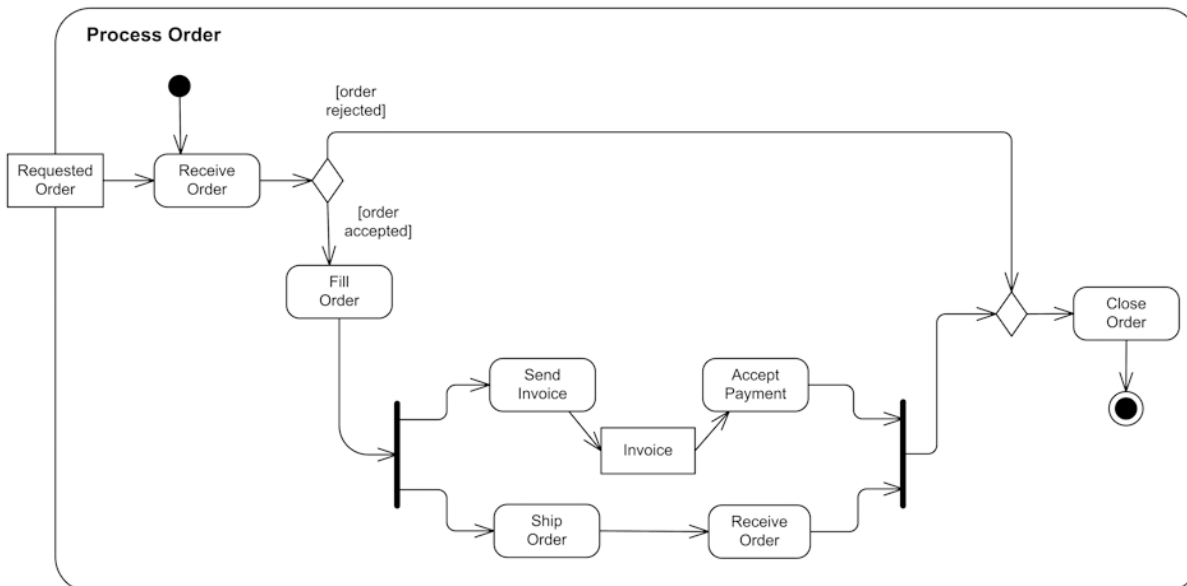
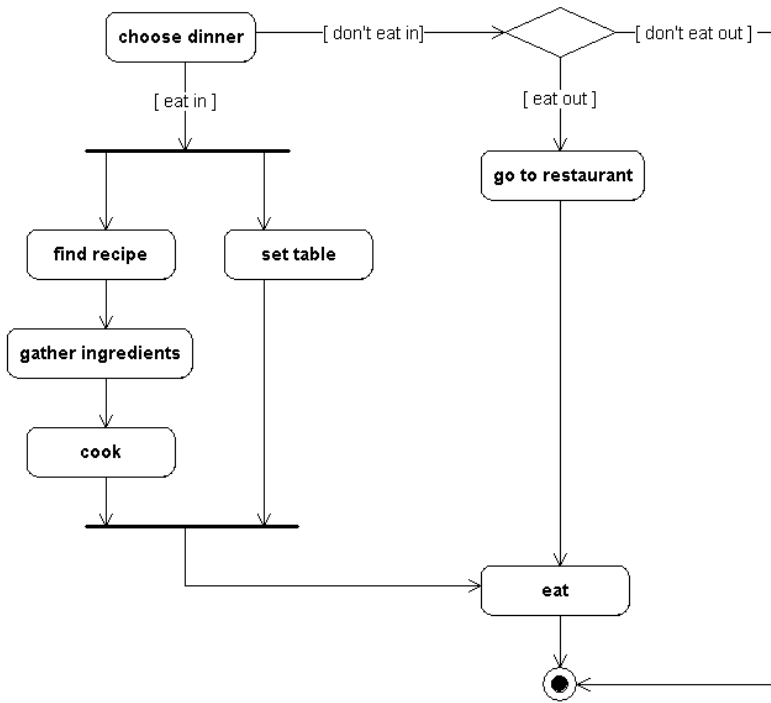
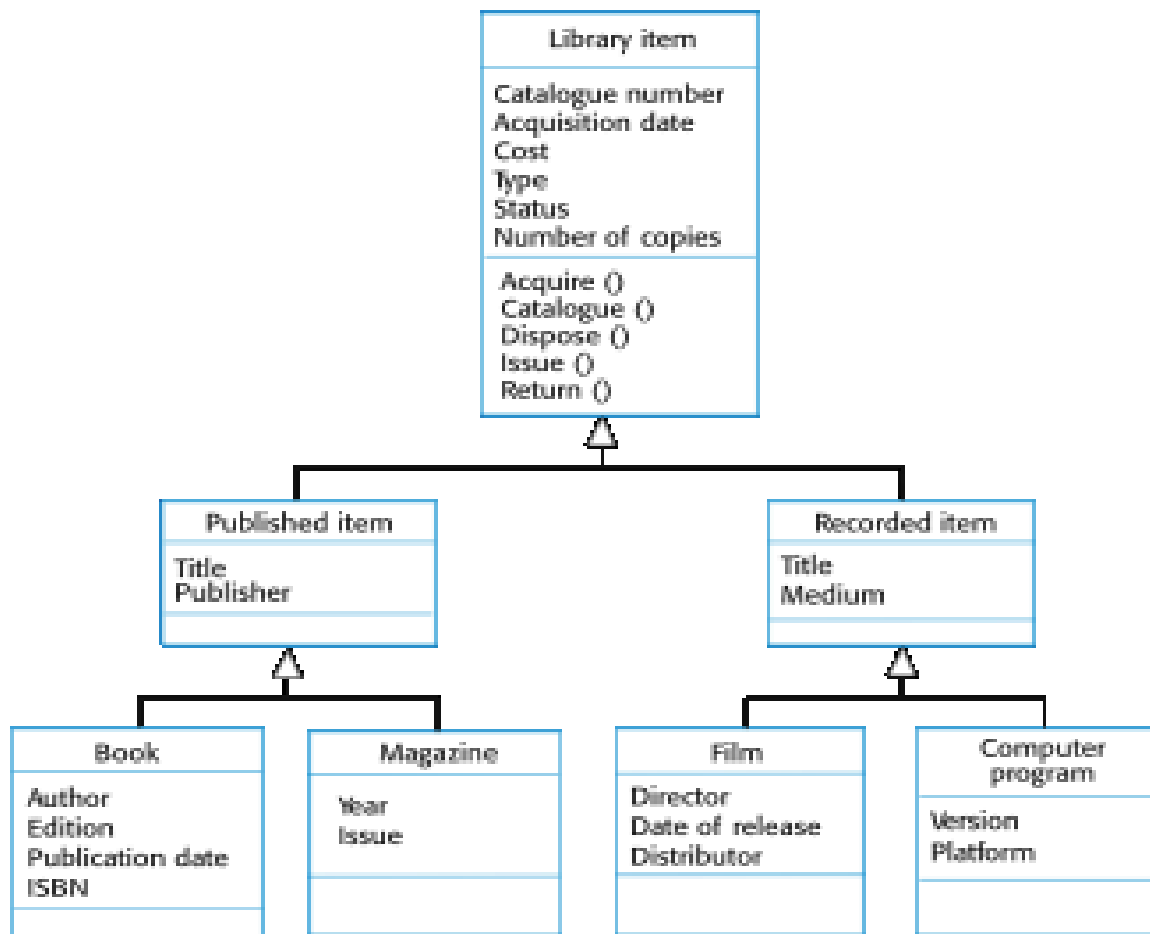


Diagrams

Activity diagrams

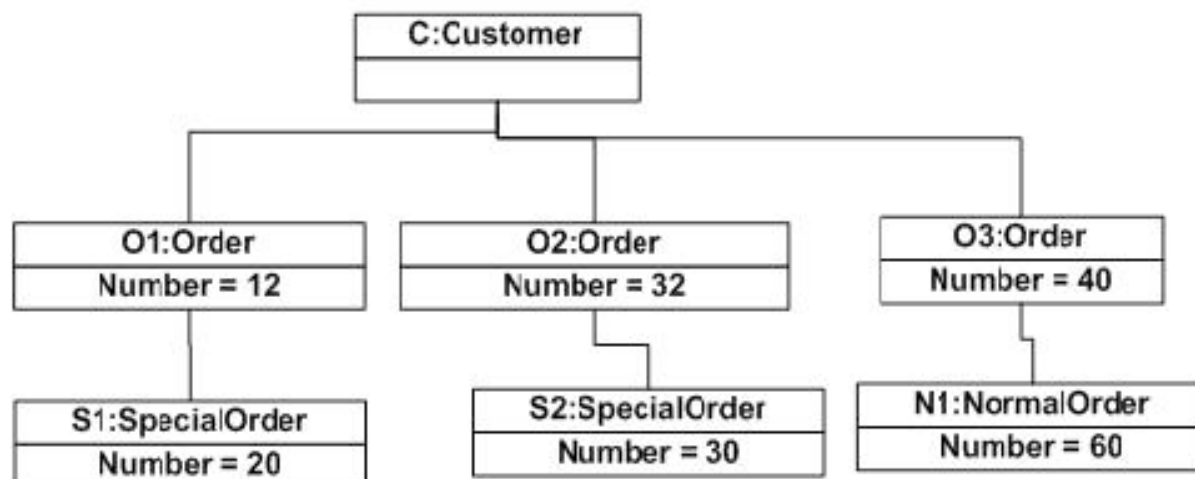


Class diagram

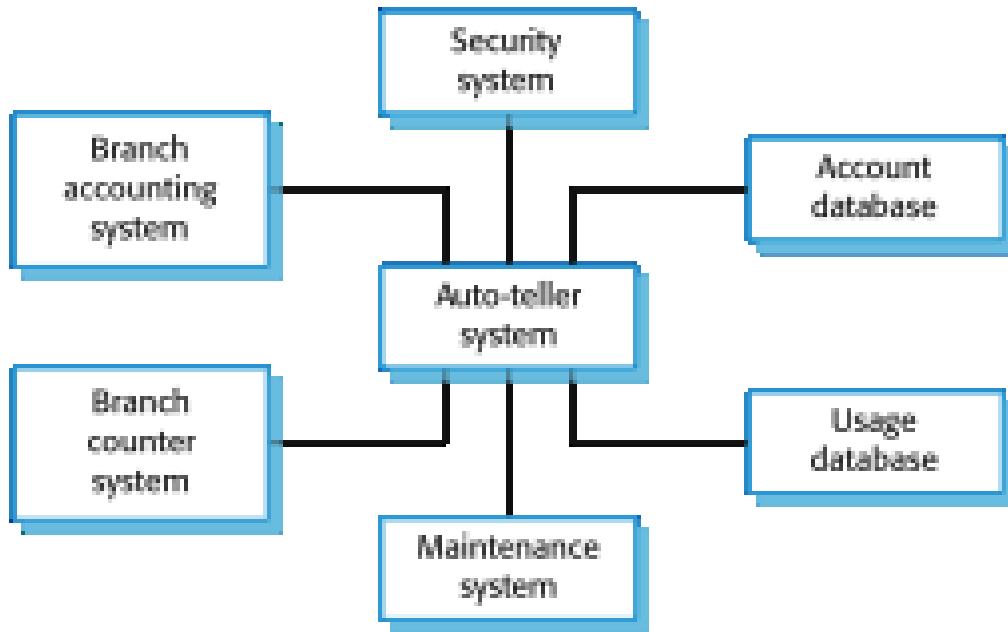


Object Diagram

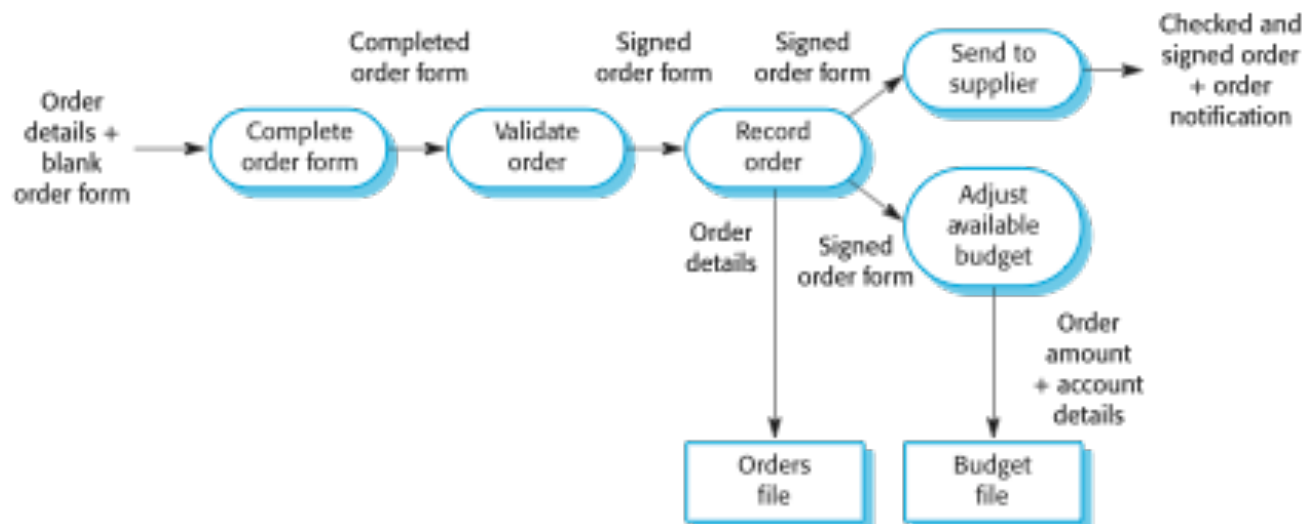
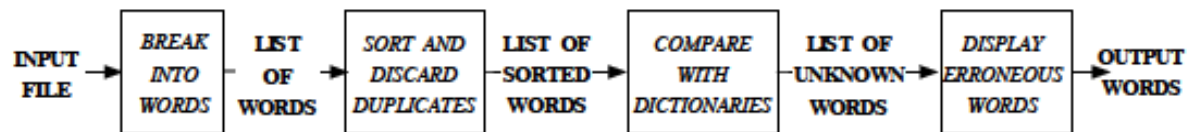
Object diagram of an order management system



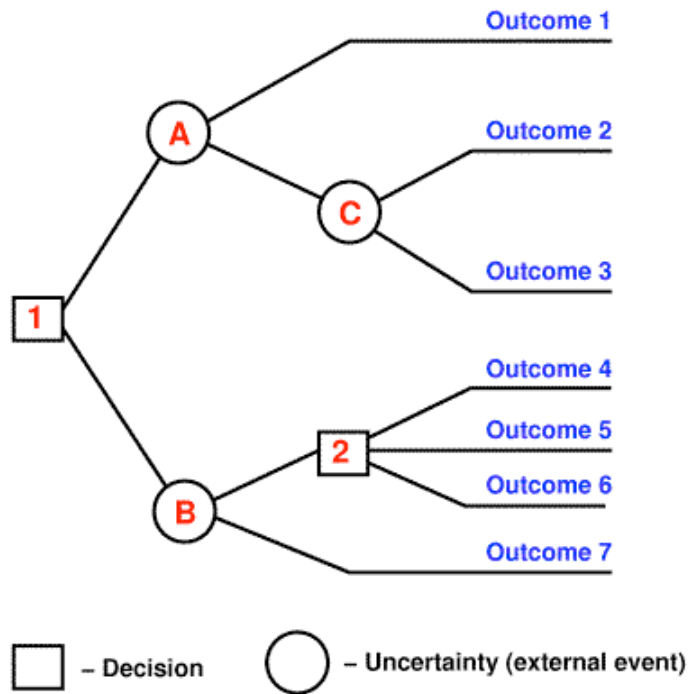
Context Diagram



Data Flow Diagrams



Decision Tree



Data Dictionary

Table Name	Column Name	Data Type	Size	Null...	Description
Categories	CategoryID	int	4	No	
Categories	CategoryName	nvarchar	30	No	Category Name
Categories	Description	ntext	16	Yes	Category Description
Categories	Picture	image	16	Yes	
CustomerCustomerDemo	CustomerID	nchar	10	No	
CustomerCustomerDemo	CustomerTypeID	nchar	20	No	
CustomerDemographics	CustomerTypeID	nchar	20	No	
CustomerDemographics	CustomerDesc	ntext	16	Yes	Customer Description
Customers	CustomerID	nchar	10	No	
Customers	CompanyName	nvarchar	80	No	
Customers	ContactName	nvarchar	60	Yes	
Customers	ContactTitle	nvarchar	60	Yes	

Pseudo code

Main Procedure Monopoly_Game

Hand out each player's initial money.

Decide which player goes first.

Repeat

 Call Procedure Monopoly_Move for next player.

 Decide if this player must drop out.

until all players except one have dropped out.

Declare the surviving player to be the winner.

Procedure Monopoly_Move

Begin one's move.

Throw the dice.

Move the number of spaces shown on the dice.

If the token landed on "Go to Jail,"

 then go there immediately.

else if token landed on "Chance" or "Community Chest,"

 then draw a card and follow its instructions.

else

 follow the usual rules for buying property,

 paying rent,

 collecting \$200 for passing "Go", etc.).

End.

sort jobs by increasing finish times.

compute function $p(i)$ for i from 1 to n

set $S(0) = 0$ and $S(1) = w_1$

set $A(0) = \emptyset$ and $A(1) = \{1\}$

loop over i from 2 to n

 if $S(i - 1) > w_i + S(p(i))$

 set $A(i) = A(i - 1)$ and $S(i) = S(i - 1)$

 else $S(i - 1) \leq w_i + S(p(i))$

 set $A(i) = \{i\} \cup A(p(i))$ and $S(i) = w_i + S(p(i))$

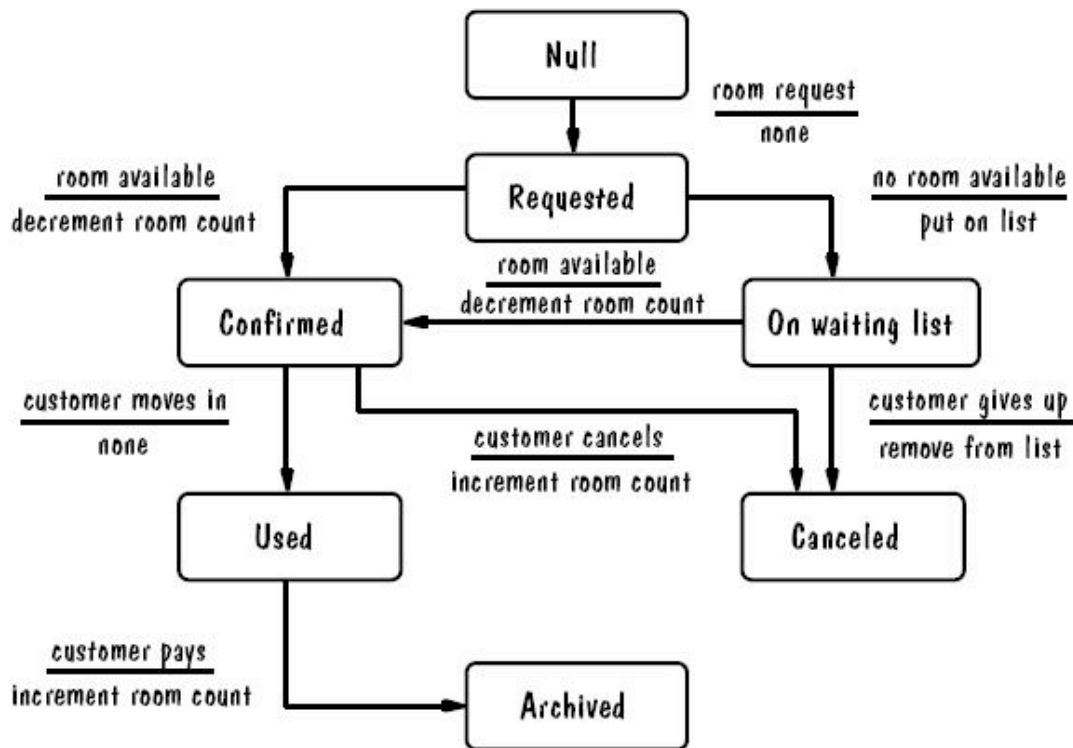
 endif

endloop

State Table

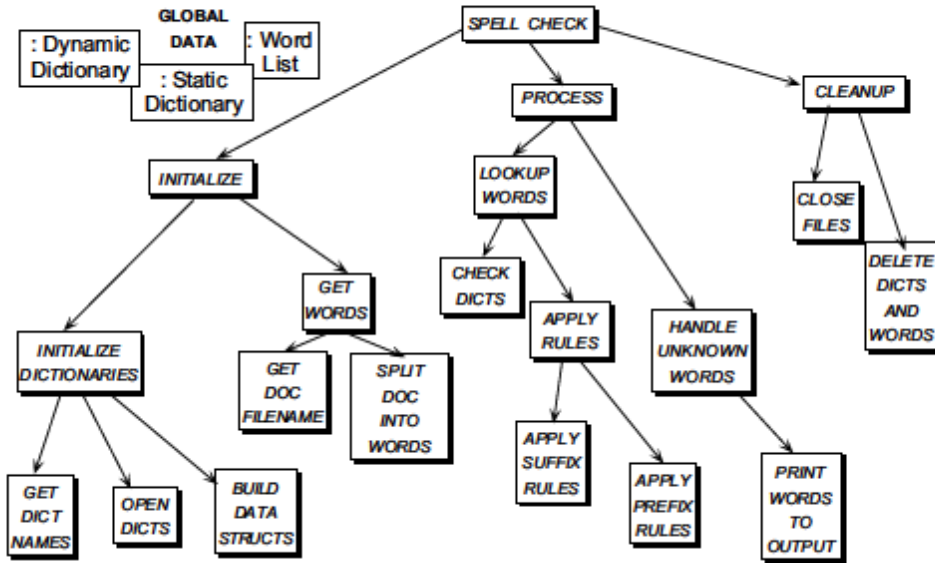
State	Description
Waiting	The oven is waiting for input. The display shows the current time.
Half power	The oven power is set to 300 watts. The display shows 'Half power'.
Full power	The oven power is set to 600 watts. The display shows 'Full power'.
Set time	The cooking time is set to the user's input value. The display shows the cooking time selected and is updated as the time is set.
Disabled	Oven operation is disabled for safety. Interior oven light is on. Display shows 'Not ready'.
Enabled	Oven operation is enabled. Interior oven light is off. Display shows 'Ready to cook'.
Operation	Oven in operation. Interior oven light is on. Display shows the timer countdown. On completion of cooking, the buzzer is sounded for 5 seconds. Oven light is on. Display shows 'Cooking complete' while buzzer is sounding.

State Transition Diagram

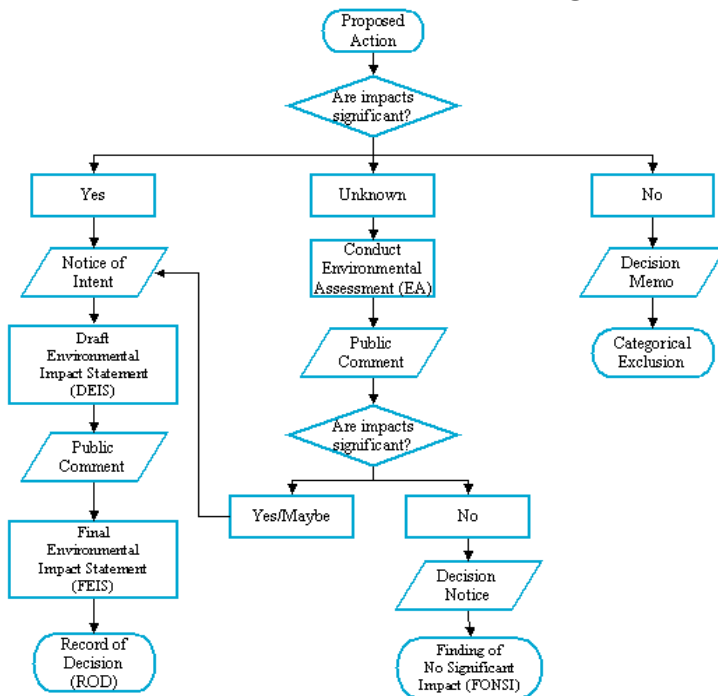


Structure Chart

Algorithm Design Structure

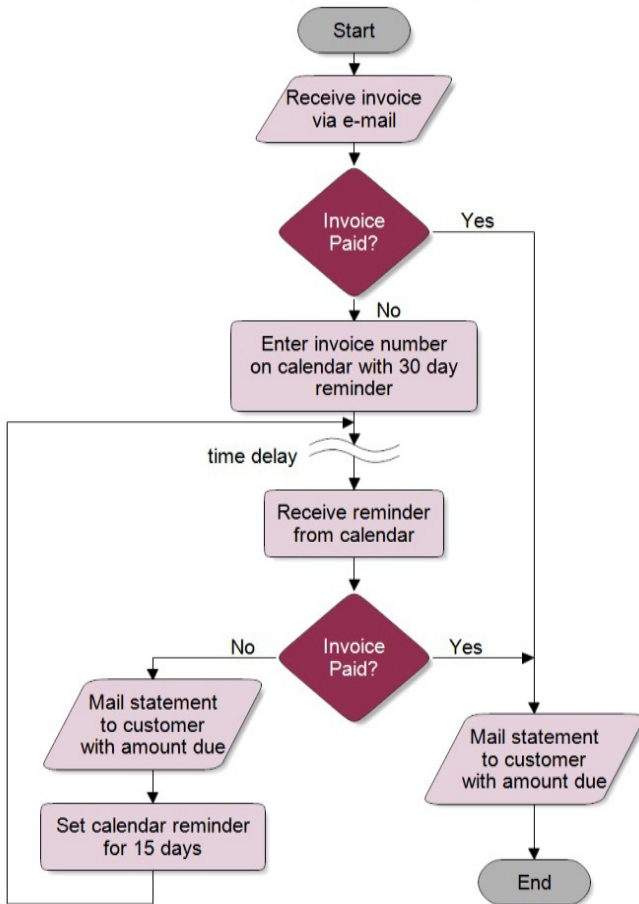


Flowchart (Sequence diagram)

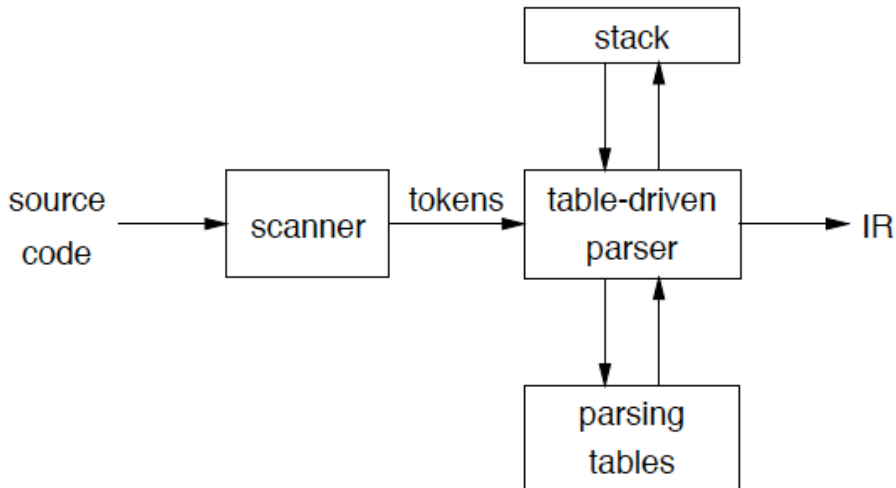


Flowchart (Sequence diagram)

Accounts Receivable



System Diagram



System Diagram

