Student Night Club Loyalty Application
Software Design Document

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1.0   INTRODUCTION

1.1   Purpose

This document aims to explain the features of Student Night Club Loyalty Application. In doing so, it talks about the user interface, data structure, and algorithm of the application. At this point, the target audience for this document is people who can contribute to the development of this application.

1.2   Scope

This application, as the name suggests, is a loyalty application for a night club. The purpose of such applications is to ensure customer satisfaction and continuity by receiving feedback from the customer.

Club entry requires an application, so customers can enter the club. The staff team logs in in the same way. Then the user can access parts such as campaigns or survey complaint form.

2.0   SYSTEM OVERVIEW

The app is a loyalty app. There are 2 types of logins available. The structure of these two different logins, staff and public user, is different. The public user can access features such as campaign usage and survey filling. It also defines a temporary ID when entering the Club. After the staff entrance, there is a structure created to provide the necessary assistance at the entrance of the public user to the venue and during the campaign use.

3.0   SYSTEM ARCHITECTURE

3.1   Architectural Design

The data flow starts with the user's ID request and the login system defines an ID that the user can use for the night, saves it to the database and notifies the system, the system approves the user's login. When the user directed to the menu wants to use a campaign, he requests a code, the system generates a code and directs it to the user. In case of approval from the staff, the campaign usage and the given code are entered into the database, and the user receives a successful transaction response. It is reported to the ID staff at the application exit. The staff interacts with the database to delete the temporary ID from the system. After the ID is deleted from the database, the system redirects the user to the satisfaction survey page.

3.2   Data Flow Diagram
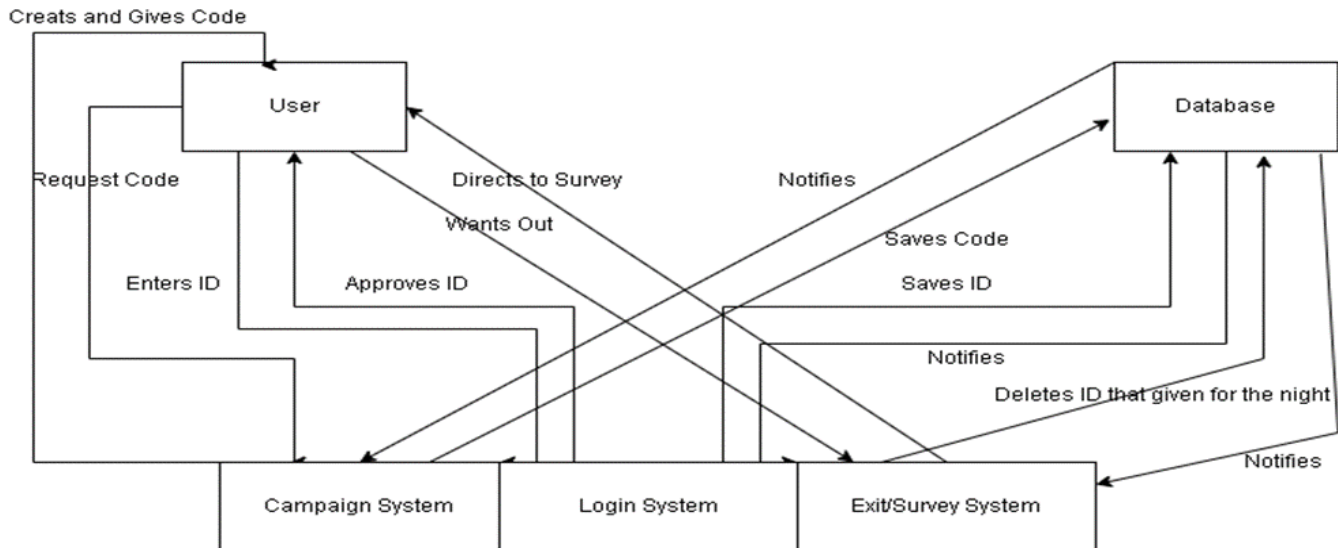
4.0   DATA DESIGN

4.1   Data Description

We use PostgreSQL as database. The data is processed into the database from the system, that is, the control mechanism, after user actions. There are 4 different entities, these are; Campaign, Staff_User, Survey, and Public_User. There are 3 relationships, these are; Does, Login and Confirm. Confirm has ternary structure. Public_User; It has attributes such as name, ID, gender, age, freecount, logID.Survey; It has ID, Complaints, Stars attributes. Staff_User; It has Field and ID attributes. Campaign; It has ID and FreeProdCount attributes. The necessary data is housed in the system with this structure.
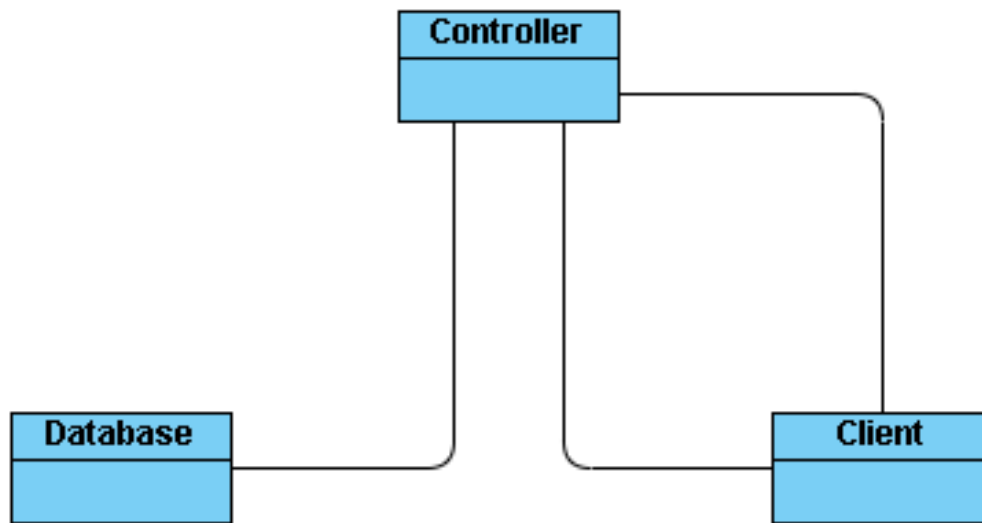
4.2 ER Diagram
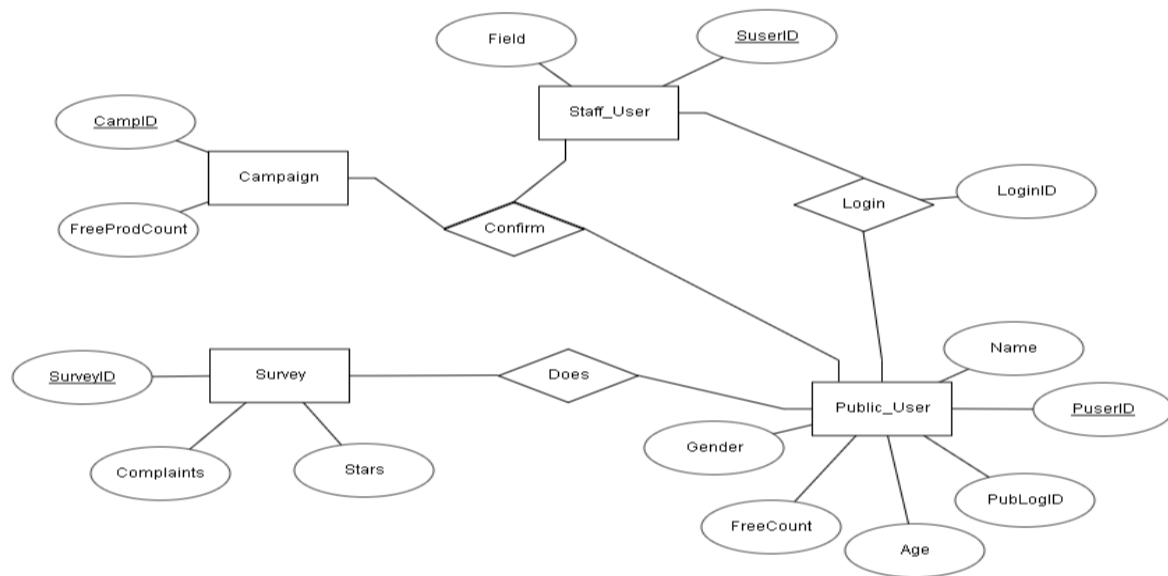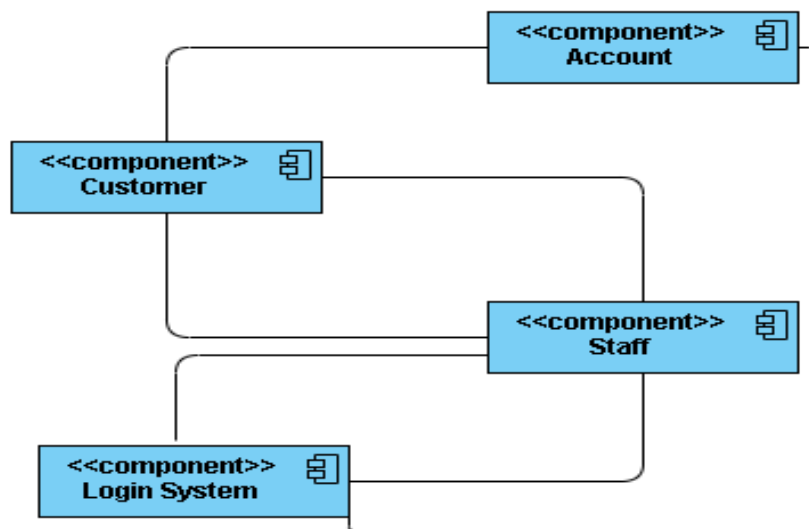

5.0 COMPONENT DESIGN

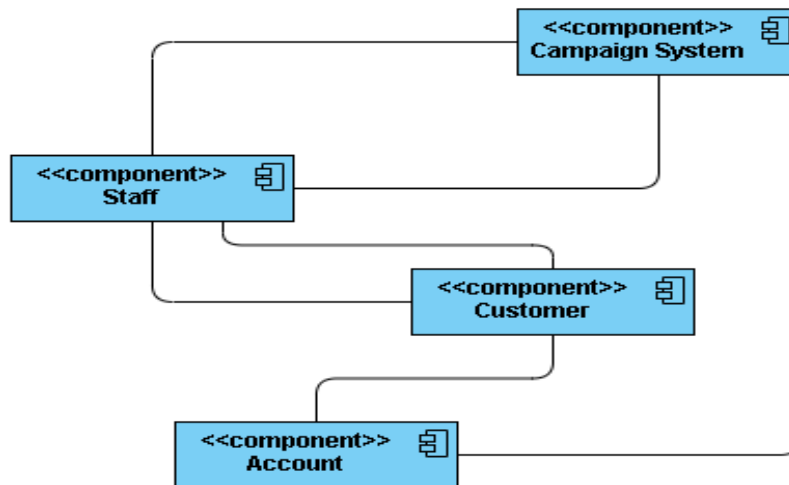### 5.1 Use Case Diagram
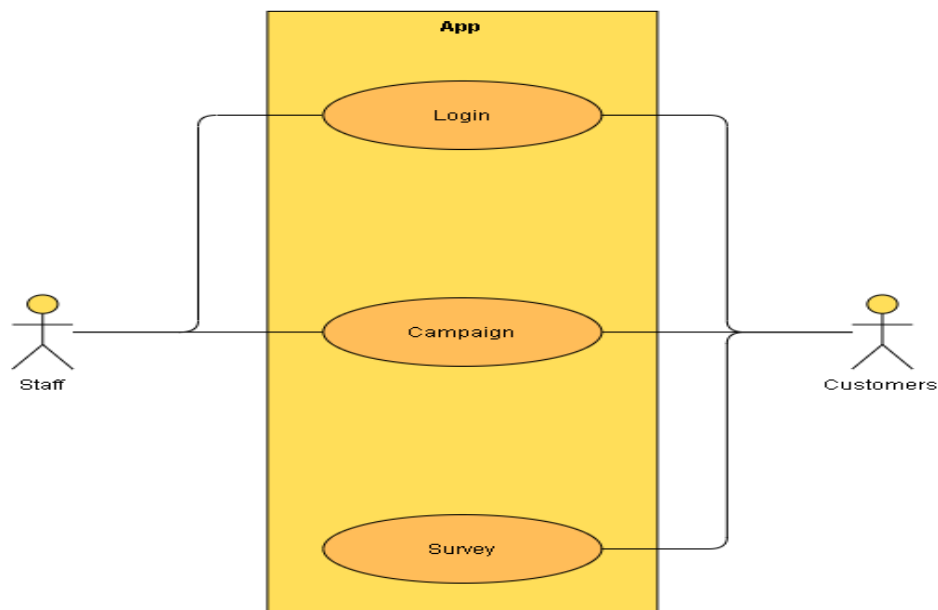
5.2   Structural Diagram

5.3   Systems Component Diagrams
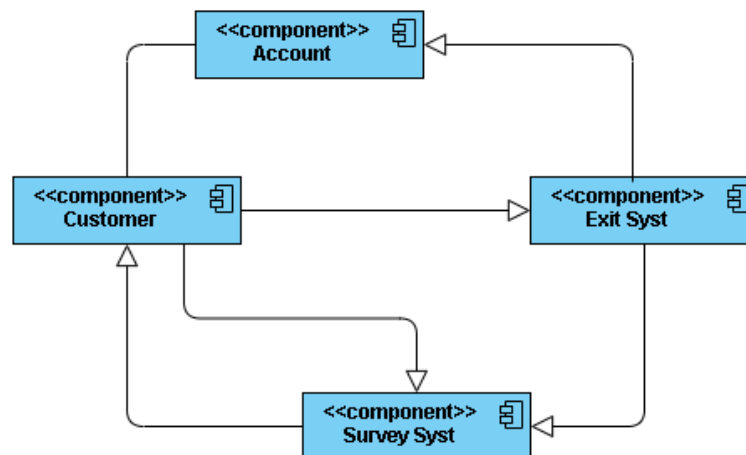
5.3.1 Login Component Diagram

5.3.2 Campaign Component Diagram

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5.3.3 Survey Component Diagram

6.0   HUMAN INTERFACE DESIGN

6.1   Overview of User Interface

The interface starts with the user type selection and the system is entered accordingly. Then the user requests the nightly ID for the club login and continues to operate with this ID.