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| *CometBites* |
| **Design Document** |
| **SE 6387 Advanced Software Engineering Project**  **R.Z. Wenkstern**    ***11/14/2016*** |

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# **1. Interaction Diagrams**

## 1.1 Place Order

This section presents all interaction diagrams for the UC1 Place Order. Since the diagram contains too much information, the following sections are organized as follows: the black box SSD shown in Figure 1 is subdivided into four parts. Each part highlights the operations which are shown in the subsequent white box sequence diagram.

***ssd_uc1***

**Figure 1: Black box system sequence diagram for Place Order.**

### 1.1.1 StartOrder and selectFoodJoint



**Figure 2: Black box for startOrder and selectFoodJoint.**



**Figure 3: White box for startOrder and selectFoodJoint.**

### 1.1.2 SelectItem and informQuantity



**Figure 4: Black box for selectItem and informQuantity.**



**Figure 5: White box for selectItem and informQuantity.**

### 1.1.3 ViewOrder and checkout



**Figure 6: Black box for viewOrder and checkout.**



**Figure 7: White box for viewOrder and checkout.**

### 1.1.4 MakePayment



**Figure 8: Black box for makePayment.**



**Figure 9: White box for makePayment.**

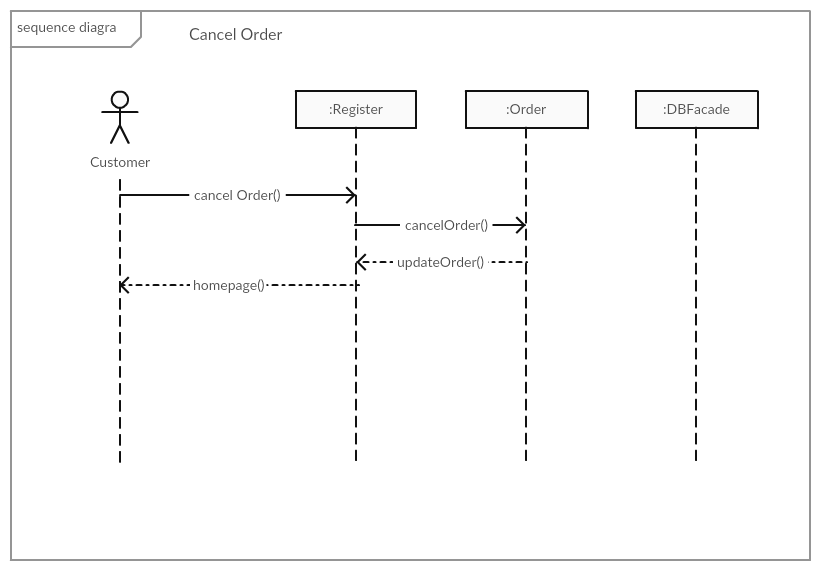
## 1.2 Extensions + Remaining UCs

### 1.2.1 Maintain Information



**Figure 10: White box for Maintain Information.**

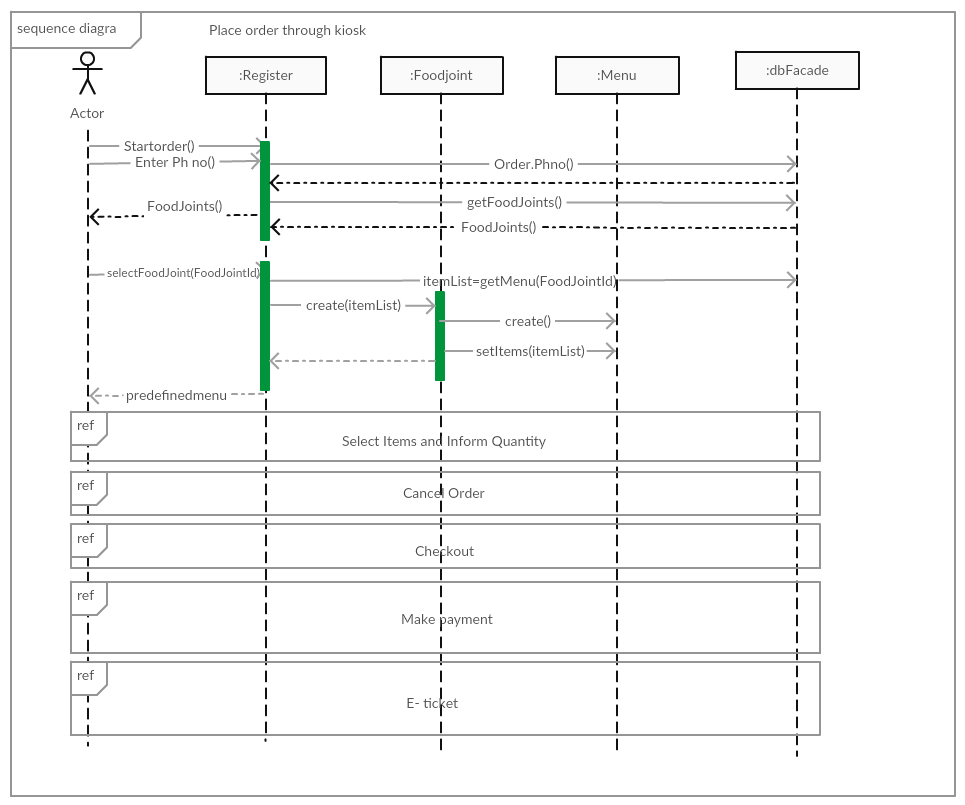
### 1.2.2 Cancel Order



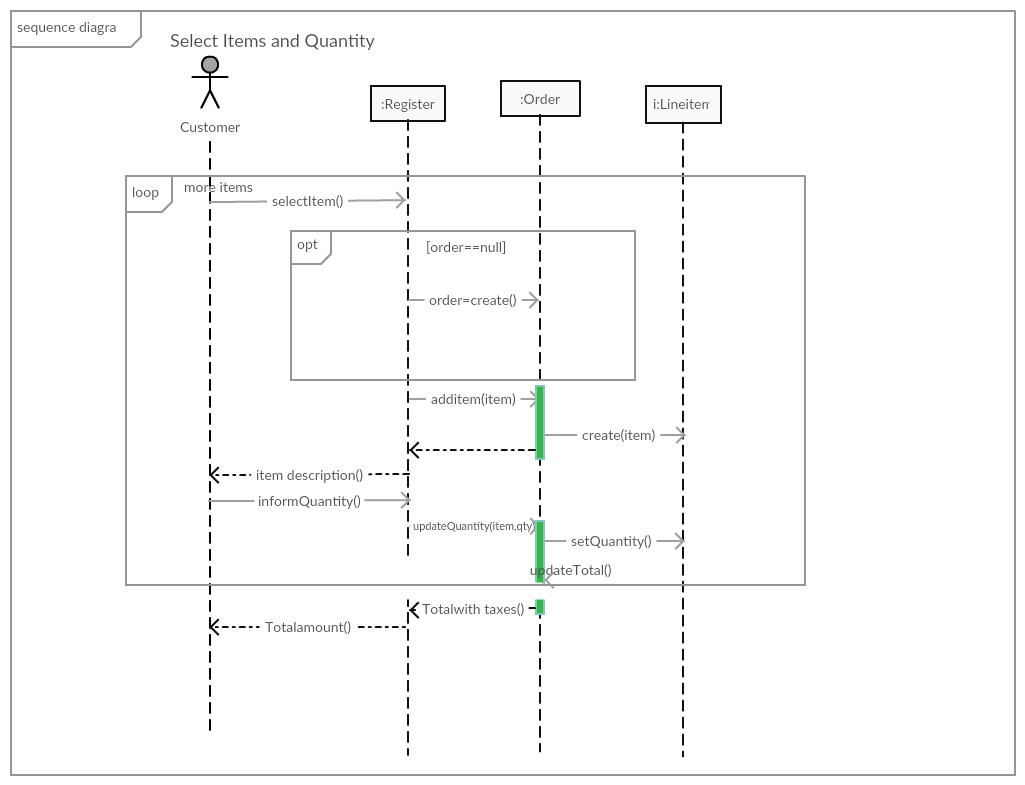
### 1.2.3 Prepare Order

B

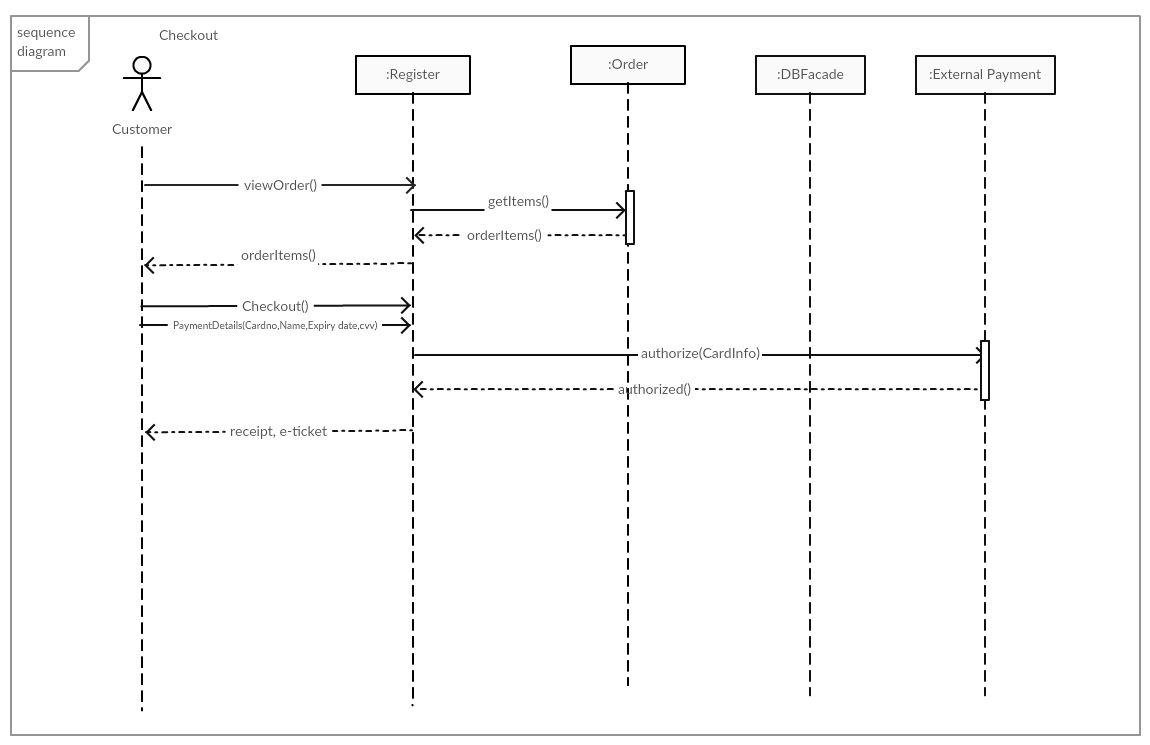
### 1.2.4 Place Order through Kiosk



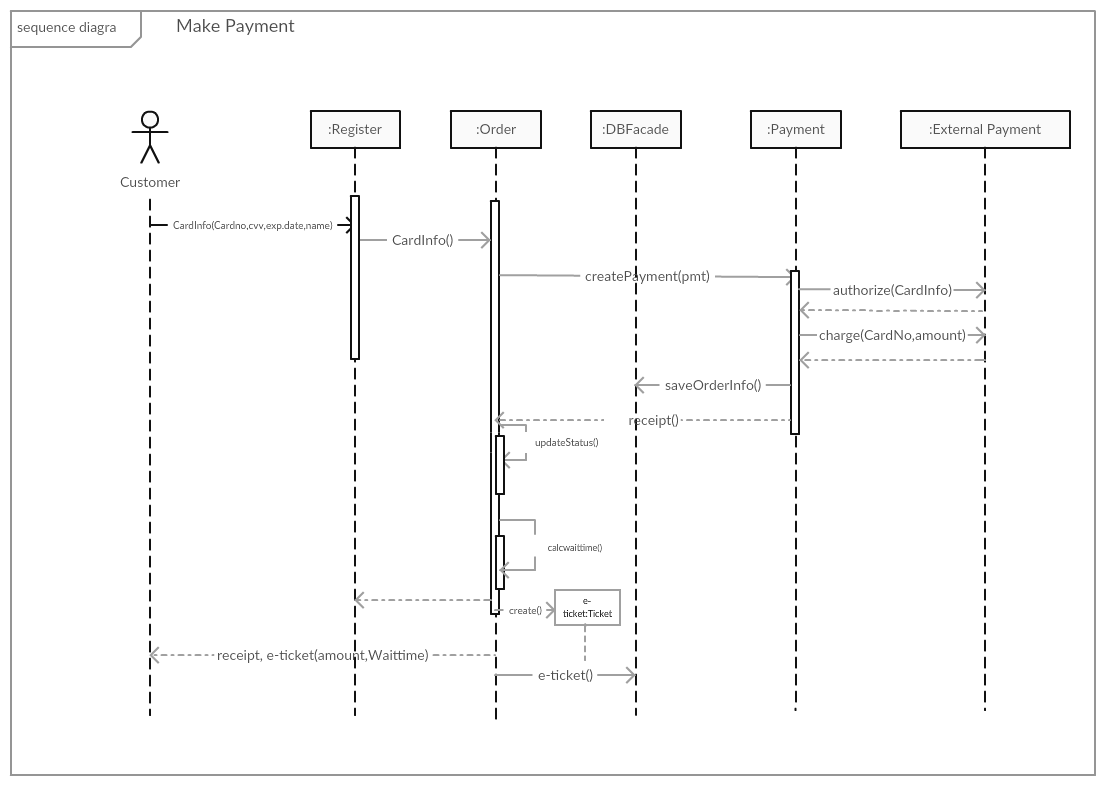
### 1.2.5 Select Items and Inform Quantity



### 1.2.6 Checkout



### 1.2.7 Make Payment



# 2. Design Class Diagram

