System Design Document – MyBar

In our project we are using the MVC-model as design-pattern, by dividing the classes into packages named "Model", "View" and "Controller". By divide the classes it is easier to control what they are doing because they are in a certain package that gives information about what the classes does.

Packages

se.turbotorsk.mybar (View)

AboutBox – Handles the About-information

AddIngredientActivity – Is used when you want to add an ingredient

CollectionActivity – Handles the Collection-view

DrinkAdapter – Handles the drinks

IngredientAdapter – Handles the ingredients

MainActivity – Makes the main-window with menus

MyBarActivity – Handles the MyBar-view

MyFavorites – Handles the MyFavorites-view

Profiles – Handles the profiles

SettingsActivity – Is used when you want to change settings

Share – Handles the share-function

ViewDrinkActivity – Handles the drink-view

se.turbotorsk.mybar.controller (Controller)

Controller – Handles the communication between model and view

DrinkManager – Handles the drinks you can do with the ingredients you got in the MyBar-view

MyBarApplication – Handles communication between classes

se.turbotorsk.mybar.model (Model)

Data – Handles the set- and get-methods between database and controller

Drink – Handles variables for a drink

Ingredient – Handles the variables for an ingredient

MyBar – Handles the variables for the content in the MyBar-view

se.turbotorsk.mybar.model.database

DrinkTable – Handles the table for the drinks

IngredientTable – Handles the table for the ingredients

MyBarContentProvider – Handles the communication between database and the Data

MyBarDatabaseHelper - Manages the database

MyBarTable – Handles the table in MyBar-view

se.turbotorsk.mybar.externaldata

JsonParse – Fetch all the external data

UML

This is the UML for all our packages: