

→ login screen (for Nell's group)

→ Minimize clicks & pages

→ should be graphical, good UI designs, attractive

→ login should have phone no. so user shouldn't need to enter phone no. later on.

→ Don't allow users to download app if they don't give phone no.

→ more infoⁿ you require from users → more likely user won't use the App.

→ for kiosk → you need phone no.

⑩ fluidui.com

→ if user already registered?

~~that~~ we should have option to pay by comet card as 1st option and as comet card already in account.

UI Design

Ours → we didn't do login

→ using too much screen space at food joint browse page

→ use less space

→ 4 options in one screen

⇒ put ticket & receipt on same screen.
multi-tier

debit payment X

Main Controller → ??

↳ call it something different
∵ Controller is a design pattern

Time Engine → ??

↳ why do we need this?

↳ we are only counting

→ Option 2 → push request to server
for time synchronization.

Accounting Services X

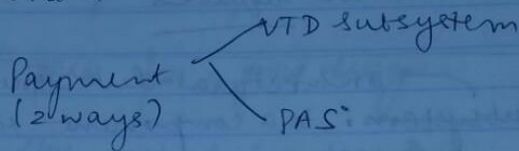
change name

↳ it should be in domain

if we use 3rd party like log4j then
in Technical, if developing
then in domain

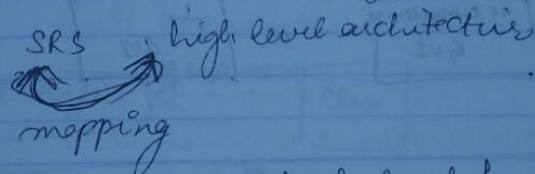
18th Oct component diag (over).

Payment is a subsystem not a component



→ ^{new} Component to create account

→ You also have a component where you get e-ticket without ordering



→ SRS is very very high level functions

→ we have to see component diagram as high-level top down

SRS → vertical decomposition

use case analysis → ~~vertical~~ horizontal

Converge into a detailed design

if we have a component → we'll not split it furthermore.

if we have to split further → we'll name it subsystem or sub subsystem.

* Databases should be part of your architecture.

* you can implement flow of UI.

* start by creating infrastructure in cloud.

Functionalities + Subsystem + System

everything in Architecture

⇒ DB, cloud env, refine UI & Arch docs, Simulator, App UI complete flow next Thursday.

side sync