# Design document

## Introduction

This is my design document, within this I will outline the different design features of my program and how I will build it.

This program is a car dealership app that allows users to search for cars, employees and customers within a system and view all of the details on those provided that they login to system as a valid employee.

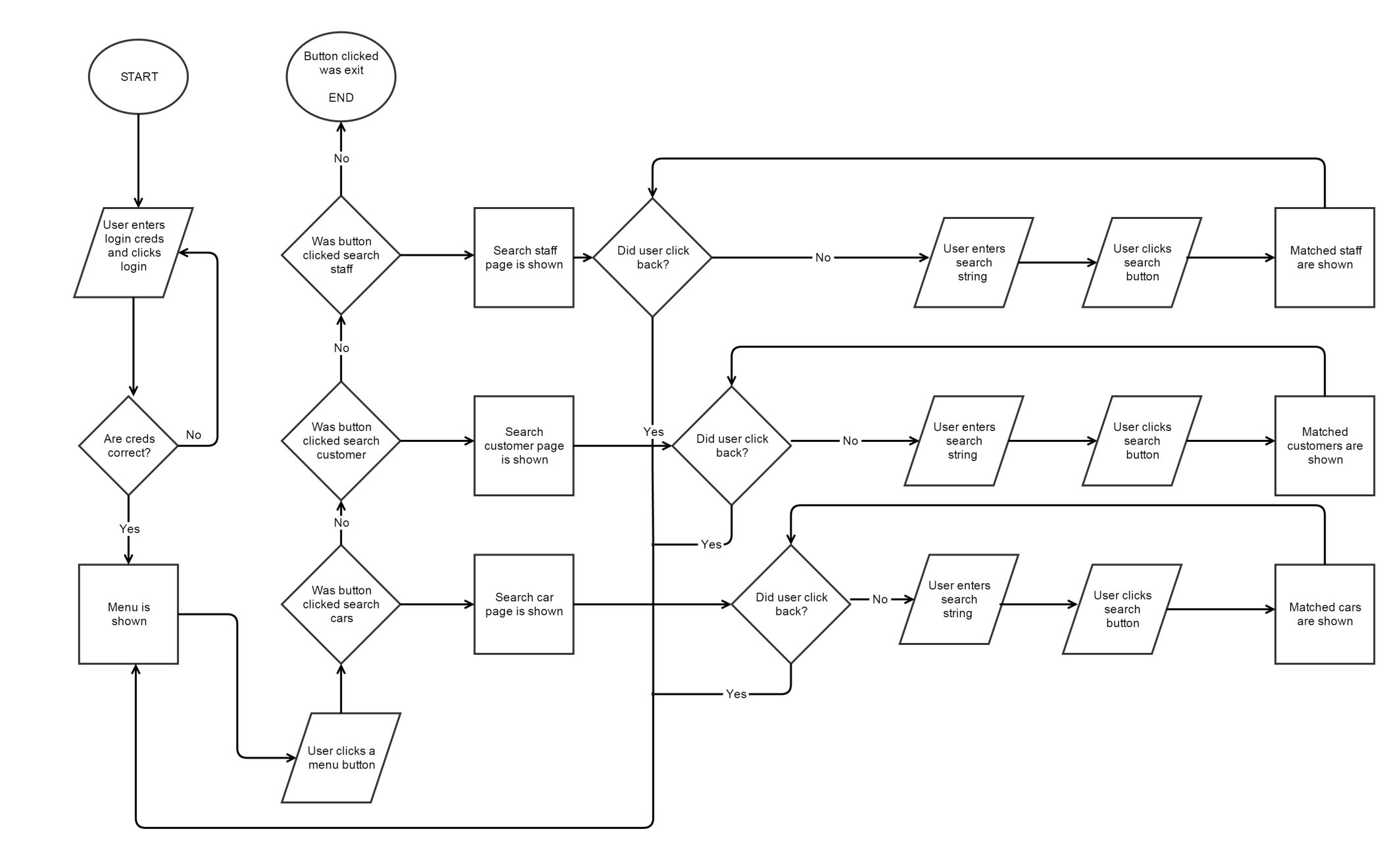
First I will show a flowchart showing an overview of how my program will execute.

Then I will show a class diagram to show how my program links together.

Then I will show a story board showing how my program will look including designs of my GUI screens.

Finally I will give a quick overview of the different inputs and outputs of this program.

## Flowchart



## Class diagram

**Variables / objects**

ArrayList<Employee> employees

ArrayList<Car> cars

ArrayList<Customer> customers

CarDealership

Methods

Void numberGenertor()

Void generate()

numberGenerator

numberChecker extends numberGenerator

inputANumber

Methods

Boolean playAgain()

Methods

Boolean isNumberCorrect(Int enteredNumber)

Void higherOrLower(Int enteredNumber)

Variables / objects

Int generatedNumber

Random random

Variables / objects

None

Variables / objects

Scanner s

Methods

Int getNumber()

## Story boards

**Login**

Login

Help

User

Password

**Menu**

Search cars

Search customer

Search employee

Logout

List of results

Search

←

Object properties

View

←

## Input output

In my program I have used different inputs and outputs to allow data to be used and processed.

### Inputs

All of the inputs are managed using the scanner class; this allows you to read user input from the keyboard. For the first input I use the nextLine() method to capture a string of what the user has inputted. This allows the user to choose if they would like to see the help screen or not.

Within my inputANumber class I have then used the nextInt() method to capture the input of an integer, this allows me easily compare these integer to other values.

Finally I use another nextLine() method to allow me to capture the user input for if they would like to play the game again or not

### Output

My program outputs text to the command line, this is done using the System.out.println() method, at multiple points in my program I pass text through to this method and it is outputted to the command line – or IDE console.