

Deliverable #1:

Data Flow Diagram document

GROUP-1 MEMBERS:

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DATA FLOW DIAGRAM

KEYS

EXTERNAL ENTITY

(DATA FLOW ARROW)

0.0
PROCESS

COMMENT

DATA STORE.EXT



GROUP-1 MEMBERS:

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Deliverable #2:

Solution Components document

SOLUTION COMPONENTS DOCUMENT:

A. FUNCTIONS:

1. Login();
 - ❖ Provides a menu for clerk or manager to access the system, by stating their authority or level of access.
 - ❖ Returns options chosen as integer.
2. validateLogin();
 - ❖ Ask for login details.
 - ❖ Verify login details with data stored in password file (binary file).
3. menu();
 - ❖ Provide user of system with a menu equivalent to the access level being used
 - ❖ Allows navigation of system by stating the activities the user wishes to perform.
4. addArtist();
 - ❖ Add artist details to system, details such as name, account number, telephone number and so on.
 - ❖ Additionally foundation details of artist can be provided as well.
5. addBooking();
 - ❖ Add bookings details for artists to the system, details such as booked events, flight information and so on.
6. displayOneArtist();
 - ❖ Calls the searchArtist() then pass the result if found, to be displayed to the screen through the call of the displayArtist().
7. DisplayAllArtist();
 - ❖ Display all the artists within the system by running the displayArtist() through a for loop until all artist are displayed.

8. displayArtist();

- ❖ Contains a series of prints statements to display all the details of the artist.

9. updateOneArtist();

- ❖ Calls searchArtist() to identify artist details user wishes to modify.
- ❖ Modify artist details.
- ❖ Call displayArtist to view changes made to artist details.

10. deleteOneArtist();

- ❖ Remove all details of a specific artists after calling the searhArtist().
- ❖ Controls by managerial access only.

11. genReport();

- ❖ Generate a report of an artist with foundation details.

12. updateBooking();

- ❖ Calls searchBooking() to identify booking details user wishes to modify.
- ❖ Modify booking for one artist.
- ❖ Call displayBooking() to view changes made to booking details.

13. displayBooking();

- ❖ Contains a series of prints statements to display all the booking details of an artist.

14. displayAllBooking();

- ❖ Display all the artists booking detail within the system by running the function displayBooking() through a for loop until all bookings are displayed.

15. displayOneBooking();

- ❖ Calls the searchBooking() then pass the result if found, to be displayed to the screen through the call of the displayBooking().

16. genInvoice();

- ❖ Generate an invoice for the promoter.

17. deleteOneBooking();

- ❖ Delete one booking detail of a particular artist within the system
- ❖ Controls by managerial access only.

18. searchArtist();

- ❖ Searches the details of the artist in the artist file (sequential file).

19. searchBooking();

- ❖ Searches the details of the booking in the booking file (binary file).

20. addEmp();

- ❖ Add new employee to the system.
- ❖ Controls by managerial access only.

B. STRUCTURES

1. login-

- ❖ Retains login details such as identification number, username and password for access to system.

2. manager-

- ❖ Nested in **union** player
- ❖ Holds manager details

3. clerk-

- ❖ Nested in **union** player
- ❖ Holds clerk details

4. artist-

- ❖ Holds artist detail and foundation in temporary storage.

5. booking-

- ❖ Holds booking details for artists in temporary storage.
- ❖ Contains structures such as b_address and flight.

6. flight-

- ❖ Hold structured information about the flight of the artist's booking.
- ❖ Nested in booking structure.

7. b_address

- ❖ Nested in booking to store address of booked event

8. foundation

- ❖ Holds structured details about artist's foundation, such a name of major current charity, balance and account number.
- ❖ Nested in artist structure.

C. FILES:

1. artist.txt – sequential file
 - ❖ Storage of artist details
 - ❖ Storage of artist foundation information
2. password.bin – binary file
 - ❖ Storage of booking details
 - ❖ A binary file is used because the file will contain a lot of information and most of it is sensitive information
3. booking.bin – binary file
 - ❖ Storage for passwords, usernames and identification numbers for system.
 - ❖ Contains very sensitive information for system access.

D. UNION

1. player-
 - ❖ Contains the structure both of manager and clerk.
2. rate_per_show-
 - ❖ Contains local rate and foreign rate as float variables, which is determined by type of booking, that is, overseas or local.
 - ❖ Nested in **struct** booking

E. ENUMERATOR

1. level-
 - ❖ Contains access level of user either in may be manager or clerk.
 - ❖ **typedef enum** {MANAGER = 1, CLERK} level;