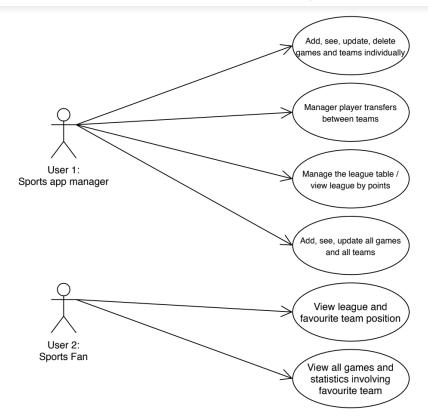
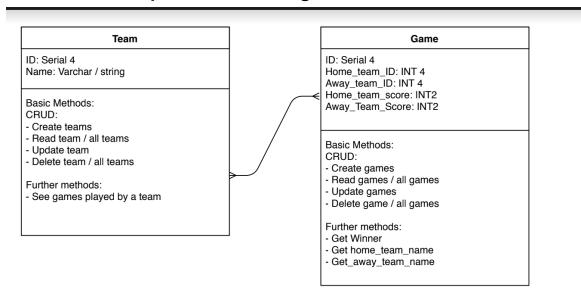
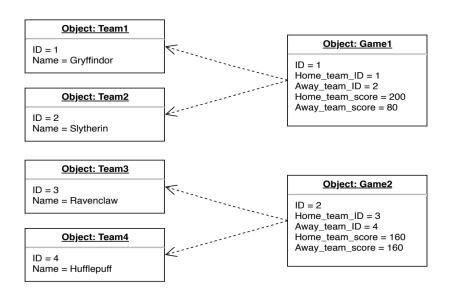
A and D 1. Example of a use case diagram



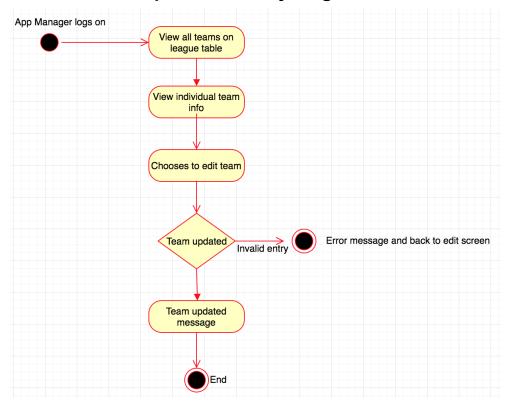
A and D 2. Example of a class diagram



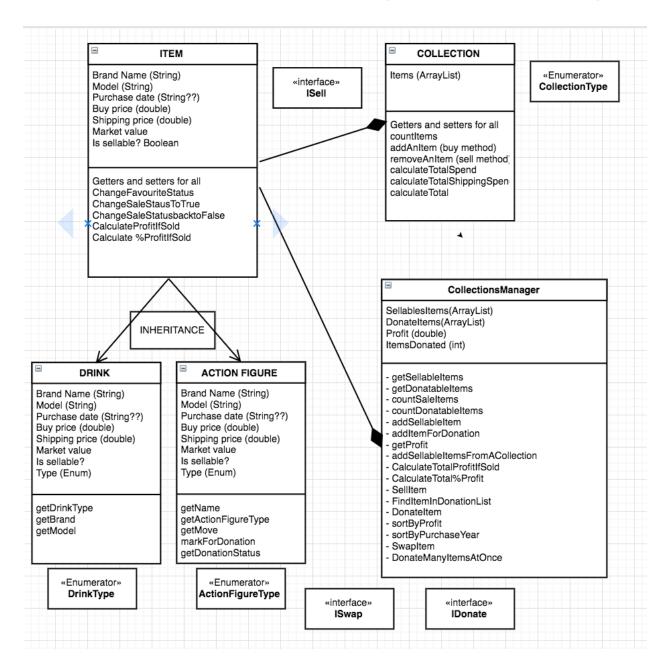
A and D 3. Example of a object diagram



A and D 4. Example of a activity diagram



A and D 5: Example of an inheritance diagram (within a class diagram)



A and D 6: Example of Implementation Constraints Table

	Constraint and possible effect	Solution
Hardware and software platforms	 Only allowed to use apps / languages used since week 1 May mean that front end is not quite as intuitive or as pleasing on the eye as it might be 	Code front end in css/html in absence of Javascript Focus on functionality rather than features / looks

	This will impact the user experience, especially as the modern user requires an interactive, intuitive experience	
Performance requirements	 Limited processing power as only local machine Large amounts of data may take a long time to seed and/ or persist Potential impact on user experience as there will be slowdown of application processes 	 Only small amounts of data and small amounts of code to be used to avoid slowdown Minimise unnecessary features as these may require persistence of too much data
Persistent storage and transactions	As above, limited processing power on local machine means that local database may persist large amounts of data slowly Large amounts of data may take a long time to seed and/ or persist Potential impact on user experience as there will be slowdown of application processes	Only small amounts of data to be stored Avoid using an API with high volumes of data to be seeded - only use locally seeded database
Budgets	No budget whatsoever This could have an impact as we will be limited to free online tools and free frameworks Using free tools all the time could have performance issues down the line, especially if there is a time-limit on use of free software/tools Use of less than optimal software can make development a lengthier process - meaning time added on for the customer	 Free software to be used and practiced with as much as possible before creating the customer project Only use tools which are widely used and for which there is a community edition
Time	 7 days for project from conception to presentation May not have enough time to implement all desired features May not manage enough iterations of the project to provide the highest quality product possible Customer experience could be adversely affected if product is not fully finished / tested 	 Effective planning and time-management Focus on important functionality only Minimise time spent on fancy features / styling Test Driven Development, to make sure that any functionality which is implemented, is tested thoroughly and works well.