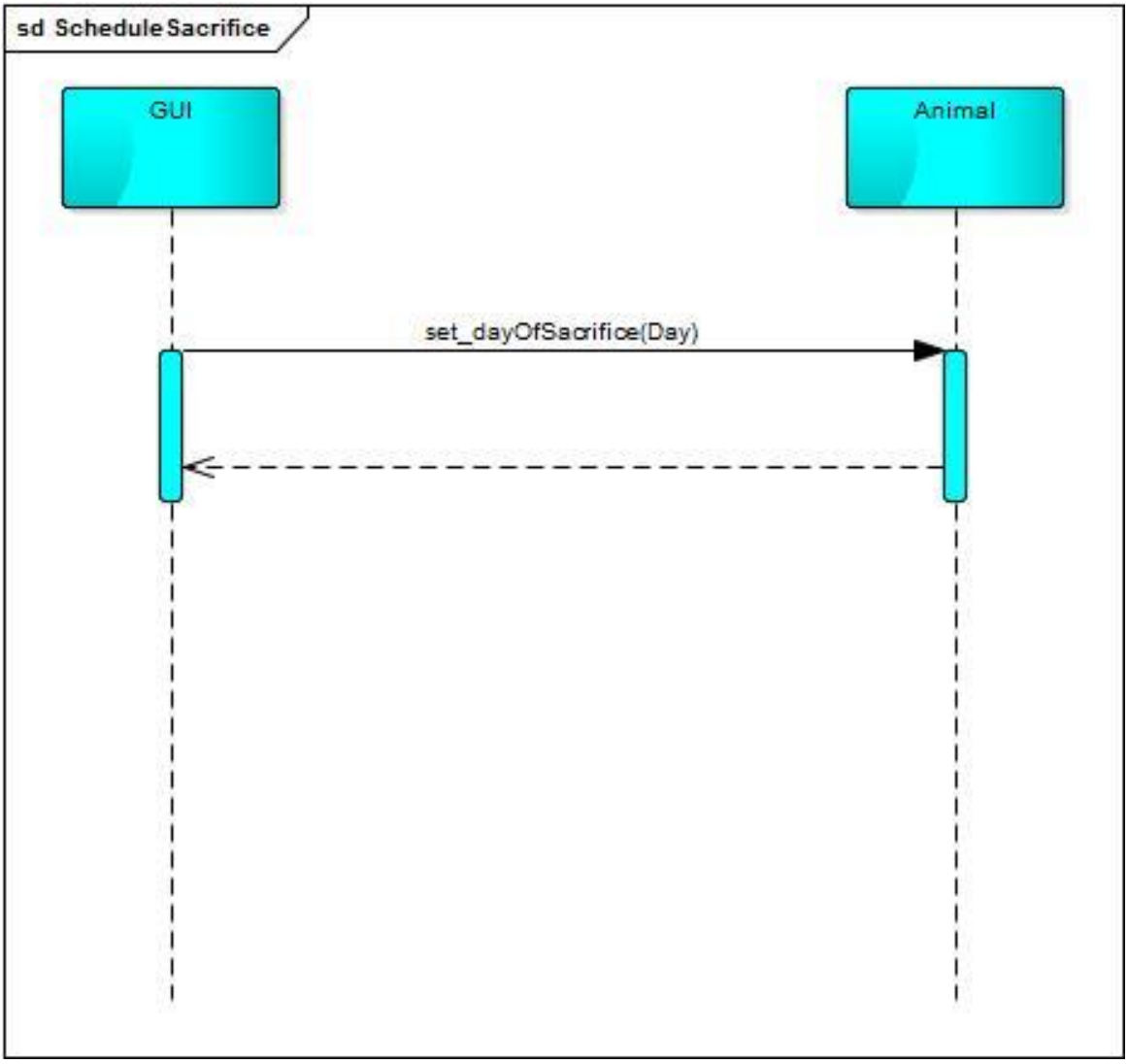
#1: Login


sd Login
GUI
SMS
MosqueOfficial
Login(Username, Password): int
getUsername(): String
getPassword(): String

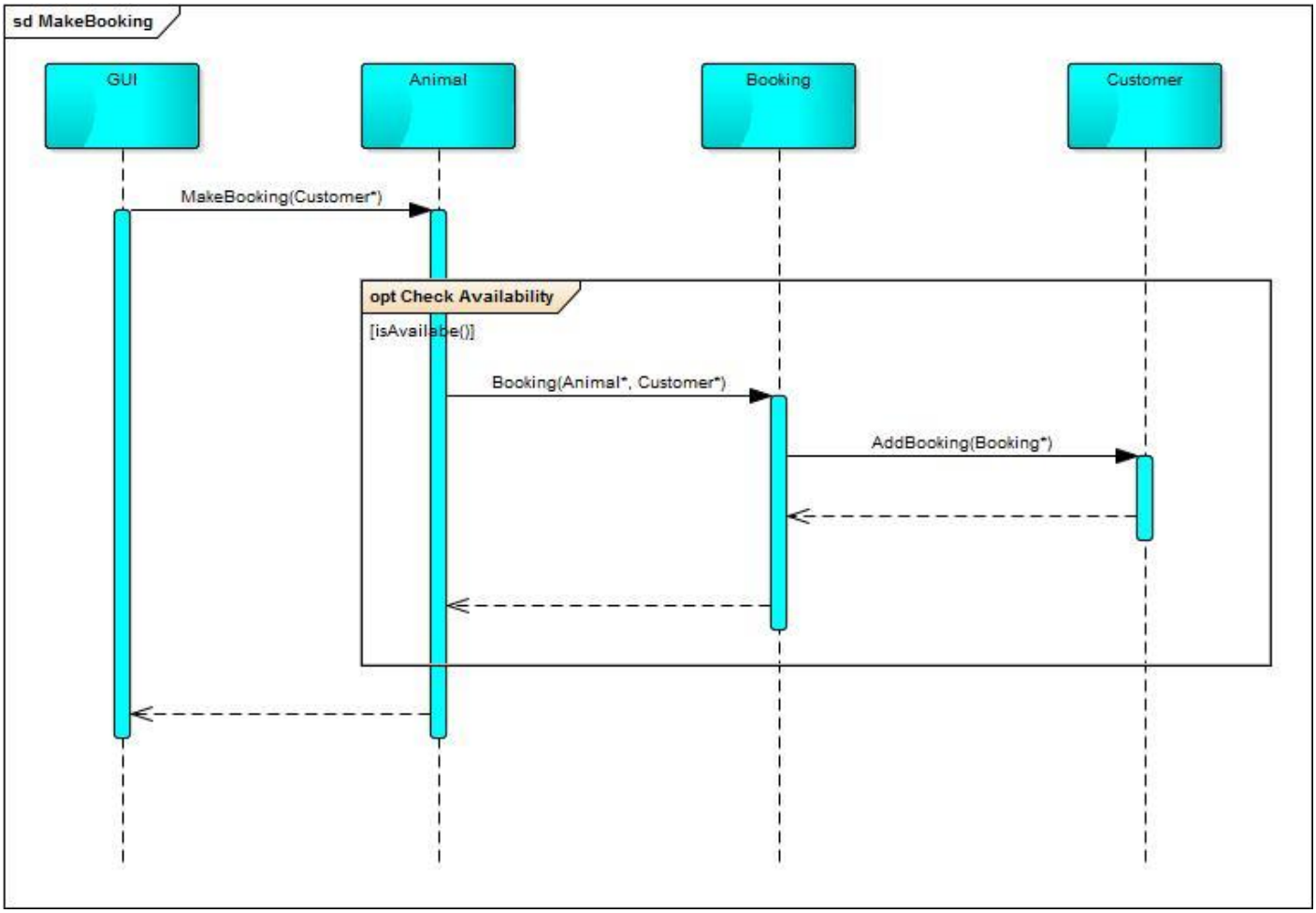
#2: Add Animal


sd AddAnimal
GUI
SMS
Animal
AddAnimal(ID, Name, Price)
Animal(ID, Name, Price)

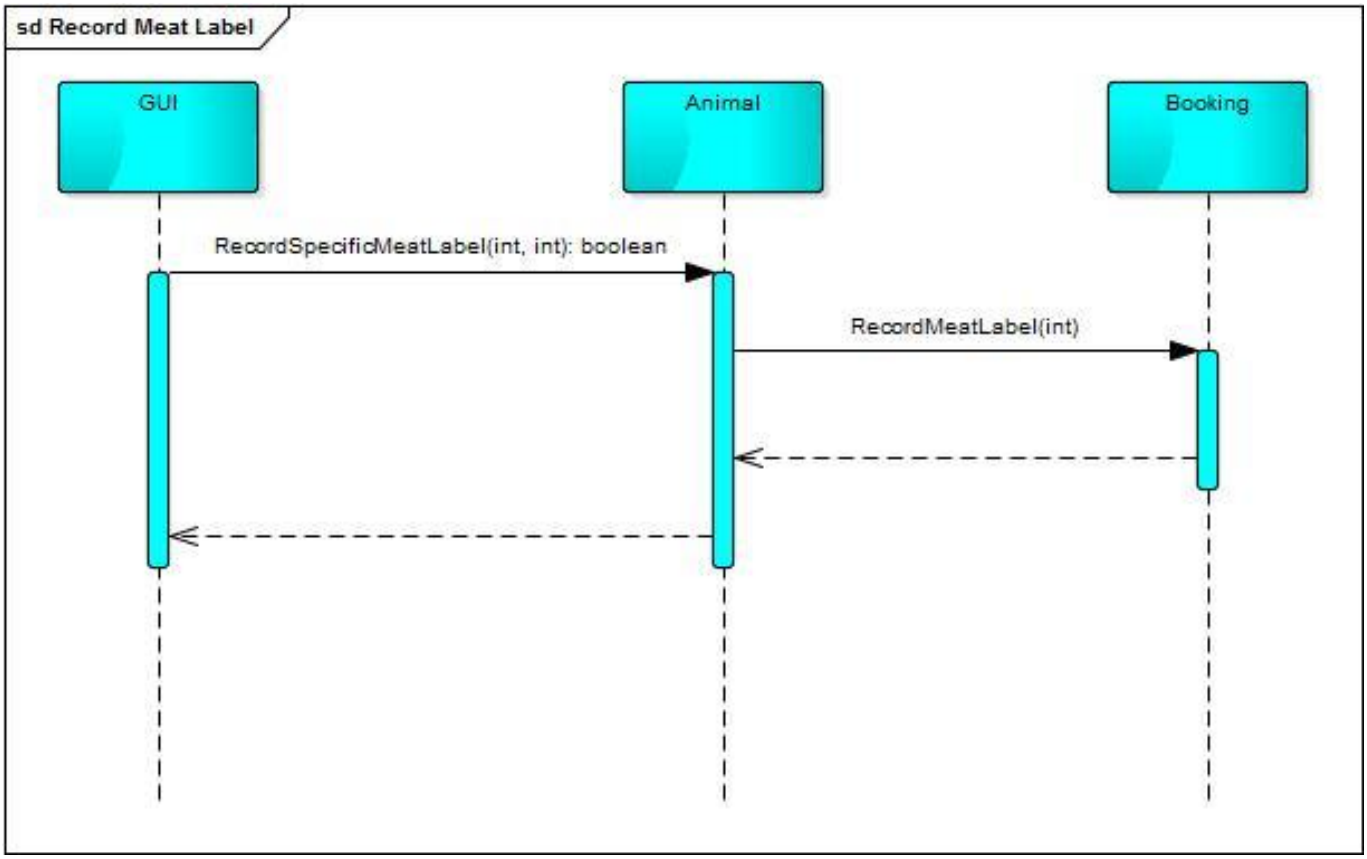
#3: Schedule Sacrifice



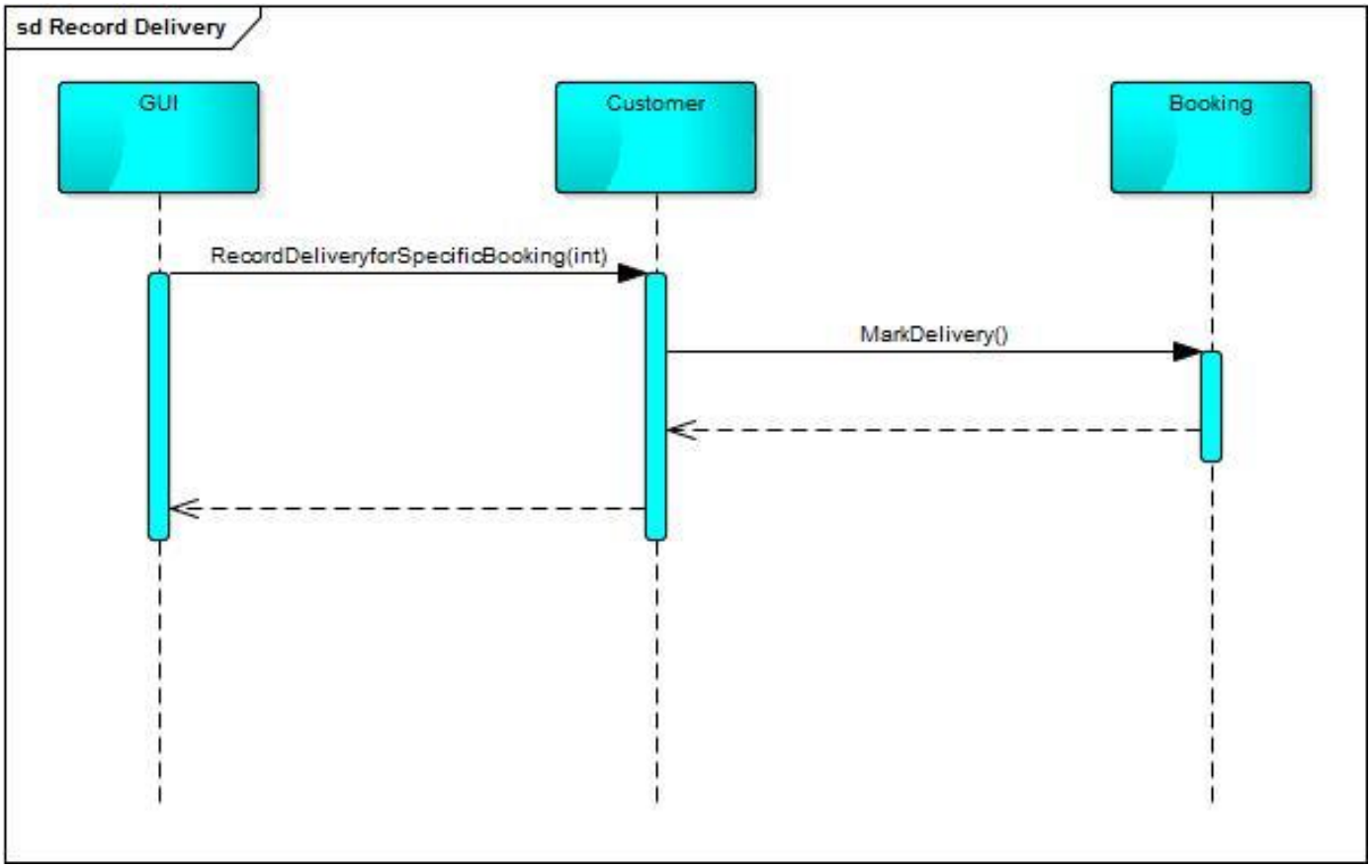
#4: Make Booking



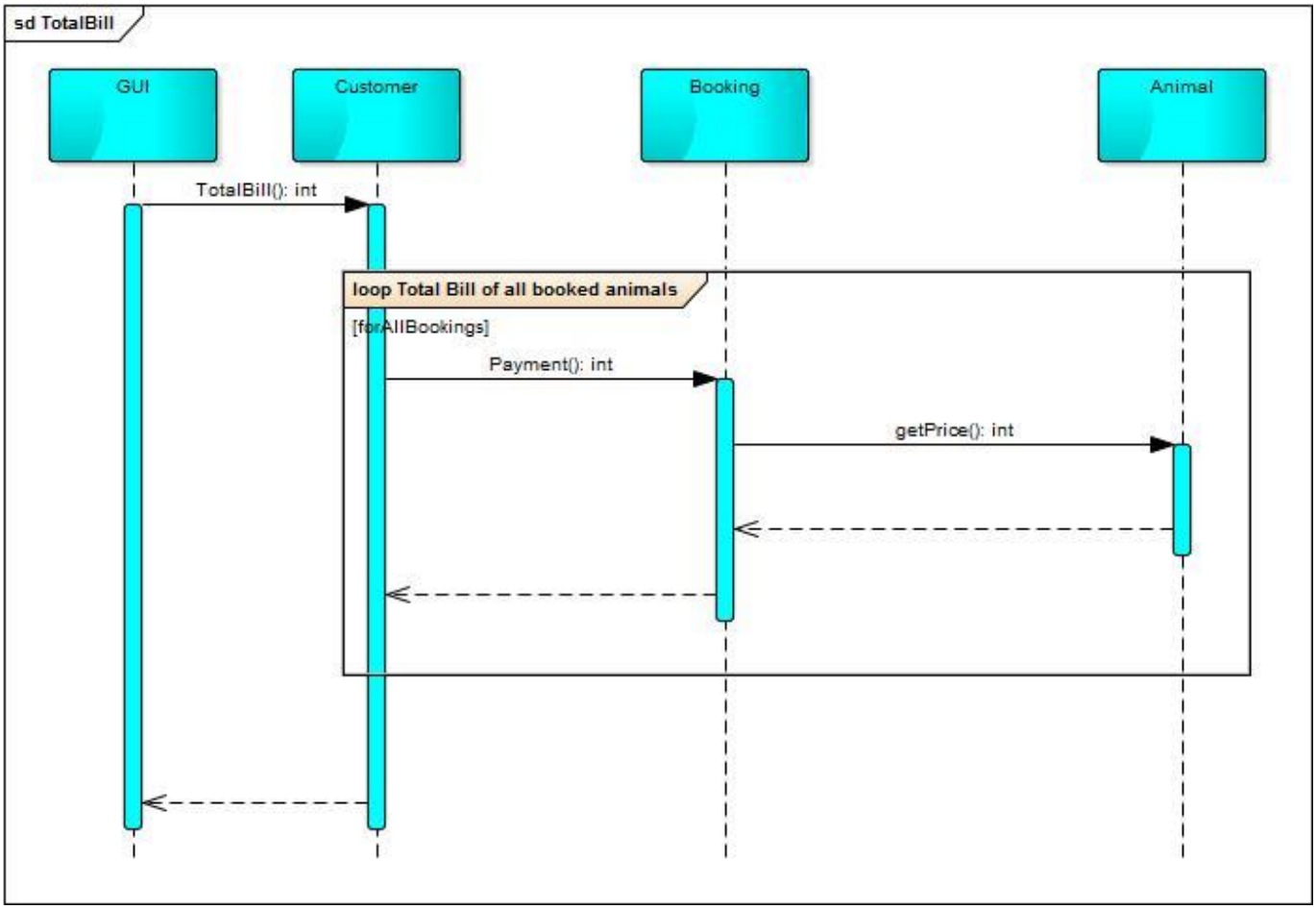
#5: Record Meat Label



#6: Record Delivery



#7: Total Bill


sd TotalBill
GUI
Customer
Booking
Animal
TotalBill(): int
loop Total Bill of all booked animals
[forAllBookings]
Payment(): int
getPrice(): int