Travel Agency

Analysis and Design Document

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**Group: 30233**

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 24.04.2019 | 1.0 | Project specification + Elaboration 1.1 | Debre Lóránd - Sándor |
| 08.05.2019 | 1.1 | Elaboration – Iteration 1.2 | Debre Lóránd - Sándor |
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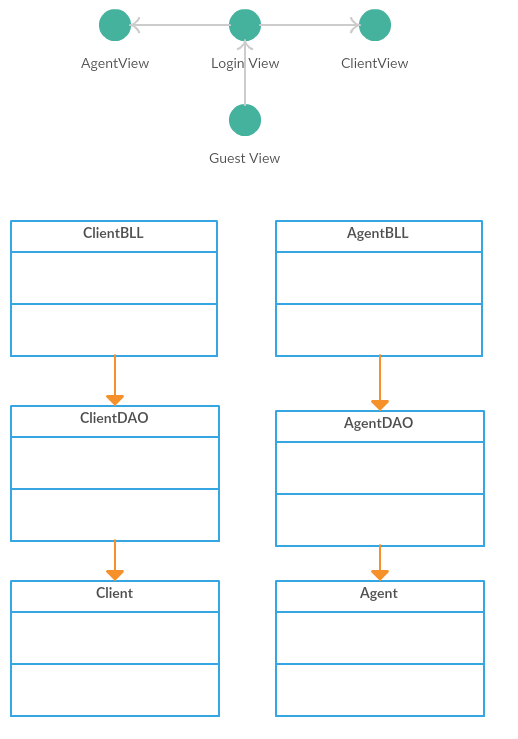
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# Project Specification

The application is an online web spring application that helps the users to choose the best holiday cottage. The main purpose of the application is to reduce as much as possible the search and booking time. The system also allows the user to see the description of each package, to read the reviews if exists and of course the user has the possibility to add packages to the chart and book them.

# Elaboration – Iteration 1.1

# Domain Model



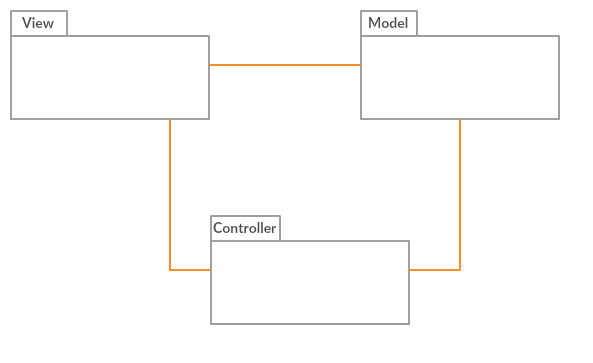
# Architectural Design

## Conceptual Architecture

## MVC – is an architectural pattern used for developing user interfaces that divides an application into 3 interconnected parts. This is done to separate internal presentations of information from the ways information is presented to and accepted from the user.

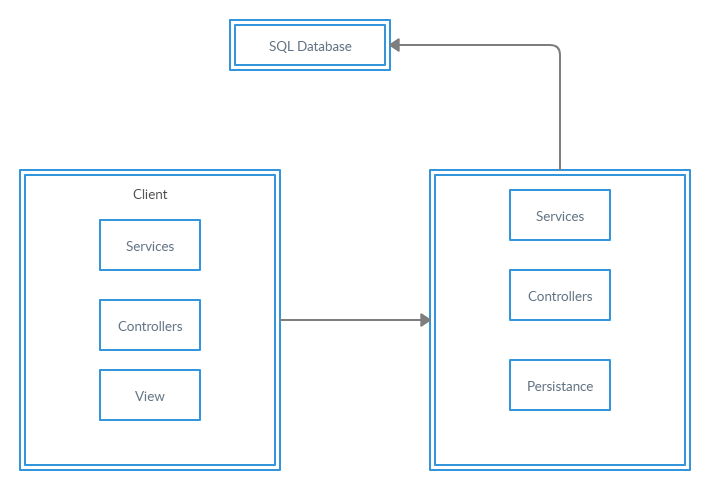
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## Package Design



## Component and Deployment Diagrams

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# Elaboration – Iteration 1.2

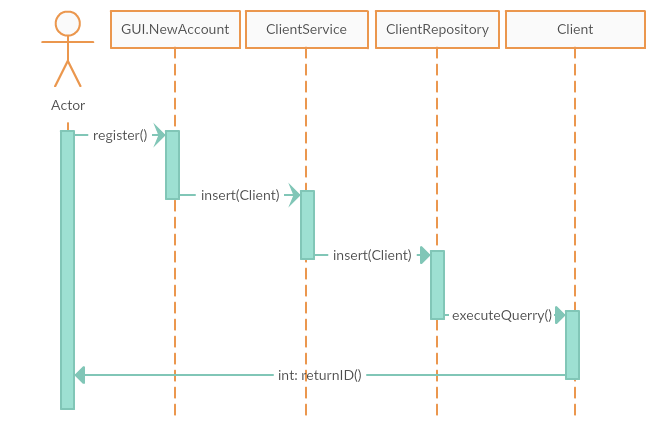
# Design Model

## Dynamic Behavior

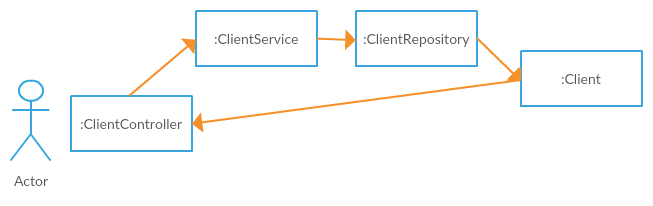
Two relevant scenario are the following:

* The viewer wants to make a new account
* The client wants to make a reservation

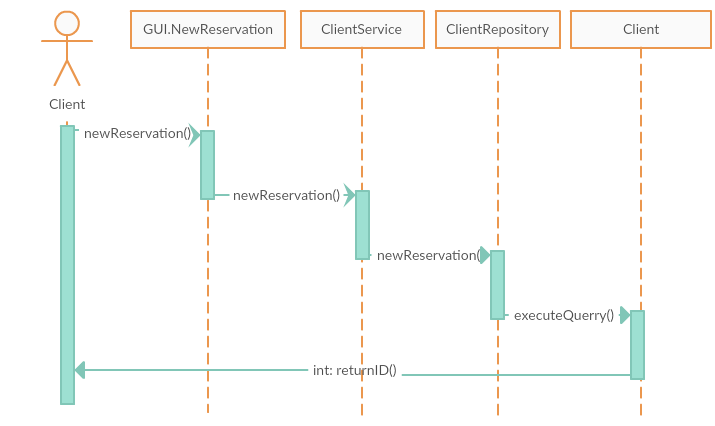
**Use case 1**: The viewer wants to make a new account



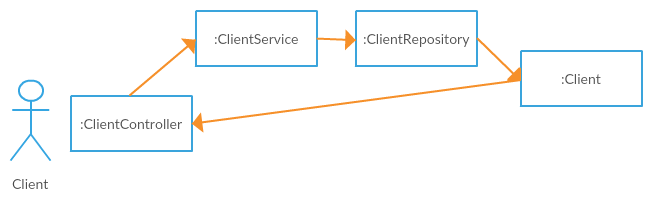
**Communication diagram 1**: The viewer wants to make a new account



**Use case 2:** The client wants to make a reservation

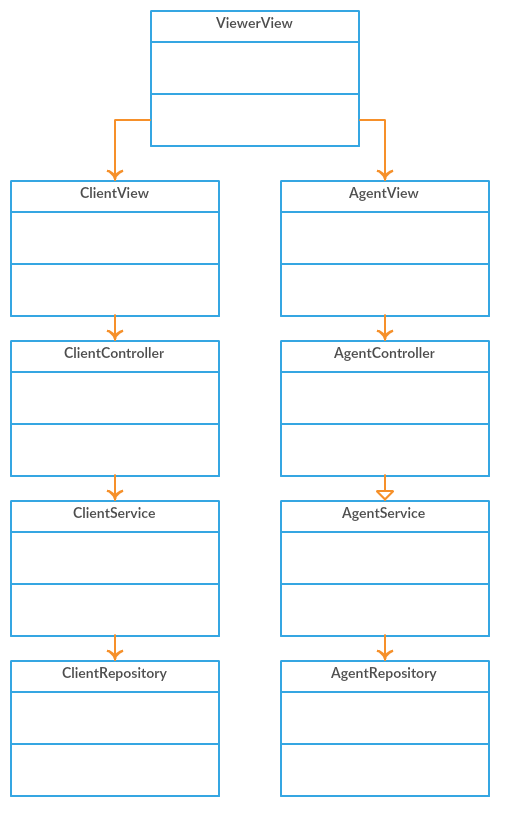


**Communication diagram 2**: The client wants to make a reservation



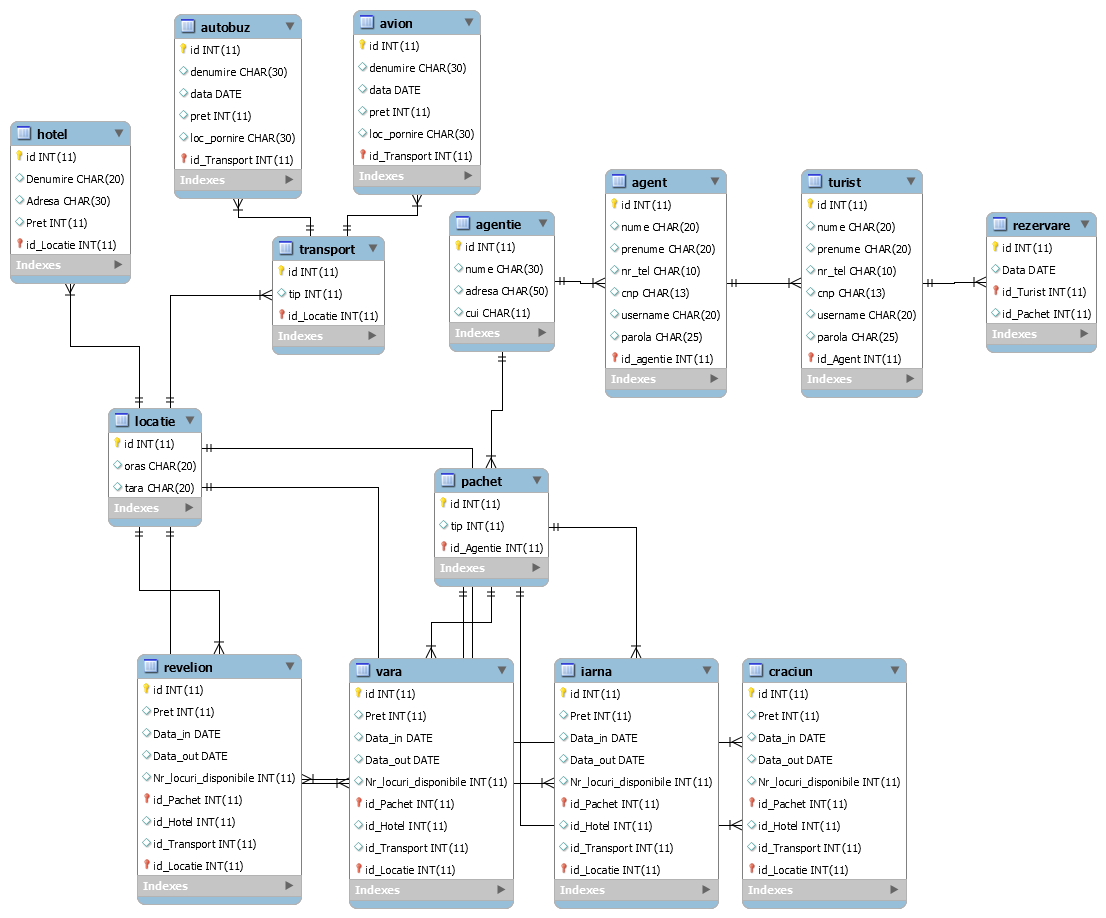
## Class Design

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# Data Model

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# Unit Testing

I will use Junit/Mokito to test my application. An object under test may have dependencies on another objects. Unit test are performed on the repositories and services, both in sequential and concurrent conditions, to make sure they work perfect.

# 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