Software Report

Café-book Management Software

Analysis Report

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Contents

1/ INTRODUCTION

1.1 Purpose of this document

The purpose of this document is:

- To analysis & preview our understanding of the requirement

1.2 Product Scope

The product is a software application for computers using Windows operating system and used for people who work at a café-book to manage the store.

1.3 Glossary

This subsection contains definitions of all the terms, acronyms, and abbreviations used in the document. Terms and concepts from the application domain are defined.

- Café-book (or book coffee): an establishment which primary serves coffee and books.

1.4 References

1.5 Overview

This document contains the following information:

- Provide use-case diagram
- Provide database design
- Provide class diagram
- Provide state diagram
- Provide activity diagram

2/ SYSTEM ANALYSIS

In order to help making the process of this project much easier, we have analyzed situations and conducted these five diagrams based on the requirements of the system.

2.1 Activity Diagram

Activity diagram is another important diagram in UML to describe the dynamic aspects of the system. Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system.

The purpose of an activity diagram can be described as:

- Draw the activity flow of a system.
- Describe the sequence from one activity to another.
- Describe the parallel, branched and concurrent flow of the system.

To view our works on activity diagrams, you can find theses in our project folder at Analysis\Activity Diagram

2.2 Class Diagram

Class diagram is a static diagram. It represents the static view of an application. Class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application.

Class diagram describes the attributes and operations of a class and also the constraints imposed on the system. Class diagram shows a collection of classes, interfaces, associations, collaborations, and constraints.

To view our works on activity diagrams, you can find theses in our project folder at Analysis\Class Diagram

2.3 Database Design

To view our works on activity diagrams, you can find theses in our project folder at Analysis\Database Design

2.4 Sequence Diagram

Sequence diagrams describe interactions among classes in terms of an exchange of messages over time. They're also called event diagrams. A sequence diagram is a good way to visualize and validate various runtime scenarios. These can help to predict how a system will behave and to discover responsibilities a class may need to have in the process of modelling a new system.

To view our works on activity diagrams, you can find theses in our project folder at Analysis\Sequence Diagram

2.5 State Diagram

A state diagram is a type of diagram used in computer science and related fields to describe the behaviour of systems. State diagrams require that the system described is composed of a finite number of states; sometimes, this is indeed the case, while at other times this is a reasonable abstraction

To view our works on activity diagrams, you can find theses in our project folder at Analysis\State Diagram