

Software Design Specification

for Distributed Vending Machine

TEAM 1

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1 Introduction

1.1 Purpose

- Distributed Vending Machine 에서 사용할 수 있는 SW를 구현하기 위한 요구사항을 명시한 문서입니다.

1.2 Scope

1.2.1 개발팀

- Class B T1 Team

1.2.2 제한사항

- 실제 환경이 아닌 가상환경에서 SW로만 작동할 수 있도록 한다.

1.2.3 개발환경

- IDE : Continuous Test & Integration Platform

1.3 Definitions acronyms and abbreviations

- SRS 문서 1.3 참고 (Page 6)

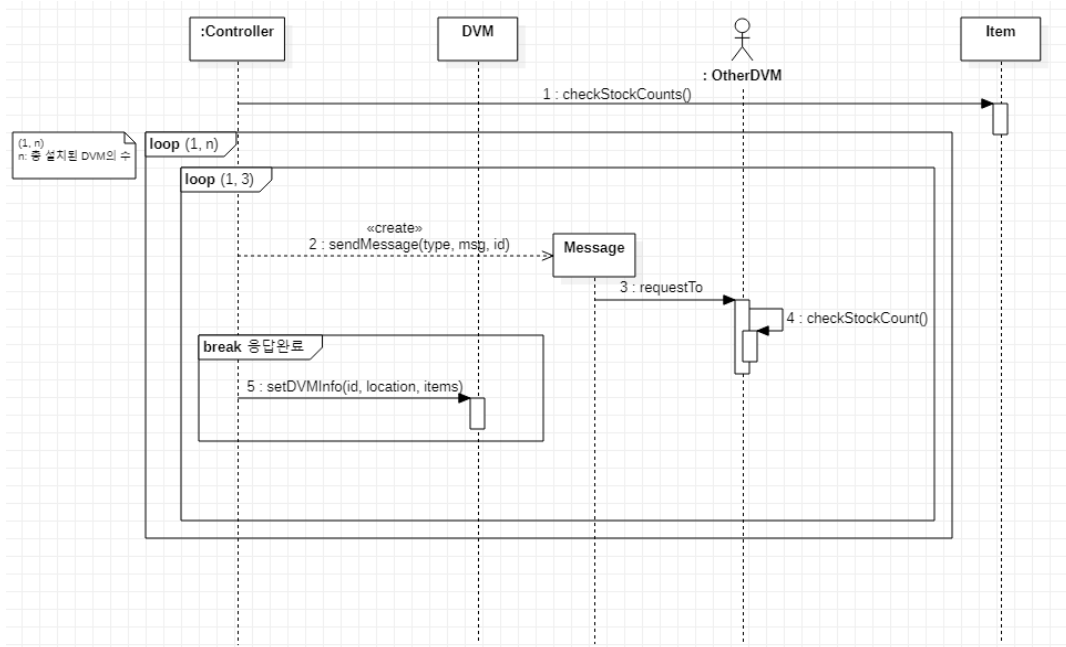
2 References

- IEEE Std 830-1998
- [DVM Preliminary Functional Requirements](#)
- [DVM Inception v2](#)
- DVM Object Oriented Designs v1

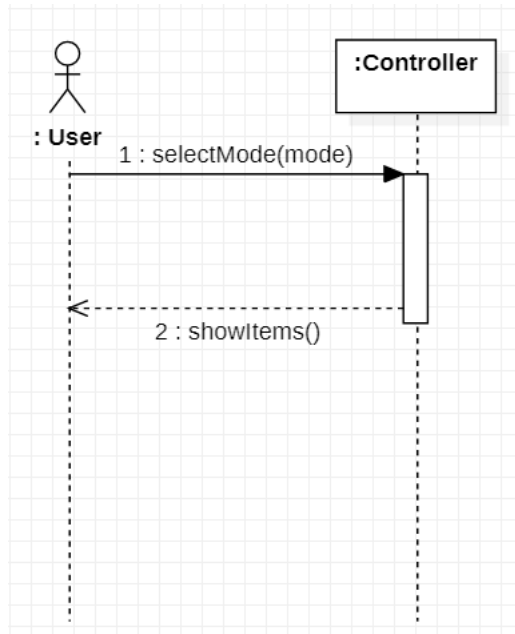
3 Object-Oriented Design

3.1 Interaction Diagram

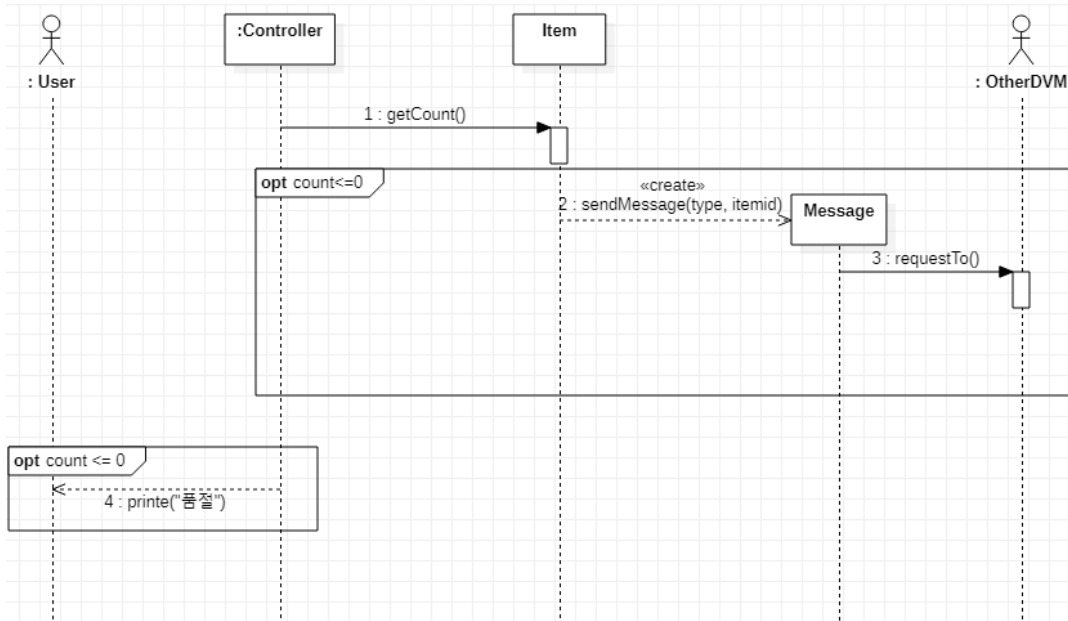
3.1.1 Set Up



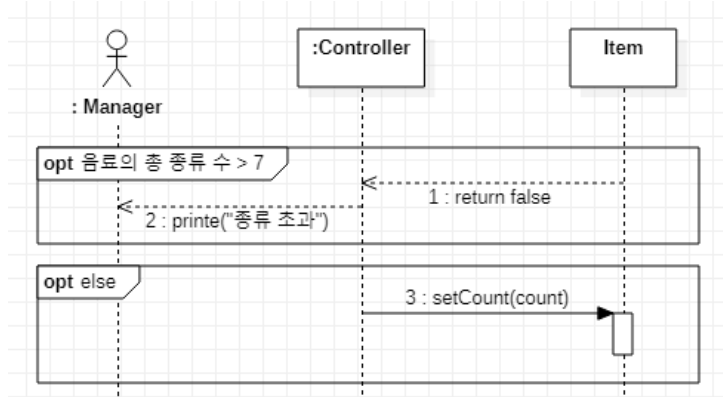
3.1.2 Show Item



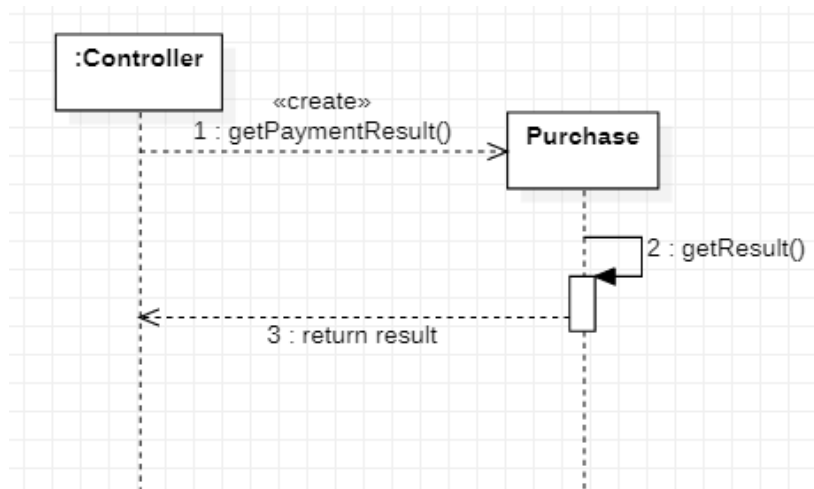
3.1.3 Check Stock Count



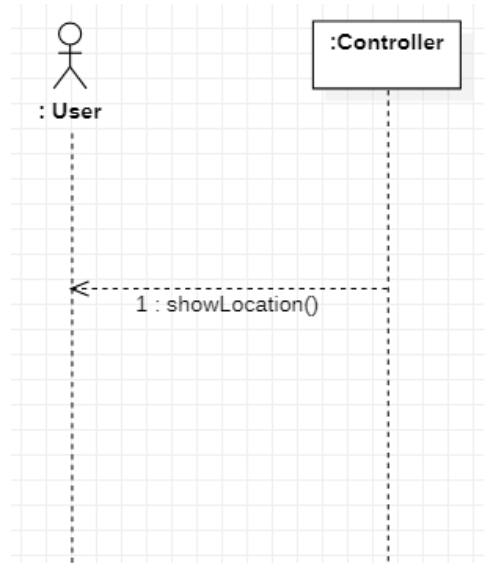
3.1.4 Update Stock



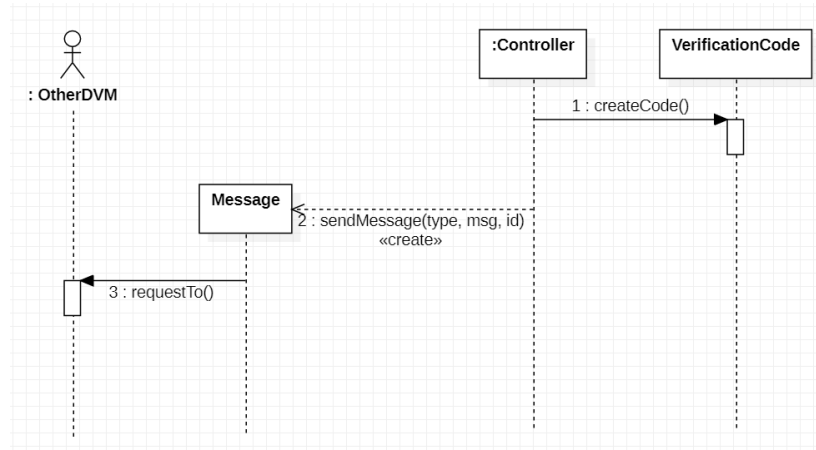
3.1.5 Check Payment



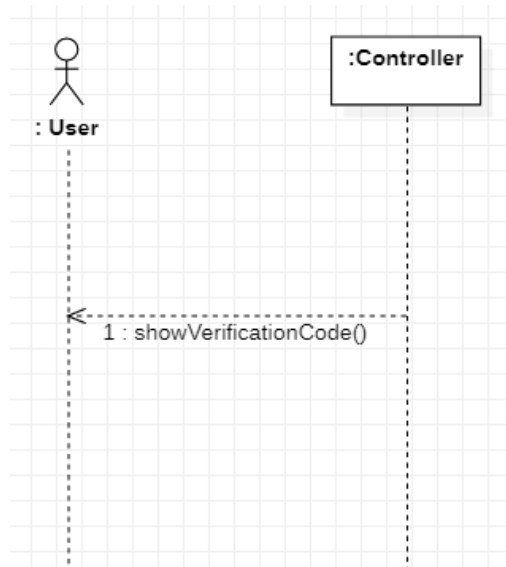
3.1.6 Inform Location



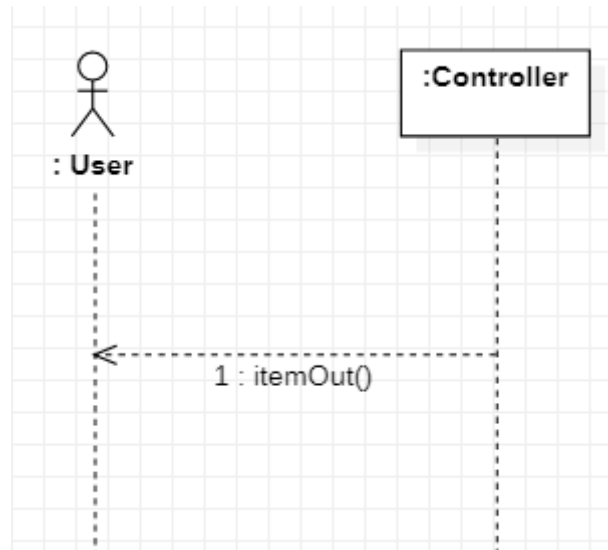
3.1.7 Create Verification Code



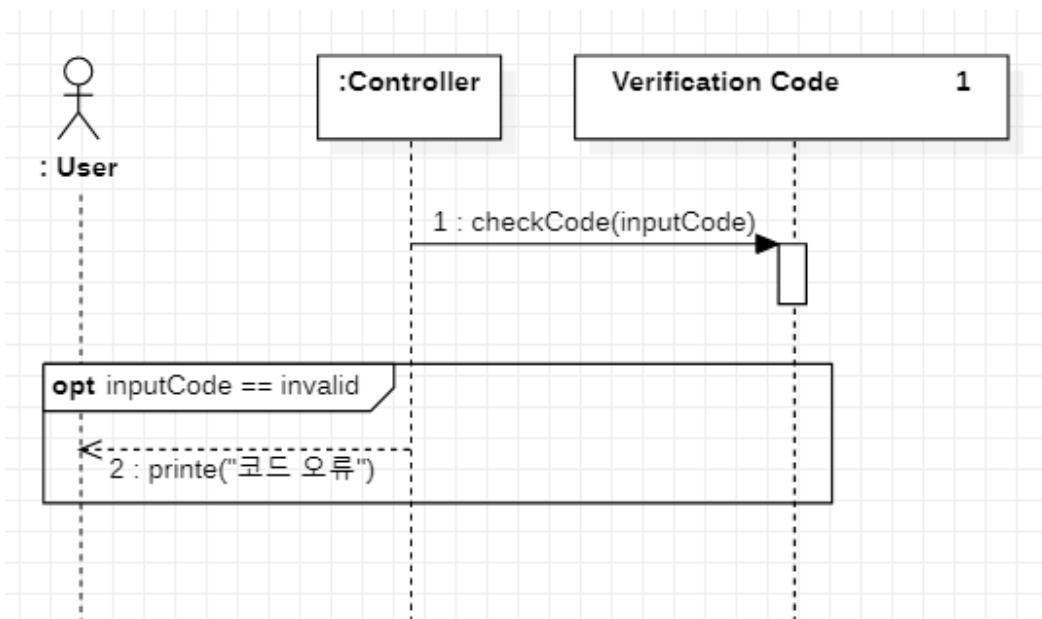
3.1.8 Show Verification Code



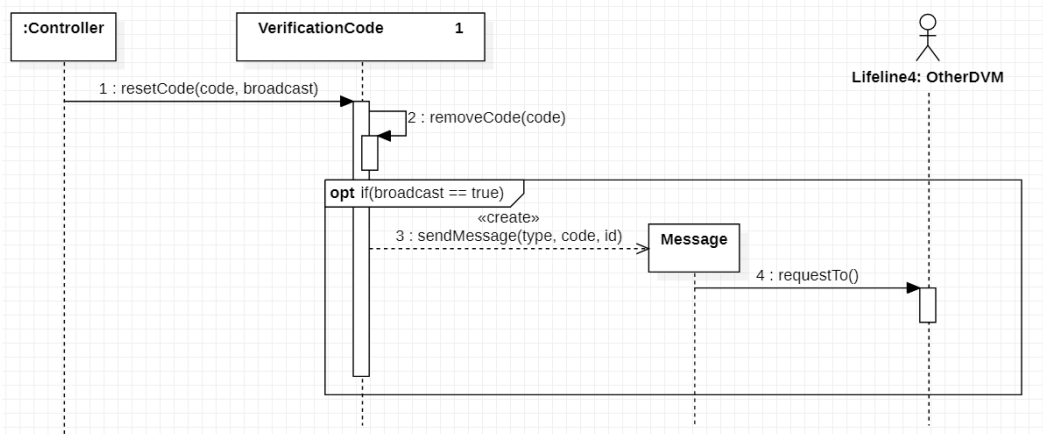
3.1.9 Item Out



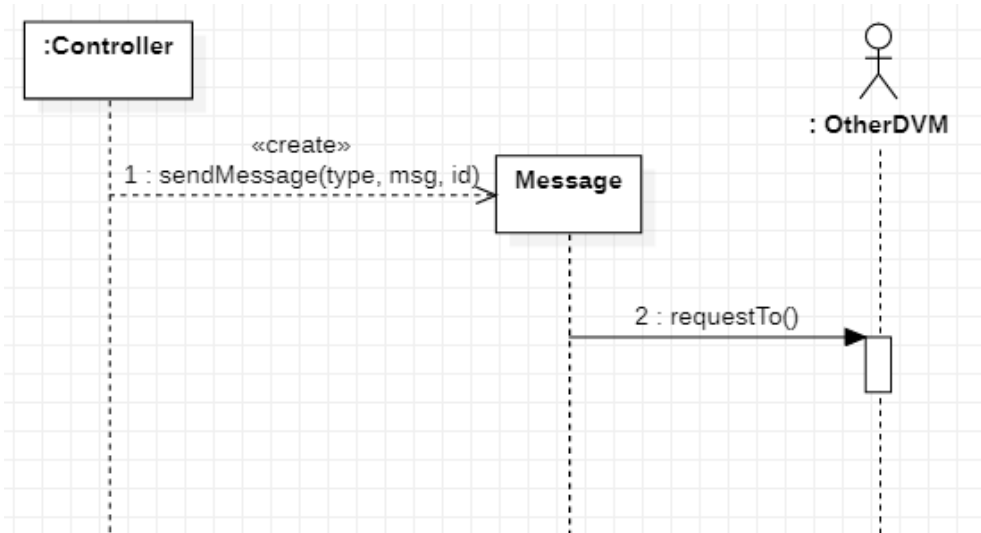
3.1.10 Check Verification Code



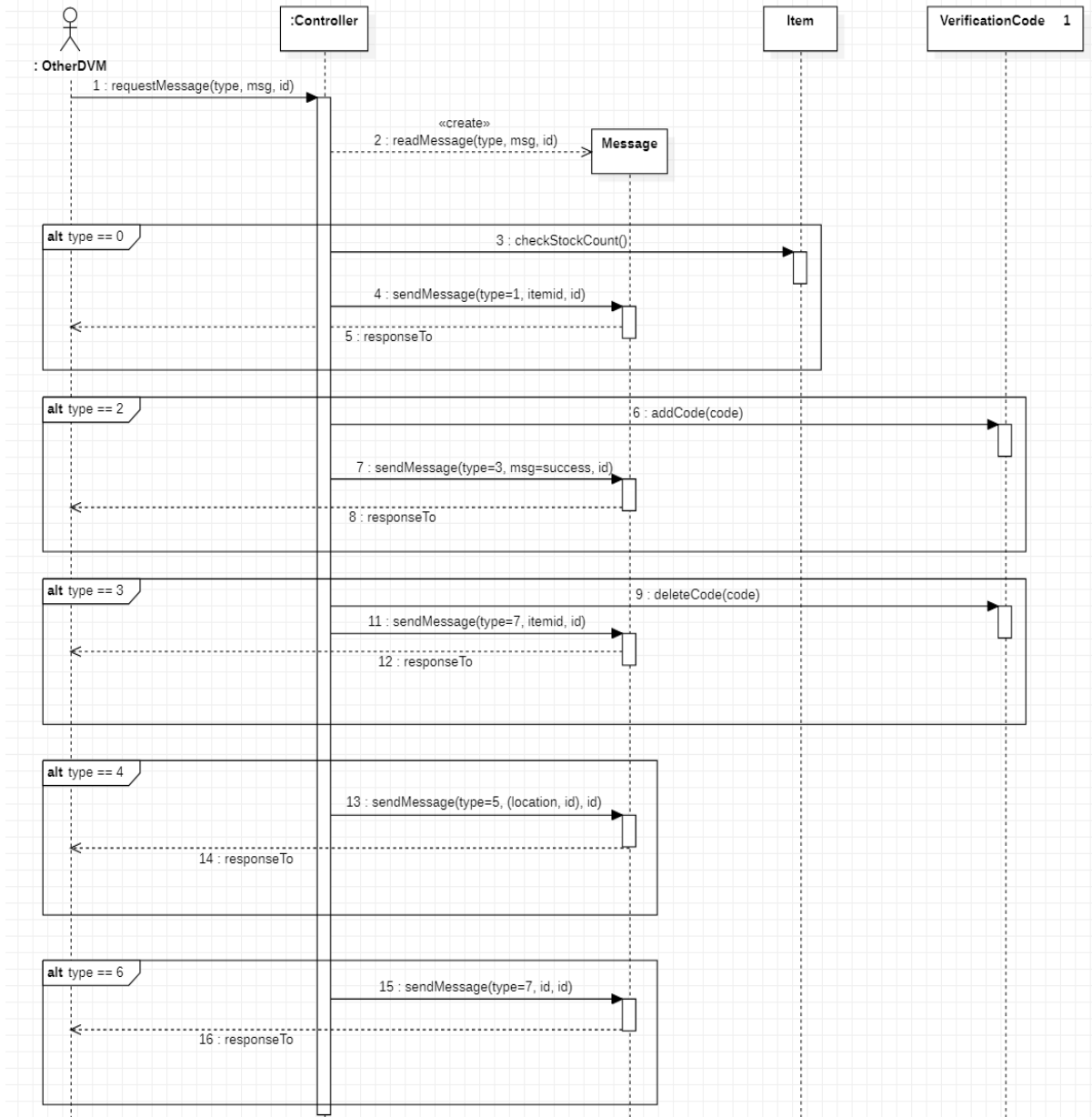
3.1.11 Reset Verification Code



3.1.12 Message Request



3.1.13 Message Response



3.2 Design Class Diagram

