

## CPSC 3720 Lesson 27

**Connie Taylor Professor of Practice** 



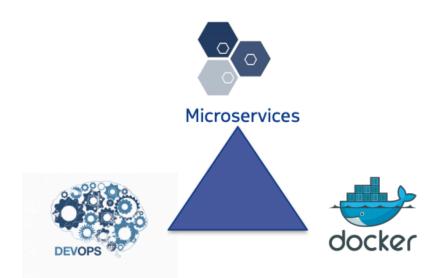
## **CUSports Project Update**



- Sprint 1 due Oct 21
- Example Trello Boards and API deliverable in the 3720 team locations on Trello and Postman (reviewed on Friday).
- Rubric available for Sprint 1 Assignment. Points allocated to Sprint 1 were decreased and moved to Sprints 2 and 3.

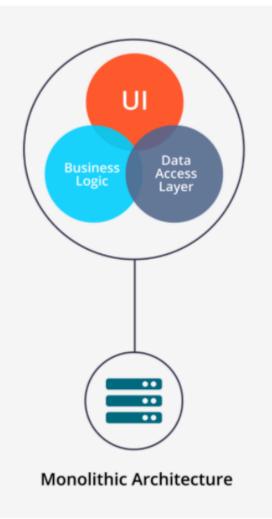
### Why API First?

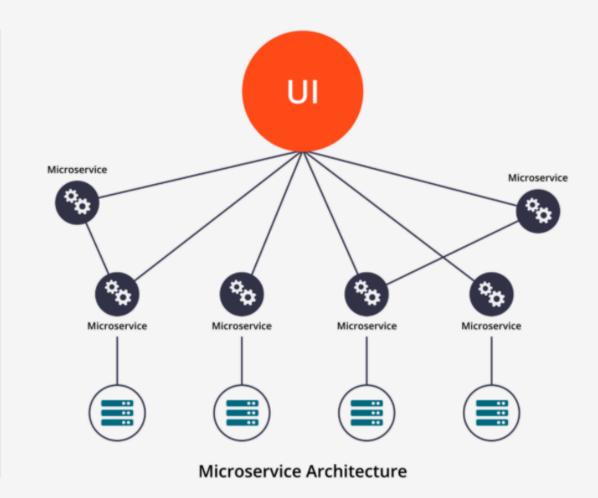
- As most software moves to the cloud the focus has been on:
  - Microservices architectures
  - Containerization
  - Continuous delivery



An API-first approach can help you manage the complexity of working in the cloud.

#### **Microservices**





## **CUSports "Microservices"**

TEAM	SERVICE	Purpose
1 – Da Bagel	Inventory	Create and update inventory levels for items
2 – Dynamic Devs	Search	Maintains an optimized index for searching entities by various parameters
3 - Chaos	Payment	Processes payment transactions for orders
4 – image(4).png	Pricing	Calculates the price based on promotions and customer locale (tax)
5 – Rick Roll	User Accounts	All information about the users of the CUSports system including customers
6 – Constant Tailors	Promotions	An engine that will generate the discount for the cart based on certain rules
7 – Heads Up 7 Cups	Cart	Maintains the shopping information for a customer until it becomes an order
8 – Team Gr8	Orders	Used for tracking the state of a purchase (in process, shipped, received, etc.)
9 – Gibby Gang	Notifications	Notify the customer on the status of their order
10 - Ten	Item	All the data about the products you are selling

## **Data flow Diagramming**

- The Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system.
- A DFD is used for software analysis and design.
- A clear DFD can depict a good amount of the system requirements graphically.
- A DFD does present information on operation sequence, therefore, it is not a process or procedure modeling method.

#### **DFD Characteristics**

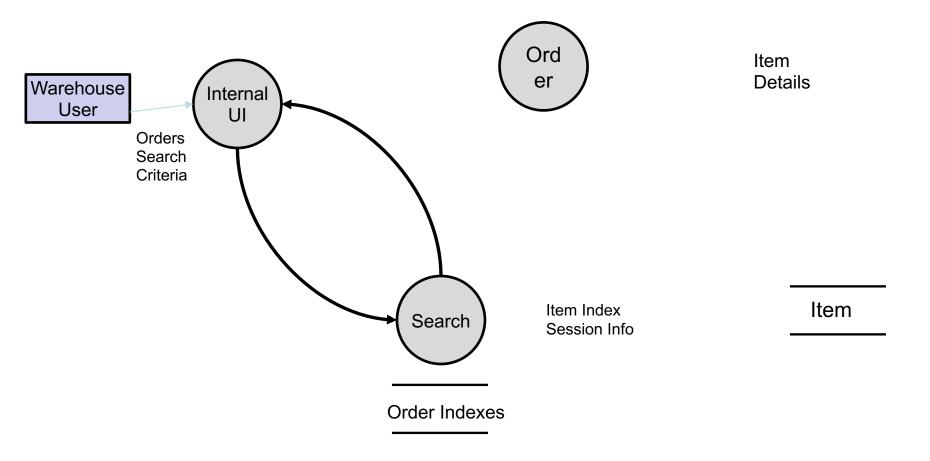
- Supports the Requirements and Analysis/Design phases of the SDLC
- Provides a diagramming technique with annotation
- Describes a network of activities/processes of the system
- Allows for parallel and asynchronous behaviors
- Enables stepwise refinement through hierarchical decomposition of processes

## **DFD Notation**

Entity	Yourdon/De Marco	UML	Definition
External Entity		<del>\</del>	An external entity can represent a human, system or subsystem. It is where certain data comes from or goes to. It is external to the system we are designing.
Process		< <pre>&lt;<pre>&lt;<pre>&lt;<pre>&lt;<pre></pre></pre></pre></pre></pre>	A process is a business activity or function where the manipulation and transformation of data takes place. A process can be decomposed to finer levels of detail.
Store		< <entity>&gt;</entity>	A data store represents the storage of persistent data required and/or produced by the process.
Flow			A data flow represents the flow of information, with its direction represented by an arrowhead that shows at the end(s) of flow connector.

#### **Epic #1: Search for An Item** Inven What else could we add here? tory Item Details Item **Details** Cust Item Customer Item UI Item (les) Prom Search Item otions Criteria Index Search Criteria Price Search Item Indexes

# **Epic #12: Search for Orders**



# **Epic #2: Purchase An Item**

