<Shopping Application>

Analysis and Design Document

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Revision History

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# Project Specification

Proiectarea si implementarea unei aplicatii client-server care care poate fi folosit pentru a face cumparaturi online. Actorii principali ai sistemului sunt: Clientul, Administratorul

Clientul poate face urmatoarele operatii:

* Sa vizualizeze produsele
* Sa verifice pretul produselor
* Sa isi faca cont nou
* Sa cumpere produse

Administratorul poate face urmatoarele operatii:

- Sa inregistreze clienti noi

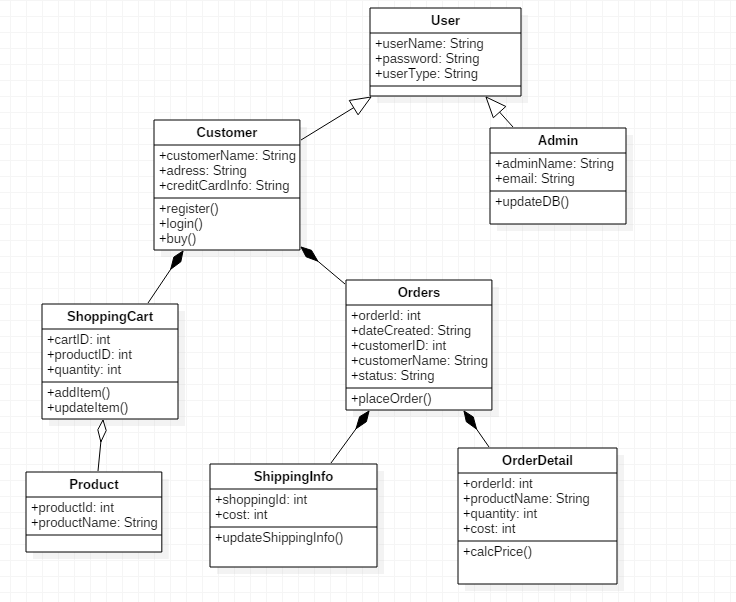
- Sa se ocupe de intretinerea si configurarea sistemului

- Sa rezolve posibilele erori

# Elaboration – Iteration 1.1

# Domain Model

Modelul de domeniu se refera la modelul conceptual care incorporeaza atat comportamentul cat si datele prezente in proiect.



# Architectural Design

## Conceptual Architecture

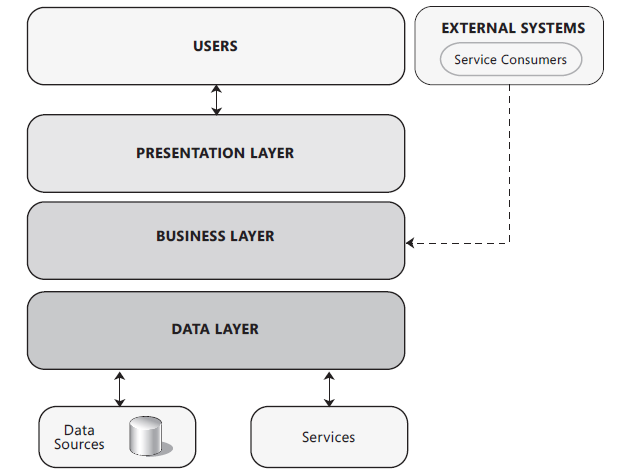
Proiectul va fi implementat utilizand sablonul architectural Layers, care este avantajos din punct de vedere al portabilitatii, testarii, fiecare nivel poate fi reutilizat individual.

Sunt 3 nivele :

Presentation Layer - contine functionalitatile principale referitoare la utilizatori, pentru gestionarea interactiunii dintre utilizatori si sitem

Business Layer – implementeaza functionalitatile principale ale sistemului

Data Acces Layer - realizeaza conexiunea cu baza de date



## Package Design

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## Component and Deployment Diagrams

# 

# Elaboration – Iteration 1.2

# Design Model

## Dynamic Behavior

*[Create the interaction diagrams (1 sequence, 1 communication diagrams) for 2 relevant scenarios]*

## Class Design

*[Create the UML class diagram; apply GoF patterns and motivate your choice]*

# Data Model

*[Create the data model for the system.]*

# Unit Testing

*[Present the used testing methods and the associated test case scenarios.]*

# Elaboration – Iteration 2

# Architectural Design Refinement

*[Refine the architectural design: conceptual architecture, package design (consider package design principles), component and deployment diagrams. Motivate the changes that have been made.]*

# Design Model Refinement

## *[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices. Deliver the updated class diagrams.]*

# Construction and Transition

# System Testing

*[Describe how you applied integration testing and present the associated test case scenarios.]*

# Future improvements

*[Present future improvements for the system]*

# Bibliography