Supermarket Manager

Analysis and Design Document

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**Group: 30431**

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 10/04/23 | 1.0 | First version | Marin Andreea |
| 02/05/23 | 2.0 | Second version | Marin Andreea |
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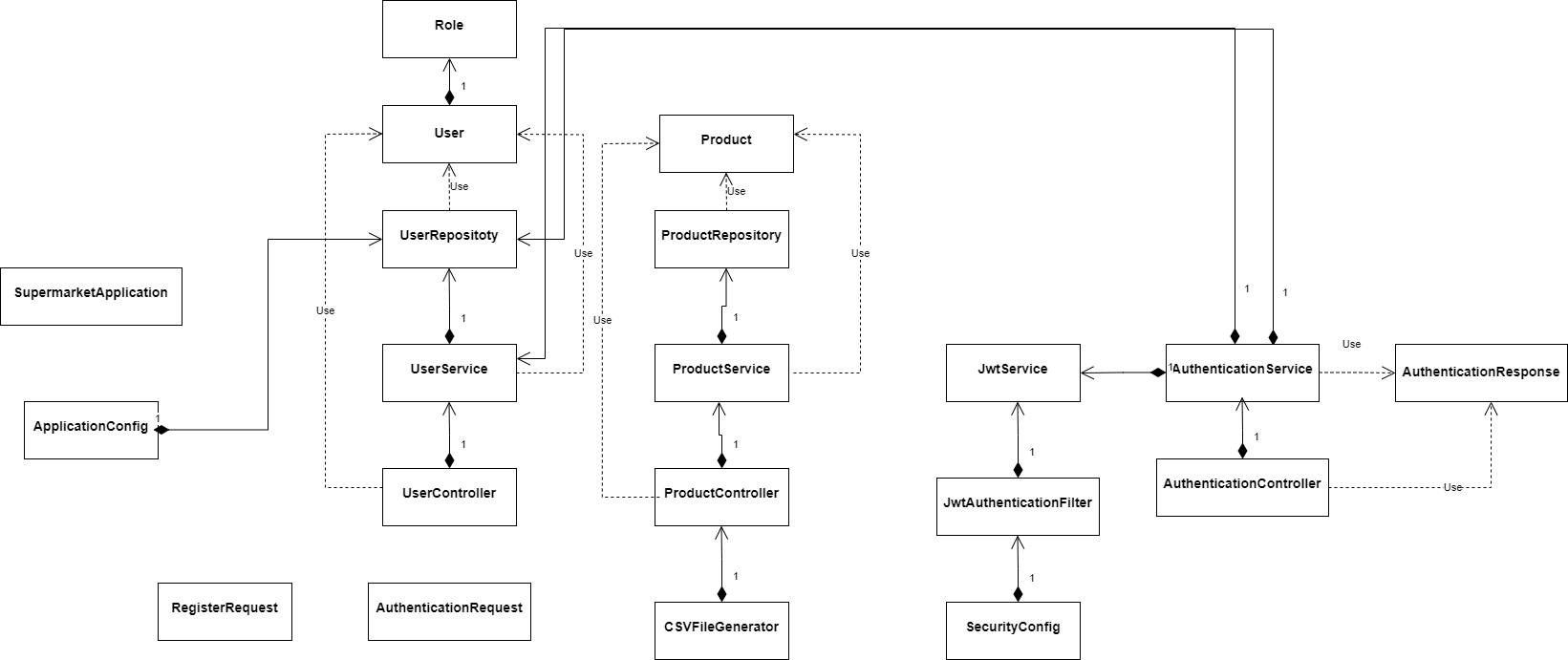
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# Project Specification

The goal of this project is to design and implement a client-server application for the employees of a supermarket. The application will have two types of users (a regular user represented by the cashier, and an administrator user). Both of them have to provide a username and a password in order to use the application.

# Elaboration – Iteration 1.1

# Domain Model



The conceptual class diagram of the project presents the classes contained by my project and illustrates the relationships between them. “Role” is an enumeration class that contains two strings: ADMIN and CASHIER and it is used to make the difference between the users of the application. UserRepository and ProductRepository are interfaces that extend **CrudRepository** and are used for implementing CRUD operations.

The authentication is done using jwt tokens. When the user logs in the application a token is generated and then is used for authorization.

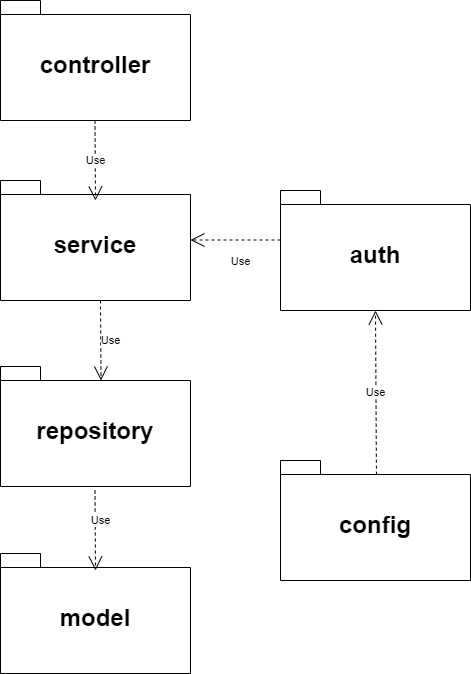
# Architectural Design

## Conceptual Architecture

The architecture used for this project is a layered one, as it can be deduced from the class diagram. Layered architecture is said to be the most common and widely used architectural framework in software development. It is also known as an n-tier architecture and describes an architectural pattern composed of several separate horizontal layers (in my case model, controller, repository, service) that function together as a single unit of software. I chose this architectural style because layers are only connected to the layers directly below them which means that layers can be modified and the change won’t affect other layers.

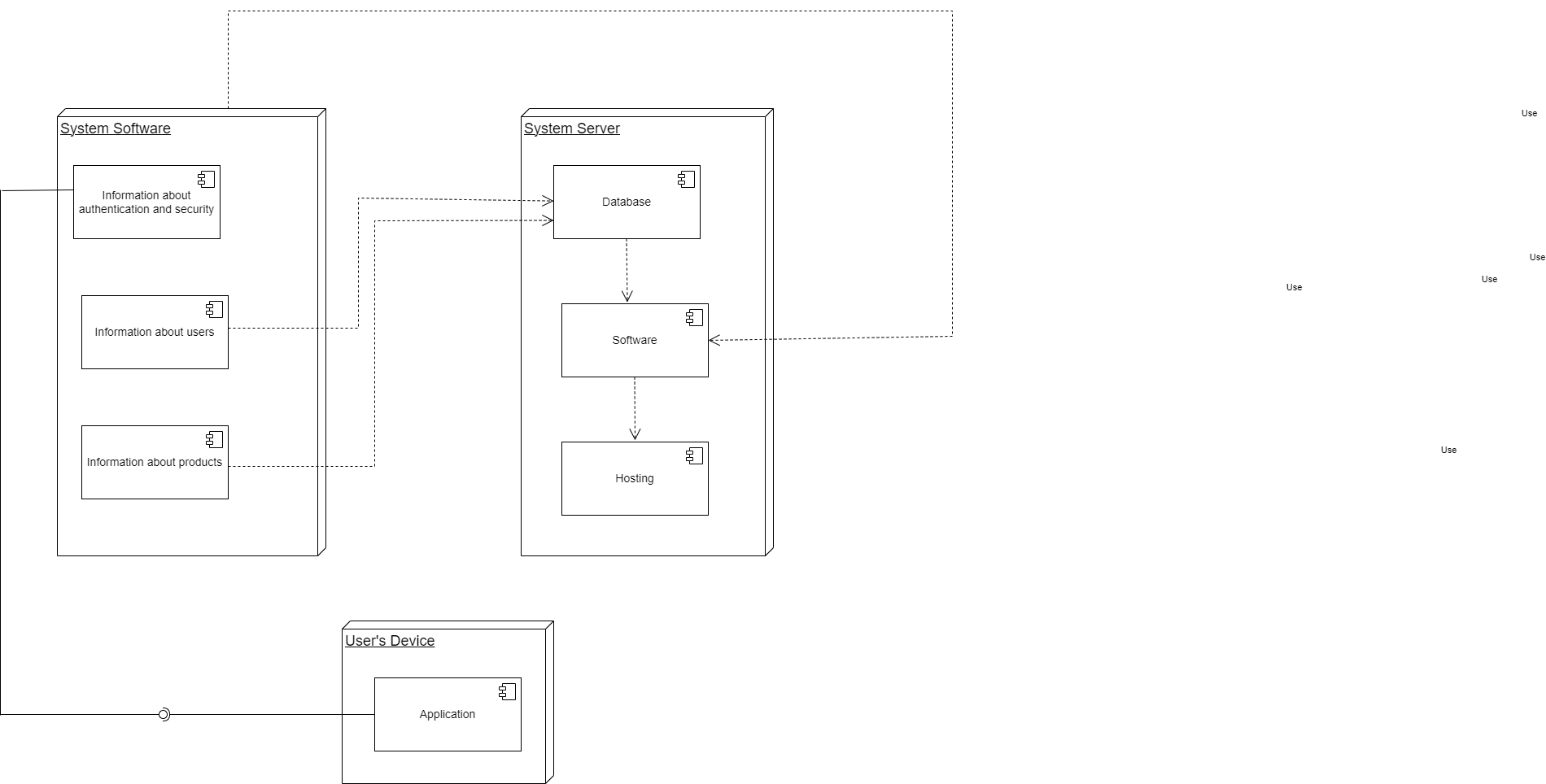
## Package Design

The package diagram also highlights the use of a layered architecture.

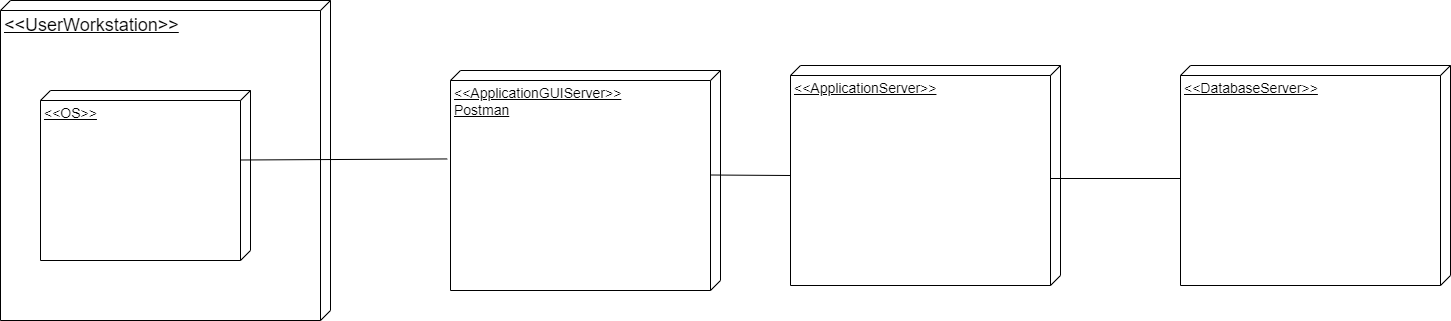


## Component and Deployment Diagrams

Component Diagram



Deployment Diagram

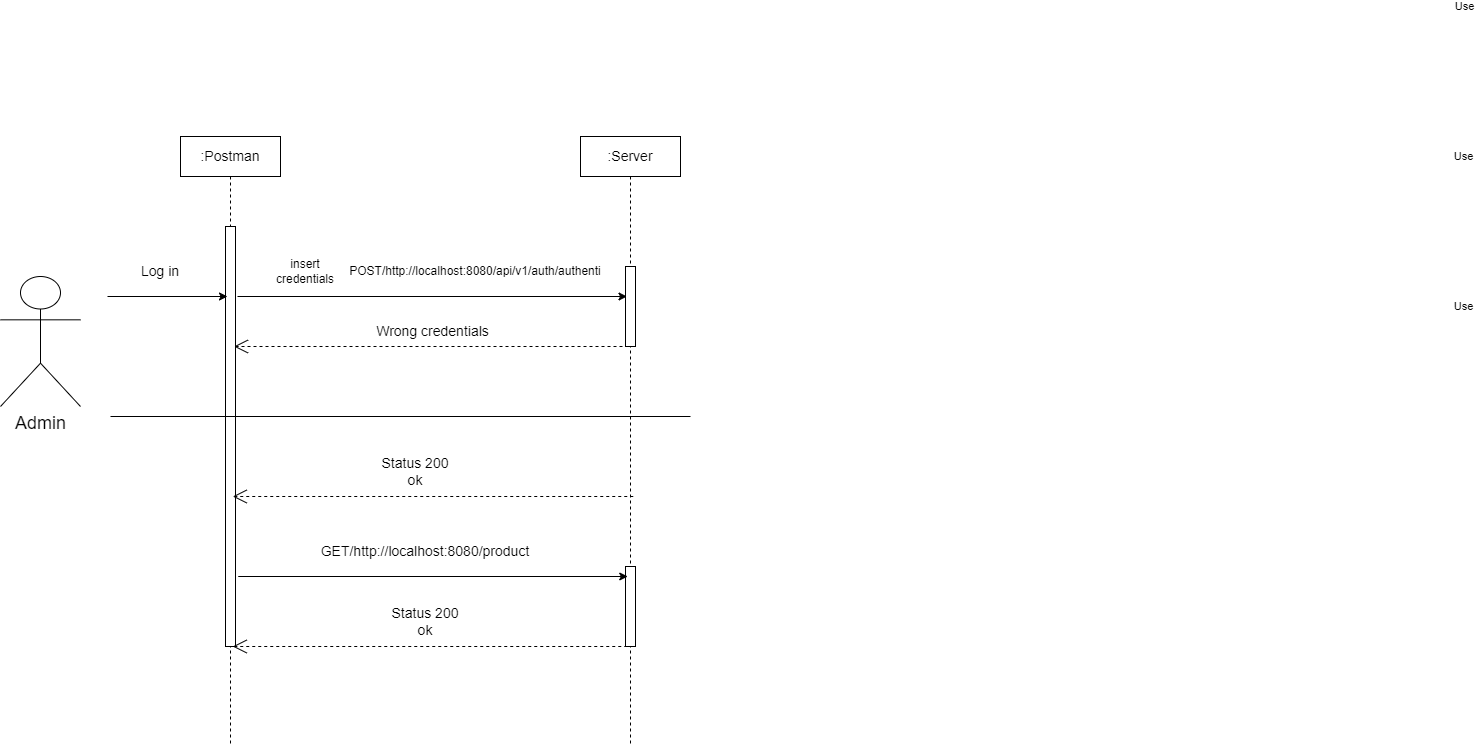


# Elaboration – Iteration 1.2

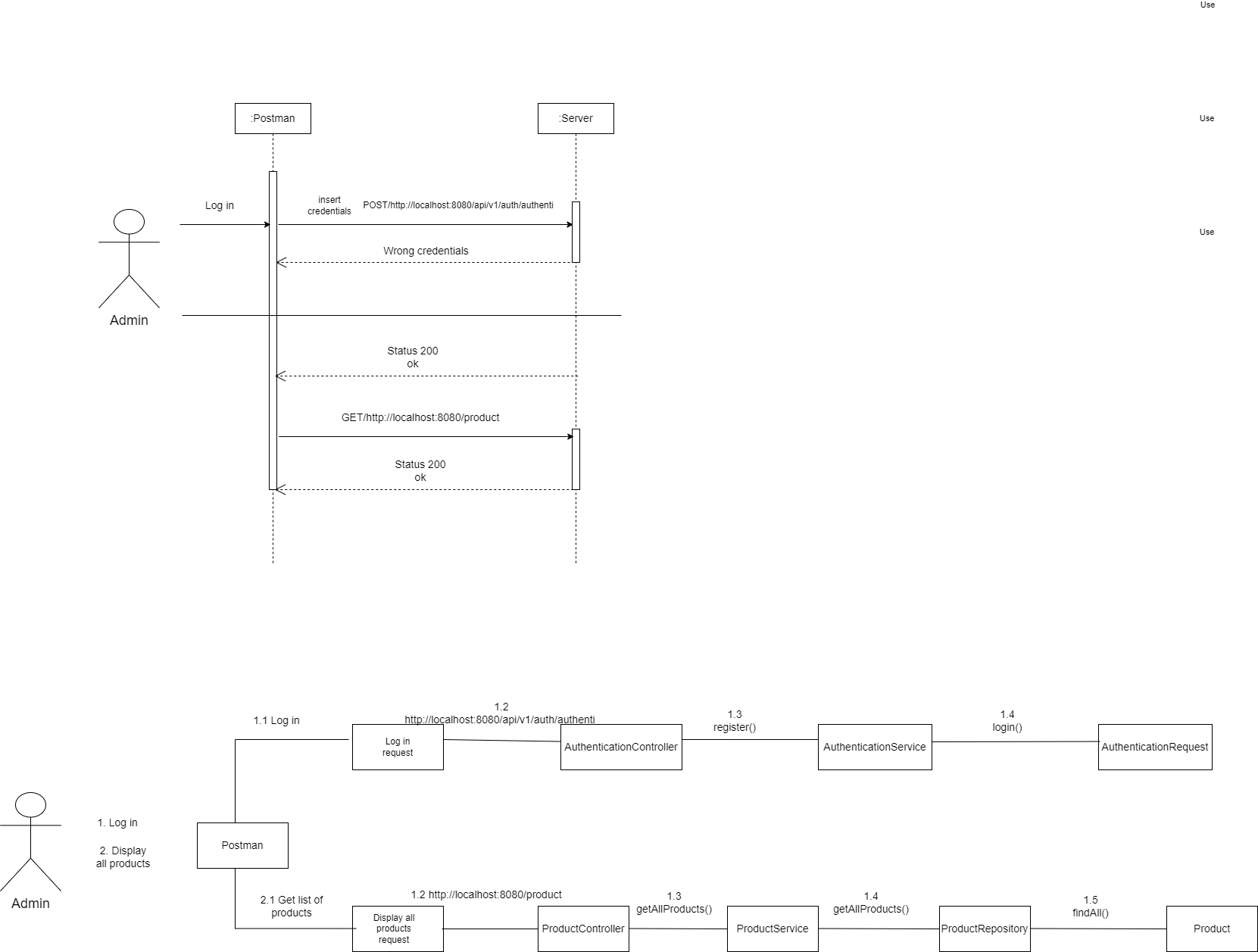
# Design Model

## Dynamic Behavior

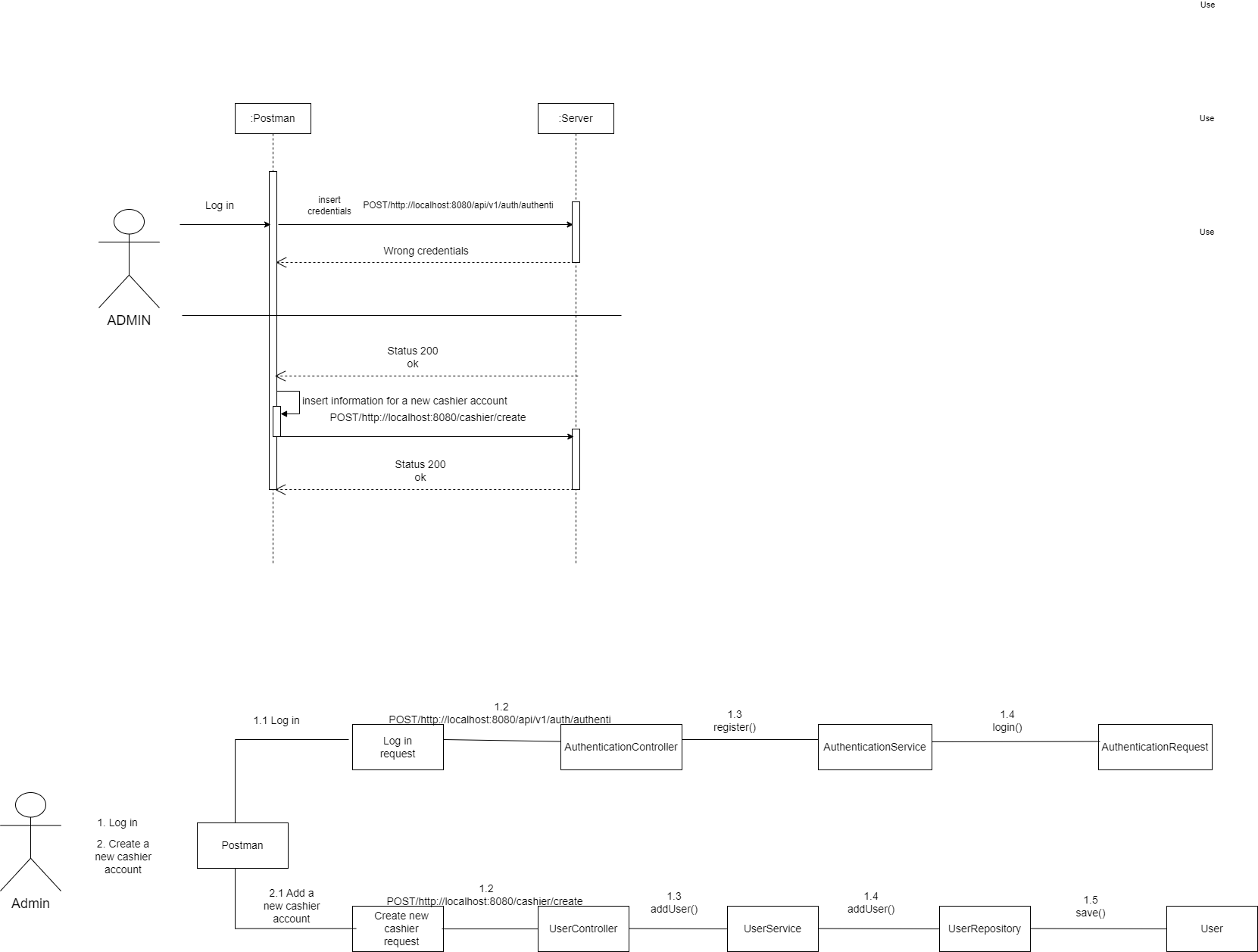
* View list of products
* Sequence diagram



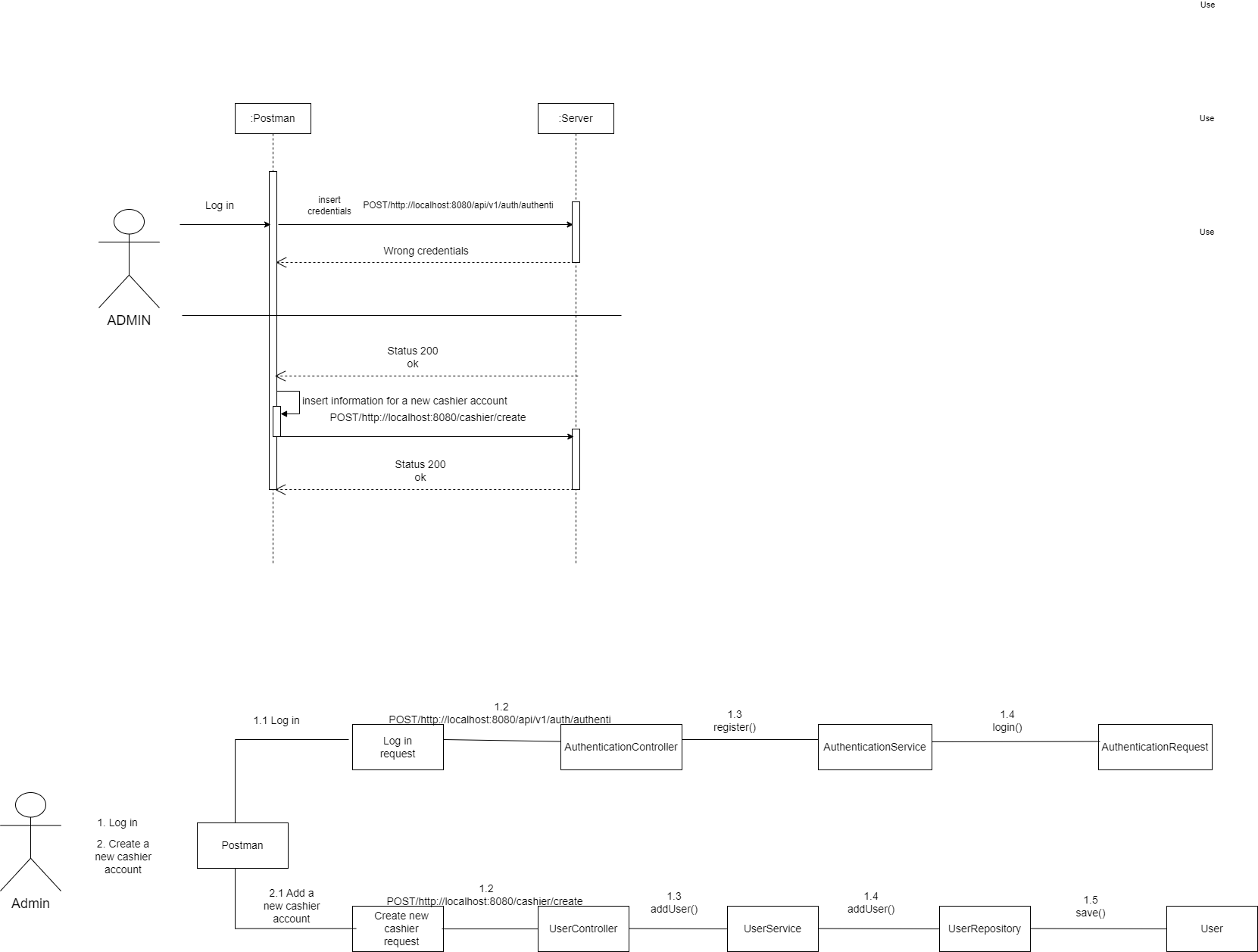
* Communication diagram



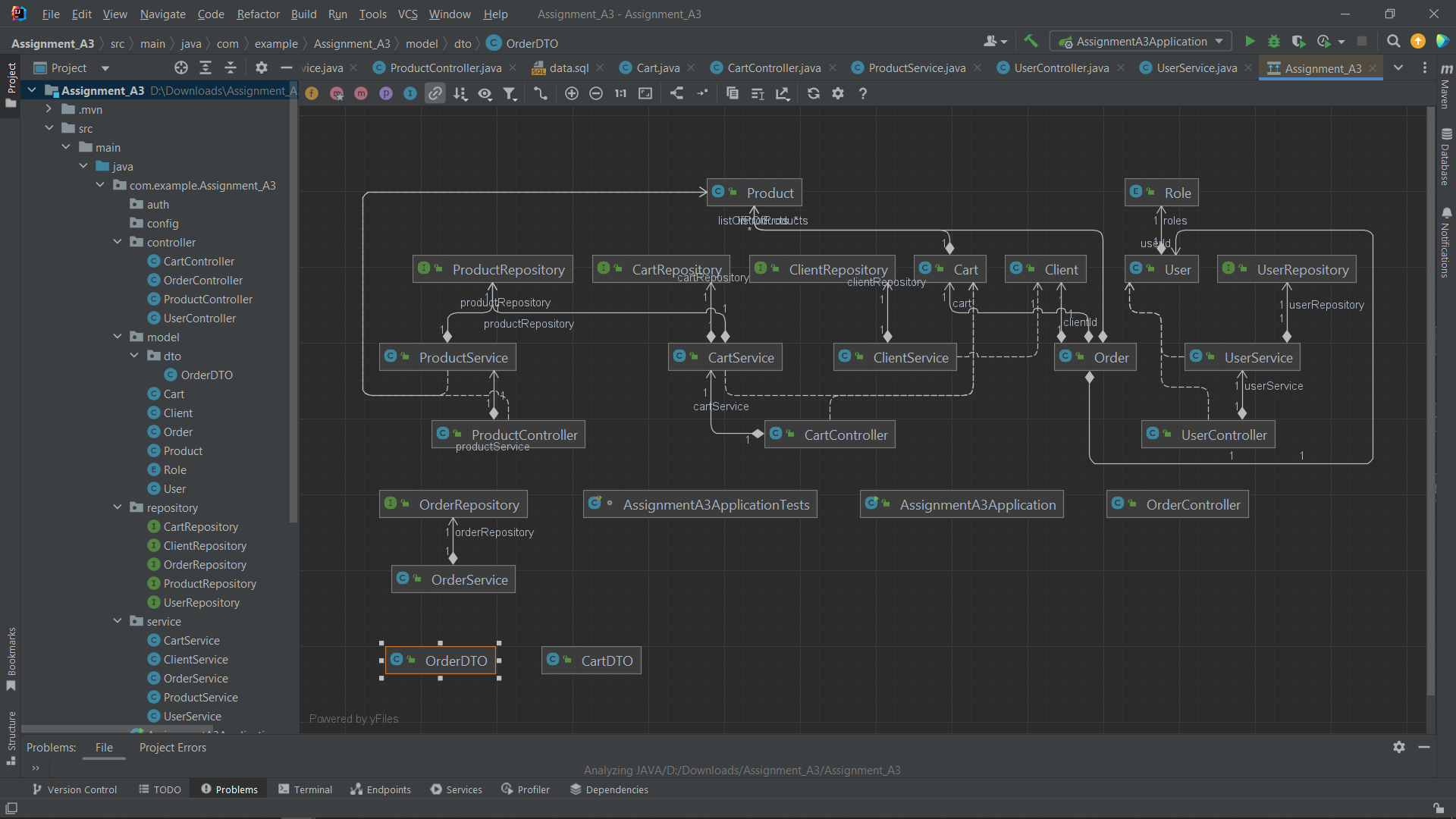
* Create a new cashier account
* Sequence diagram



* Communication diagram

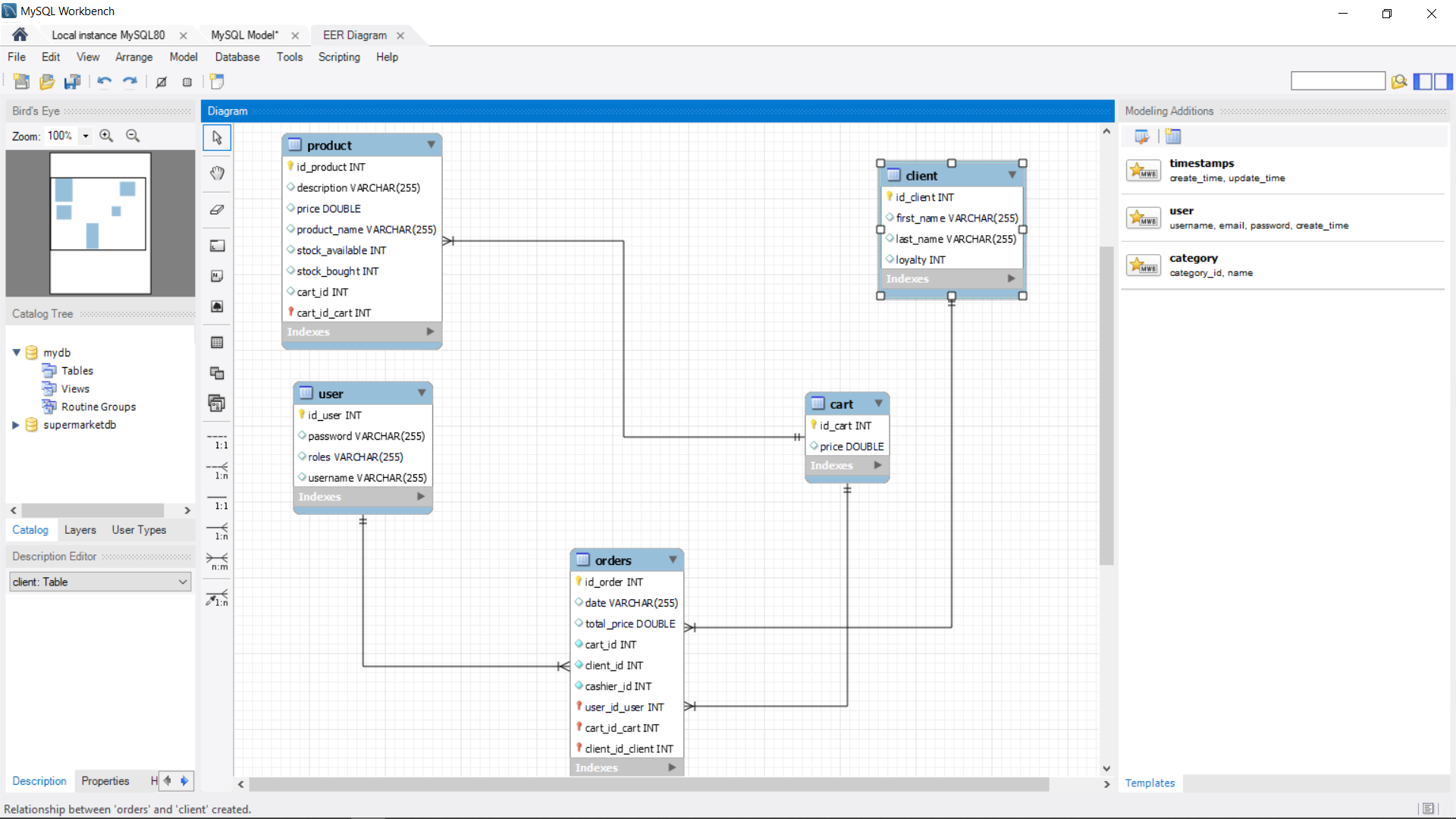


## Class Design



# Data Model

This is the database diagram of the system:



It can be seen that the system contains five data models:

* **User data model**: represents the table for the user entity. It consists of an id, username and password (which will be used for authentication) and a role(ADMIN or CASHIER)
* **Product data model**: represents the table for the product entity. It consists of an id, name of the product, description, price, available stock and stock bought so far(the available and bought stock will be updated each time a client buys the product)
* **Cart data model**: represents the table for the cart entity. It consists of an id, price and a list of products that will be bought. When a new product is added to the cart the available stock and bought stock of that product are updated and the price of the cart is updated as well.
* **Client data model**: represents the table for the client entity. It consists of an id, first name , last name and loyalty(which represents the number of orders done by the client)
* **Order data model**: represents the table for the order entity. It consists of an id, date, total price, cart id, cashier id and client id. A new order is created with an existing cart and the total price of the order will be the price of the cart. Here the client id is used for identifying the client associated with the order and increase his loyalty. When the loyalty variable reaches the value 10, the admin can activate a promotion of 50% to the total price of the order.

# Unit Testing

*[Present the used testing methods and the associated test case scenarios.]*

# Elaboration – Iteration 2

# Architectural Design Refinement

*[Refine the architectural design: conceptual architecture, package design (consider package design principles), component and deployment diagrams. Motivate the changes that have been made.]*

# Design Model Refinement

## *[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices. Deliver the updated class diagrams.]*

# Construction and Transition

# System Testing

*[Describe how you applied integration testing and present the associated test case scenarios.]*

# Future improvements

*[Present future improvements for the system]*

# Bibliography