

## Traceability - Team 30

Use Case	Design Elements	Code	Test Cases	User Manual
2.1 Add Customer	Design Document sections 2.1, 2.2, 3.1: MainActivity, CustomerActivity, SQLDatabaseHelper  Design Document section 4: Smoothie Cart Manager, Customer Information	MainActivity.java CustomerActivity.java SQLDatabaseHelper.java	1. Add new customer 3. Failure to add new customer 17. Duplicate Email ID Failure	2.1
2.2 Edit Customer	Design Document sections 2.1, 2.2, 3.1: MainActivity, CustomerActivity, SQLDatabaseHelper, QRActivity  Design Document section 4: Smoothie Cart Manager, Customer Information, QR Code Scanner	MainActivity.java CustomerActivity.java SQLDatabaseHelper.java QRActivity.java	2. Edit existing customer 4. Failure to edit existing customer information 19. Preserve Customer Information after editing Existing Customer	2.2
2.3 Process Purchase (Make A Purchase)	Design Document sections 2.1, 2.2, 3.1: MainActivity, SQLDatabaseHelper, QRActivity, PurchaseActivity, FreeSmoothieActivity, CCReaderActivity, CCProcessorActivity  Design Document section 4: Smoothie Cart Manager, QR Code Scanner, Make A Purchase, Credit Card Reader, Summary	MainActivity.java SQLDatabaseHelper.java QRActivity.java PurchaseActivity.java FreeSmoothieActivity.java CCReaderActivity.java CCProcessorActivity.java	5. Order 6. Failure to order 7. Credit card reader 8. Failure to read credit card 9. Payment processing 10. Payment processing failure 12. Obtain credit 13. Email credit 14. Credit deduction 15. Obtain gold status 16. Email gold status 18. Email send failure 20. Verify no credit exists after 1 year expiration	2.3
2.4 Display Transactions	Design Document section 3.1: MainActivity, QRActivity, TransactionsActivity, SQLDatabaseHelper  Design Document section 4: Smoothie Cart Manager, QR Code Scanner, Transactions	MainActivity.java SQLDatabase.java QRActivity.java TransactionsActivity.java	11. Display transactions	2.4