\*\*Homework for: Episode 7 – Re-Factory\*\*

\*\*Car Factory Vocabulary Words\*\*

\*Auditor\*: An Auditor observes the Factory writes down relevant events into the FactoryJournal.

\*Automobile\*: (see Car).

\*Car\*: These are the finished products that a FactoryWorker produces inside of a Factory. The only type of car that a CarFactory can currently produce is called a Model-T. Sometimes a Car is referred to as an "Automobile" or “Horseless Carriage”.

\*CarOptions\*: Black is the only available CarPaint color. HydraulicSwitches to make the car bounce are optional. Each Car is assigned a unique serial number by the FactoryWorker when a Car is produced.

\*Cargo Bay\*: A location in the back of the Factory where delivery trucks DeliverShipment’s to. Shipments contain various CarParts that need to be UnPacked.

\*Curse Words\*: These are words that are spoken by any person inside the Factory that are deemed inappropriate for the business environment. All spoken words are recorded by Factory microphones and transcribed into electronic text to be stored in the FactoryJournal. The current curse words are defined as: "accountability", "downsizing", "fired", "manager", "MPG", "overtime", "pride", "profit", "solar", "team", and "quality".

\*Employee\*: A person who is employed by the owner of the Factory. Employee’s have a name that they were given at birth. Employee’s have the job of either an Auditor, FactoryWorker, or Manager. Any Employee can open the CargoBayDoors if they are at the Factory.

\*FactoryFloor\*: The location in the Factory where Shipments of CarParts are UnPacked, Inventoried, and placed on the PartShelf to be used be FactoryWorkers to ProduceACar.

\*FactoryWorker\*: An Employee of the Factory that has the skills to ProduceACar. A FactoryWorker can ProducesACar and UnPackShipment’s.

\*Manager\*: A Manager reads FactoryReport’s, plays Solitaire, and tells Auditors and FactoryWorkers what to do. A Manager sends work requests to Auditors and FactoryWorkers and hopes that they feel like carrying them out. A Manager typically requests FactoryReports every hour so that he or she can make appropriate decisions in the event that someone listens to their decisions.

\*ProduceACar\*: The creation of a car that is assembled and ready for sale to a customer. This Factory ironically produces hand-crafted automobiles that are completely built by an individual FactoryWorker. The Factory and FactoryWorkers are only able to build a replica of one type of car, a Model-T.

\*Horseless Carriage\*: (see Car).

\*Overtime\*: The condition that occurs any time an Auditor or FactoryWorker works more than 2 hours per 24 hour period between 12:00AM-11:59PM each day (M-F). For each hour worked over the limit of 2hrs per day, the worker earns four times their standard hourly rate. It is against the law for them to work on weekends.

\*Shipment\*: A Shipment is something that is delivered by a vendor’s delivery truck. A Shipment is given a unique name by the vendor to identify and track it. All Shipments contain some kind of CarPart(s). Shipments are delivered to the CargoBay and must be UnPacked by and Employees before the CarParts can be used.

\*Union\*: (this entry has been \*\*censored\*\*, please contact: unionboss@crapfactory.com)

\*UnPack\*: When an Employee opens a Shipment, unwraps its contents, counts and records what is inside (inventories), and then places the contents on the PartShelf on the FactoryFloor.

\*Work Hours (standard pay rate)\*: All Employees work between 10:00AM-12:00PM Monday-Friday. They have negotiated a very interesting Union contract that considers any hours worked before or after these standard hours to be paid at Overtime rates.

\*\*Reports\*\*

\*Car Production\*: The total number of cars that have miraculously been produced today. Typically viewed/printed every hour.

\*Currently Employed Workers\*: The First and Last Name of each worker/employee that is available to produce cars. An asterisk follows an employee's last name on the report to indicate a person that they have tried to fire over 3 times for not doing their work but they have failed due to contract complications. Typically viewed/printed at the start of each work day.

\*Factory Journal\*: This is the electronic log of all spoken words that have been recorded by the factory microphones and transcribed into text for archival purposes. Currently used to track and report “banned” curse words but records all events heard.

\*Status of Cargo Bays\*: This report summarizes for each of the 3 cargo bays: If the cargo door is operational, if there is a truck to unload in the bay, and how many workers have smoked in each bay in the last 24 hours.

\*Top 10 Curse Words\*: This report is generated by looking inside the "Factory Journal" of all spoken words and displaying the name of the top 10 curse words and how many times each has been said to date. This report is run every Friday at 5:01PM.

TODO: Look over existing 007 specs and code to prune out any other undefined words. Then I can begin to write a story with specs and/or code using these words.

Factory Policies (Business Rules)

TODO: Pull out the Use Case Rules from the definitions. Rules are not definitions of words.

TODO: Maybe Delete these below..

\*\*Commands and Events\*\*

\*\*CreateEmployee\*\*(IIdentity WorkerId, string FirstName, string LastName, bool UnionMember)

\*\*EmployeeCreated\*\*(IIdentity WorkerId)

\*\*PunchInToTimeClock\*\*(IIdentity WorkerId, DateTime StartTime)

\*\*TimeClockInPunched\*\*(IIdentity WorkerId, DateTime StartTime)

\*\*PunchOutOffTimeClock\*\*(IIdentity WorkerId, DateTime EndTime)

\*\*TimeClockOutPunched\*\*(IIdentity WorkerId, DateTime EndTime)

\*\*ProduceCar\*\* (IIdentity ManagerId , IIdentity WorkerId, string Type, string PaintColor, bool Hydraulics)

\*\*CarProduced\*\* (IIdentity WorkerId, string Type, string PaintColor, bool Hydraulics, int SerialNumber)

// \*\*TODO\*\*: how should we create things for negative cases?

\*\*CarNotProduced\*\*(IIdentity WorkerId, string Excuse)

\*\*UnloadCargoBay\*\* (IIdentity ManagerId , IIdentity WorkerId, int BayId)

CargoBayUnloaded (IIdentity WorkerId, int BayId)

// \*\*TODO\*\*: how should we create things for negative cases?

CargoBayNotUnloaded(IIdentity WorkerId, string Excuse, int BayId)

\*\*WorkOvertime\*\* (IIdentity ManagerId , IIdentity WorkerId, DateTime Duration)

\*\*OvertimeWorked\*\* (IIdentity WorkerId, DateTime Duration)

\*\*IgnoreManager\*\*?? (\*\*TODO\*\*: How do we convey the actions/intention of workers like this one?)

\*\*ManagerIgnored\*\*?? (TODO: See IgnoreManage

\*\*RecordSpokenWord\*\*(IIdentity WorkerId, string WordSpoken)

\*\*SpokenWordRecorded\*\*(IIdentity WorkerId, string WordSpoken)

// TODO: For Reports/Projections do we generate commands from the client UI to show them?

\*\*CreateCarProductionReport\*\*(DateTime StartDate DateTime EndDate)

\*\*CarProductionReportCreated\*\*(IIdentity ReportId, Url ReportLocation)

// TODO: Similar for other reports if in fact we should use Commands/Events for this stuff.

// TODO: Stopped for now as I see a lot more stuff that could be added. When do you stop and just do it in code? DSL please! :)