View Report 3

Task Decomp

View Report 3

Select State

Report 3

Lock Types: Lookup State and Report 3. All are read-only.

Number of Locks: Several different schema constructs are needed.

Enabling Conditions: Report 3 trigged by successful State selection.

Frequency: both 2 have the same frequency.

Consistency (ACID): not critical.

Subtasks: Mother Task is required to coordinate subtasks. Order is necessary. Select State first followed by view report 3.

Abstract Code

* User clicked on ***View Report 3*** button from **Main Menu:**
* While no buttons are pushed, do nothing.
* Populate State drop-down and select state from **State** form.
* When ***Search*** button is pushed:
* If state was selected, display **Report 3** form.
* If state was not selected, populate a message saying that please select a state.
* When done, user selects next action from choices in **Main Menu**.

**BoldUnderLine**: Task definition. **Bold**: Task call. Italics: Button names.

City Population

City Population

View Population

Update Population

Select City

Task Decomp

Lock Types: Lookup city, read and update population.

Number of Locks: Single.

Enabling Conditions: Population updated by successful City selection.

Frequency: Different frequencies.

Consistency (ACID): Critical. If the city population is edited by the user, category in Report 6 needs to be updated to make the database consistent.

Subtasks: Mother Task is required to coordinate subtasks. Order is necessary. Select State first followed by view population. Then, population can be updated.

Abstract Code

* User clicked on ***City Population*** button from **Main Menu:**
* While no buttons are pushed, do nothing.
* Populate City drop-down and select city from **City** form.
* When ***Search*** button is pushed:
* If city was selected, **View Population**.
* If city was not selected, populate a message saying that please select a city.
* When ***Save*** button is pushed, **Update Population** and **View Population**.
* When ***Cancel*** button is pushed, go to **Main Menu**.