

Problem Solving and Programming in Business

Homework 3 a

The “special” group will be designing and developing business objects for use by other students. Our motivating example this semester is banking.

For this homework I want you all to work as a team again. (This is apparently not weird as you have divided yourselves into three teams. Nice going.)

Deliverables:

1. Implementation strategy
 - a. What business objects perform what functions?
 - i. Where do they touch the interface?
 - ii. Where do they touch the persistence layer (database)?
 - b. Are there any stored procedures? (I hope so... I like them.)
 - c. What code is on the client side, in the interface?
2. A working prototype (i.e., not completely finished, but demonstrative of the final product) of the banking application.
 - a. Credit card processing should be complete.
 - b. The interface should be completely structured and fairly full-featured, even if some functionality is only a “this goes here” sort of thing,
 - c. The database should be done and full of test data.
 - d. The business objects should be completely defined and creatable, even if all their functionality is not yet implemented.
 - e. Some persistence should be working.
3. A plan for finishing the implementation: Given the GUI flow, the object structure, and the database design, identify what still needs to be done and the order in which you intend to complete it.