Project Part 4

GAS STATION PUMP

4/10/2016

Barbara Maweu	bmk101020@utdallas.edu
Ronaldo Goncalves Junior	rxp152830@utdallas.edu
Ramakrishnan Sathyavageeswaran	rxs142530@utdallas.edu
Twinkle Sharma	txs151730@utdallas.edu

For this deliverable our team developed the logical architecture, interaction diagrams for the events and a static class diagram for the gas station pump system.

Table of Contents

Assumptions

- We are not designing a UI
    - We assume a single UI object
- Trigger on nozzle will communicate directly to the Pump Mechanism
    - Our system just needs to either arm or disarm the Pump Mechanism
- The only external systems our System talks to are
    - Display
    - Printer
    - Pump Mechanism
    - Nozzle system

Logical Architecture

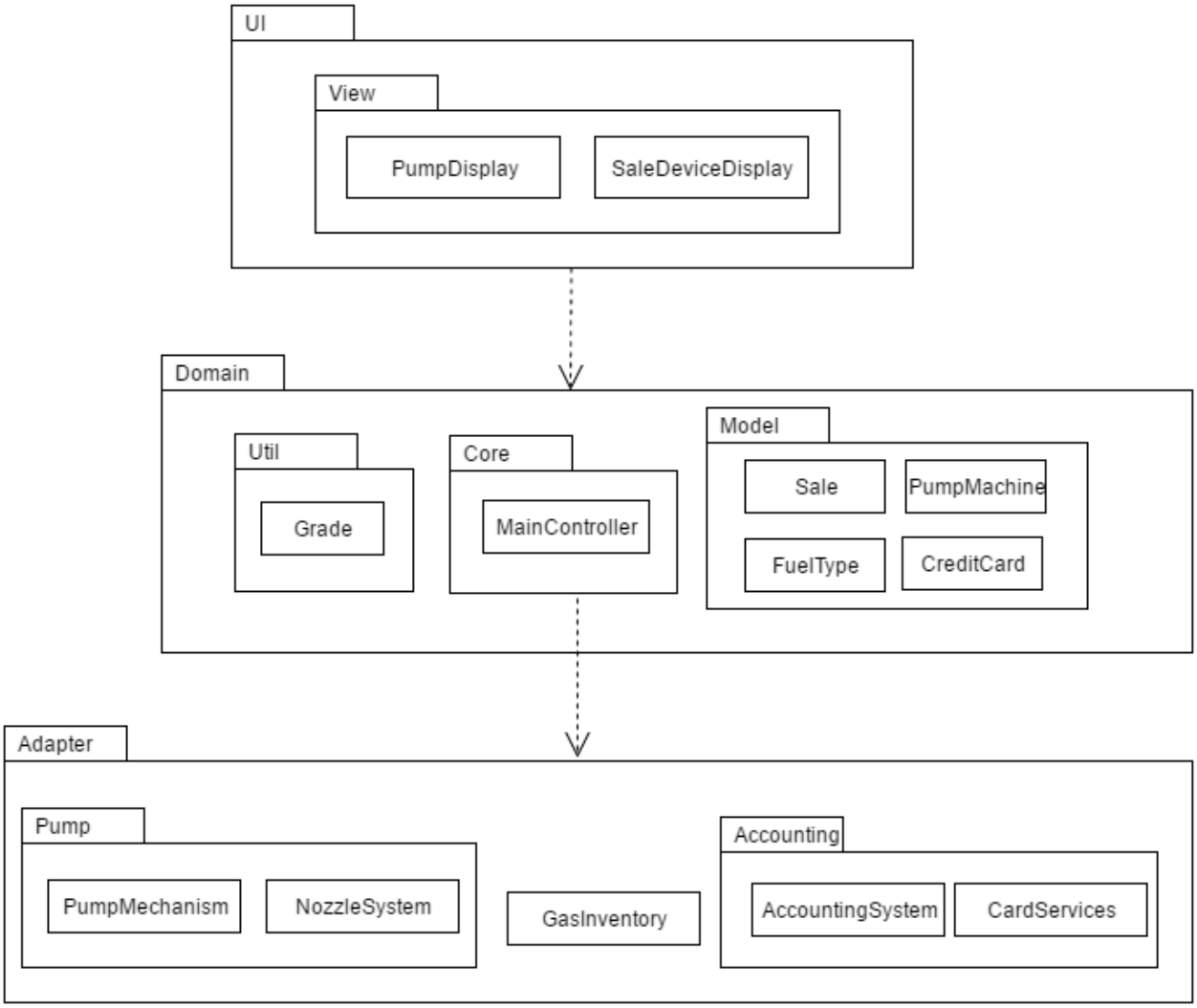

Figure 1: Logical Architecture

Interaction Diagram

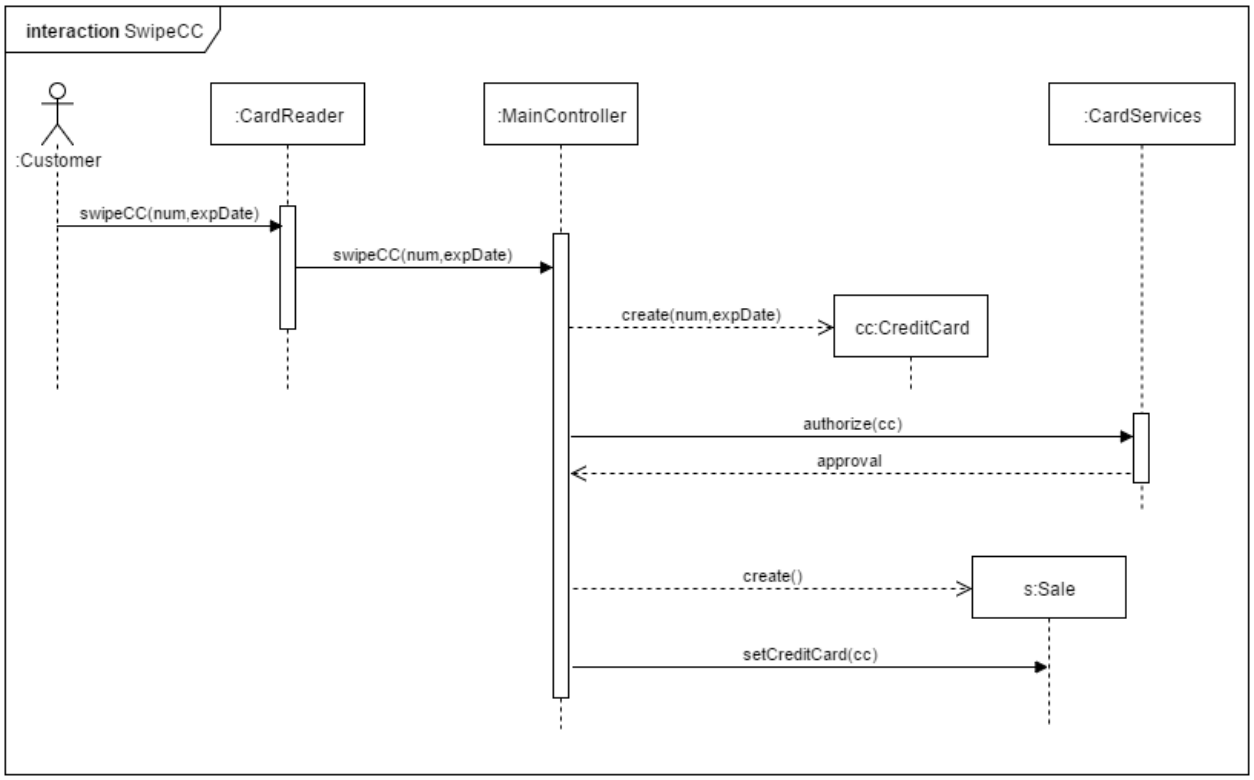

Figure 2: Interaction Diagram for SwipeCC event

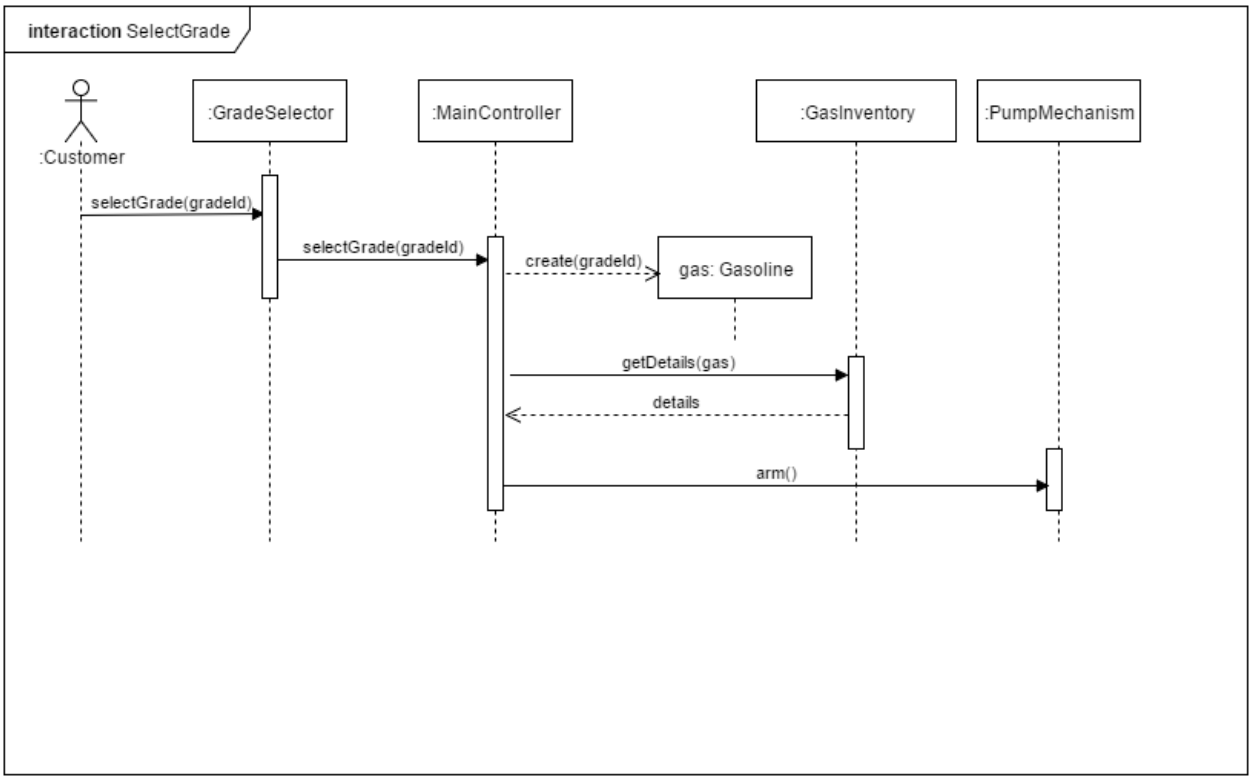

Figure 3: Interaction Diagram for SelectGrade event

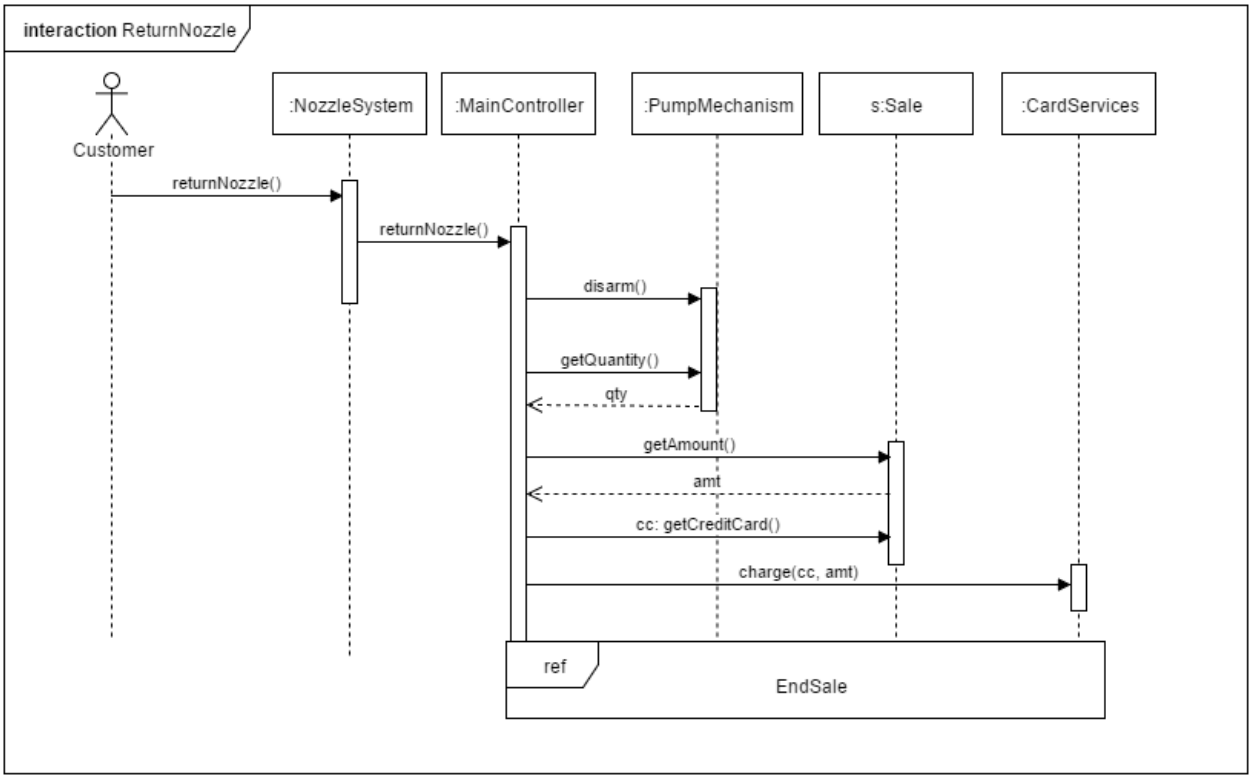

Figure 4: Interaction Diagram for ReturnNozzle event

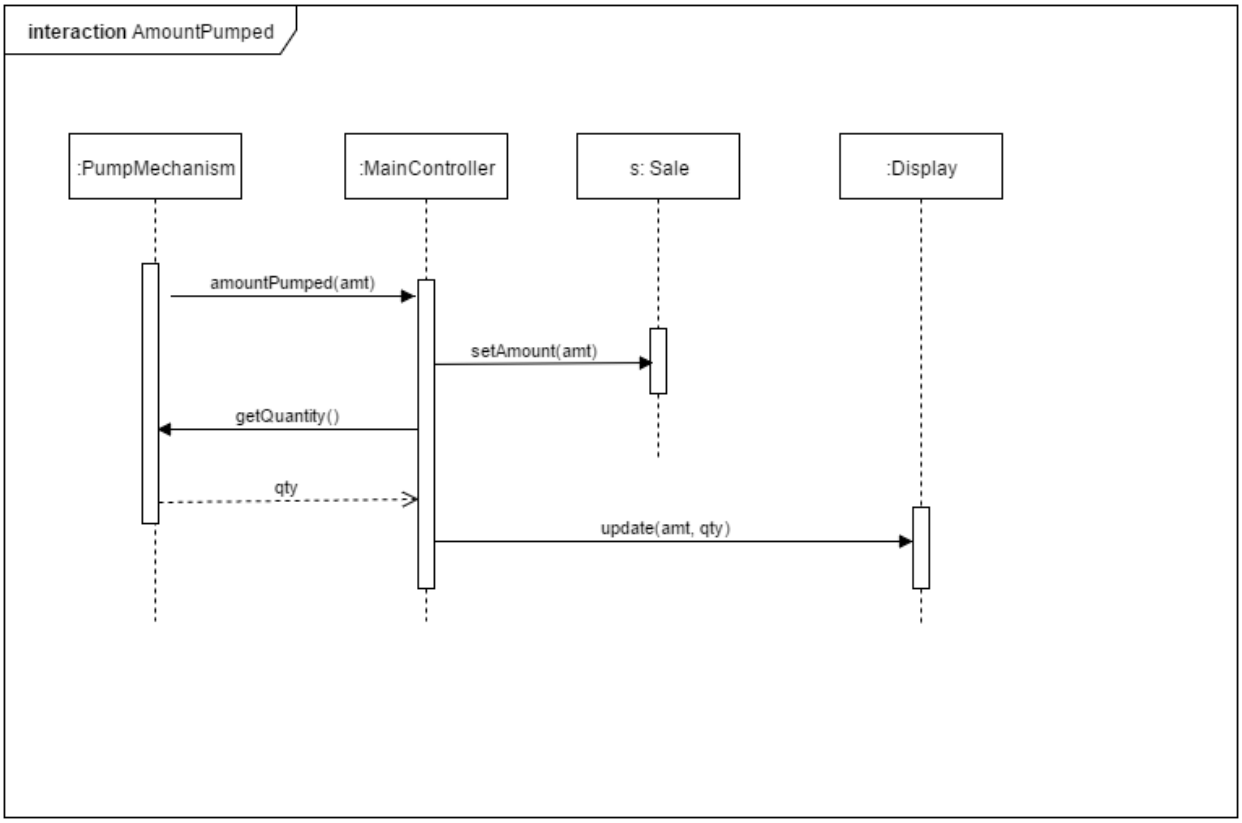

Figure 5: Interaction Diagram for AmountPumped event

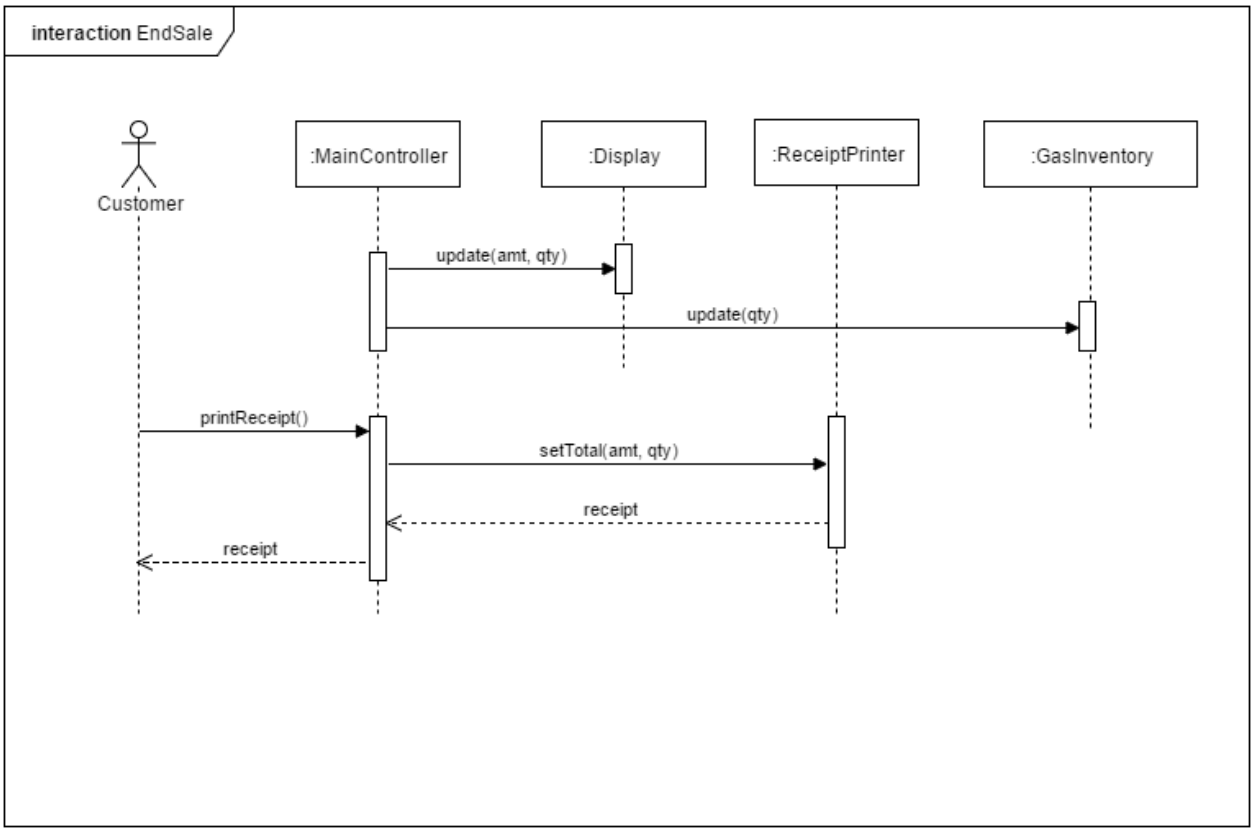

Figure 6: Interaction Diagram for EndSale event

Class Diagram

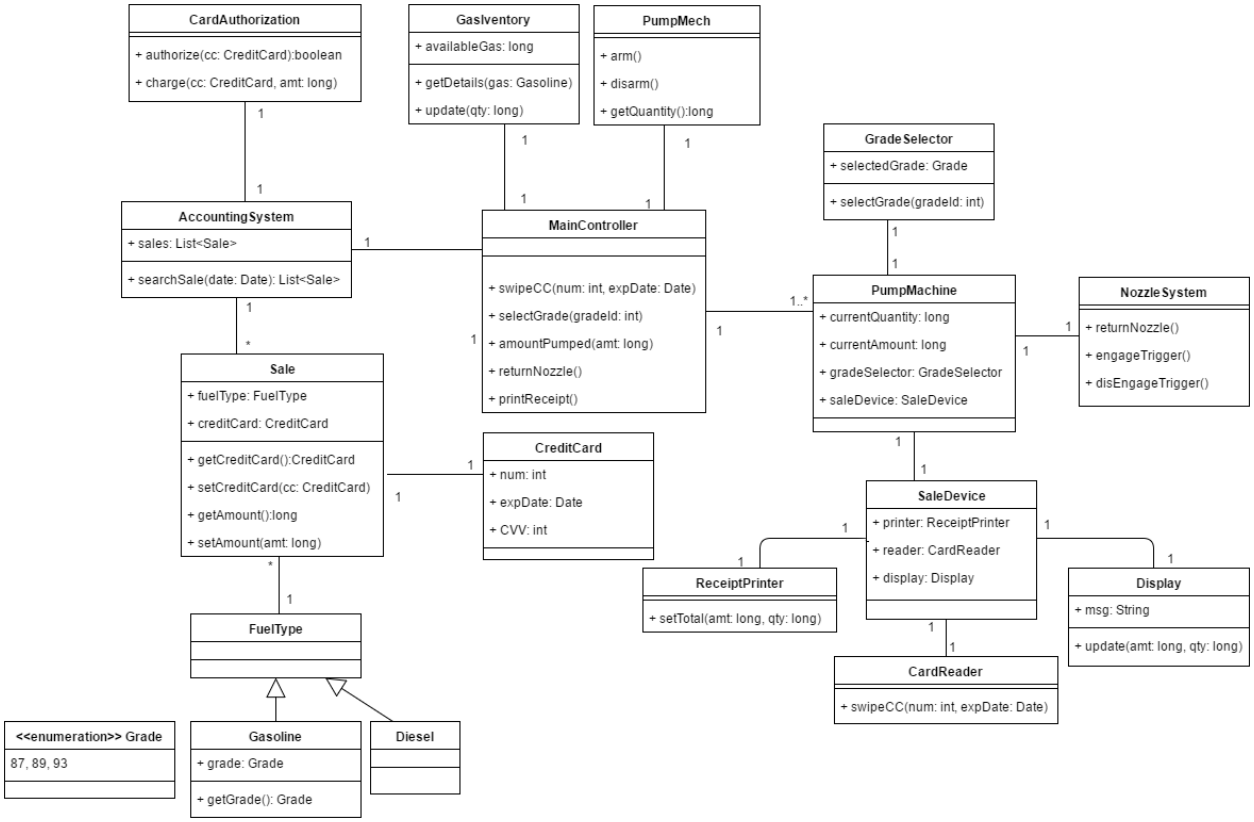

Figure 7: Static Class Diagram