

**Payroll System Architectural Analysis Solution**

**Version 2003**

Mastering OOAD with UML	Issue: v2003
Payroll System Architectural Analysis Solution	Issue Date: February 2003
05arch_analysis_solution_rpt.doc	

## Revision History

Date	Issue	Description	Author
09/01/2000	V2000	Initial Creation	Shawn Siemers
10/2/2000	V2000	Final release	Shawn Siemers
01/14/2003	V2000	Final Release	Alex Kutsick

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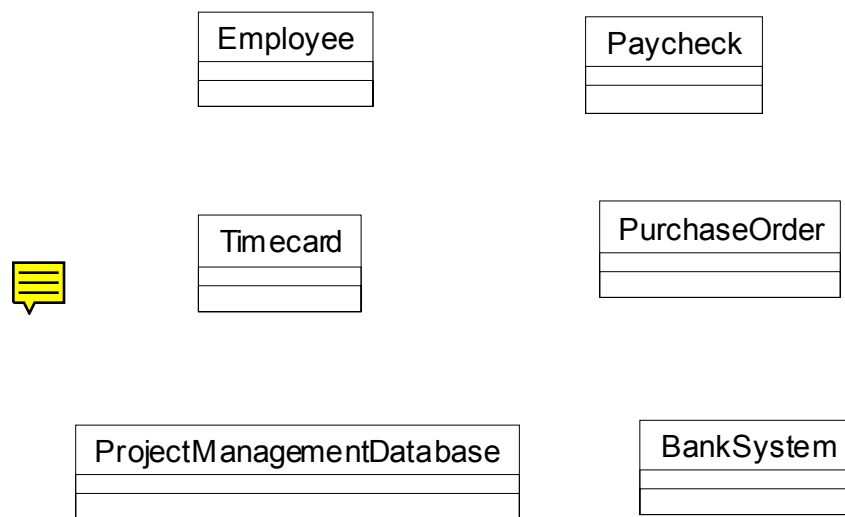


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# Payroll System Architectural Analysis Solution

## 1. Exercise: Architectural Analysis

### 1.1 Key Abstractions



#### 1.1.1 Key Abstraction Definitions

**BankSystem:** The external system(s) to which all direct-deposit transactions are sent.

Analysis Mechanisms: Legacy Interface

**Employee:** An employee that is paid by the hour.

Analysis Mechanisms: Persistence, Security

**Paycheck:** A record of how much an employee was paid for a given pay period.

Analysis Mechanism: Persistence, Security

**ProjectManagementDatabase:** The legacy database containing information regarding projects and charge numbers.

Analysis Mechanisms: Legacy Interface

**PurchaseOrder:** A record of a sale made by an employee.

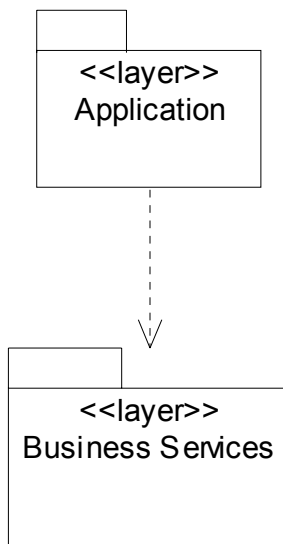
Analysis Mechanisms: Persistence, Security

**Timecard:** The timecard contains information regarding the hours worked by an employee for a given time period.

Analysis Mechanisms: Persistence, Security

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## 1.2 Upper-Level Layers and Their Dependencies



### 1.2.1 Layer Definitions

**Application:** The Application layer contains application-specific design elements.

**Business Services:** The Business Services layer contains business-specific elements that are used in several applications.

