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Лабораторная работа №2  
по дисциплине  
«ПРОЕКТИРОВАНИЕ ВЫЧИСЛИТЕЛЬНЫХ СИСТЕМ»

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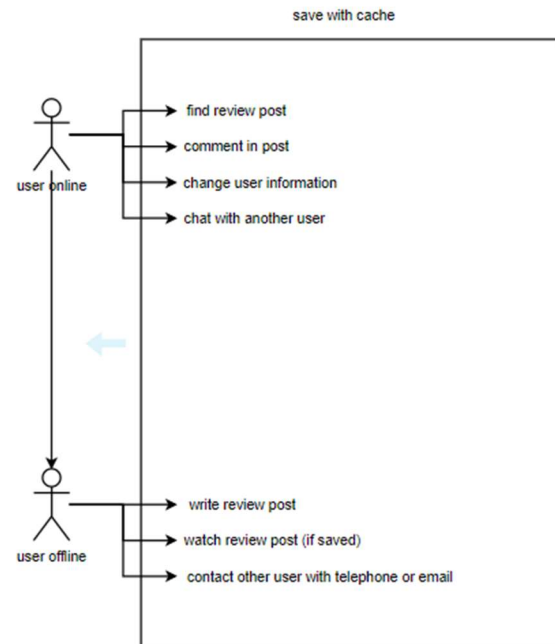
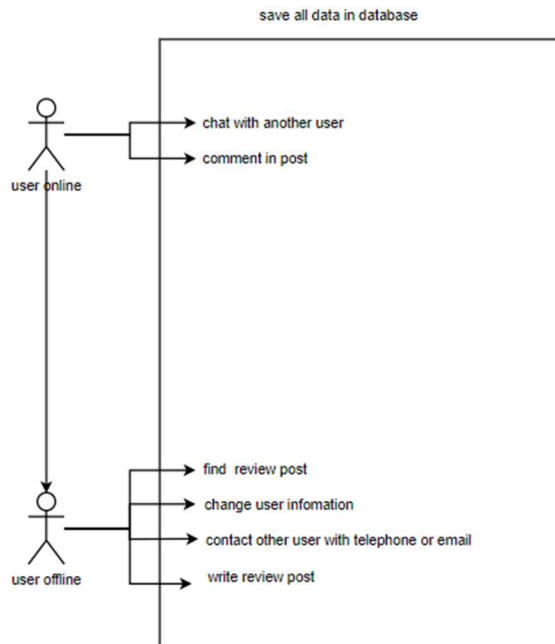
Санкт-Петербург  
2020 г.

## **Purpose**

documentation and design of architecture of computing systems.

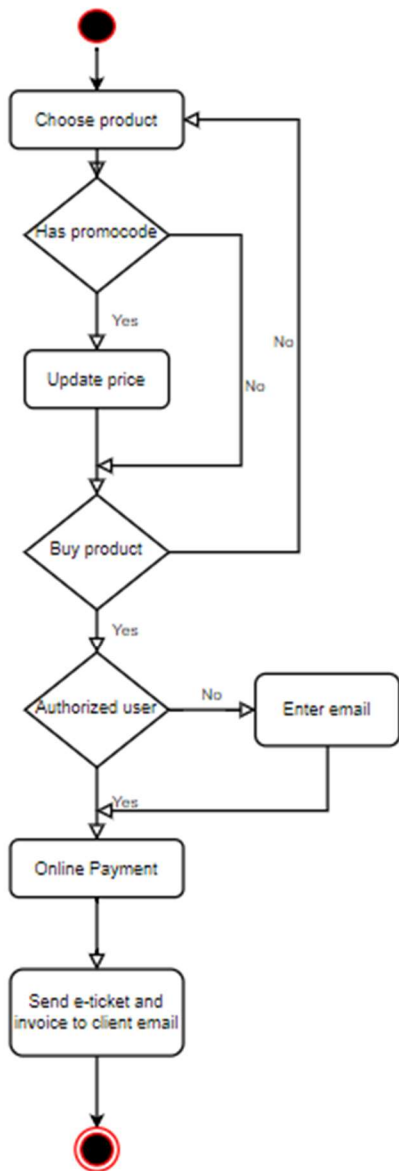
## **architectural problems**

- 1: method save all data in database
- 2: method save data with cache
- 3: method payment : promo code for each product
- 4: method payment : promo code for all product
- 5: database for bigger project
- 6: database for simple project

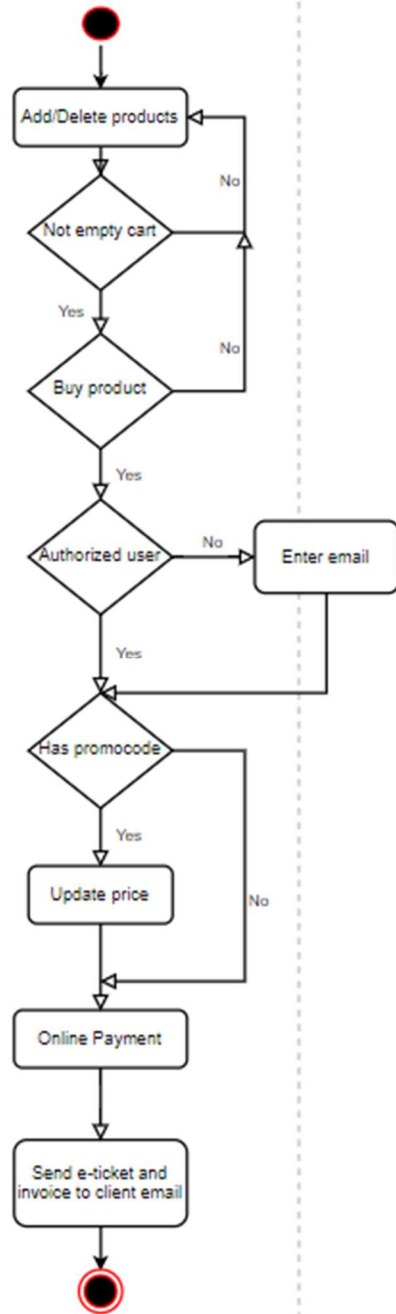


+The application functions as much as possible even in offline mode  
 + All user data can be changed in locally (your posts, personal data, ...)  
 - Heavy load on the device  
 -complicated in implementation

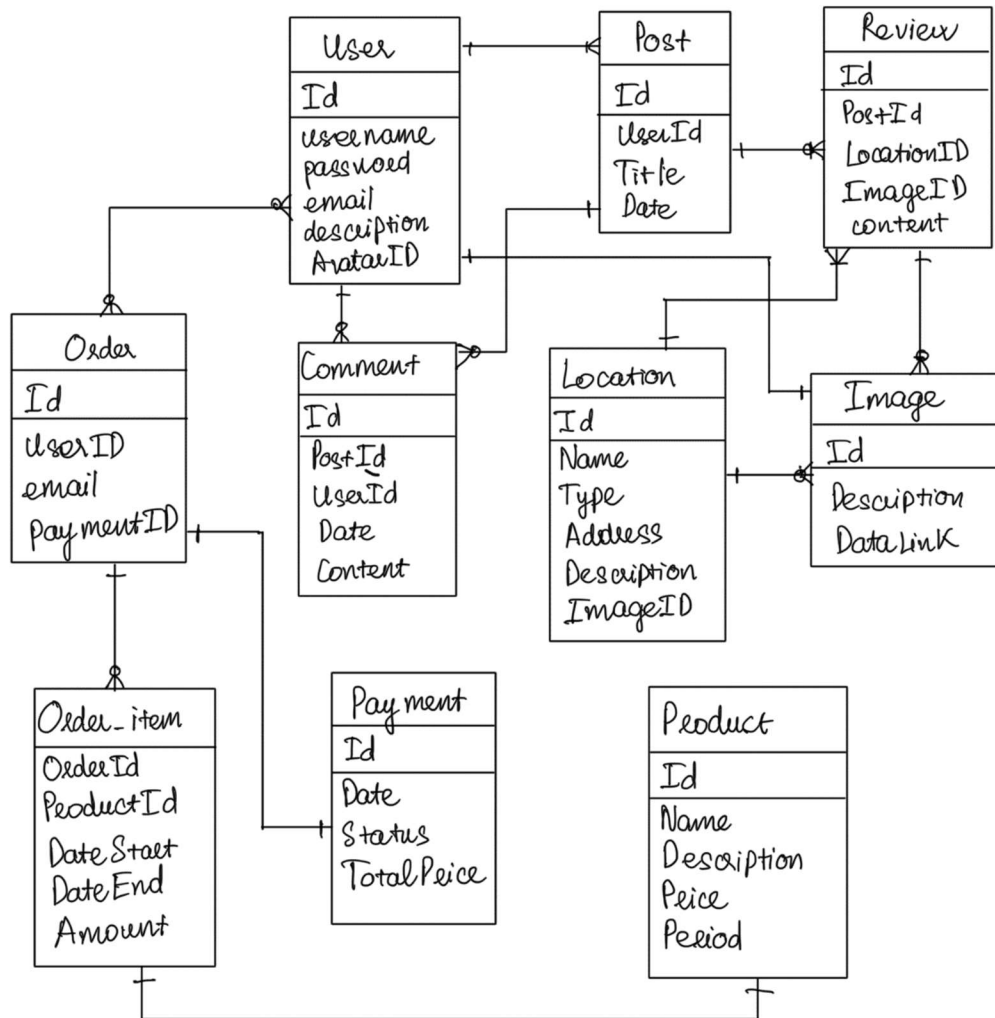
+ Ease of implementation  
 + Less load on the device  
 - Minimal functionality offline



- + Easy for to implement and manage products
- + Users can immediately know the price they have to pay if they have discount codes
- inconvenient for users: each user only can buy 1 product per payment



- Harder for to implement and manage products since each product is attach with another company
- + Users can buy many products with just 1 payment
- + System will automatically find the best deal for the discount code

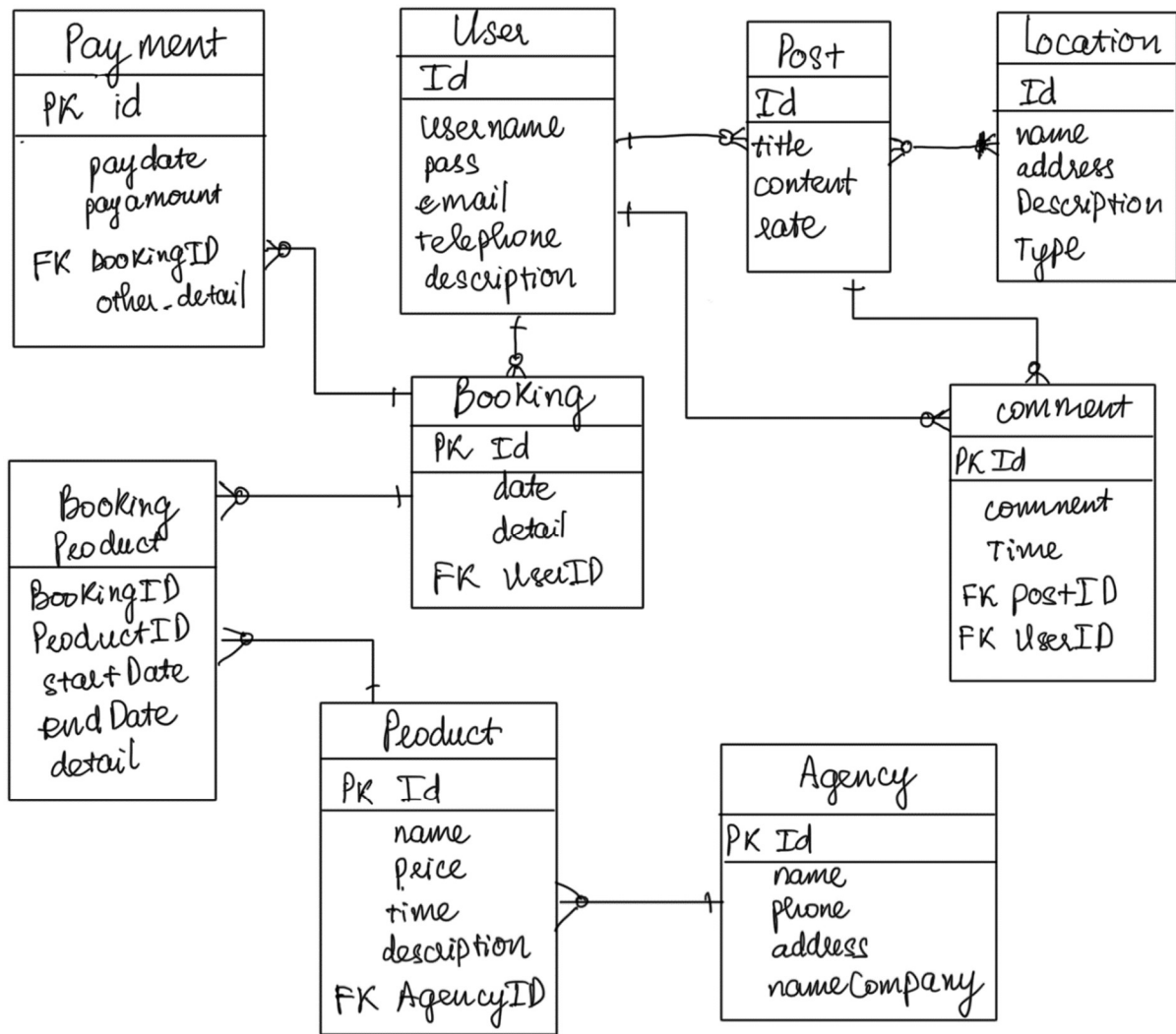


+ Can proactively fix the problem without contact / dependence on third party databases.

+ Avoid user data leakage.

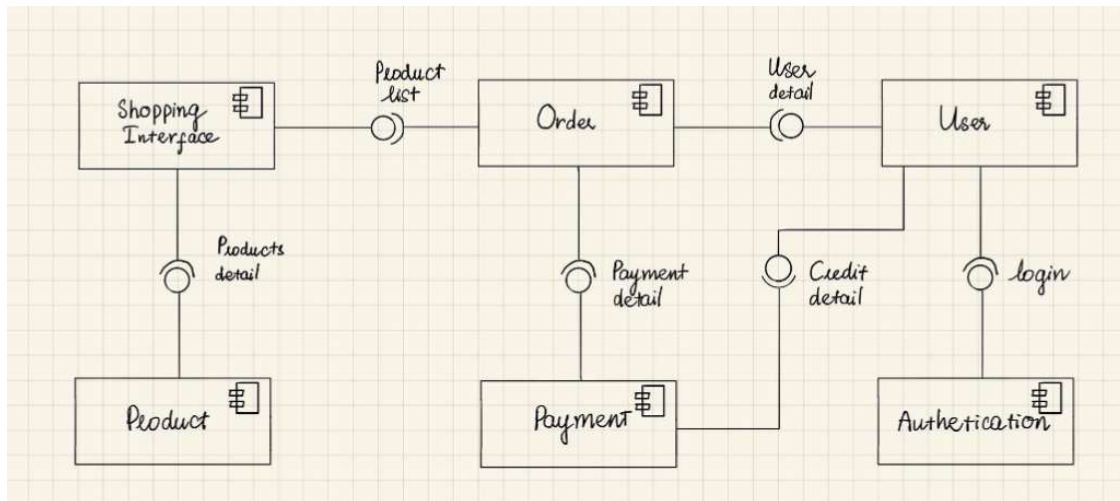
+ When a user creates a post, which consists of many reviews, those reviews will be displayed directly under the Location's description page.

- High cost for both storage and operation

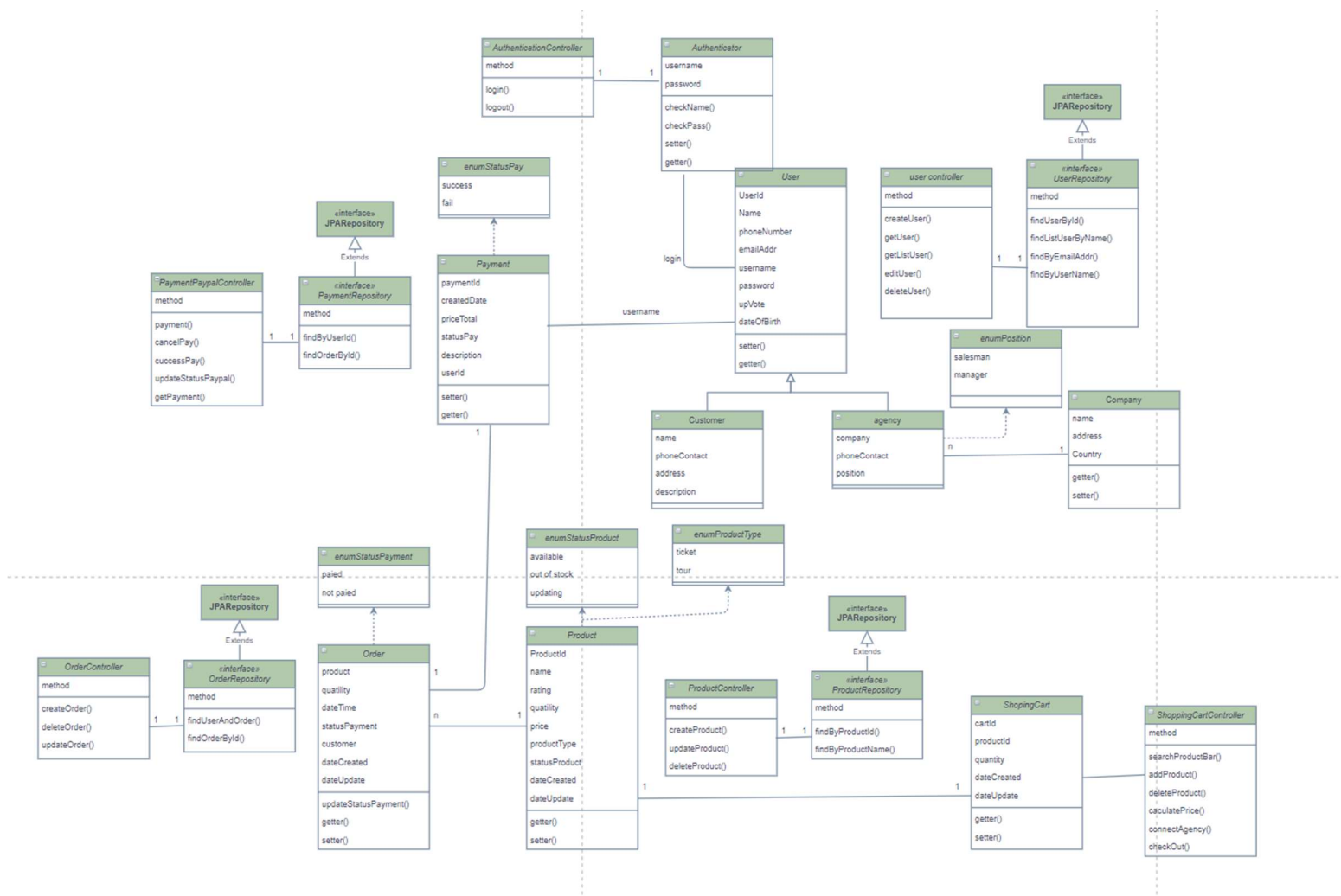


- + Simple for implement.
- + Cost savings (data is not large in size, images and videos can be saved in an open cloud data of 3rd party).
- + Provide a separate account for the service provider.
- poor in terms of content .
- a payment only buys one product.

## Component and interface diagrams



## Class diagram



## Dataflow diagrams

