

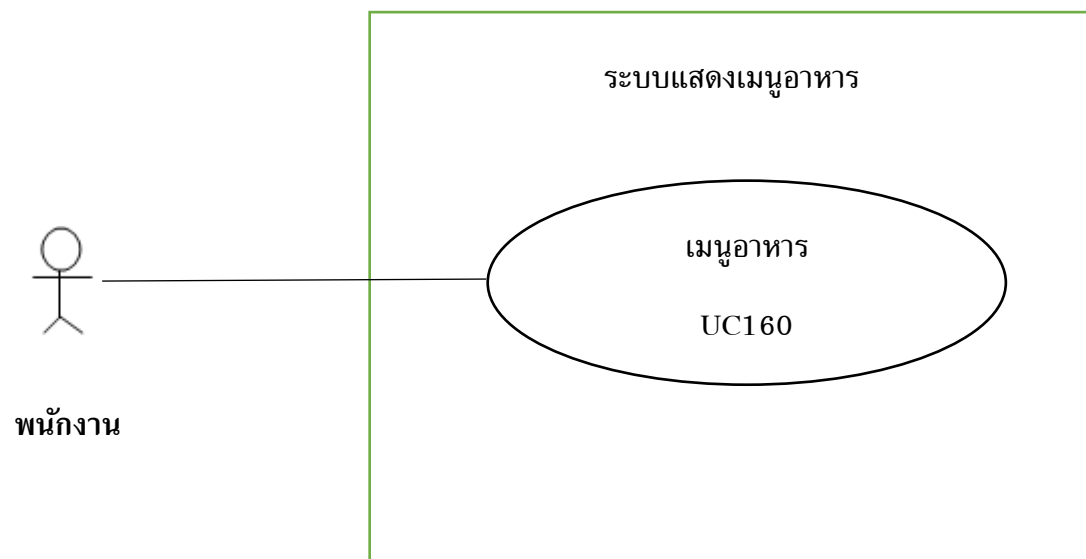
ระบบแสดงเมนูอาหาร

1. Revision History

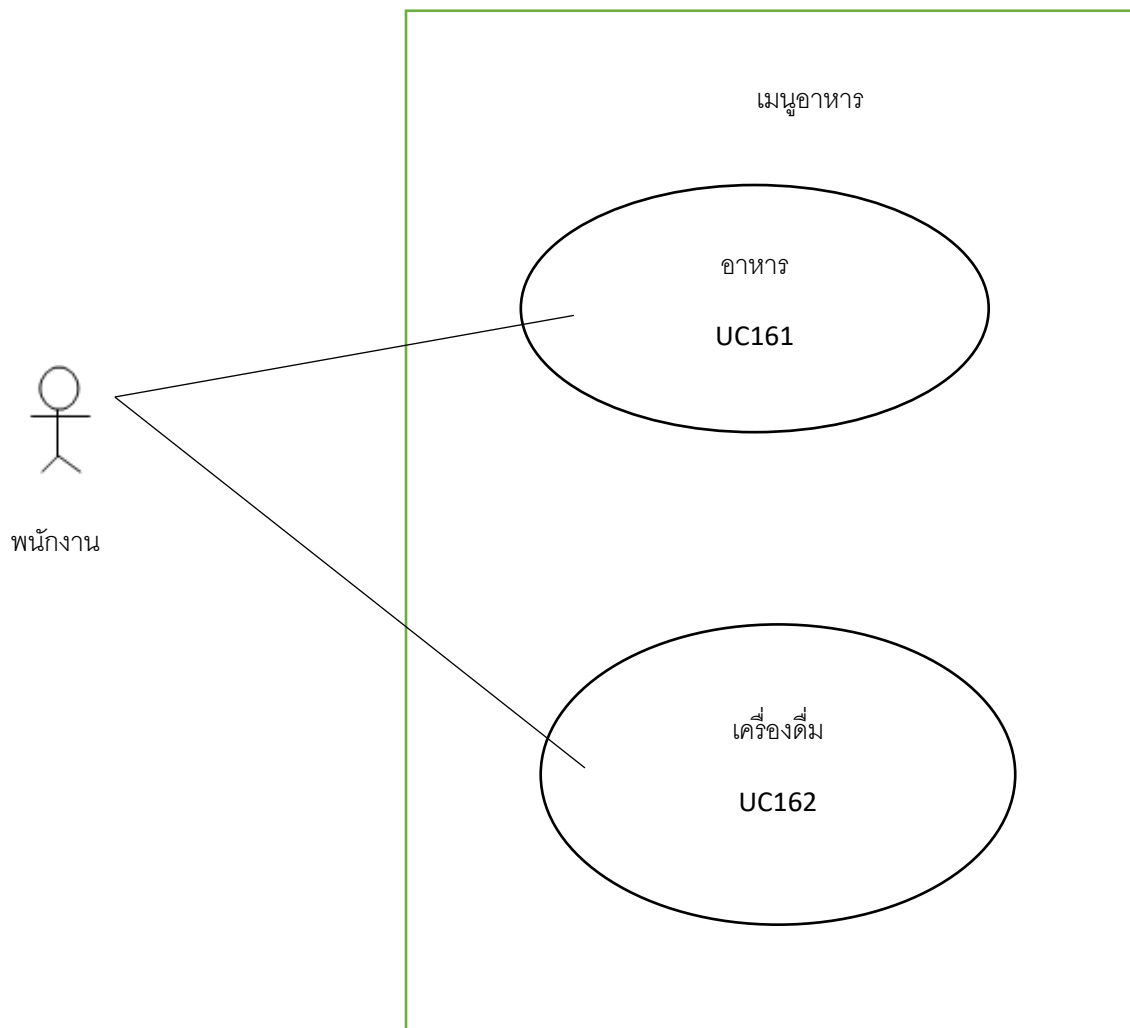
Name	Date	Description	Version

2. Use Case Overview

Use Case Diagram Level 0 : ระบบแสดงเมนูอาหาร

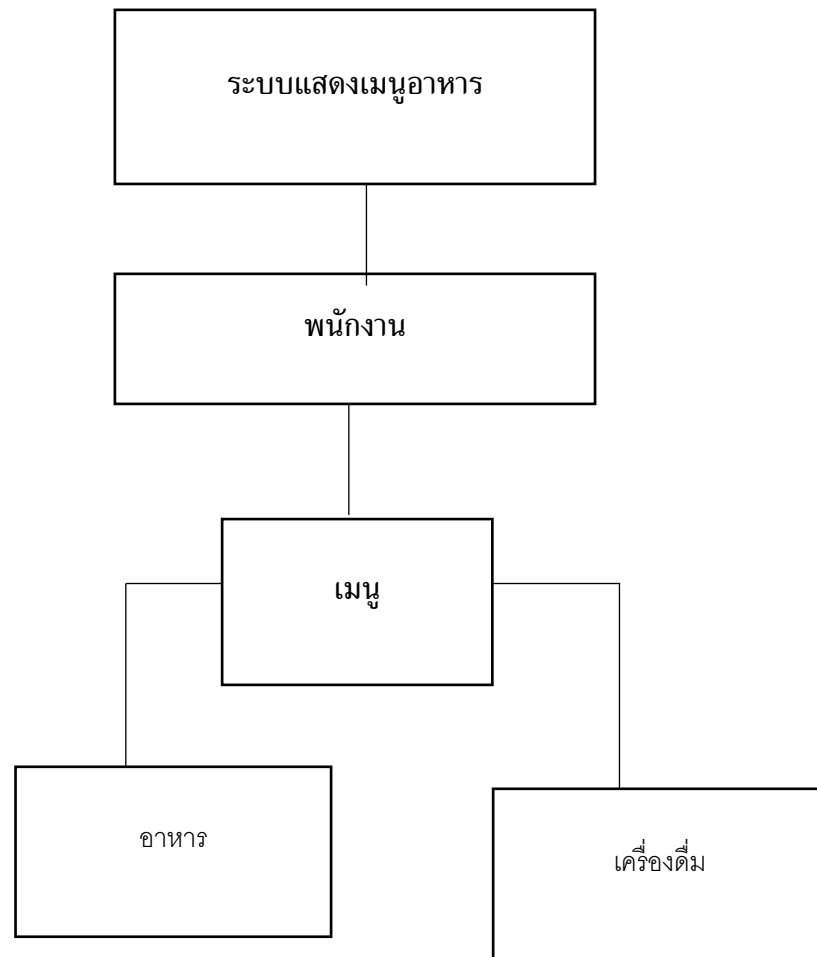


Use Case Diagram Level 1 : เมนูอาหาร UC160



3. System Structure

This should use structure chart to express the breakdown of the system to the lowest manageable levels. It is used to show the hierarchical arrangement of the subsystems in a system. Each rectangular box represents a subsystems. The names of the subsystems are written inside the box. An arrow joins two subsystems that have an invocation relationship.

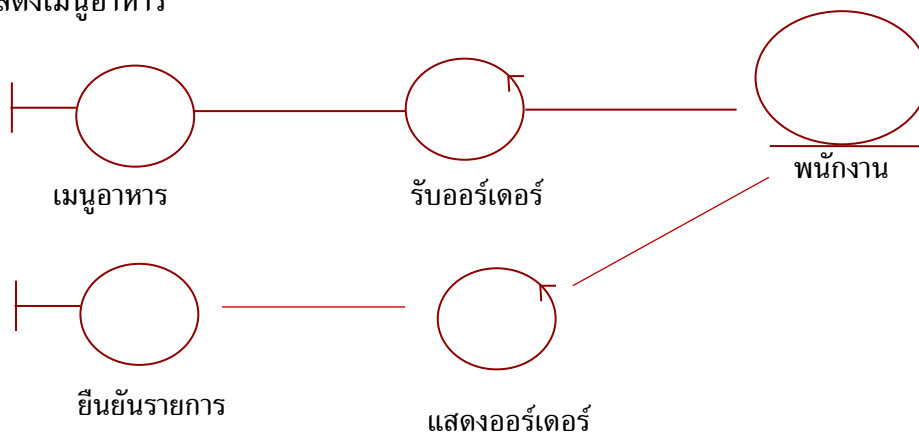


4. Static Structure and Data Analysis

This should show the conceptual description of the systematics of the system. Thus, the class diagram is used to describe this static structure of the system. Furthermore, the class diagram is also used for data modelling. Classes in class diagram are classified into 3 types:

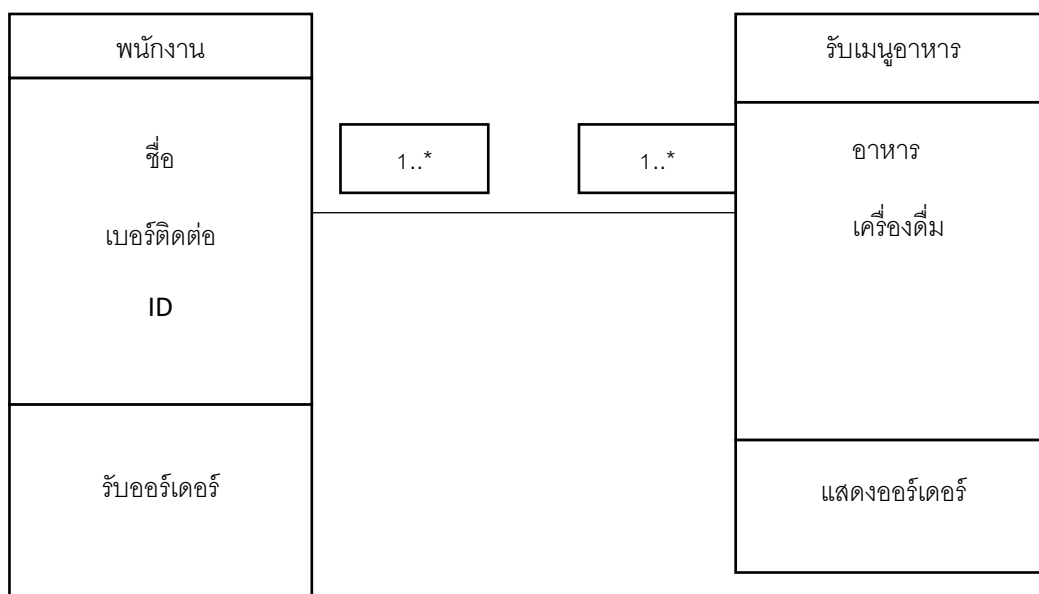
4.1 Model-View-Controller (MVC) Model

แสดงเมนูอาหาร



4.2 Entity Class Model

Then, a set of conceptual entity and data model is described by “Entity Class Diagram”.
The relationship between each entity class must be specified.



5. System Behaviour Model

This section should describe the system behaviour by using a sequence diagram. This diagram must demonstrate the interaction among objects of the system in time sequence. The objects and classes involved the scenario are depicted. The scenario representing the system behaviour/functionality is demonstrated by the sequence of messages exchanged between the objects. For example:

Sequence Diagram demonstrating operation “แสดงเมนูอาหาร”

- This diagram describes the system scenario of “UC160แสดงเมนูอาหาร”

