*Lab for Software Engineering*

# Online Banking Application

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# 1 Analysis

## 1.1 A1

### 1.1.1 Requirements & Domain-Knowledge

#### Requirements

R1 First...

R2 Second...

#### Facts

F1 First...

F2 Second...

#### Assumptions

A1 First...

A2 Second...

### 1.1.2 Contextdiagram

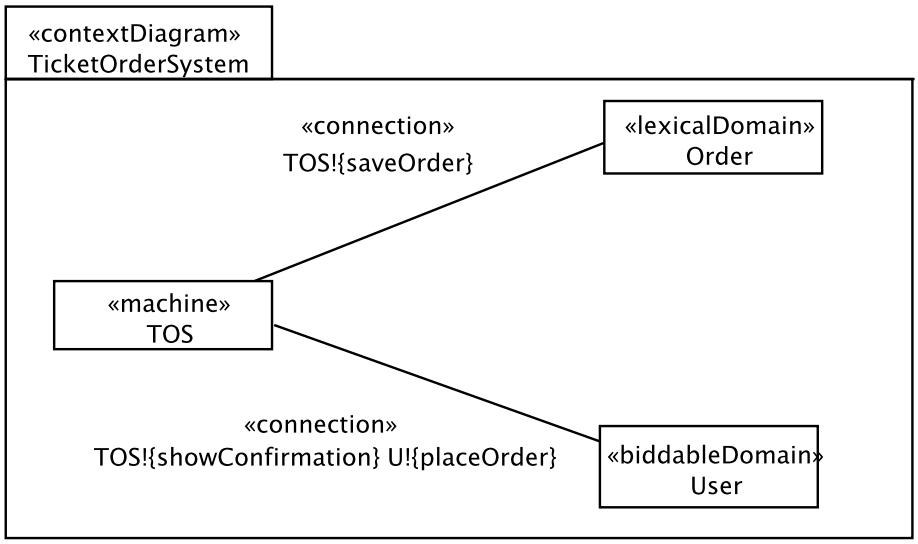


Figure 1.1: Contextdiagram

## 1.2 A2

We can derive the following problem diagrams

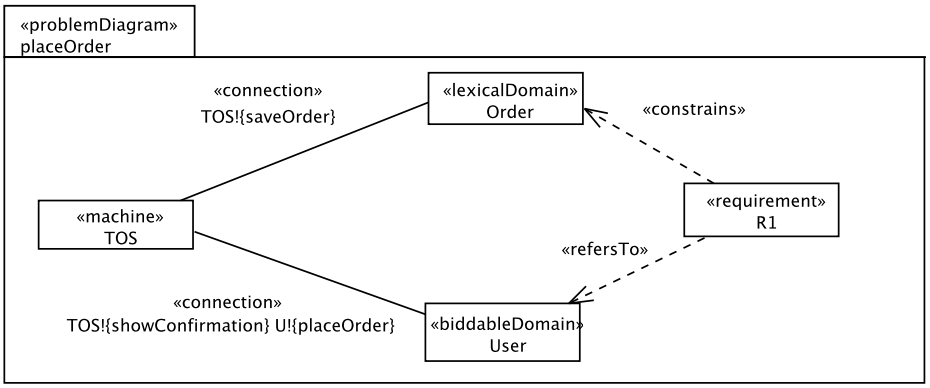


Figure 1.2: Problemdiagram for R1

## 1.3 A3

## 1.4 A4

## 1.5 A5

A short OCL example:

```
1 context Person inv: self.alter >=0
2
3 pre alter>30
4 post alter=alter@pre+1
```

## 1.6 A6

Examples of a life-cycle using the math-environment:
$LC_{guest} = (Browse^{+}; [Book])^{*}$

# 2 Design

## 2.1 D1

## 2.2 D2

## 2.3 D3

## 2.4 D4

State diagrams with tikZ:

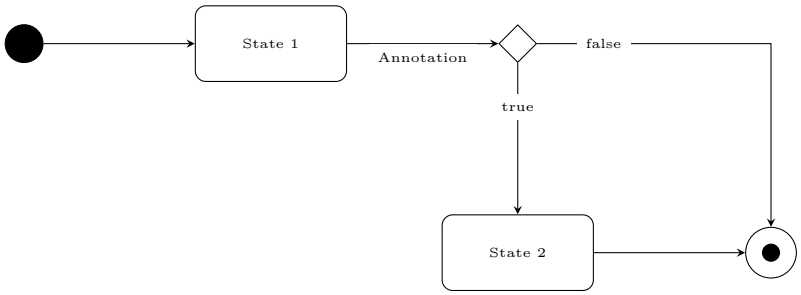


Figure 2.1: Zustandsdiagramm Person 1

# 3 Implementation & Testing

## 3.1 I

## 3.2 T1

## 3.3 T2

## 3.4 T3

# 4 Glossary

Table 4.1: Glossary

| Name | Type | Description | Source |
|---|---|---|---|
| **A** | | | |
| Anton | biddable Domain | User of the system | Contextdiagram |
| **B** | | | |
| | | | |
| **C** | | | |
| | | | |
| **D** | | | |
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| **E** | | | |
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| **F** | | | |
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| **G** | | | |
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| **H** | | | |
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| **J** | | | |
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| **N** | | | |
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| **O** | | | |
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| **P** | | | |
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| **Q** | | | |
| | | | |
| **R** | | | |
| | | | |
| **S** | | | |
| Stakeholder | biddable Domain | User of the system | contextdiagram |
| **T** | | | |
| TOS | machine Domain | Software | contextdiagram |
| **U** | | | |

Table 4.1: Glossar

| Name | Type | Description | Source |
|---|---|---|---|
| User | biddable Domain | User of the system | contextdiagram |
| **V** | | | |
| | | | |
| **W** | | | |
| | | | |
| **X** | | | |
| | | | |
| **Y** | | | |
| | | | |
| **Z** | | | |
| | | | |