

Software Design and Development

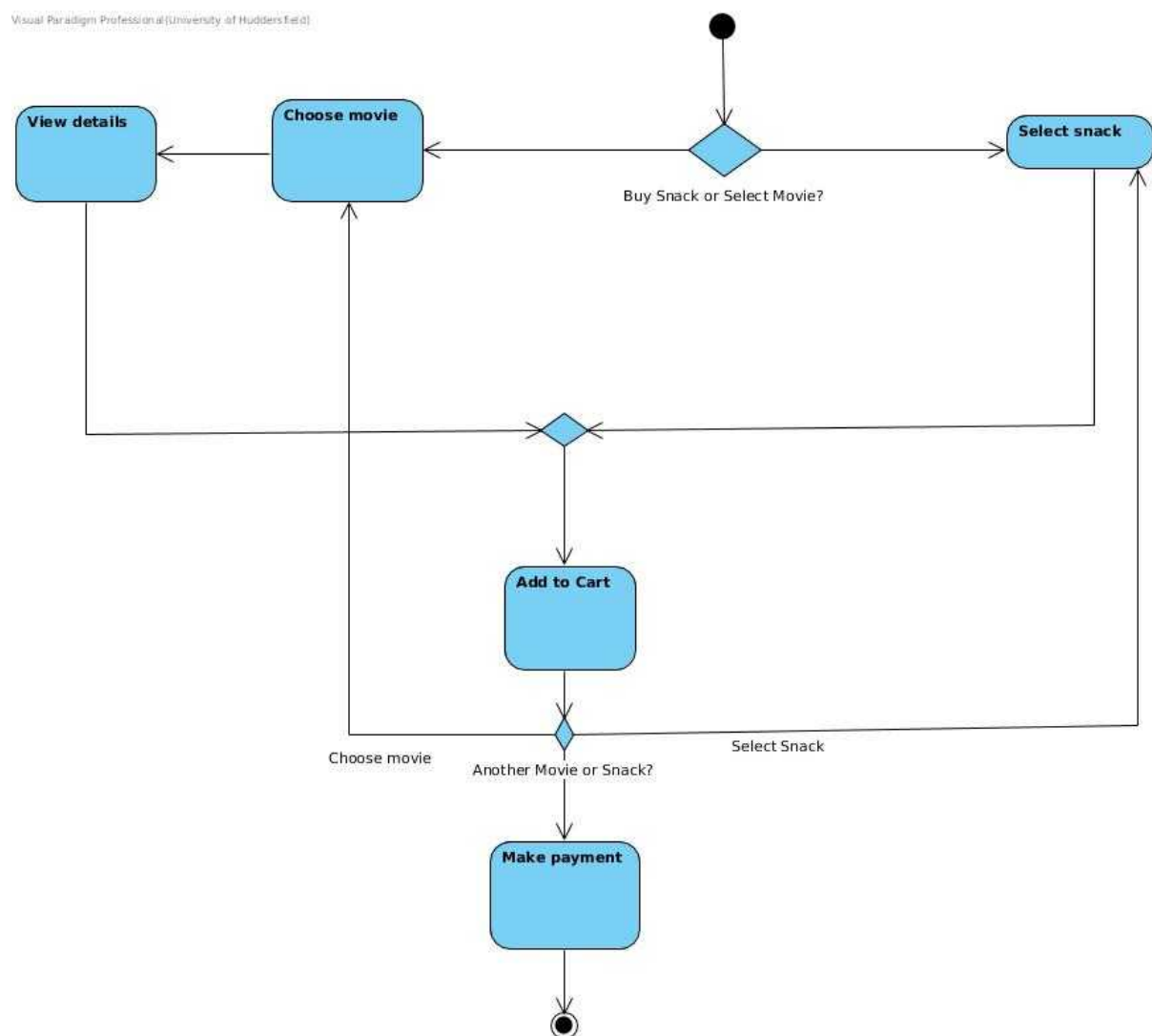
ASSIGNMENT REPORT 2019
I.KAMRAN U1857977

Contents

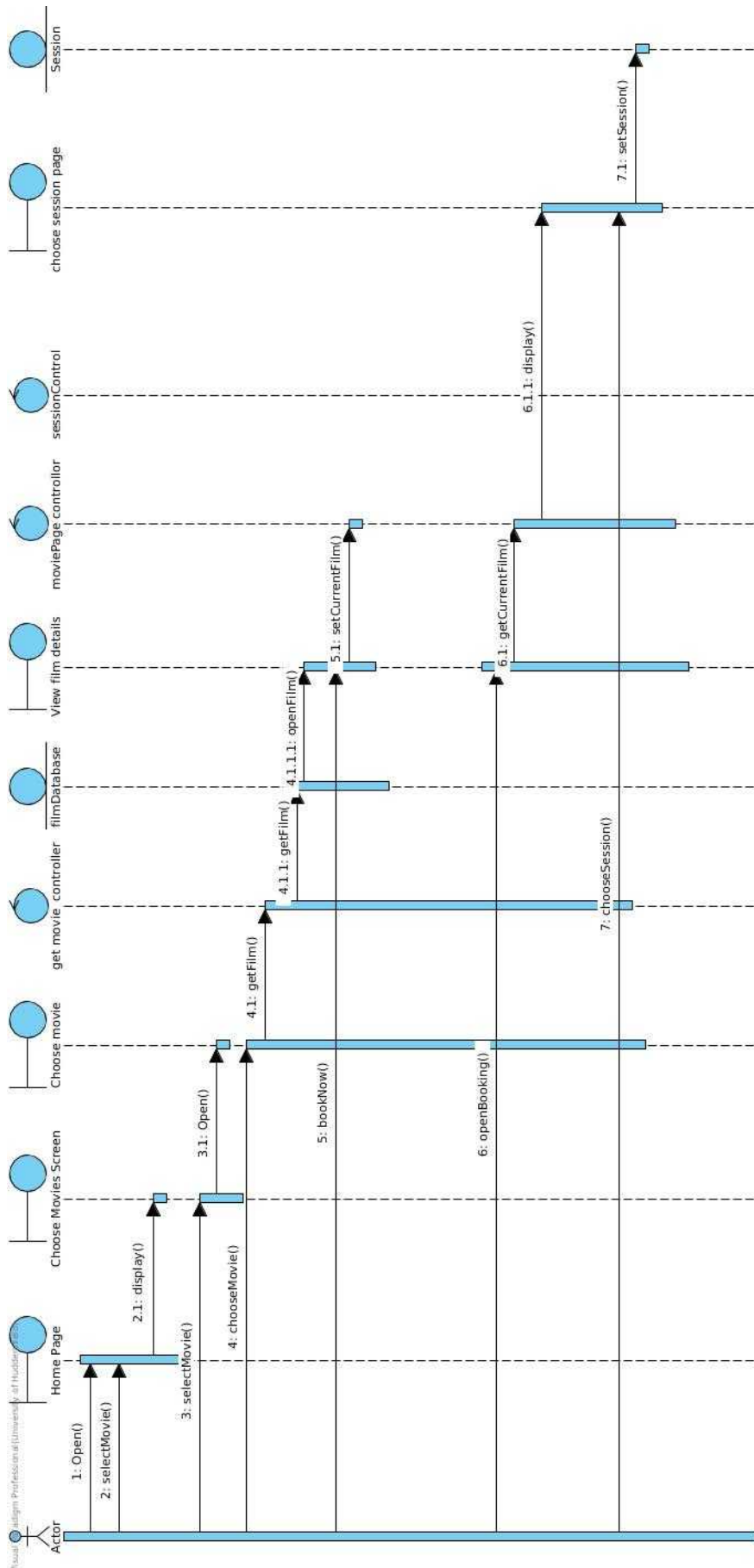
Modelling	2
Testing.....	4

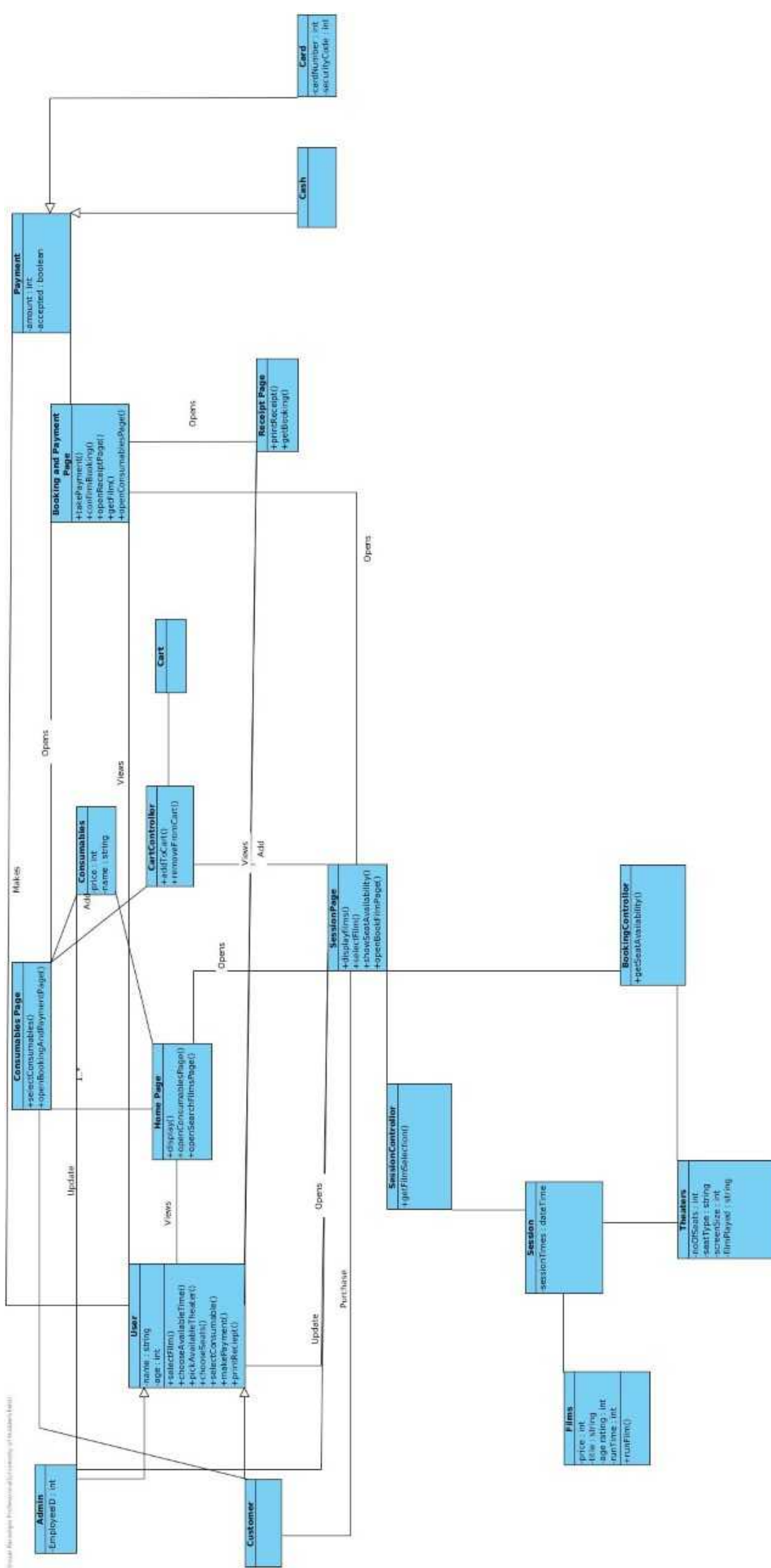
Modelling

The design of my program consists of two major paths which meet together. One can either select snacks (consumables) first, and then proceed to select the session, or select the session first and then add the consumables to the cart after. This can be seen in my activity diagram.



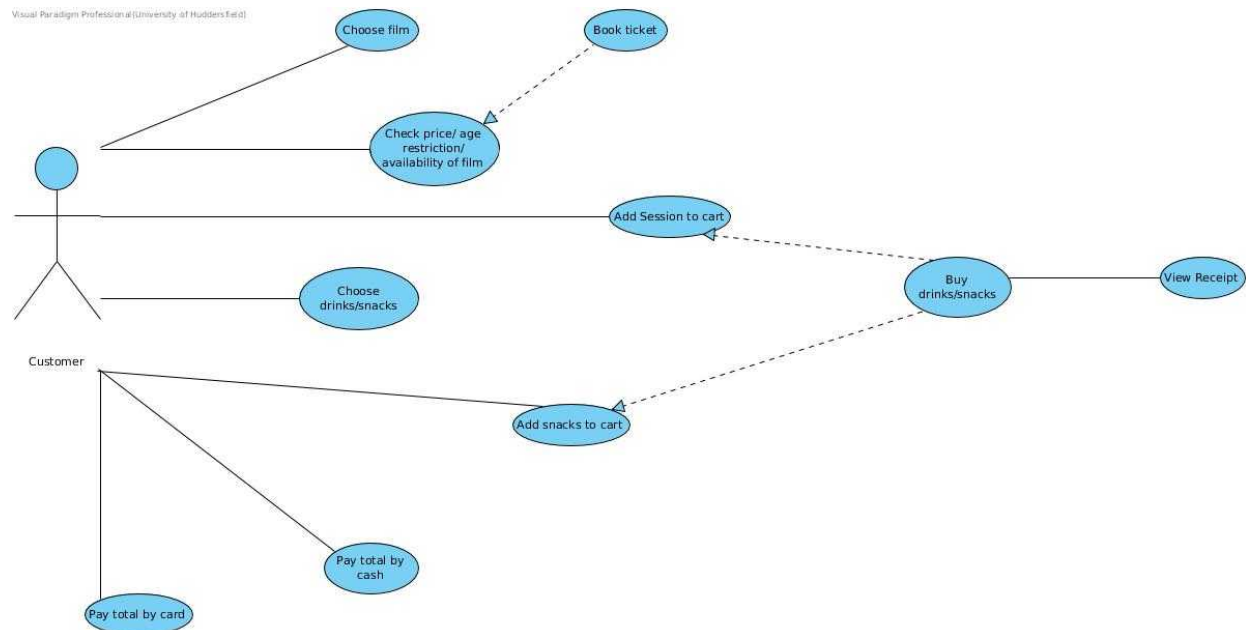
This sequence diagram illustrates the part of the program that allows you to select a session. The program uses a static method called 'setCurrentFilm' when the film is clicked. It then gets the relevant details and sessions using getCurrentFilm. When it has the current films, it searches the through the sessions by filmName to find the relevant ones, and adds them to an ArrayList to be printed for selection. I understand the methods could be clearer.





I accessed my ArrayLists such as filmDatabase and sessionDatabase through static methods in the main. This is not stated on my class diagram. However you can see that the Film and theatre classes interact together to make a session which is bookable.

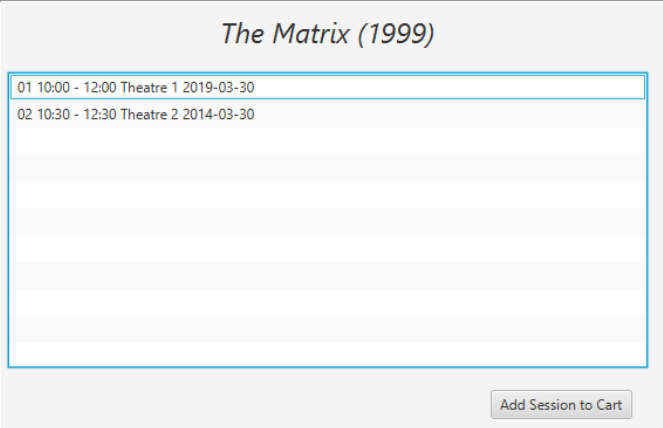
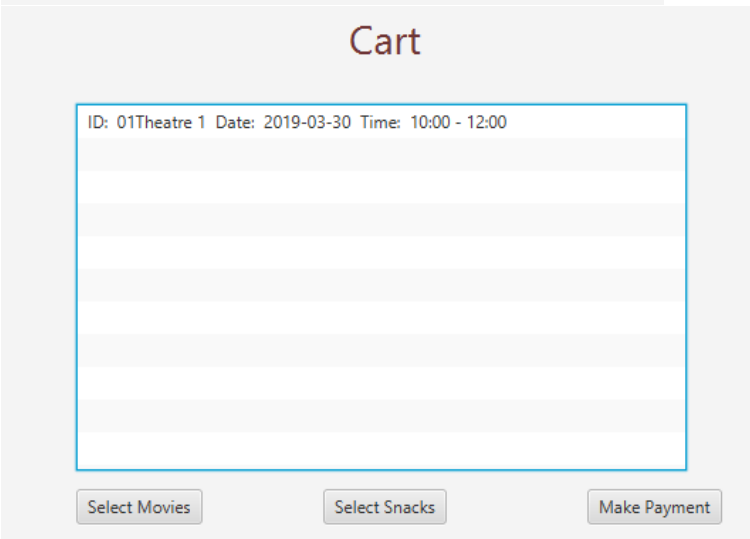
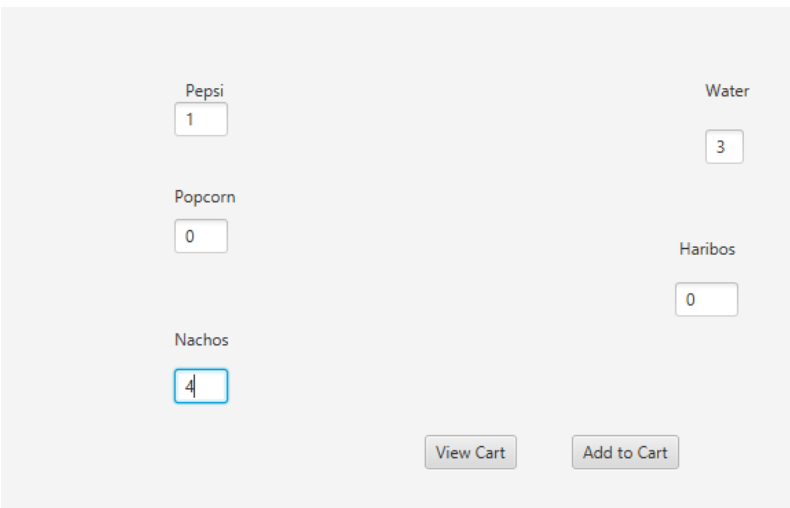
Visual Paradigm Professional (University of Huddersfield)

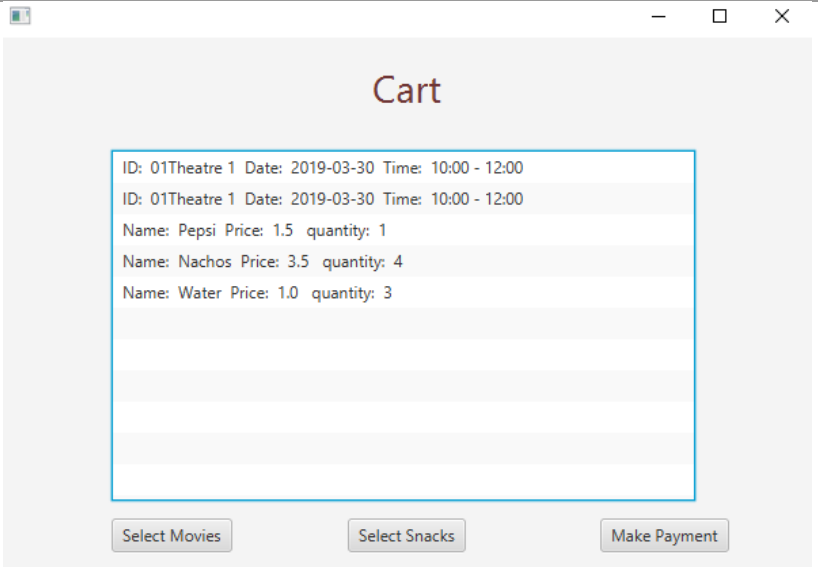
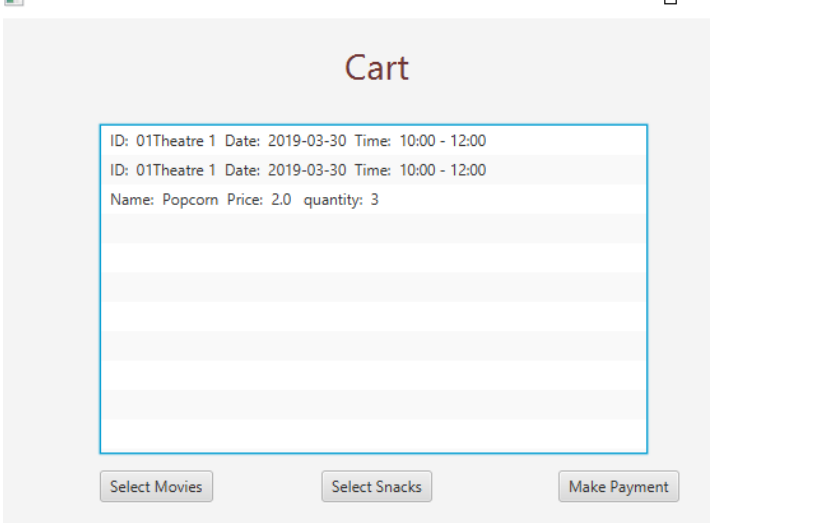
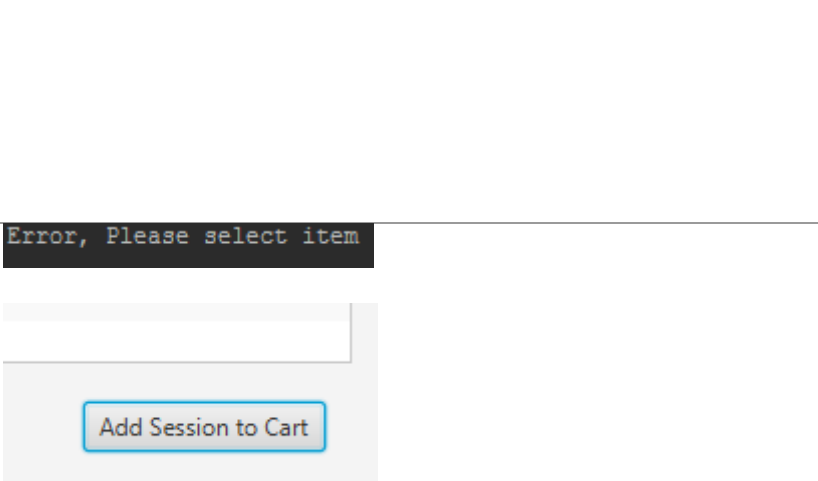



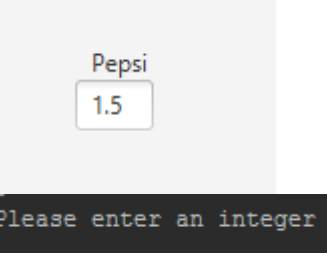
Functionalities of the program from the user's perspective^

Testing

Test:	Expected Outcome:	Actual Outcome:	Screenshots:
Click Image on selection page	Film details page opens	Film details page opens	

Select session and click 'add session to cart'	Scene will change to cart, and session will be displayed	Scene changed to cart, and session was displayed	
Add Consumable to cart	Consumable will be displayed in cart, along with the selected session	Consumable was displayed in cart, along with the selected session	
			

			
Add both sessions and consumables in the same cart	Sessions and consumables will appear together in the same cart	Sessions and consumables appeared in the same cart	
Click add session without selecting a session	Program catches error and prints in the system	Program caught the error and printed in the system	

Click 'pay'	Receipt with all the items paid for are displayed	Receipt with all the items paid for were displayed	
Enter a non-integer for quantity of a snack	System catches an error and prints 'enter an integer' into the system.	System caught an error and printed 'enter an integer' into the system.	

Report Summary

The program as a whole contains many classes which interact with each other through the main. In some cases I have to return an object from a static method, and then I have to return an arraylist and then another object and then finally set or get attributes. This did make my code very complex, however the benefit is that it protected my attributes from being changed easily.

My final project was slightly to my modelling as you can see, however I did not change some of the modelling to show the ambitiousness of my program had I had time.