**Usage**

The objects we will be using are stored within a database. The user will be able to create the object, edit the object, or remove the object from the database. There will be external access to the database that will allow the user to draw information from it and edit it as desired. Since the objects will be stored in a database we will keep the information secure by having the external sources accessing it with the necessary permissions. Since we will keep users from having direct access to the database, we can perform necessary checks to insure that the data will remain uncorrupted. This will reduce the risk of having the database crash from user error.

**Configuration**

The object we will be implementing stores different types of information. The user must correctly define all of these different variables, before the object can be created and stored within the database. The proper functions must also be called if the user wishes to edit any object or remove it from the database.

**Model**

Model 1 depicts the interaction of the object with the user and the database. There is some pseudo code the shows some of the characteristics that the user will be required to input when creating an object. The pseudo code also shows the relation that the user has when accessing the object. The information will be pulled, edited, and then ‘pushed back’.

**Interaction**

Since the interaction of the object is pretty simple and straight forward, there is no diagram for this section. The user will access the database, view the information, retrieve the required data, manipulate the data, and push the changes to the database. The object itself will store the information that the user can edit so there may be implementation of reading the objects and pulling those that meet a certain condition (Such as Age >= 4) but the data of one object will not influence that of another.