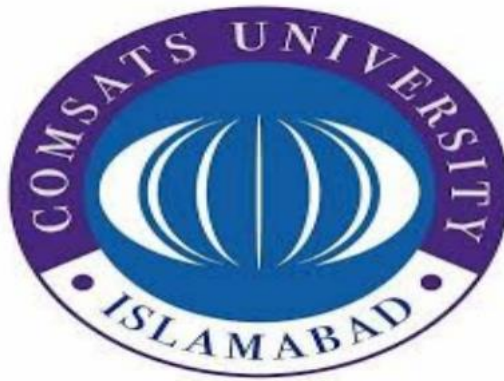


## SOFTWARE DESIGN AND ARCHITECTURE

**Submitted to: Sir Mukhtiar Zamin**



**LAB MID**

**Submitted by: Maryam Khan**

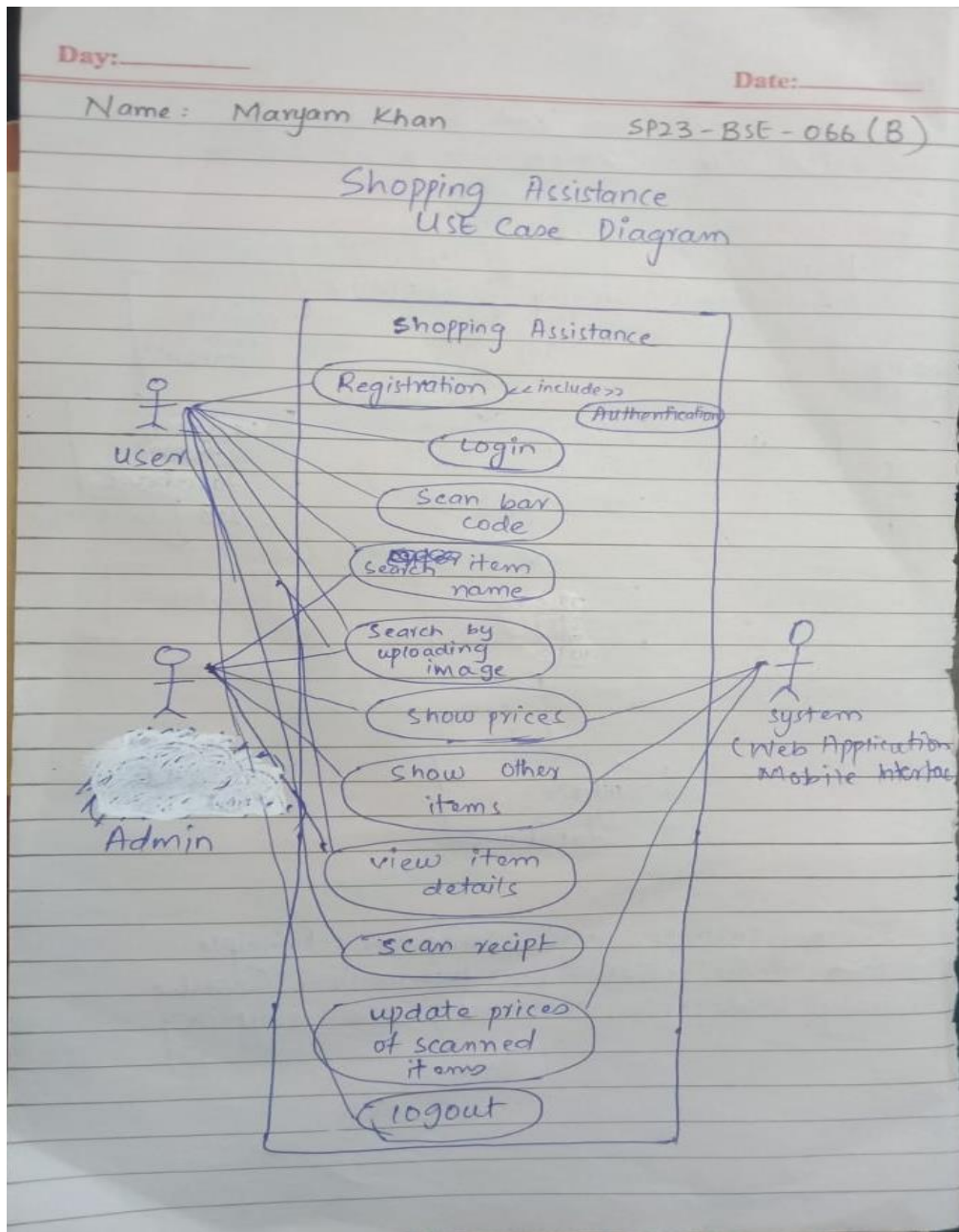
**Roll no: SP23-BSE-066**

**Date: 22<sup>nd</sup> May 2025**

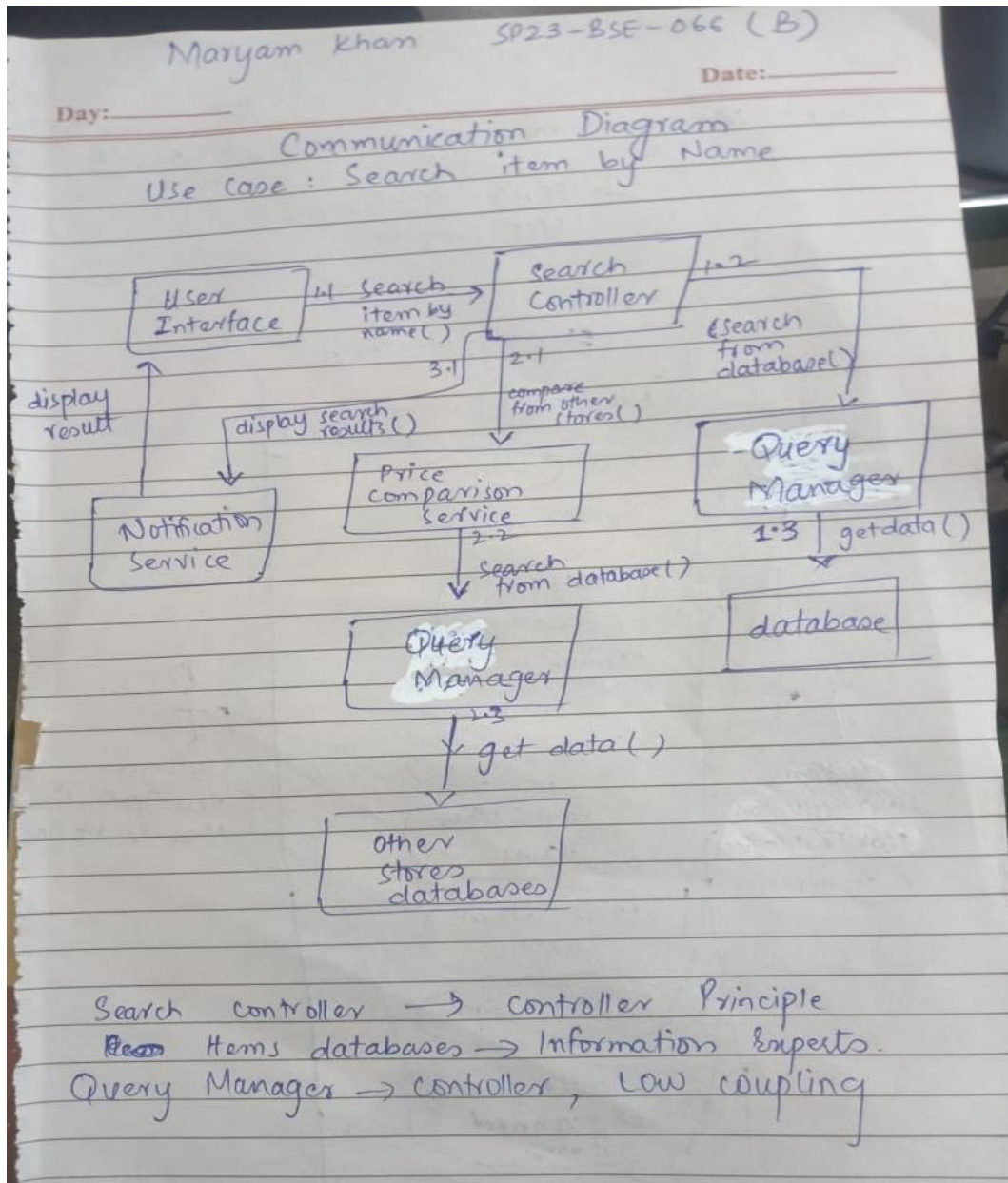
DEPARTMENT OF SOFTWARE ENGINEERING  
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## SHOPPING ASSIISTANCE

### USE CASE: Search Item By Name



## COMMUNICATION DIAGRAM



## PRINCIPLES USED IN THE DIAGRAM

Following are all the principles used in the communication diagram

### **Controller**

#### Search Controller

Controller principle is used as search controller class. This class acts as a middle man between the user interface and the request initiated by the user. It forwards the request to different services.

#### Query Manager

This query manager class acts as an intermediate between the user and database so it is following controller principle.

### **Information Expert**

#### Item Database and Other stores Databases

It is information expert because it has all the information about stored items and how to retrieve them.

### **Low Coupling**

#### User interface

It is sending request to controller class and is not directly related or connected to any other class so it make the logic independent of each other.

#### Price Comparison Service

It compares prices from multiple sources but is not dependent on them. Chages in it does not alter any other thing.

## Query Manager

This reduces direct database access and works independently, so it uses low coupling principle.

## High Cohesion

## Notification Service

It has only one responsibility that is to display the item.

## FRONT END

