

# Análise e Projeto de Sistemas - Clínica Veterinária

**Equipe:**

Diogo Ribeiro

Leonardo Leandro

Thalles Montenegro

# Roteiro

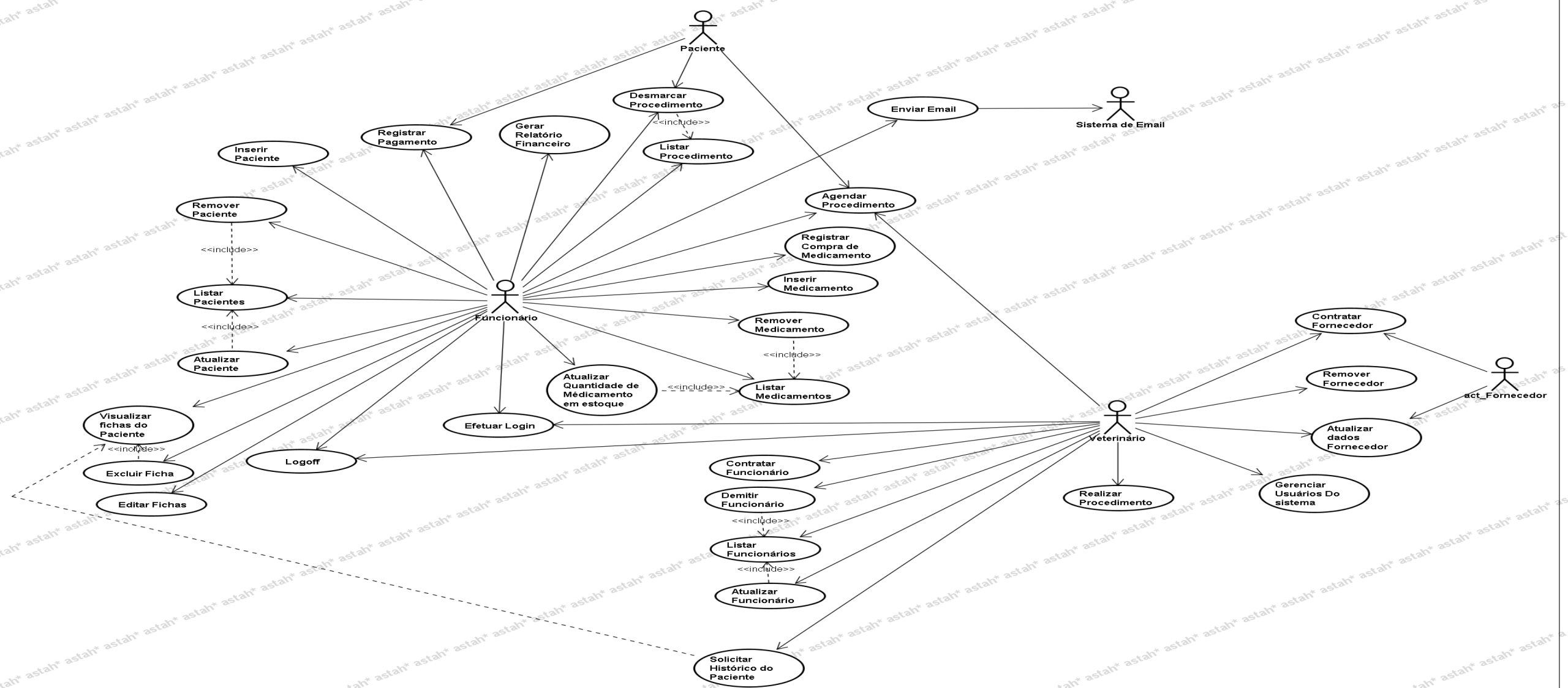
- ▶ Correções do RUP
- ▶ Projetar casos de uso
- ▶ Projeto de base de dados
- ▶ Especificação do Modelo de Negócio
  - ▶ Modelo de Informação do Negócio
  - ▶ Modelo Navegacional
  - ▶ Protótipo de Interface Gráfica
- ▶ Análise de Serviços
  - ▶ Arquitetura dos Serviços
  - ▶ Modelo de Interação dos Serviços
  - ▶ Modelo de Informação Refinado
  - ▶ Diagrama de Componentes dos Serviços
- ▶ Diagrama Arquitetural de SOA

# Correções do RUP

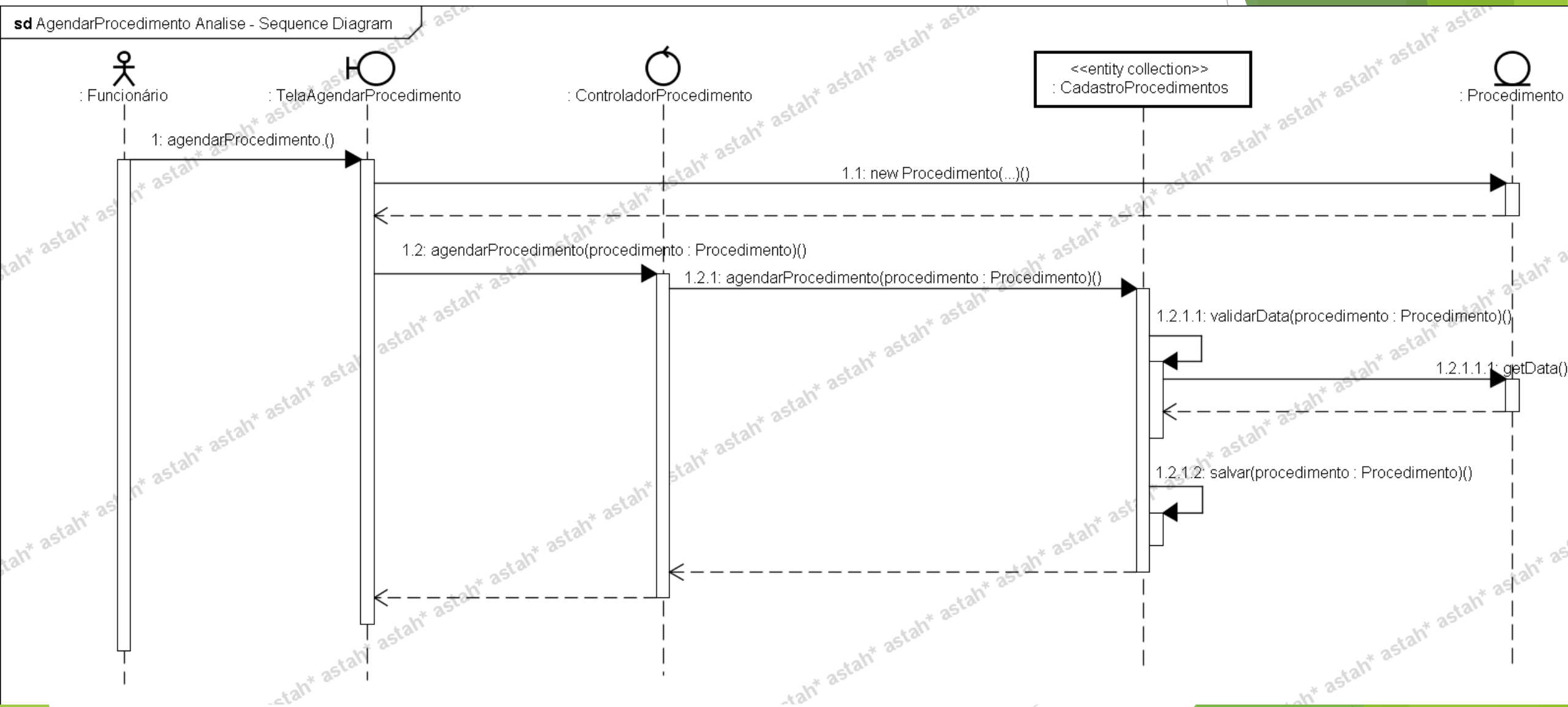


# Diagrama de Casos de Uso

uc

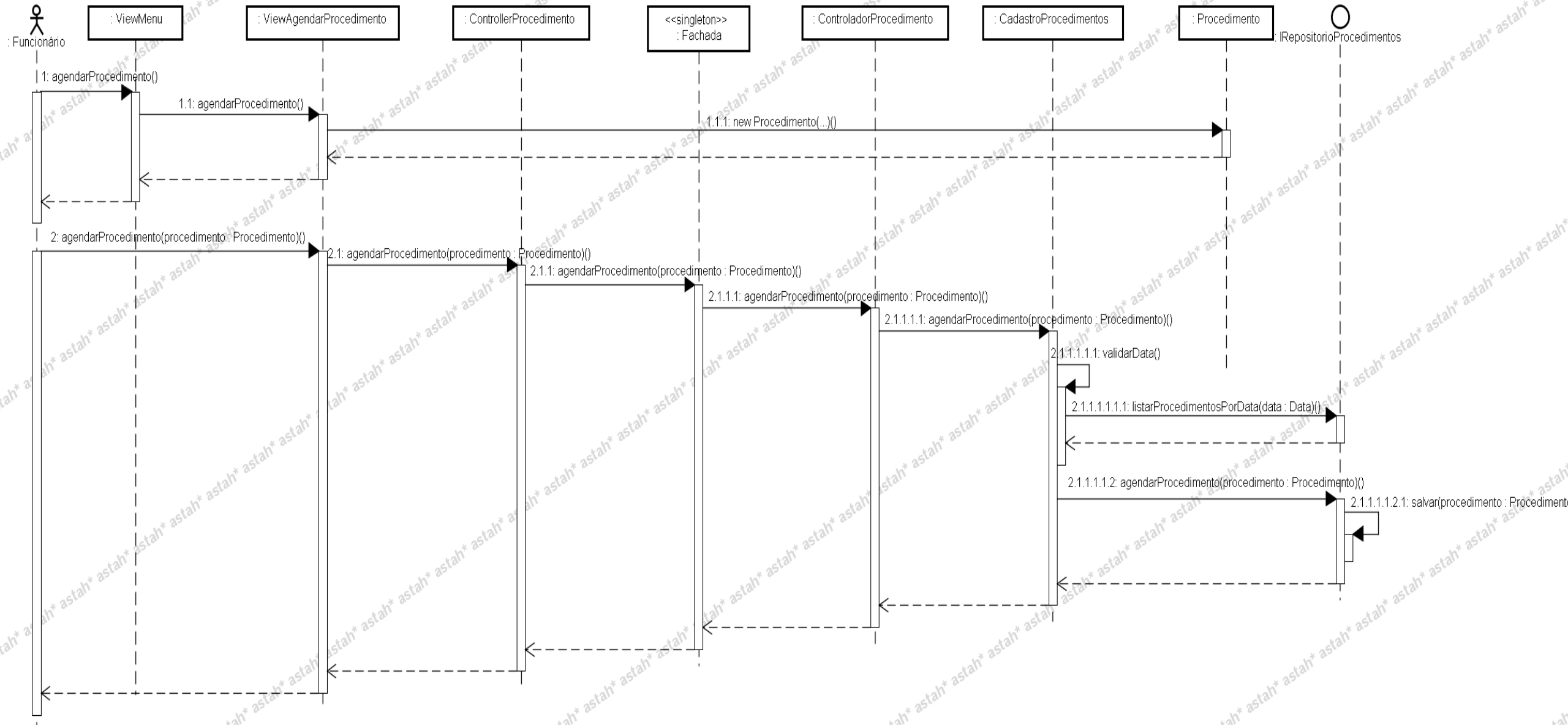


# Agendar procedimento - Análise



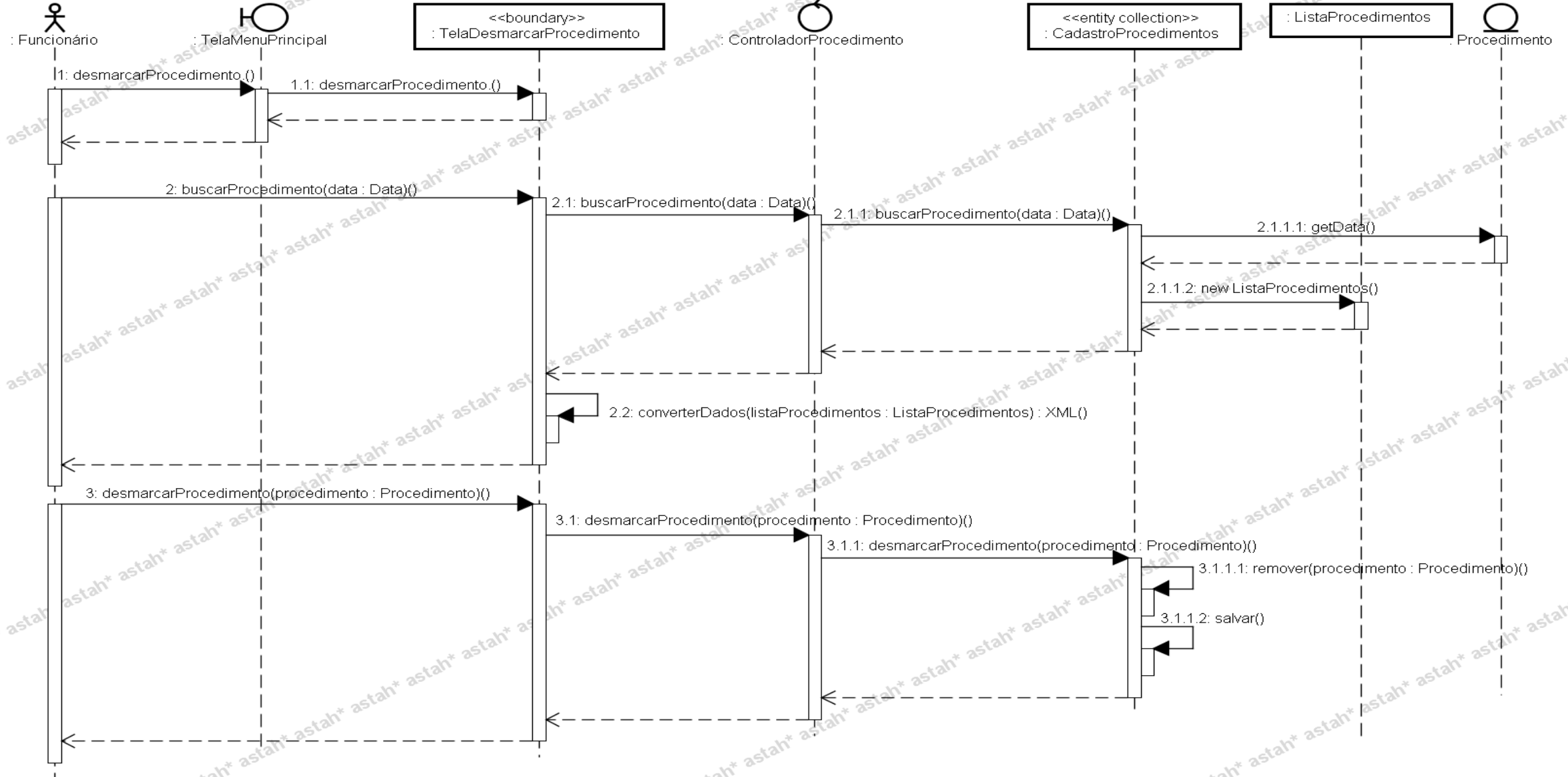
# Agendar procedimento - Projeto

Agendar Procedimento Projeto - Sequence Diagram



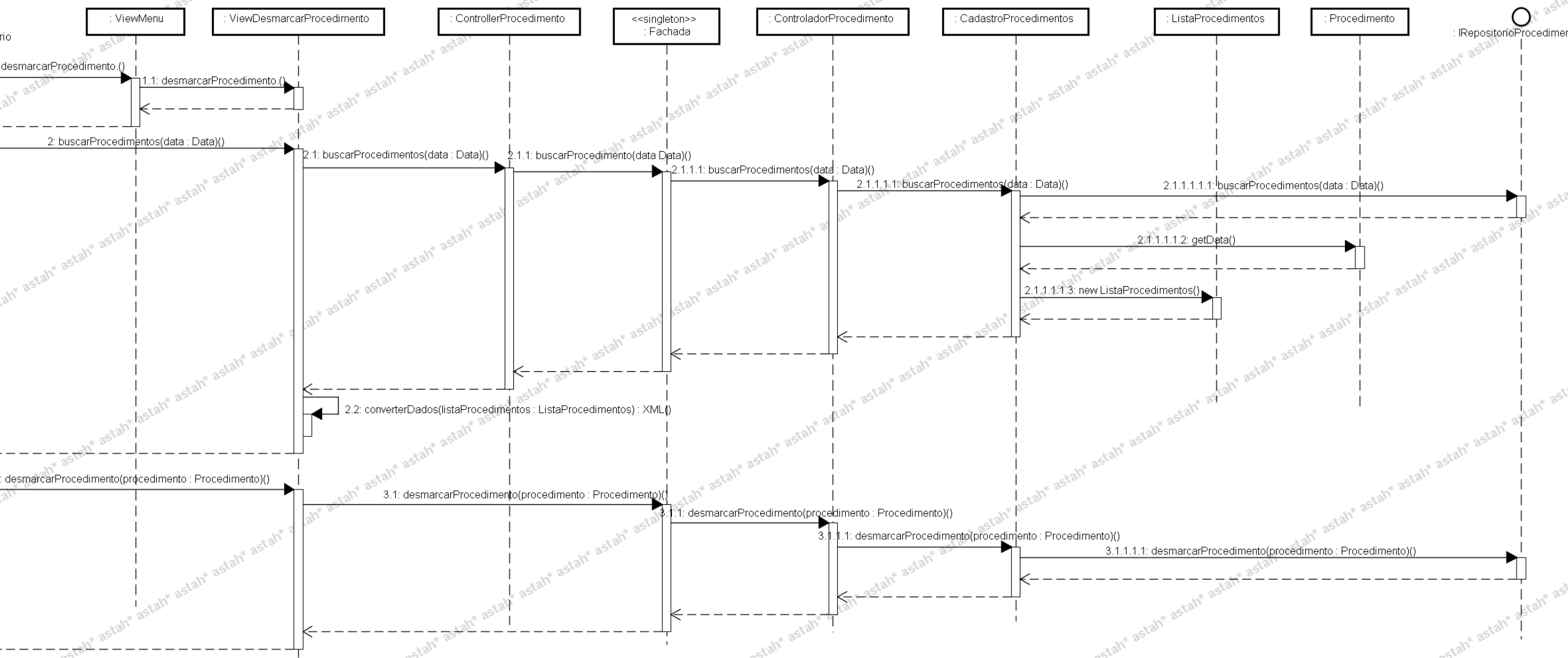
# Desmarcar procedimento - Análise

sd Desmarcar Procedimento Analise - Sequence Diagram



# Desmarcar procedimiento - Projeto

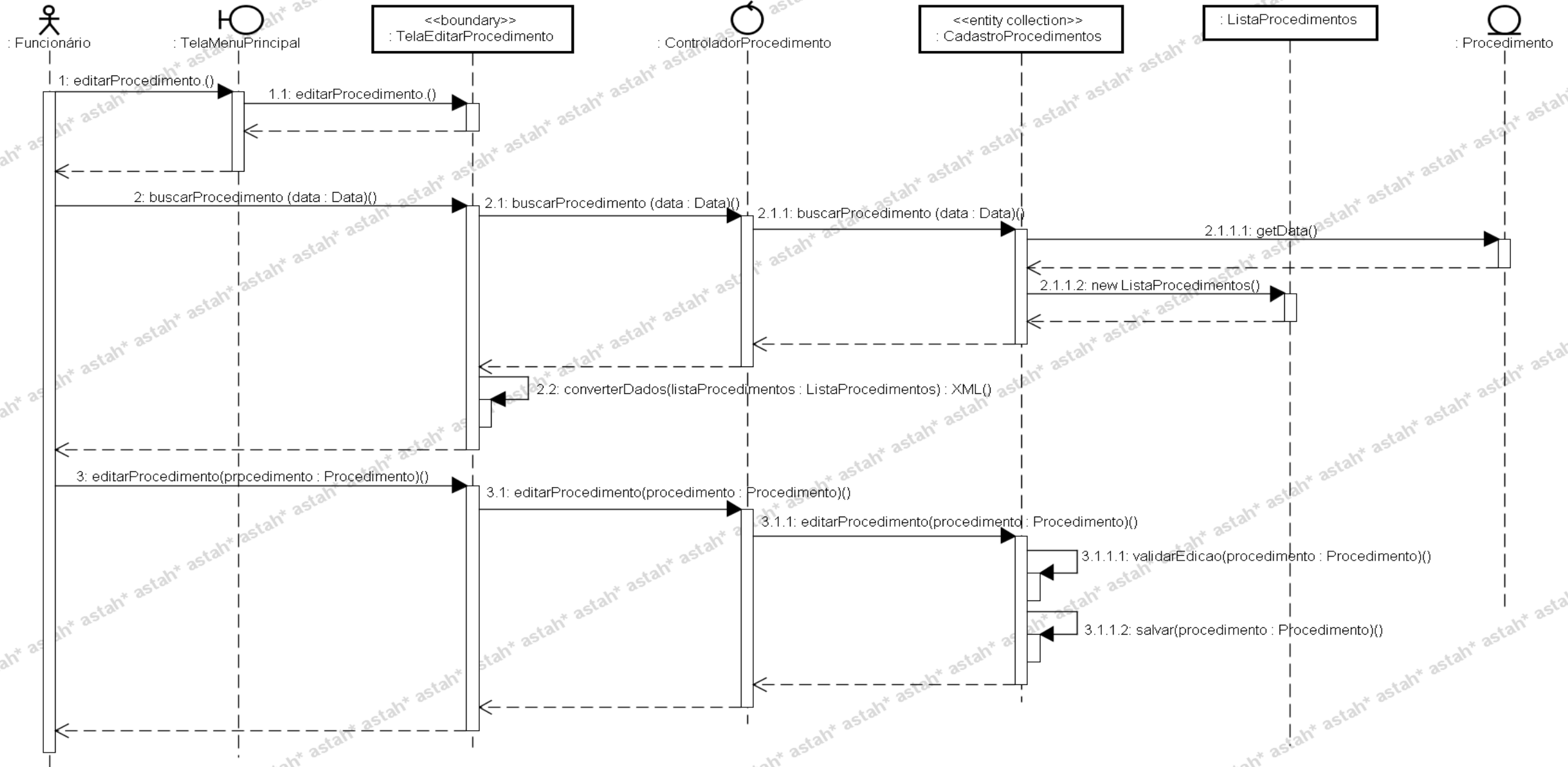
Procedimento Projeto - Sequence Diagram





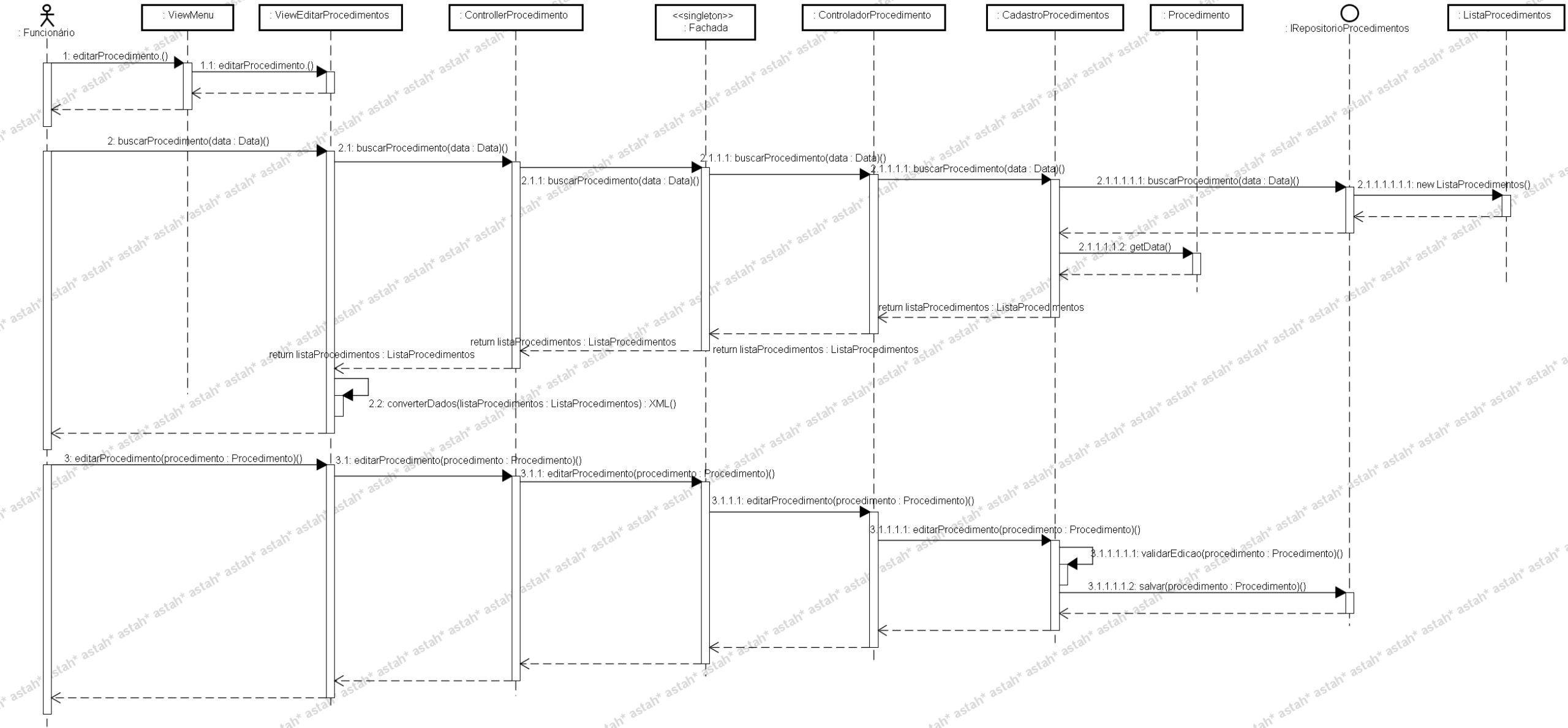
# Editar procedimento - Análise

sd Editar Procedimento Analise - Sequence Diagram



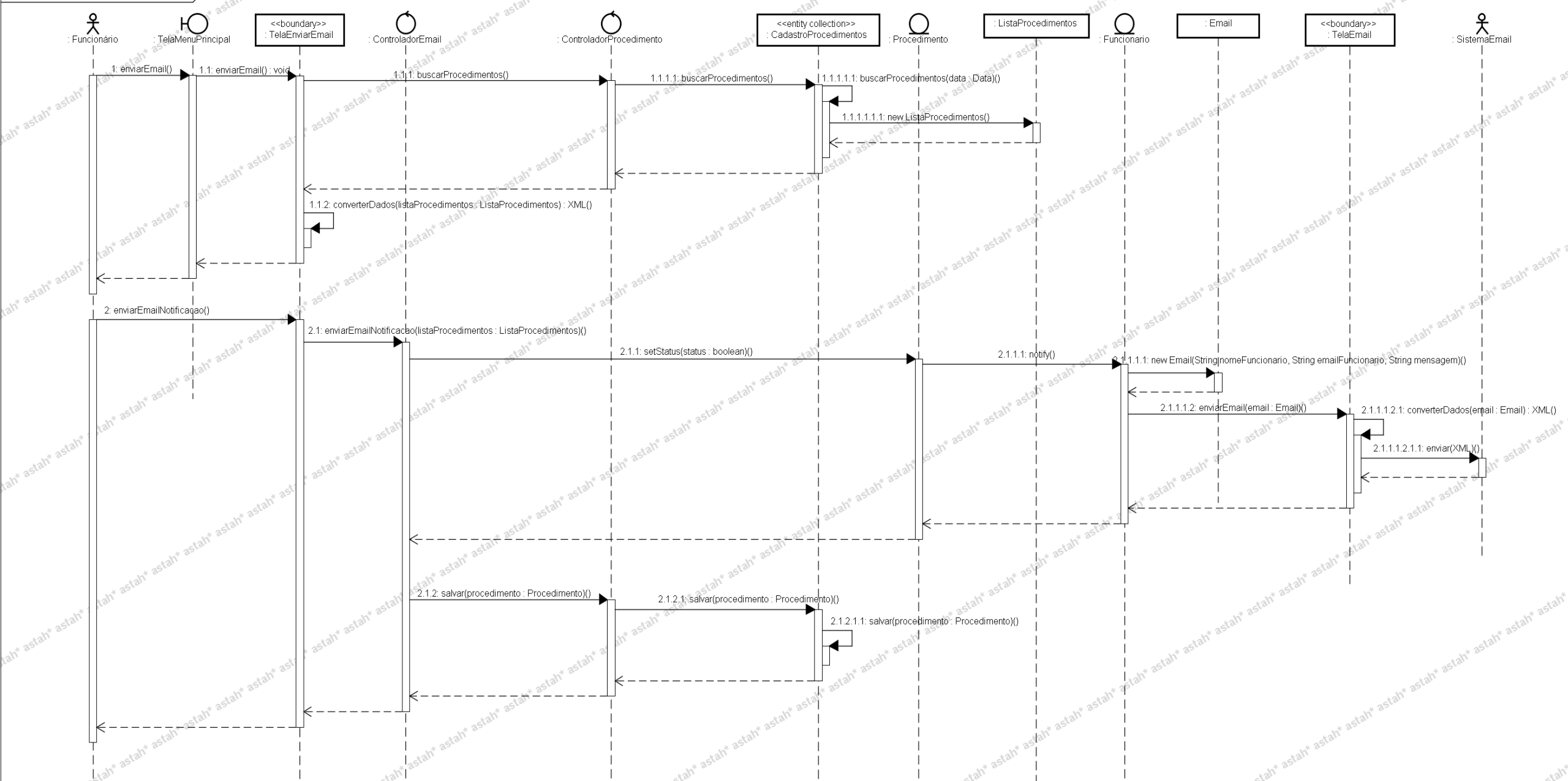
# Editar procedimento - Projeto

Editar Procedimento Projeto - Sequence Diagram



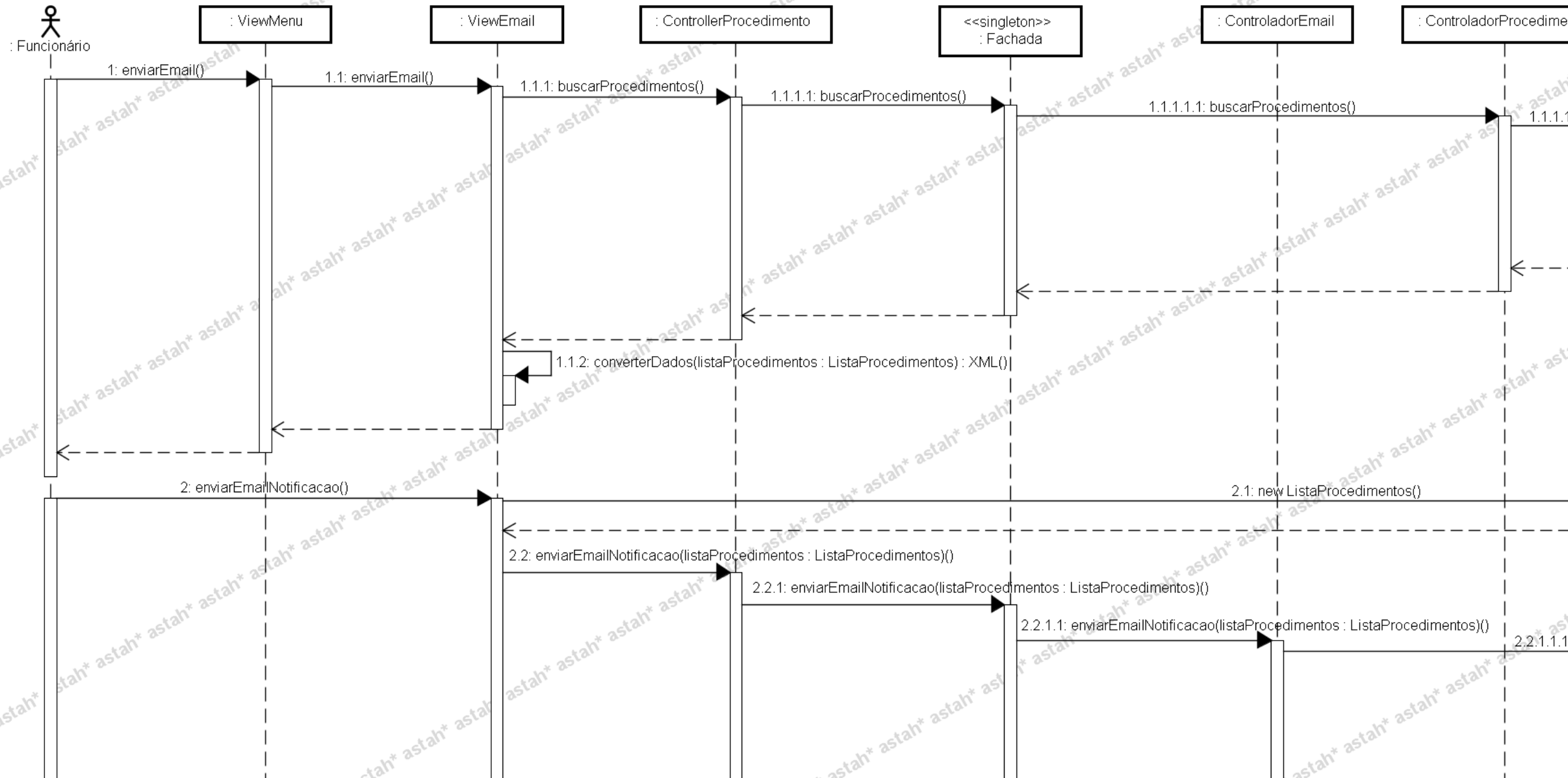
# Enviar email - Análise

sd Enviar Email Analise - Sequence Diagram

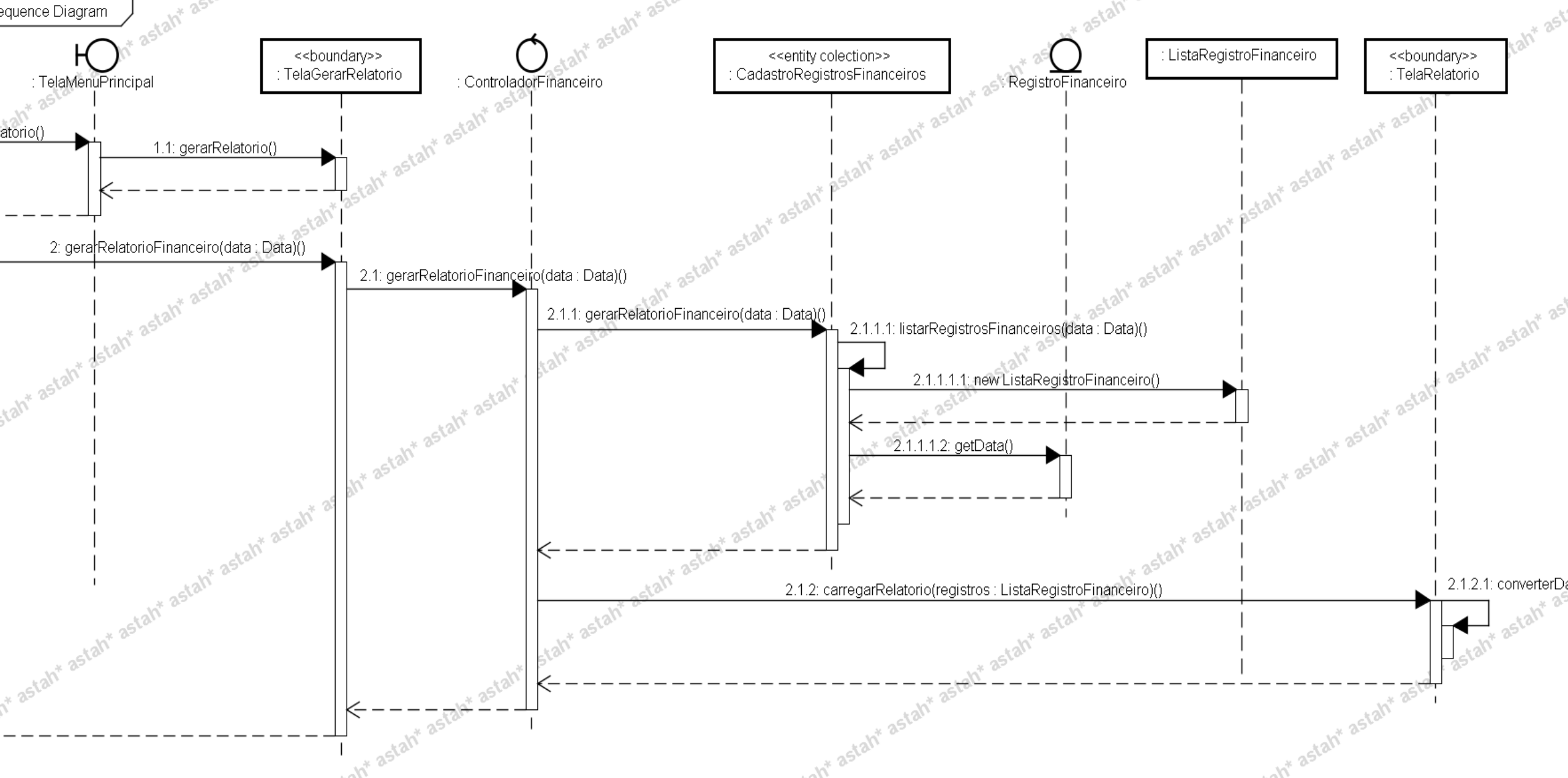


# Enviar email - Projeto

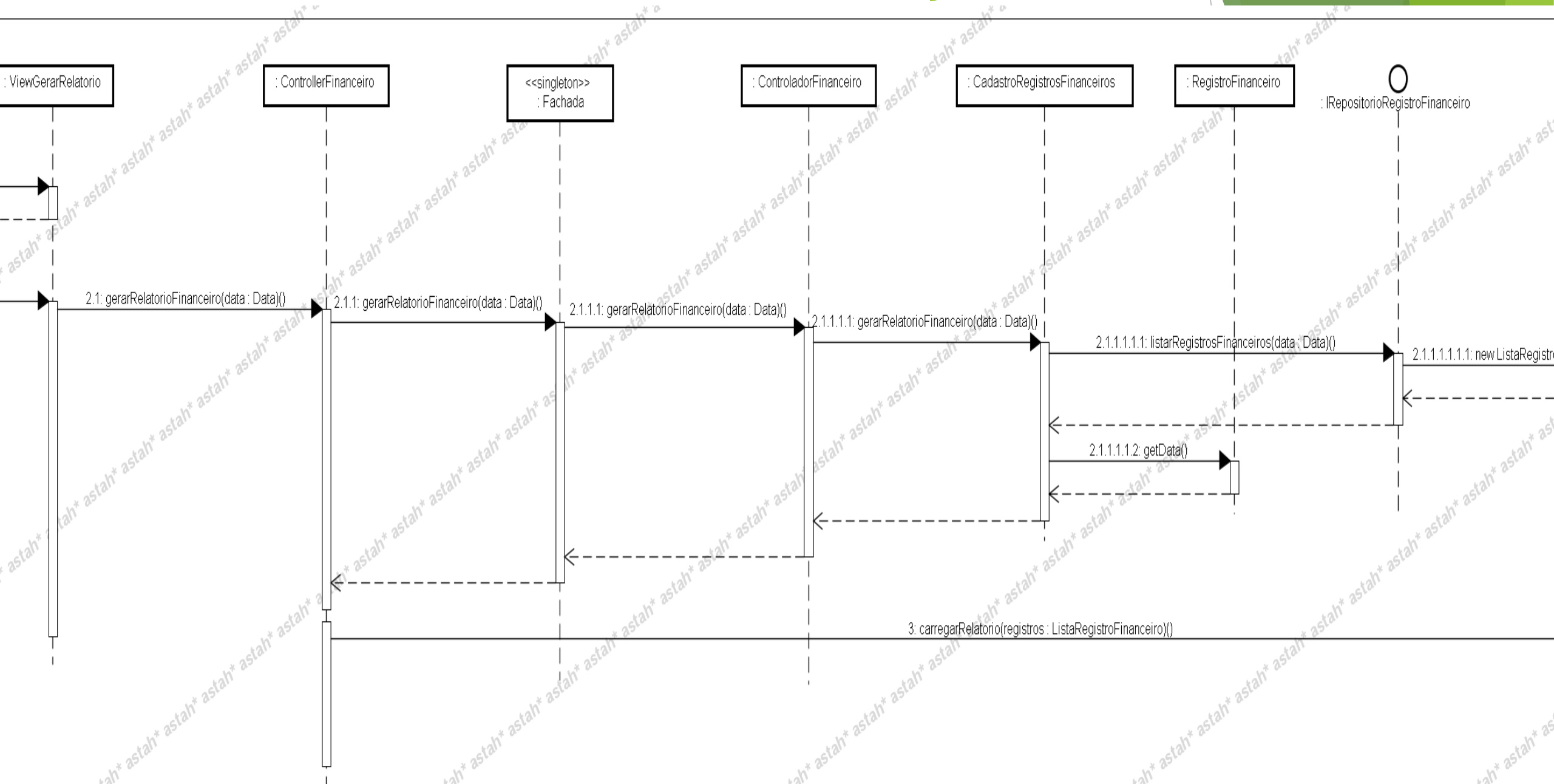
sd Enviar Email Projeto - Sequence Diagram



# Gerar Relatório Financeiro - Análise



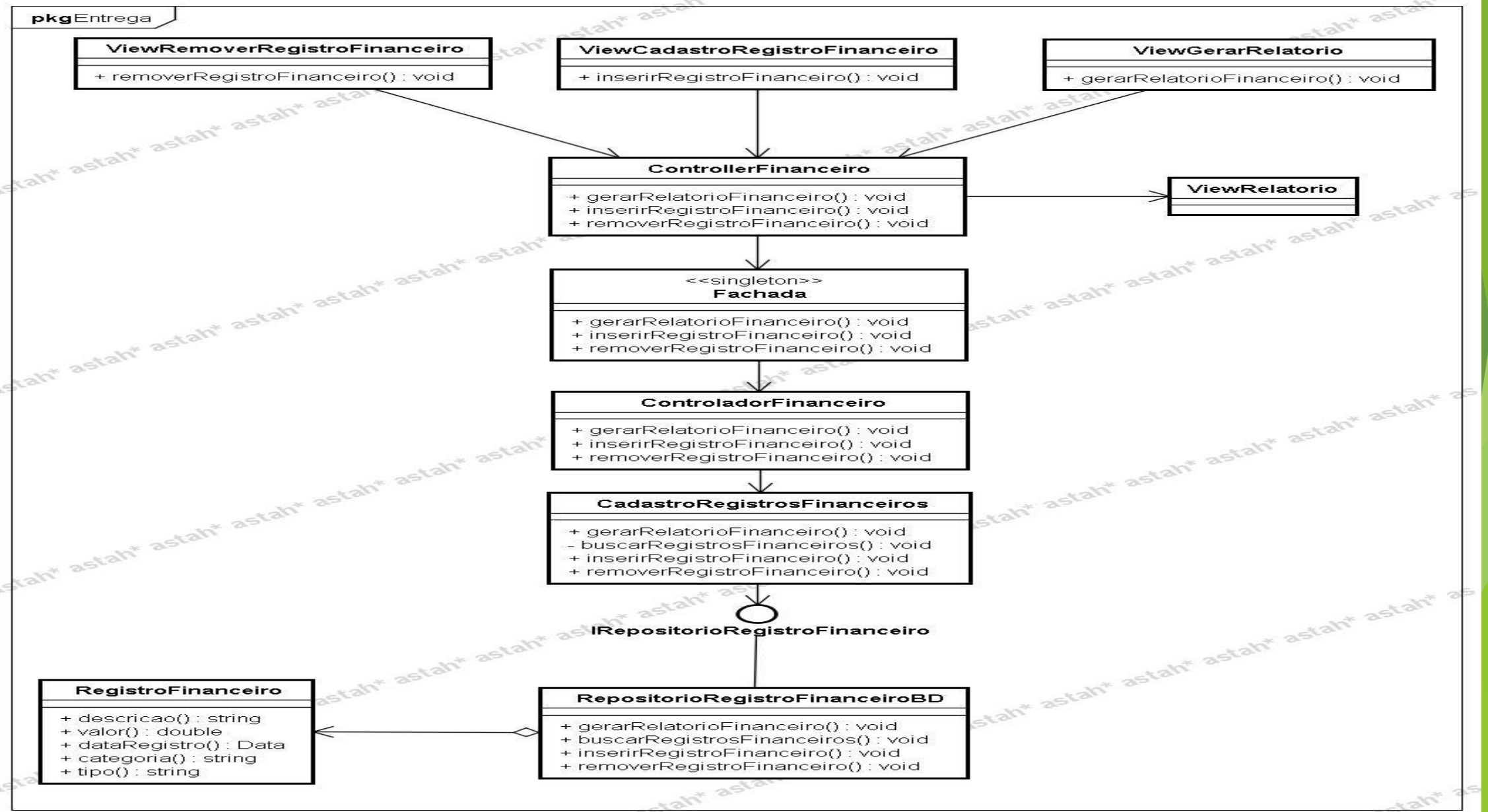
# Gerar Relatório Financeiro - Projeto



# Projeto de Casos de uso

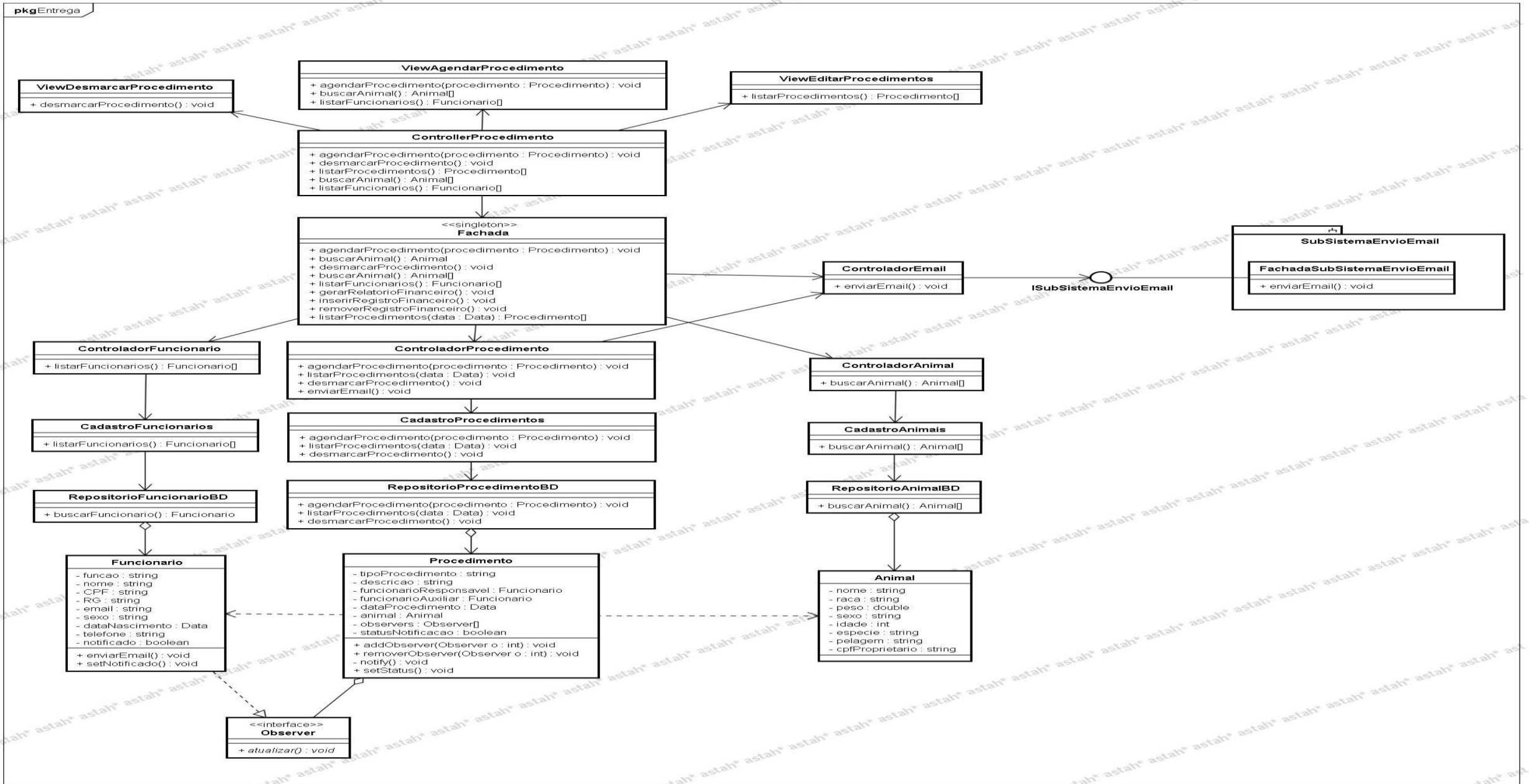


# Diagrama de classes - Projeto





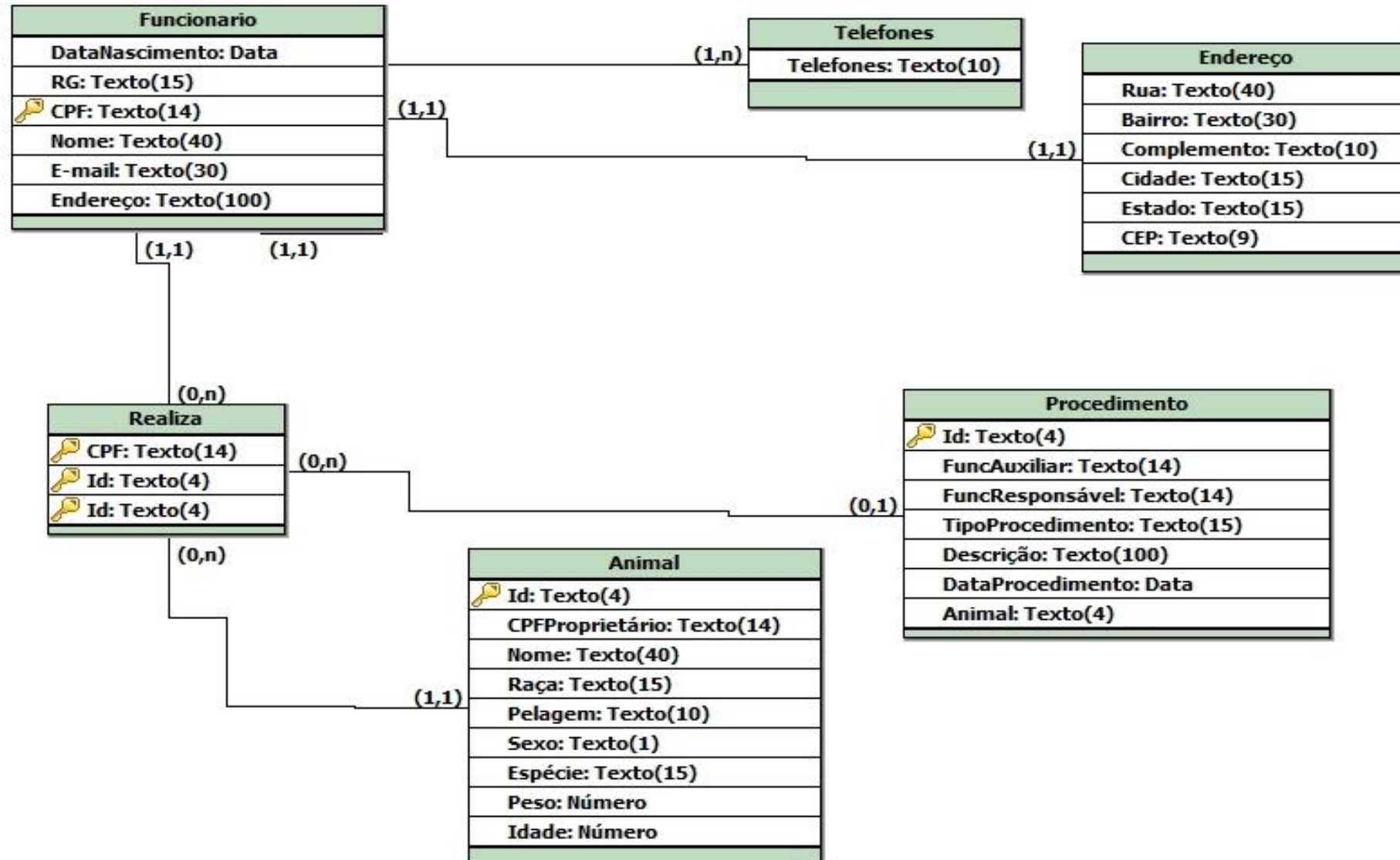
# Diagrama de classes - Projeto



# Projeto de Banco de Dados

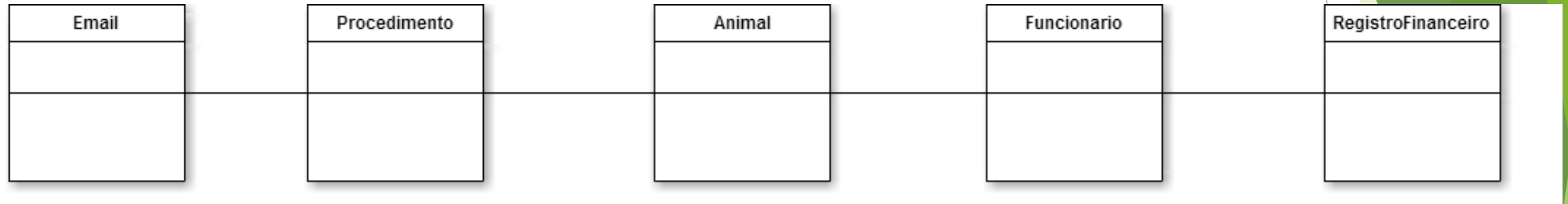


# Mapeamento de classes persistentes

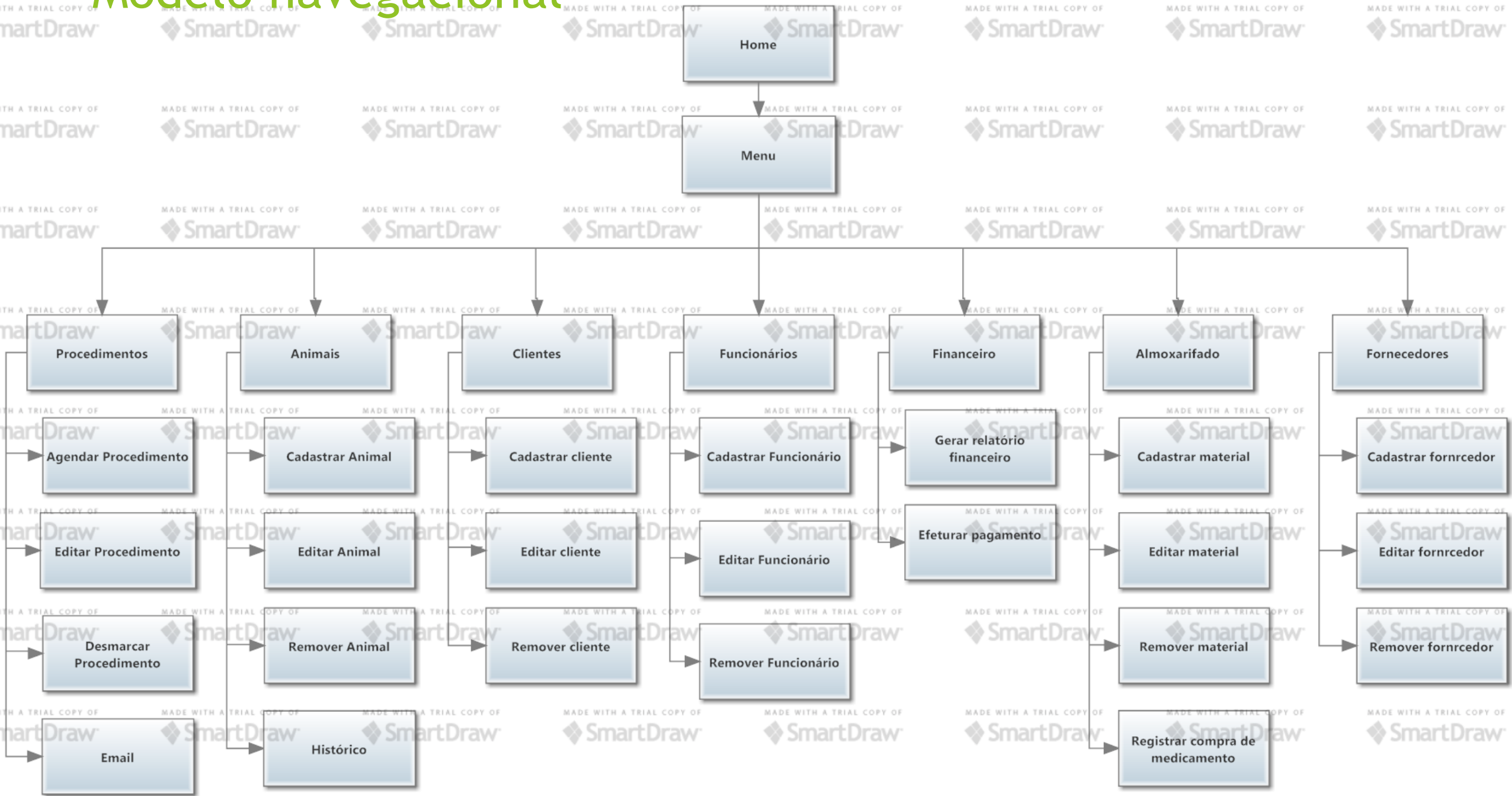


# Especificação do Modelo de Negócio

# Modelo de informação do Negócio



# Modelo navegacional



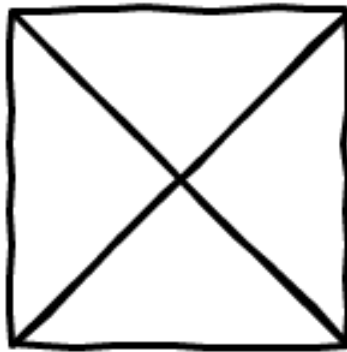
# Protótipos de interface gráfica



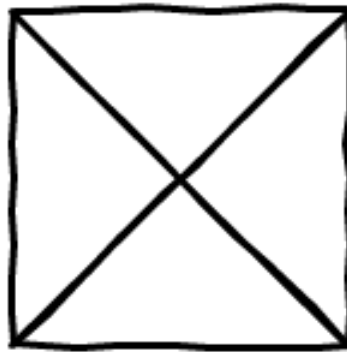
# Tela inicial

Logo

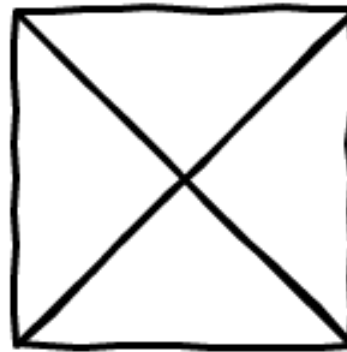
● Bem-vindo, veterinário



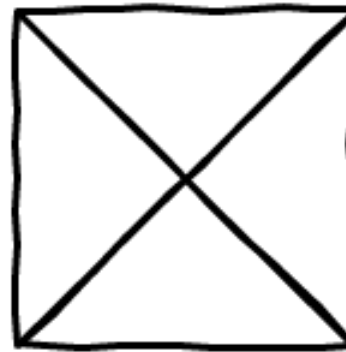
Agendar Procedimento



Visualizar Procedimentos



Notificar por e-mail



Exibir relatório



# Listar procedimentos

Logo

● Bem-vindo, veterinário

Procedimento 1

Editar

Apagar

Procedimento 2

Editar

Apagar

Procedimento 3

Editar

Apagar

Procedimento 4

Editar

Apagar

Procedimento 5

Editar

Apagar

Procedimento 6

Editar

Apagar

# Agendar procedimento

Logo

● Bem-vindo, veterinário

Data do  
procedimento

Descrição

Funcionários



Tipo de  
procedimento



Animal



Agendar

# Notificar procedimentos

Logo

● Bem-vindo, veterinário

Procedimento 1

Notificar

Procedimento 2

Notificar

Procedimento 3

Notificar

Procedimento 4

Notificar

Procedimento 5

Notificar

Procedimento 6

Notificar

Notificar  
selecionados

# Exibir relatório

Logo

● Bem-vindo, veterinário

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De:

Data

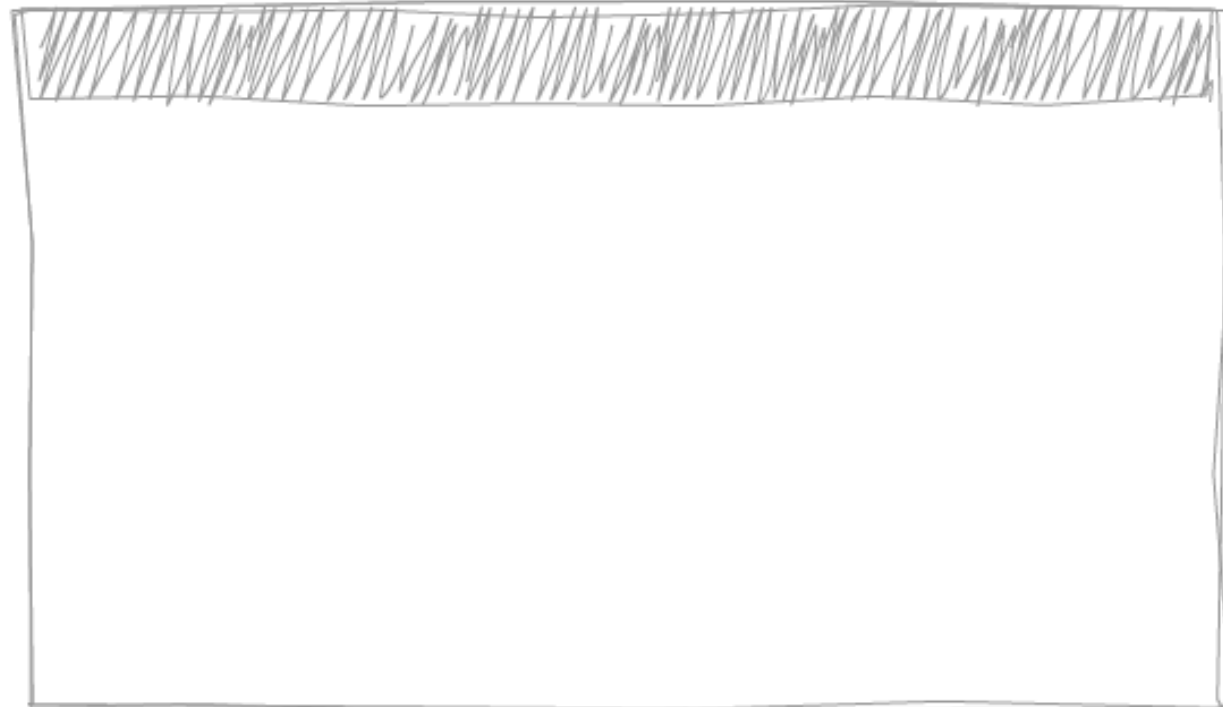
Até:

Data

Filtrar por:

Receita

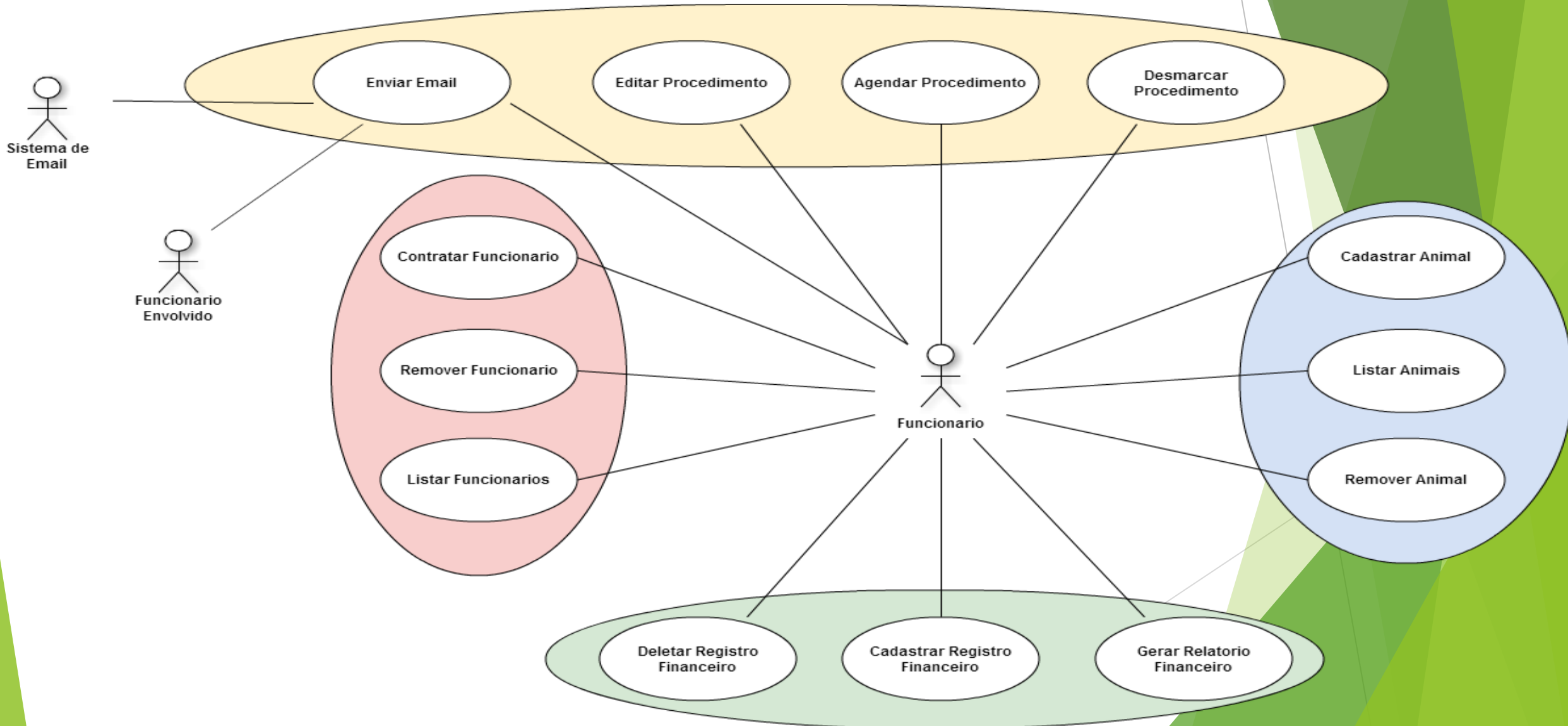
Despesa



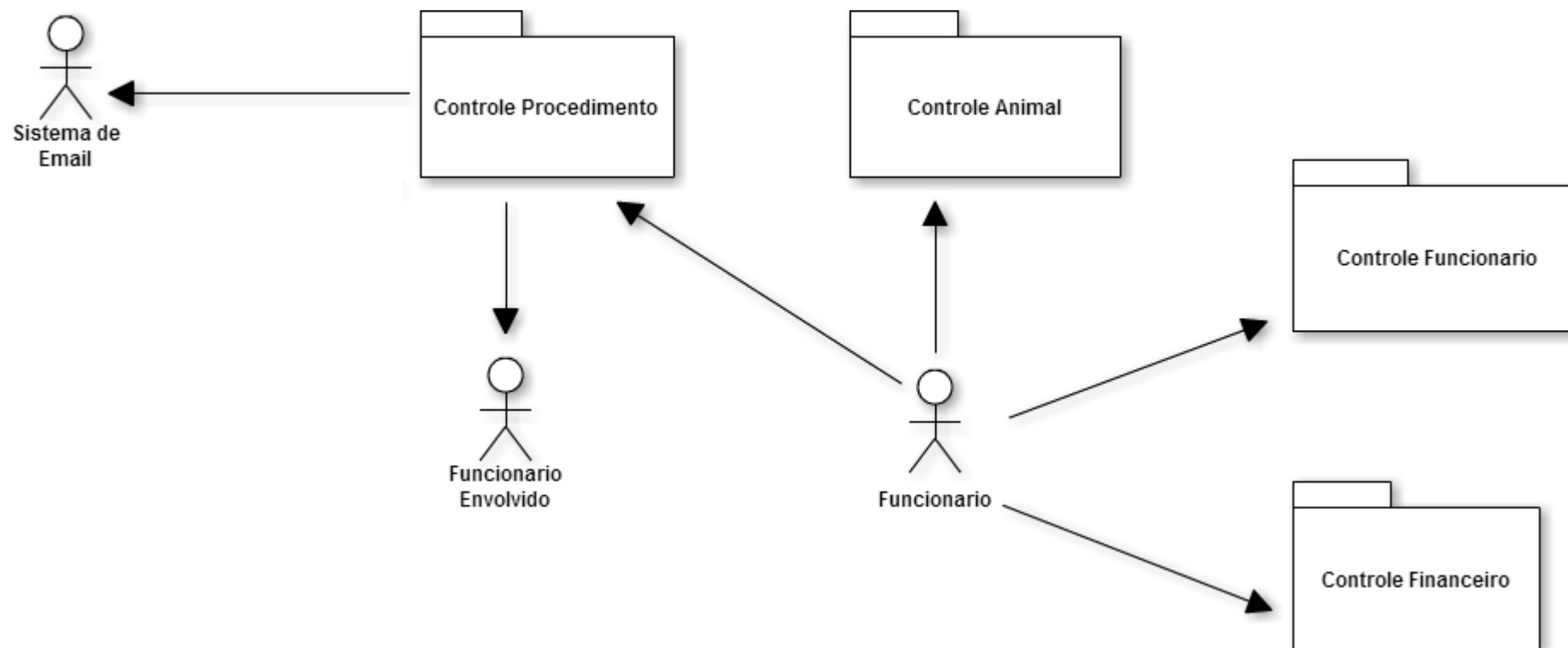
# Análise de serviços



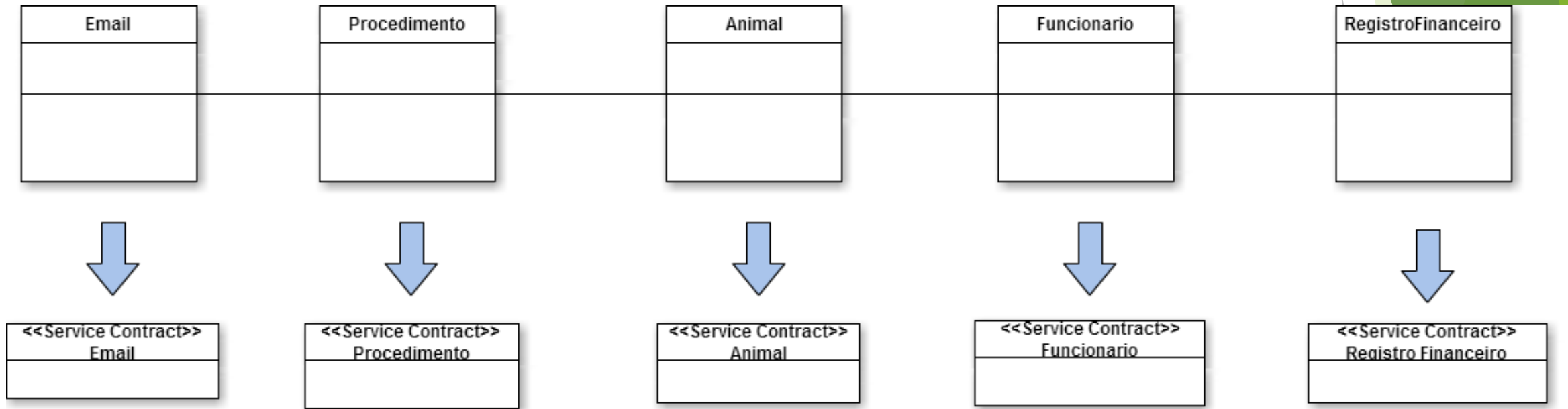
# Empacotamento de Casos de Uso



# Diagrama de Pacotes de Serviços

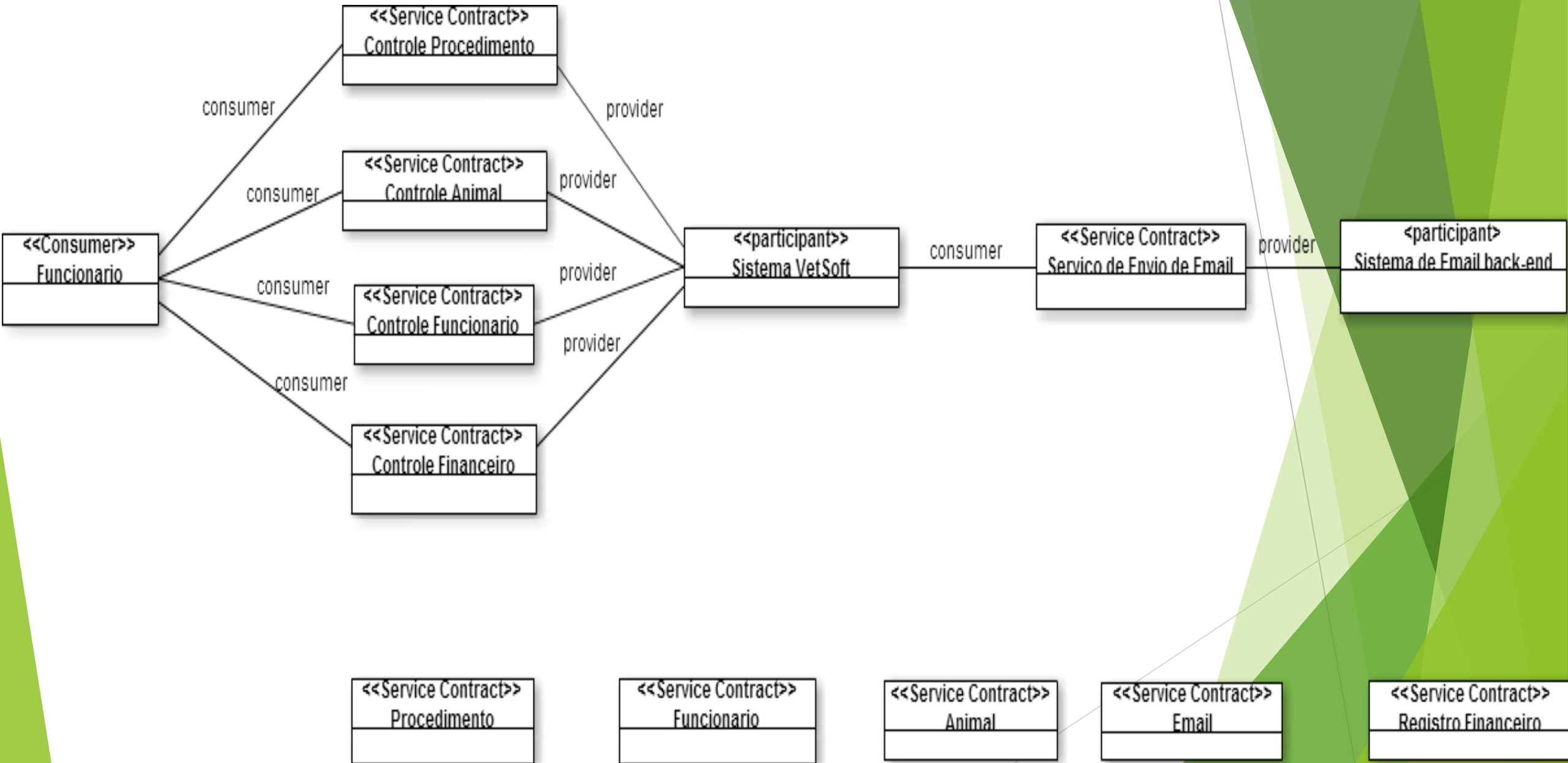


# Análise de serviços por entidades





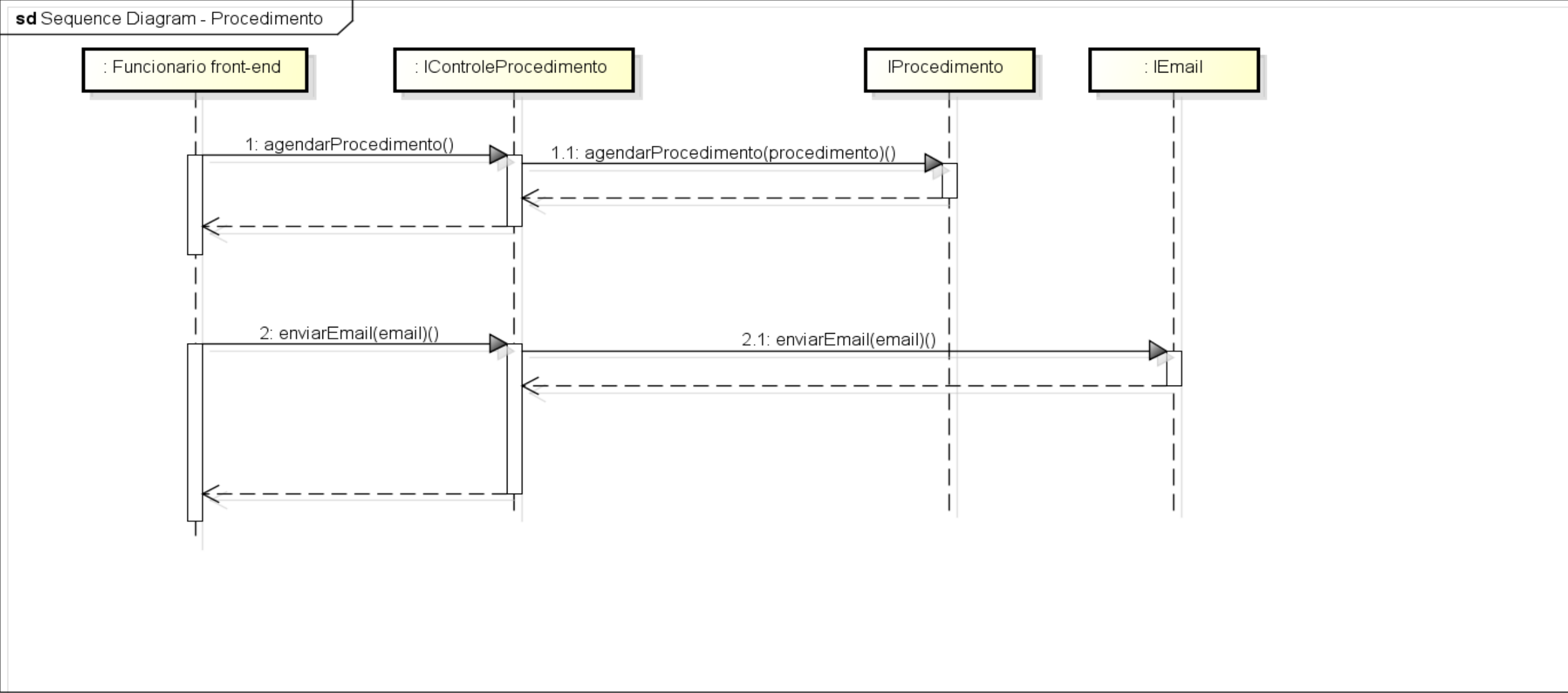
# Arquitetura dos serviços



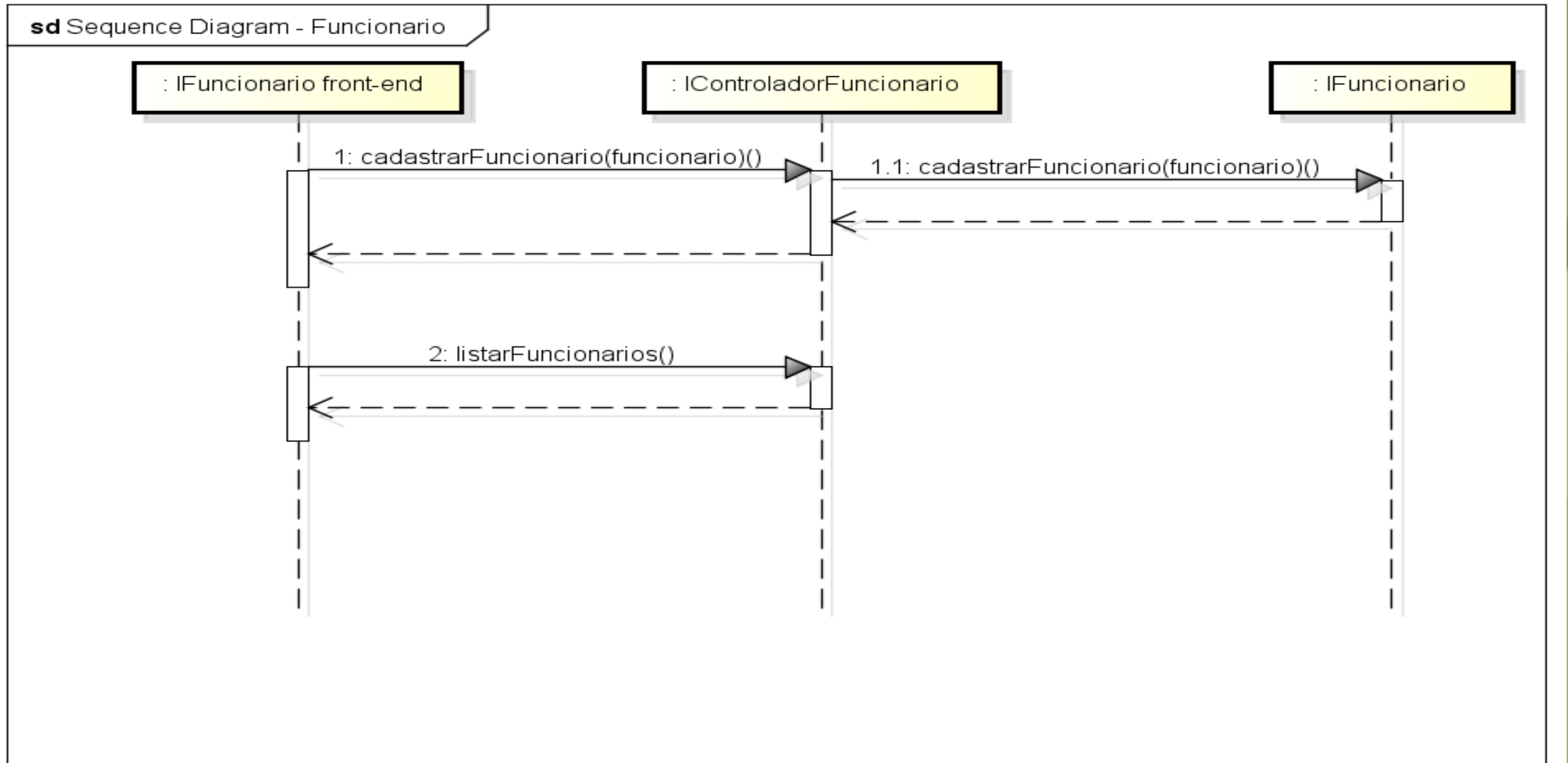
# Modelos de interação de serviços



# Diagrama de interação - Procedimento

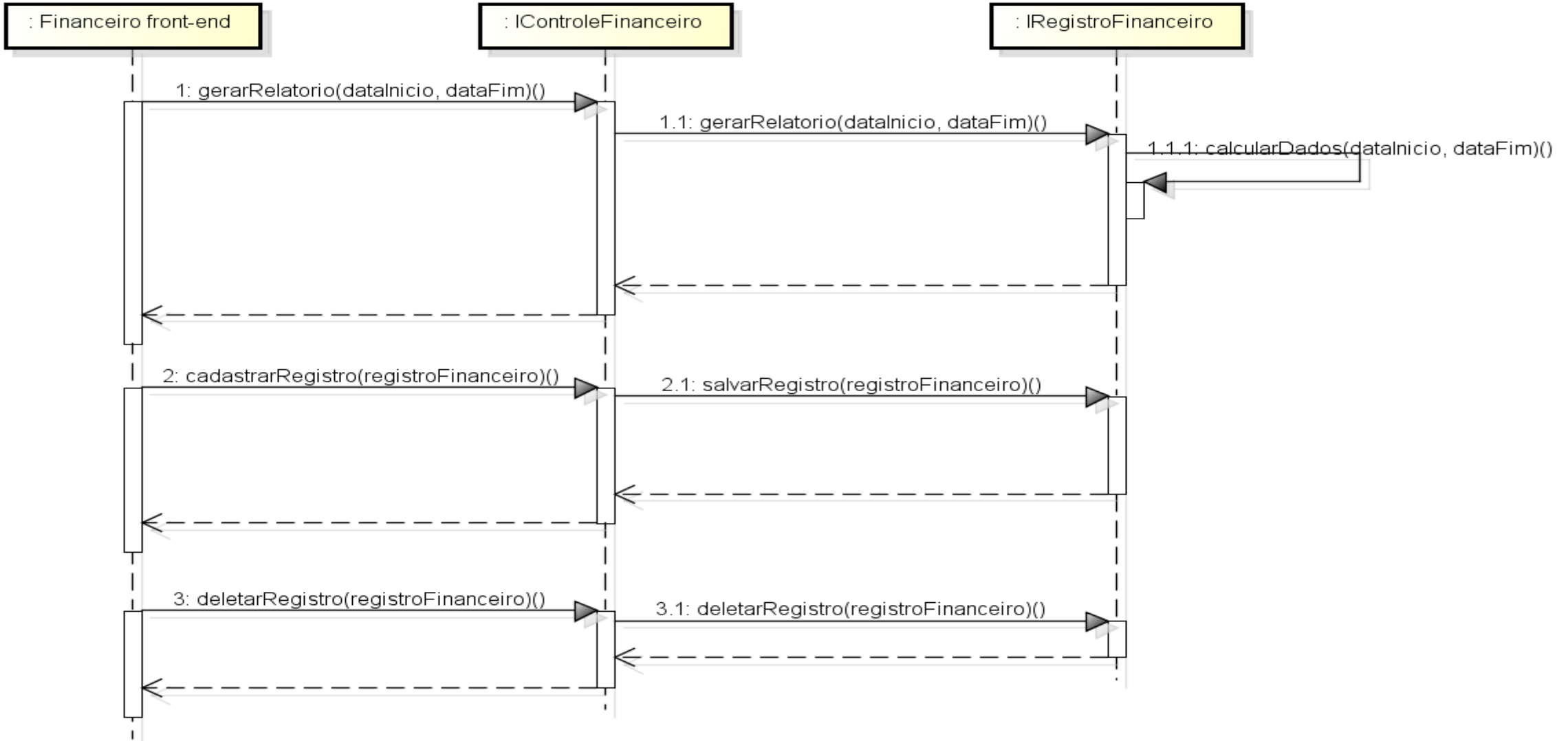


# Diagrama de interação - Funcionário

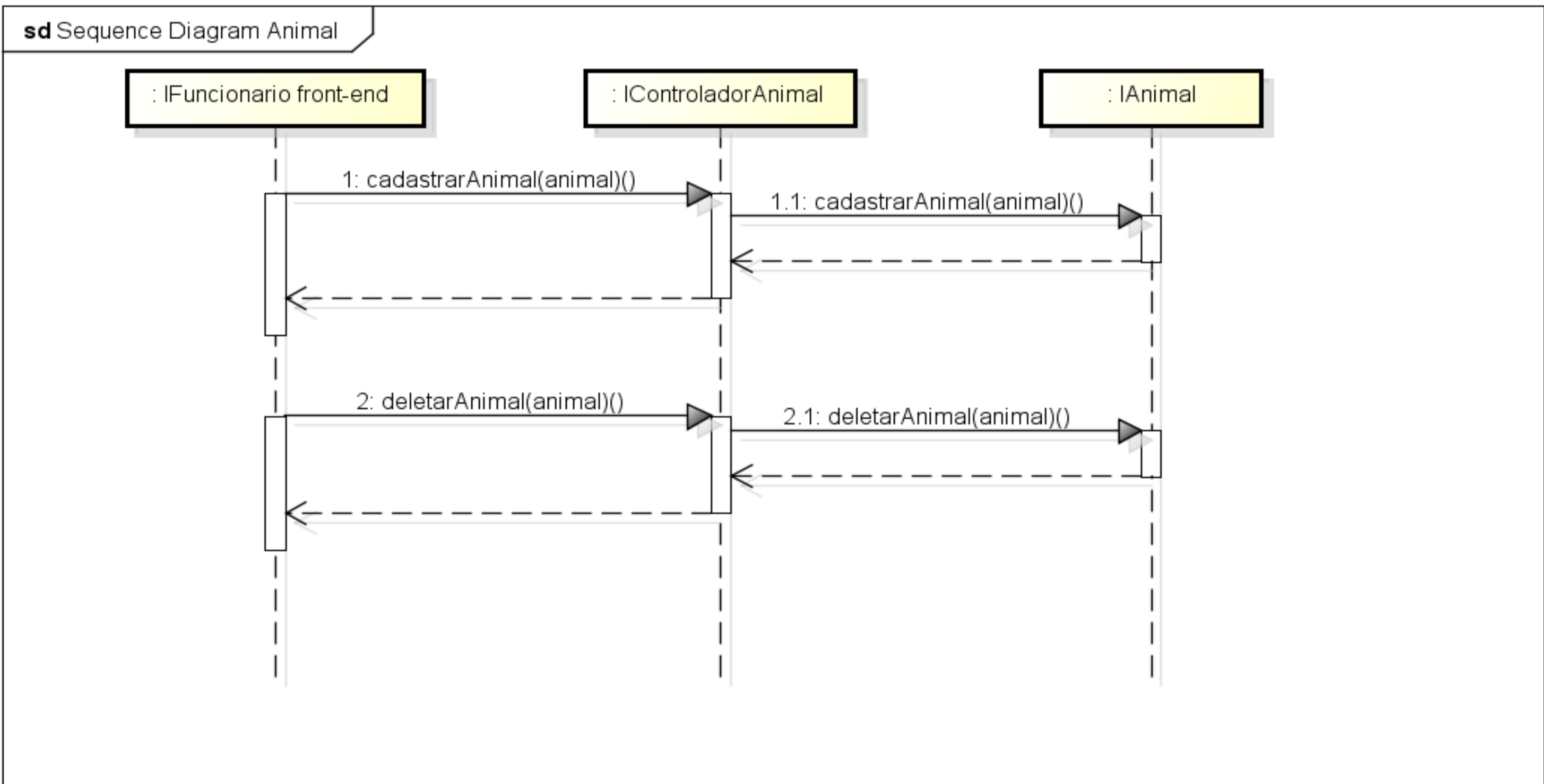


# Diagrama de interação - Financeiro

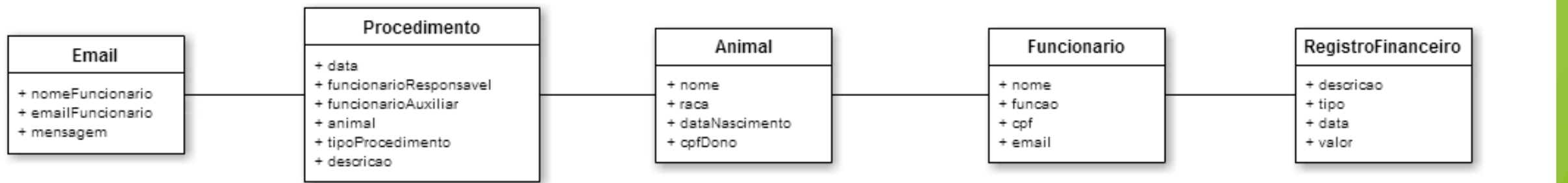
sd Sequence Diagram - Financeiro



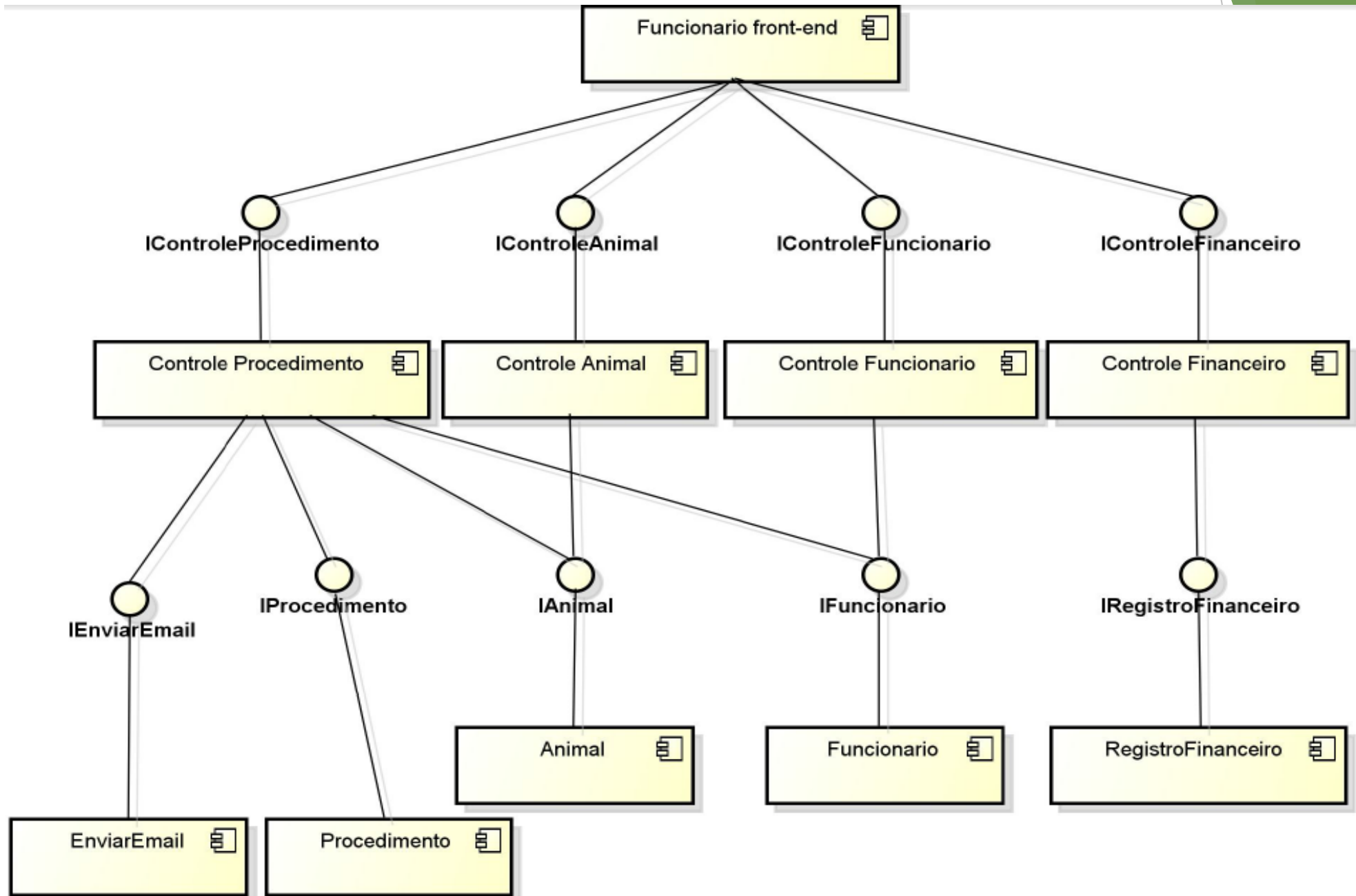
# Diagrama de interação - Animal



# Modelo de informação do Negócio refinado



# Diagrama de componentes

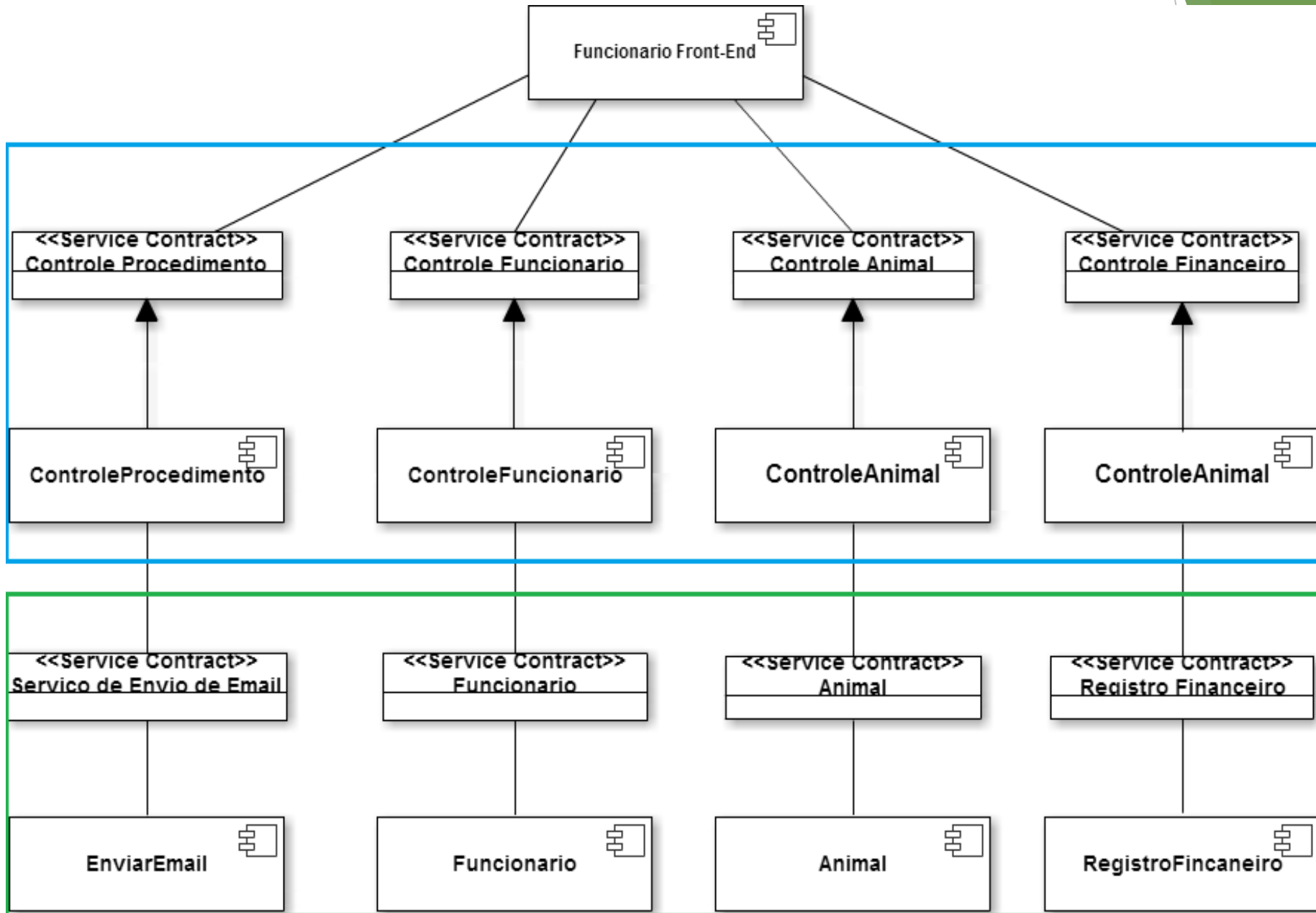




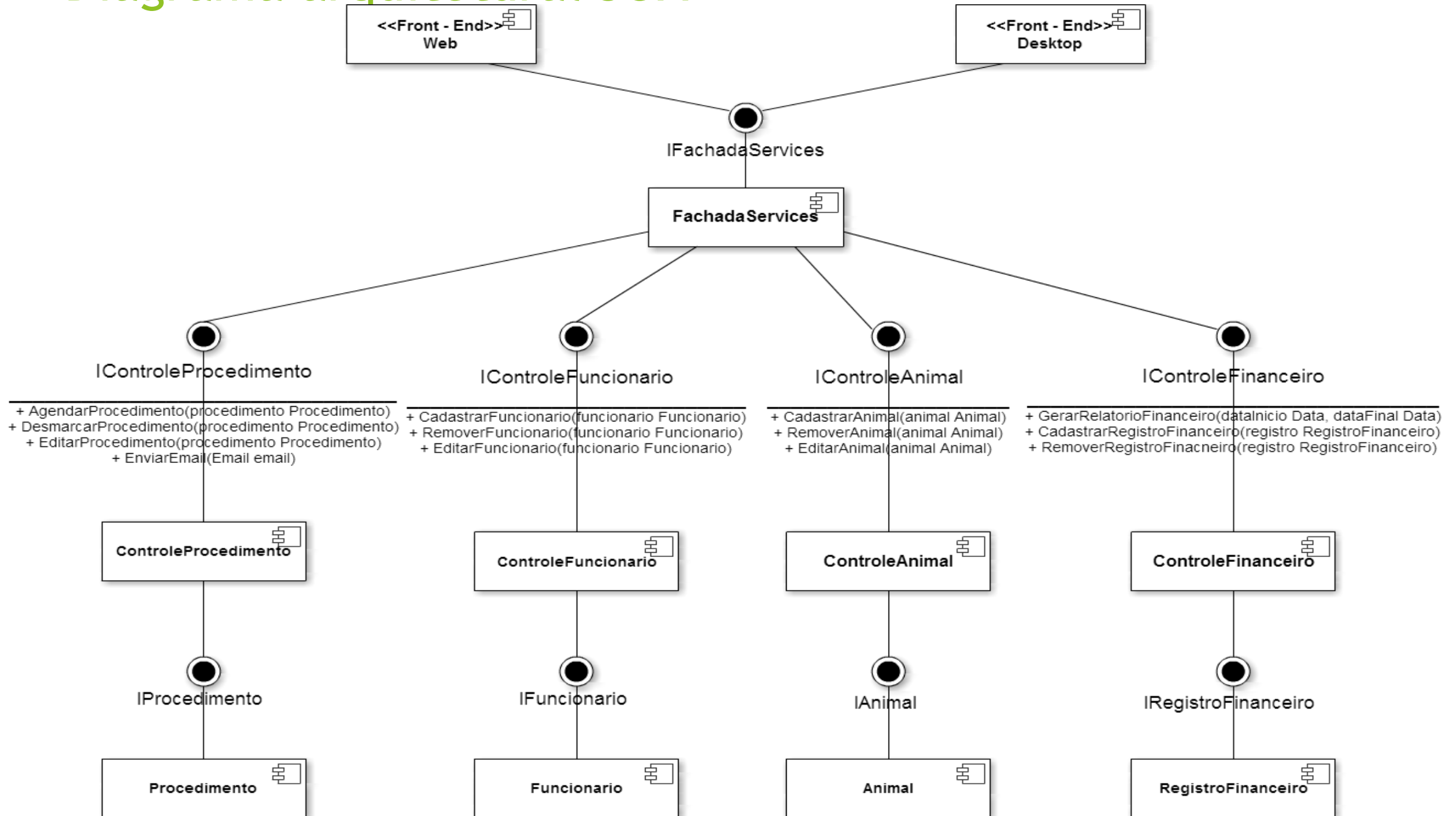
# Diagrama arquitetural SOA



# Identificação de padrões

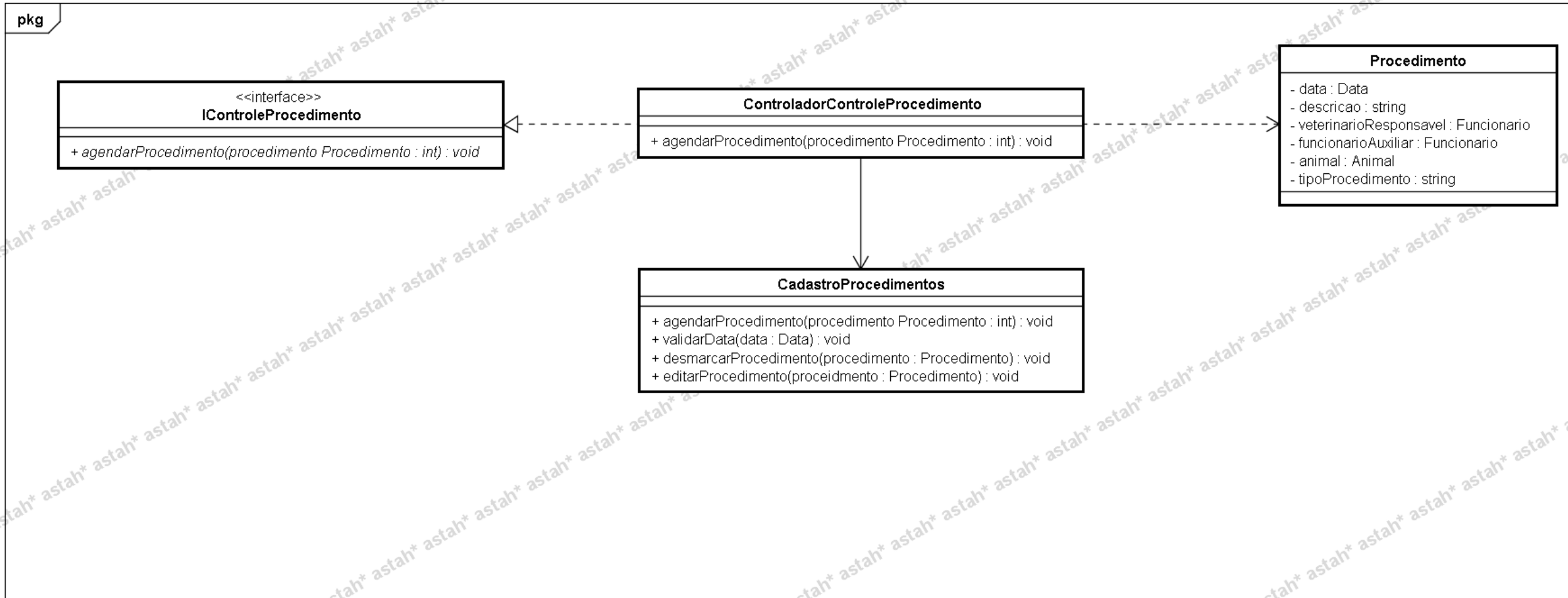


# Diagrama arquitetural SOA



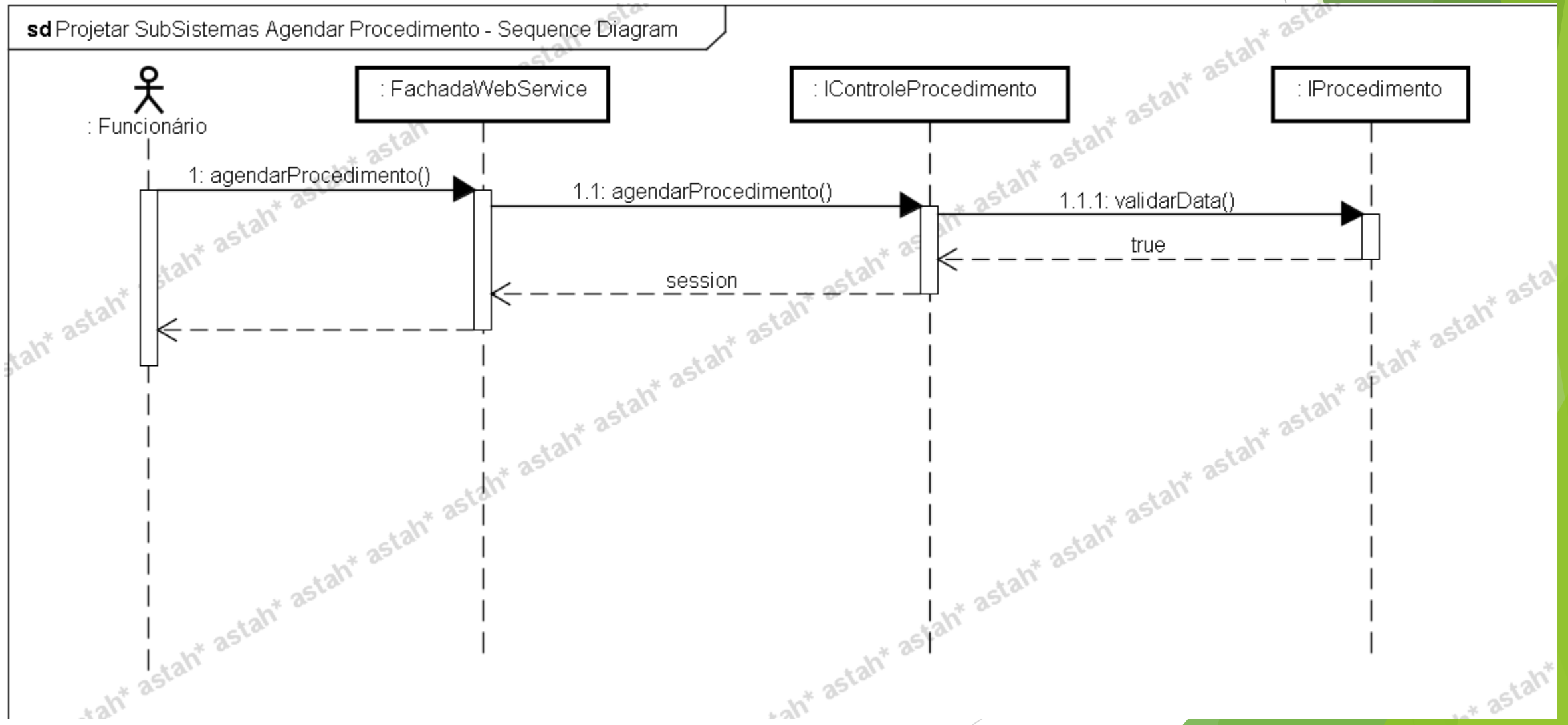
# Projetar Back - End

Identificar Elementos de Projeto:



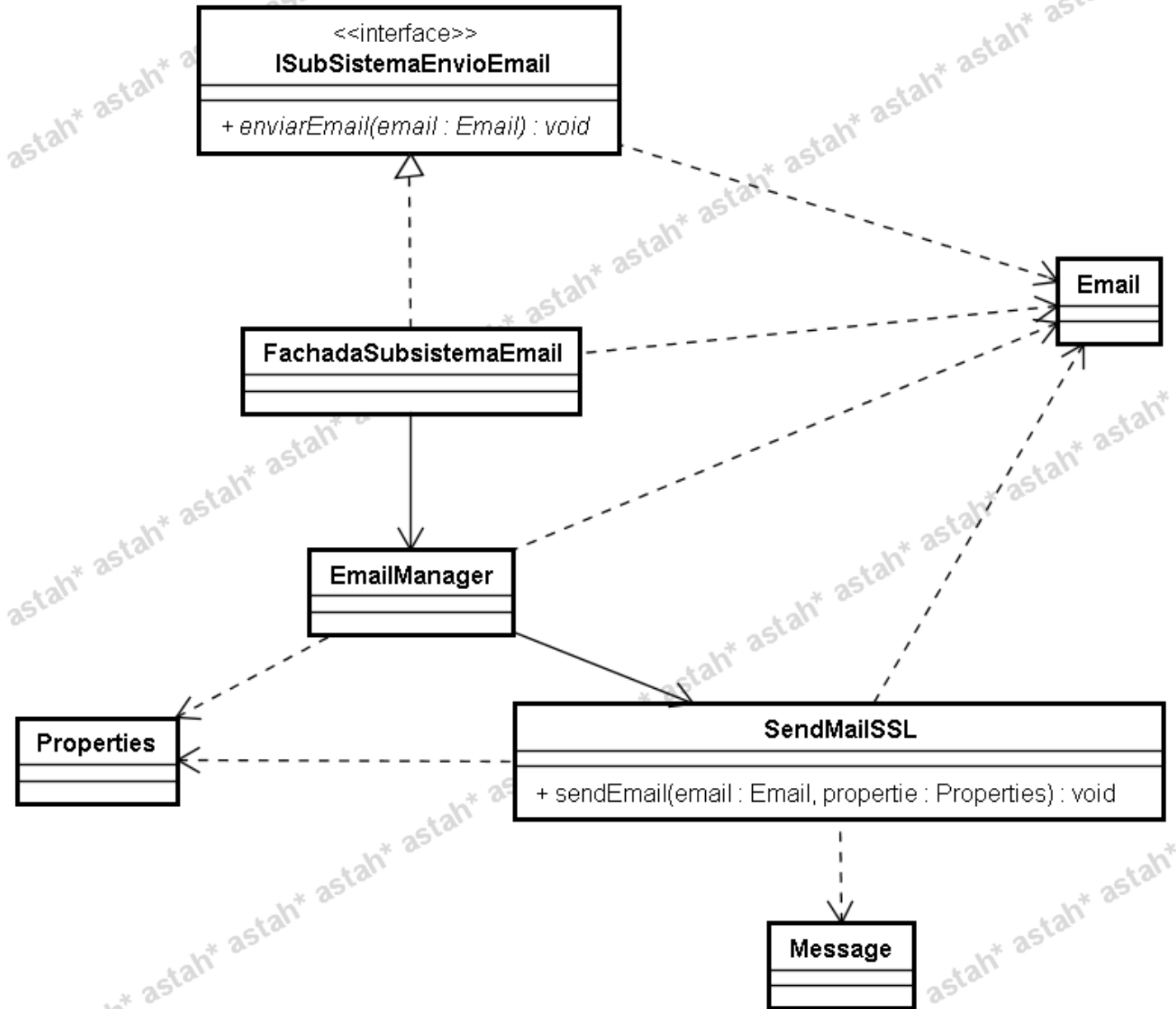
# Projetar Back - End

Distribuir Comportamento:



# Projetar Back - End

Documentar elementos de subsistema



# Projetar Front-End

VetSoft - Mi&Au

VetSoft **Cadastros** Clínica Financeiro Estoque Gerência

- Pacientes
- Funcionários
- Procedimentos**

Cod  Tipo de Procedimento

Resposável

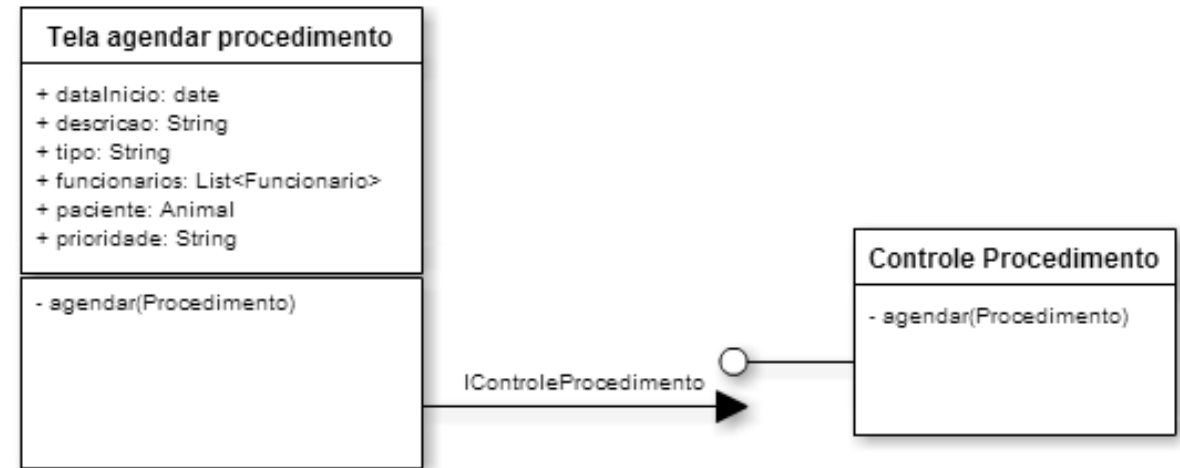
Data do Procedimento

Paciente

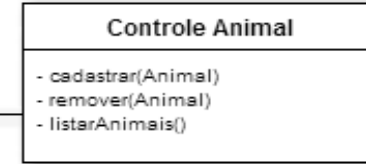
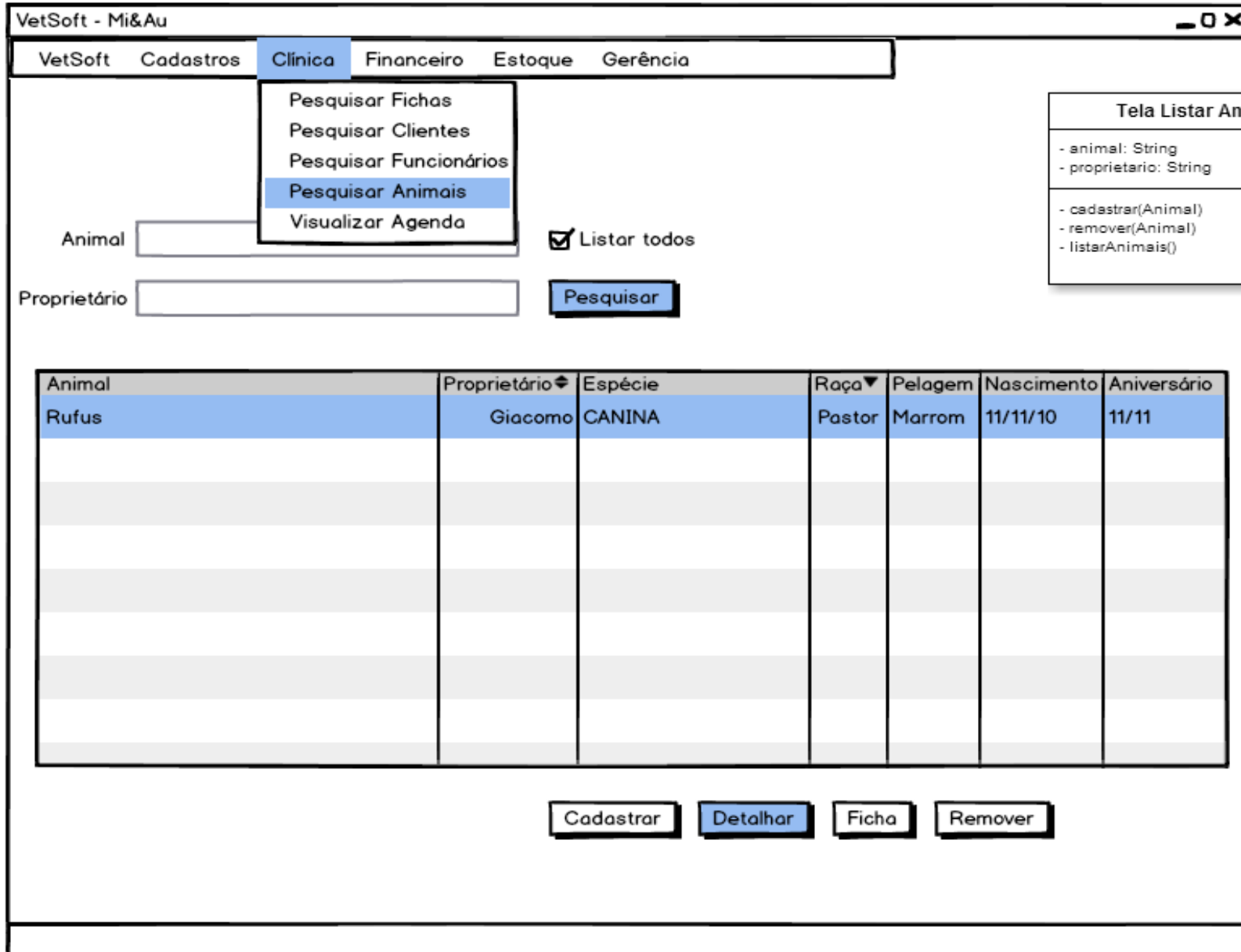
Descrição

Auxiliar

Prioridade



# Projetar Front-End



IControlAnimal





# Projetar Front-End

