

Product Design Document
TEAM-38

Team Members:

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Architectural Model

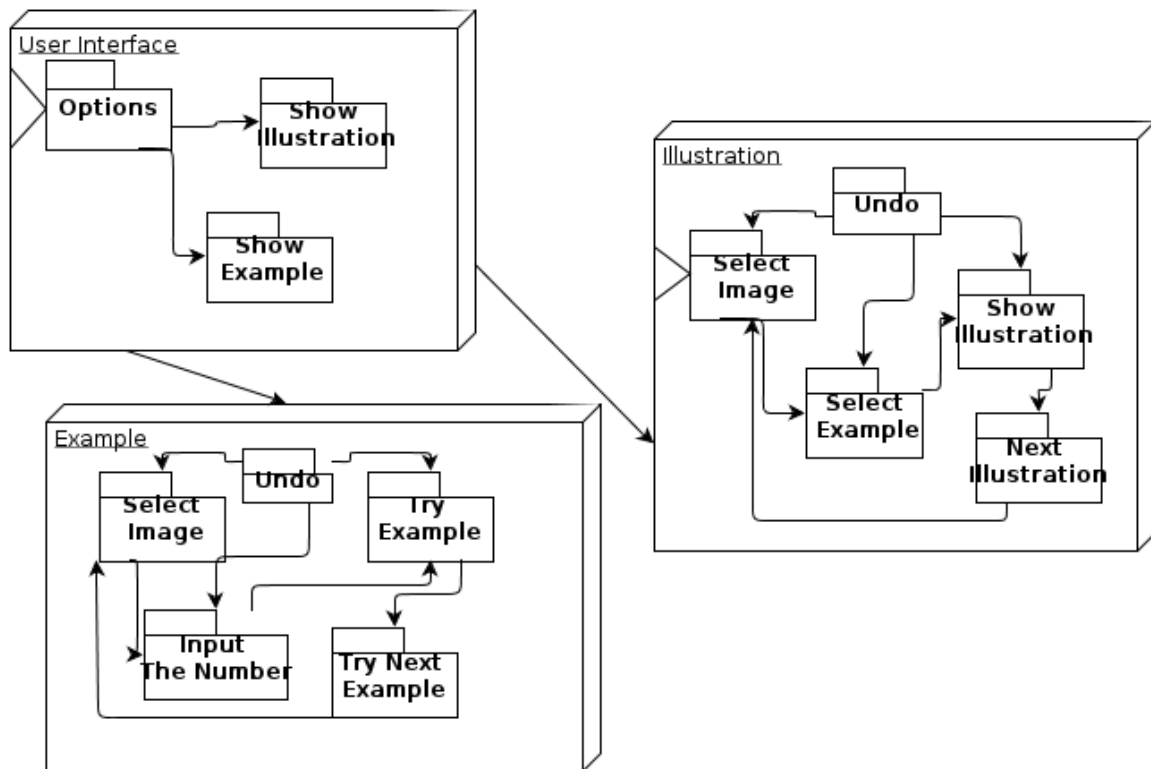
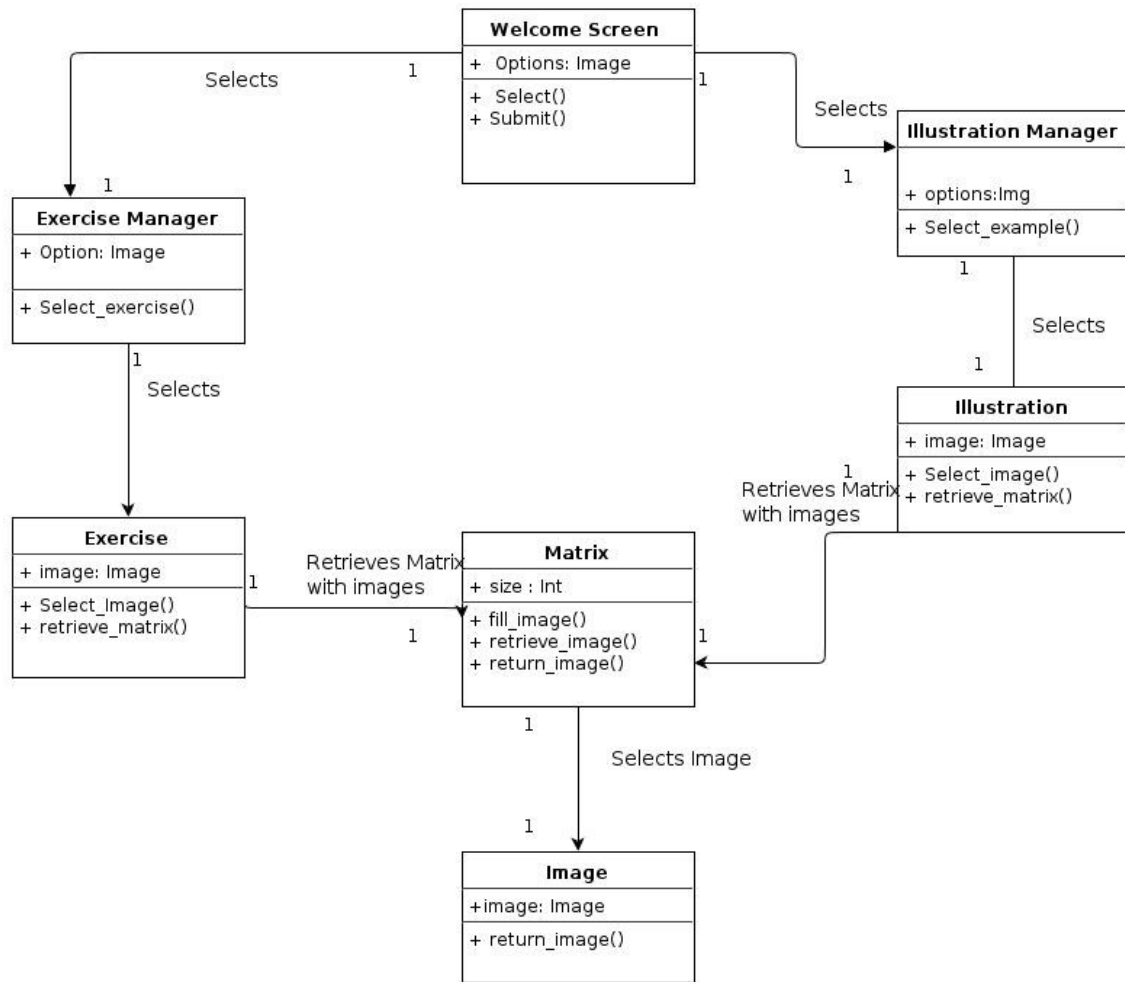


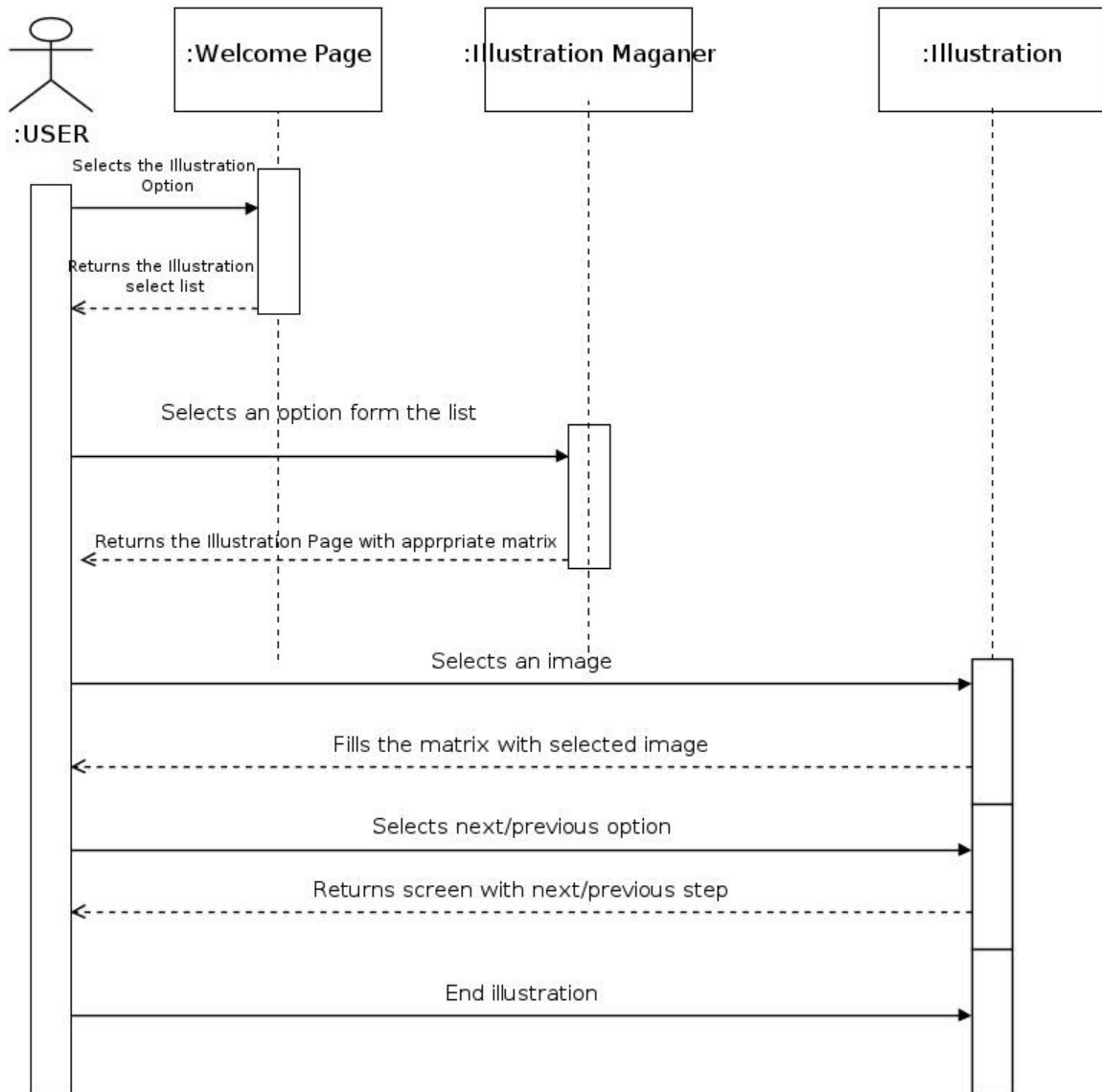
Illustration	<p>Component state</p> <ul style="list-style-type: none">This provides the user to select an image which will be filled in the illustration and select one of the illustration and then it runs the illustration. <p>Component behavior</p> <ul style="list-style-type: none">Currently, this component is not connected ti any other component
Example	<p>Component state</p> <ul style="list-style-type: none">This provides the user of selecting an image that will be filled in the matrix, it takes the input in the form of numbers which are displayed on the page and the user is redirected to page where he practices that example. So, it stores the size of the matrix and the image selected. <p>Component behavior</p> <ul style="list-style-type: none">Currently, this component is not connected to any other component.
User Interface	<p>Component state</p> <ul style="list-style-type: none">The current state is the main page of the project that helps its users redirect to either exercises or projects. <p>Component behavior</p> <ul style="list-style-type: none">The current component provides the option of selecting the either Exericses or Illustration component.

Class Diagram(s)

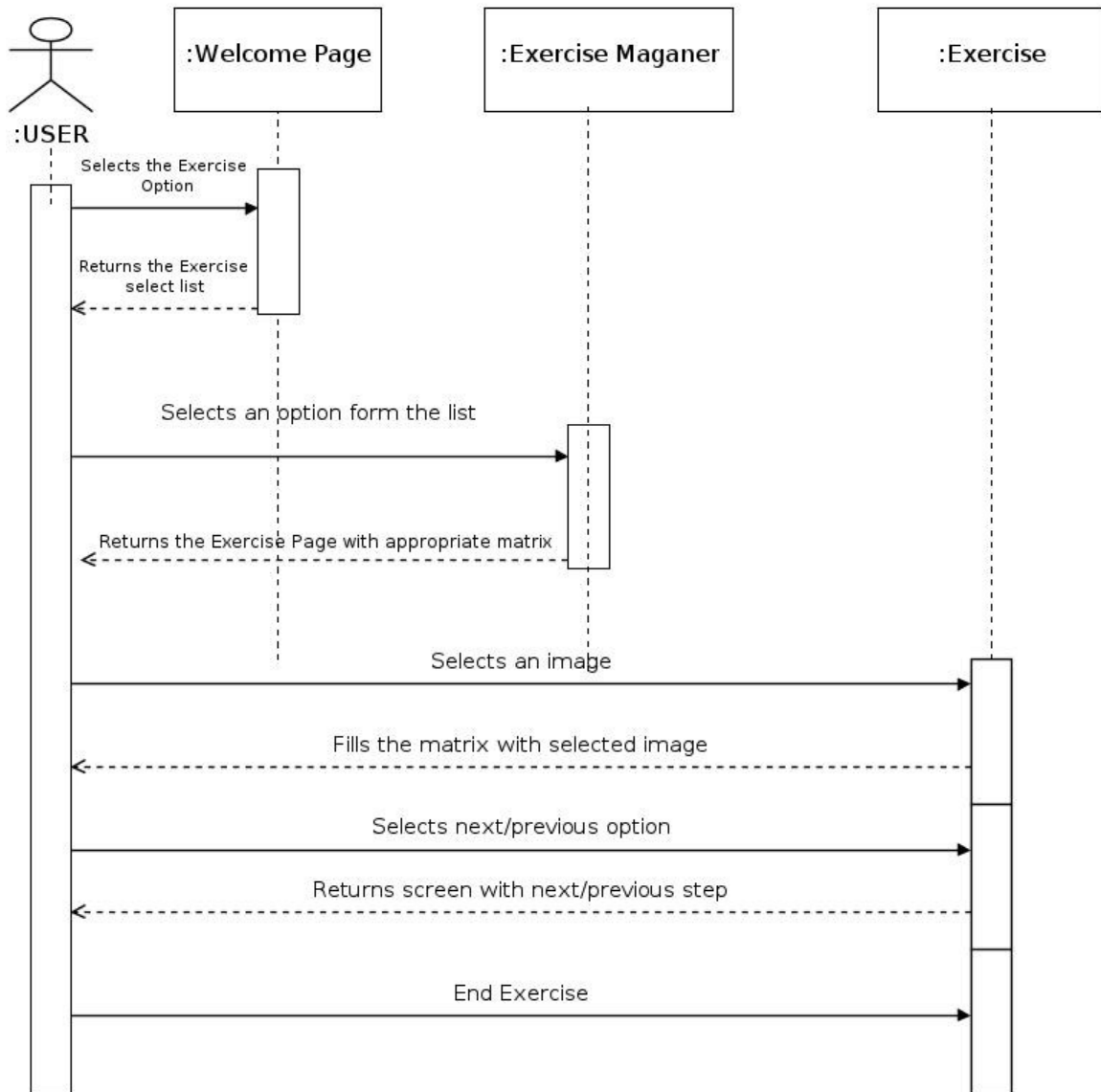


Sequence Diagram(s)

Illustration



Exercise



Design Rationale

- In selecting an example, we either had to give them an option of inputting two arbitrary numbers or select from an already established level. Since, the user might enter any numbers, even for the ones we have not covered in the tutorial, we chose the later option.
- Another issue that arose was where to place the undo button and the previous button. Whether to have the undo button for every action performed on the exercises and the illustrations or only on the actions in the exercises and the previous button on the illustrations. We decided with the later.