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Release 1

Our project is creating a Pet Store that has products for pets as well as different kinds of animals that the user can purchase or return. We chose to create a Pet Store because it let us create a use case diagram then implement the related actors and objects into a program. There are other things that this Pet Store can do like create an account for the user. And restock the inventory if they are an employee.

The goal of this first project was to get an idea on what we were doing and also get a base structure for the future projects to come. Some members got further than others in this process, but everyone contributed their part. To achieve this goal, the members in this group successfully layer the structure of the Pet Store by working together and devising a main. The success of this first project will allow for the members to optimize the code in a way that is best for the user. This may include but is not limited to, a new menu loop, a larger inventory, and classes that fulfill the requirements of the group. This means fully complete code.

There are two actors in the Pet Store program. One of the actors is the employee. This employee is able to update the existing file with a new item that the store maybe coming out with. The other actor is the customer who does the other actions. They can purchase an item, set up an account, and return an item. We chose these actors because it allows us to have some freedom when making a function. There are other functions that these actors can do, however these were the ones we settled on.

The first functionality that is going to be discussed is the return function. This return function is only involving the customer actor. The thought behind this function is, when the user selects to return an item, they will be able to input the item they purchase but want to return. This function will update the file and add to the quantity of the item. So far, the things that have been done for the return functionality is the user is able to input an item they want to return and the foundation for talking to the file have been laid. For things to come in upcoming project, this return will fully update the file and have a checker to see if the item is actually returnable. The next functionality is the employee. Obviously, this includes the employee actor. The things that have been done with this is functionality so far is when the user select “employee”, the program prompts them with another menu for each item they may want to change. The things that the employee can edit are the quantity and price. Things to come for this employee functionality are to have it talk to the file like the return section. Next is the create account. This involves the customer and when this function is selected in the menu, the program prompts the user to select if they are an employee or a customer. After that they set up their account. Later in this project, the accounts are going to be updated into a file with a certain amount of money and as the user purchases items, their money goes down by that amount. Finally, there is the purchase item. This involves the customer actor and when they select purchase from the menu, the user is prompted with a large list of things they can buy. Things to come with this with this function are it will subtract from the users amount and pull the items from a file. These updates for the functions are not guaranteed, but they are possible things that can be done with each case.

In conclusion, the project we are turning in is bear bones and just a structure. Like said above, there are many things that can be done with each case, but nothing is written in stone. So, when it come time for the next project, there is a wide range of things that can be upgraded.