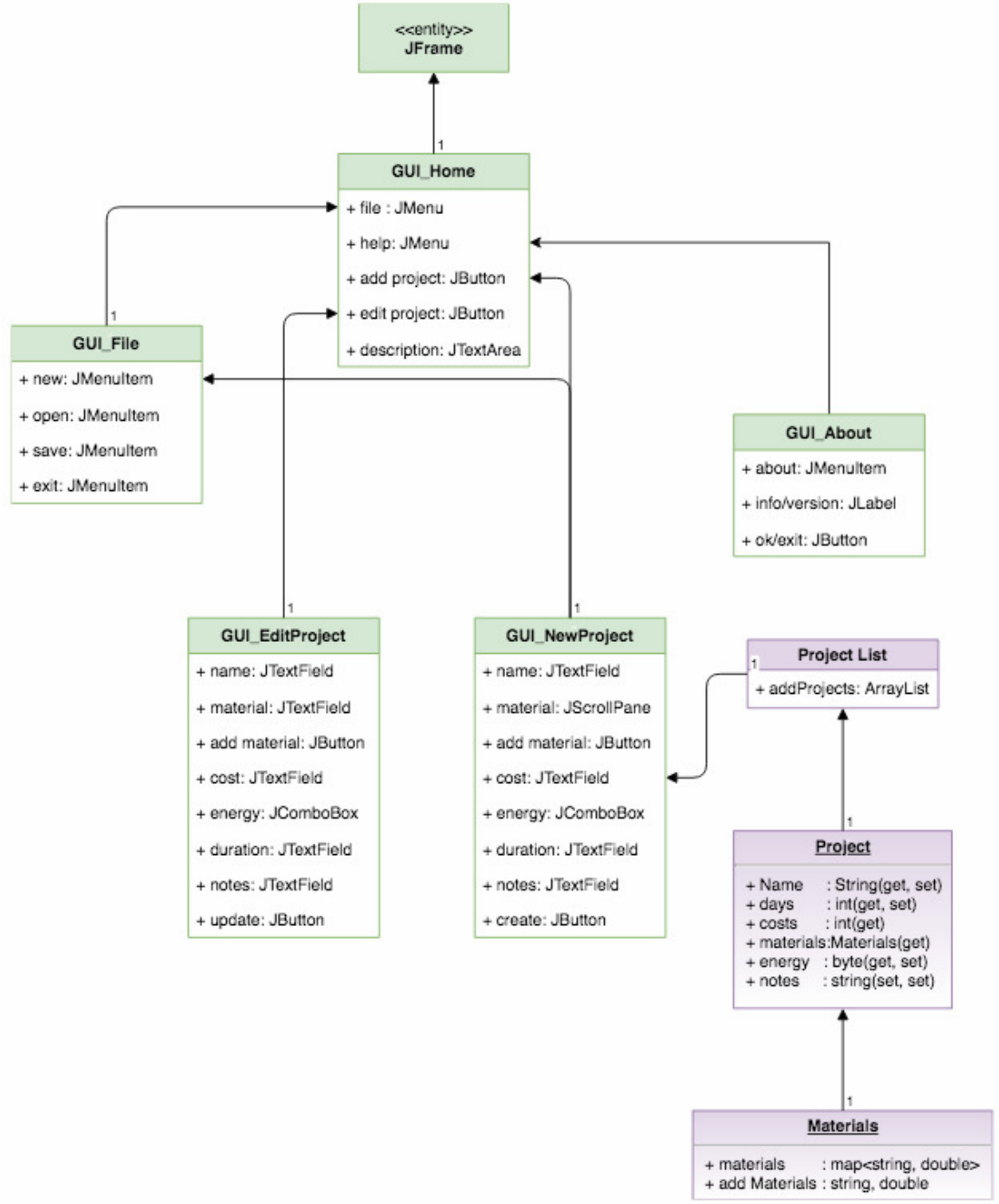
Team: 404 NOT FOUND

User Story 1 Class & Sequence Diagrams

US1: As a DIYer, I want an app that collects project costs, duration, and other data that I want to put in.

Class Diagram



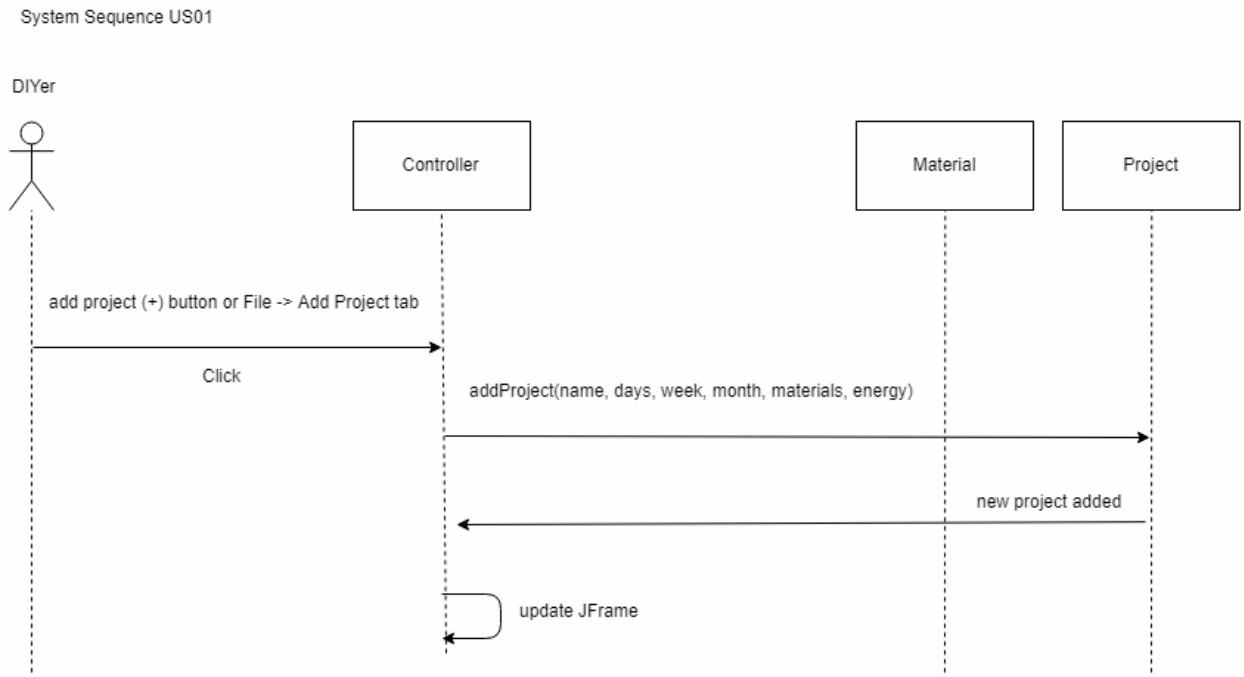
Class Diagram Design Decision and Rationale

Our GUI components will be using Java Swing. GUI_Home is the main page that you will see when you open our application, which goes inside a JFrame. It contains a JMenu, which has file and help menus. The file menu contains the elements in GUI_File which allow you to create a new project, open and save your workspace, and exit the program. The help menu contains GUI_About, which is used to display project information such as version.

When you choose to add a project from GUI_Home, GUI_NewProject opens and allows you to enter the information for your new project. Choosing to edit a project from GUI_Home opens GUI_EditProject, which is almost identical to GUI_NewProject but the 'create' button is now and 'update' button.

When you select 'create' in GUI_NewProject, a new Project object is created storing all the inputed information. We chose to make Materials a separate class because the material input will be the most complicated input of our application, so we will isolate. This new Project is then added to the ProjectList which is displayed on GUI_Home. The 'update' button in GUI_EditProject will update the fields in the Project which will be reflected in GUI_HOME. Since the two windows are almost identical, we will be able to reuse code.

Sequence Diagram



Sequence Diagram Design Decisions and Rationale

The DIYer will initiate the create new project process by either selecting the add project button on the home page or through the File menu and selecting new project. We chose to have this option in two places because it makes it easier to find. The controller will then call the addProject method and pass all the project information through it. The Project will be created and added to the ProjectList. After that it will notify the GUI to update and display to updated ProjectList. The diagram shows us going through the Material class because we will be storing the materials into that class, and then storing an instance of Material into Project.