

Suppose you're building an application to manage the dog washing vehicles run by The Pampered Poodle Emergency Dog Washing Service. When a customer calls in to tell you Fifi (a dog) ran into in the heavy mud, you dispatch an emergency dog-washer to the scene.

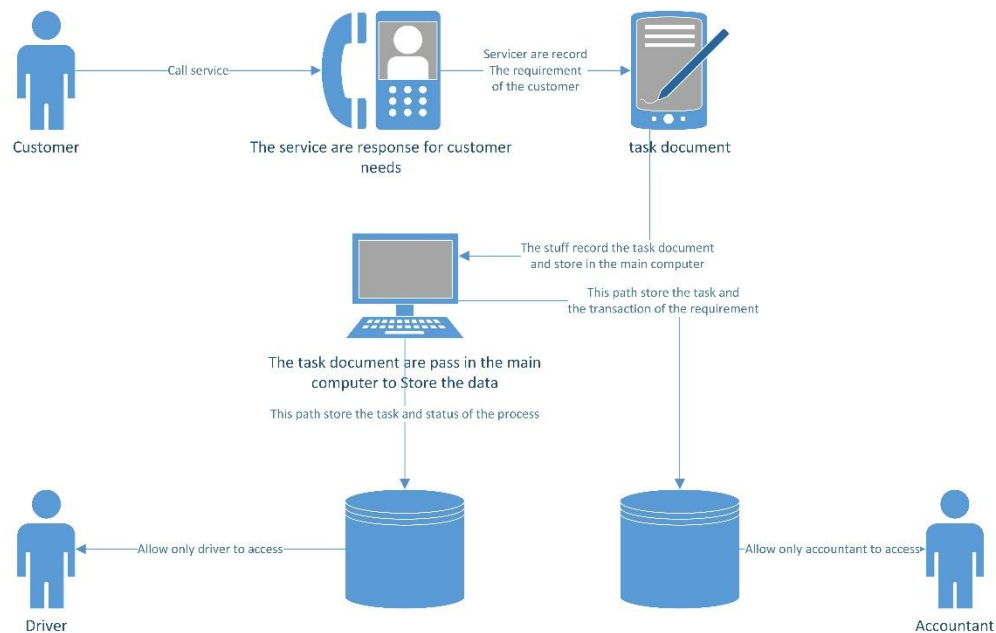


In this case, your drivers might access the system to view their assignment over cell phones. A desktop computer back at the office would hold the database and provide a user interface to let you do everything else the business needs such as logging customer calls, dispatching drivers, printing invoices, tracking payments, and ordering doggy shampoo.



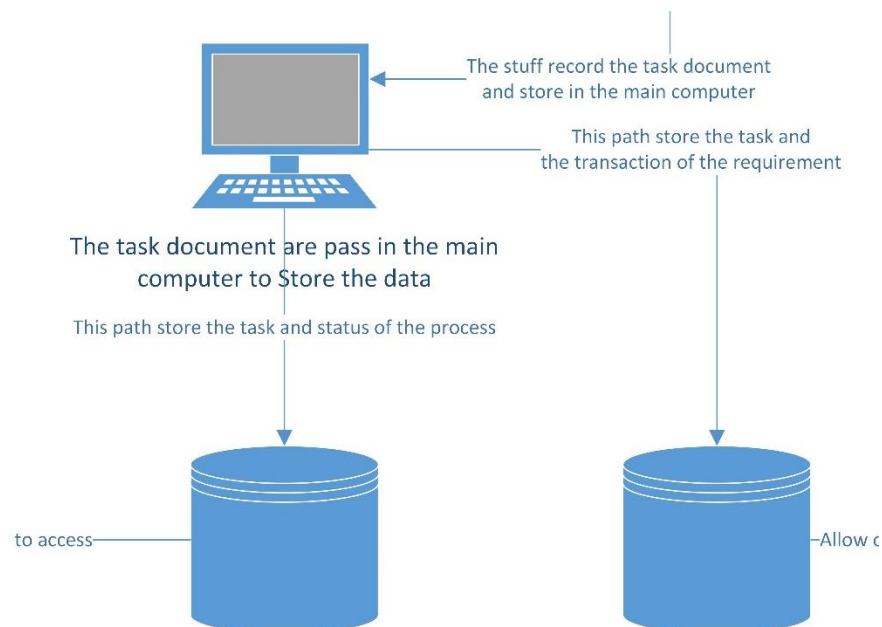
Your tasks

1. architecture of the system

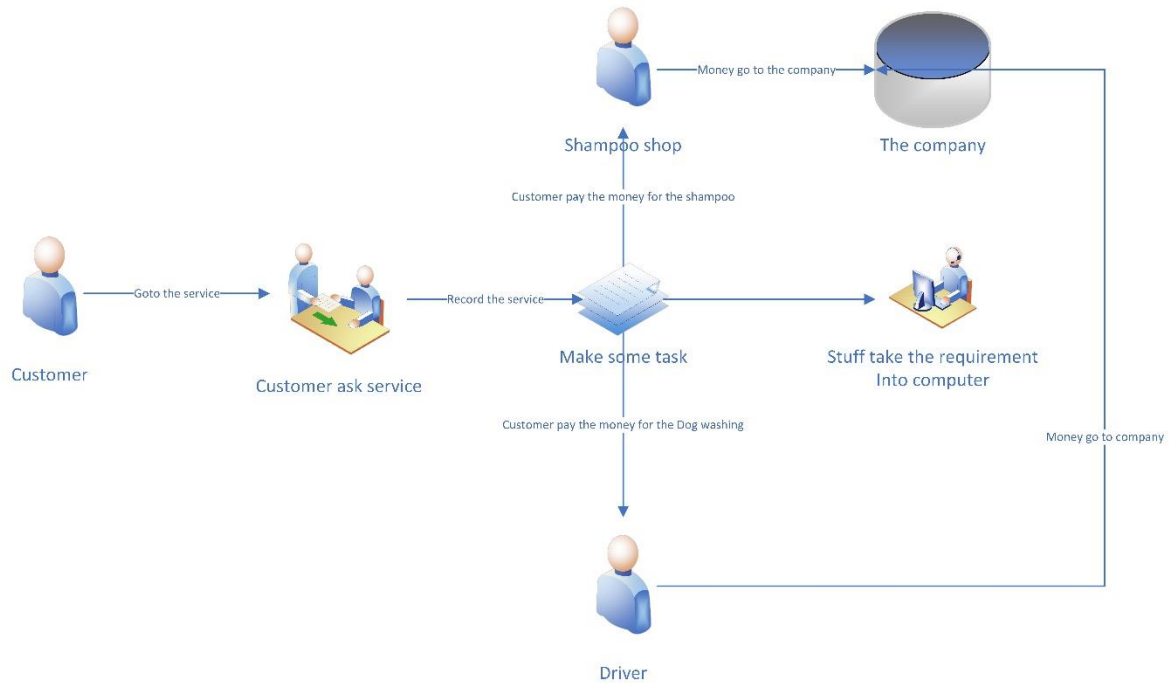


the model of the computer used to hold the database

- Relational model



business parts of the application,



and the type of network connectivity the application will use.

Direct network because this system seem that customer connect directly to the service via application

2. Identify database entities of the system

This application has 3 entities which is

- Task
- Customer
- Money

3. Design and draw wireframes of the system

