Skateboarding Progress Tracker

Ben Keppie

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Contents

Chapter 1

Analysis

1.1 Introduction

1.1.1 Client Identification

My client is my brother, Stuart Keppie, he is a former computing student who is currently studying Biological Sciences at the University of East Anglia and takes a keen interest in the urban sport skateboarding. He has a Sony Vaio laptop that he takes with him everywhere and therefore has mini applications that aid him through daily life and wants an application that will be able to cater all of his skateboarding, social and shopping advice needs. He likes utilising technology and has requested a program so that his life can be made easier.

1.1.2 Define the current system

Currently there is no single system available to cater for Stuarts activities. To aid ones learning in skateboarding the majority of people watch YouTube videos, this is done for a veriety of reasons. One being the fact that you are able to see in slow motion all of the movements that the person is doing to perform the trick. This is extremely useful, especially for a biology student, as you can theoretically replicate these muscle movements to perform the desired trick. To keep a record of what tricks you can do the current system is a pad and pen. The reason it is useful to keep a note of all your tricks is so that you feel that you have accomplished something within the sport, showing your accomplishments to your friends and remembering what tricks you have to use in competitions or games of S.K.A.T.E. For skateboarders 'spots' are locations that are fun to skate and for people to find them you can google them. Some people have tried creating applications such as `www.skatespots.`

co.uk and www.extremesportsmap.com/uk/. For skateboard shopping advice one would have to research extensively the pros and cons of each product and then make a final descision based on what is the best product for the use. This can be extremely time consuming as all the reviews are not in the same place and therfore you have to not only read through all the reviews but navigate from different websites to get the best idea of what a skteboarders view is on that specific product.

1.1.3 Describe the problems

There is no uniformed program for the system, which in itself is the main problem. Having to use multiple systems to carry out taskscauses Stuart's laptop to waste power and ultimately battery. Due to multiple web pages needing to be opened at one time on top of navigating through the internet is not time efficient which ultimately will lead to more computer activity which would drain the battery of the laptop more quickly. This can be an issue as if you run out of battery at the skate park then you will have nowhere to charge the laptop. The current system isn't efficient in being able to easily access all the neccesary information. For example to find a place to go skate nearby and then to get inspiration of what tricks to do and then learn a trick you would need to have atleast 3 web pages open, two of which will heavily use the CPU power, thus draining the battery due to the video streaming and advertisments. This current method is very time consuming and is a waste of time. Using YouTube as a source of learning skateboarding tricks can be useful, but some of the videos aren't useful and therefore they can be a waste of time to watch. Baised reviews of products by people that are paid to give a good review is a big problem in this industry, and therefore people can make ill-informed decisions on which product to buy. This is due to companies paying people/automated review writers.

1.1.4 Section appendix

Analysis section interview

1. What is the current system used?

Google Maps is used for locating possible skate spots. YouTube is used for new trick learning. Have to manually google for items to purchase.

2. What problems does this system cause you?

Maps does not have a skatepark search feature, skate spots can generally only be found if their name is known or when using a different website. Some YouTube videos have location restrictions. Online skateboard reviews can have bias.

3. What data is being recorded to carry out your tasks with the current system?

Search inputs

4. What extra data do you need to store/not need to store?

Tricks completed will be a new variable for storage.

5. How frequently will you need to edit the data?

On a daily basis, whenever the software is accessed.

6. Will data be deleted/added frequently? If so, how often?

Stored data will probably be amended daily, or every few days.

7. What processes are performed by the current system?

Satellite view presentation, general location search feature, video streaming.

8. What processes would you like to see in the new system?

Specific skate spot searching, relevant filtering or categorisation of skateboard videos, unbiased reviews of products.

9. When should these new processes be used in the new system?

When searching for skate spots. Categorising videos in the help section.

10. Which processes should be manually completed?

When the user has to select the filtering options. Adding new tricks to the database.

11. What are the inputs/outputs to the current system?

Adding a skate spot.

12. Are there any new inputs/outputs needed for the new system?

Current location, trick names, trick description, product details.

13. Is the application purely computer based, or are hard copies of data needed?

Computer based.

14. What are your computer specifications (inc. Operating System)?

- Sony Vaio e15
- Microsoft Windows 7 Home Premium OS
- 500 GB HDD Memory
- 8GB RAM
- Intel Core i5 Quad Core Processor
- Intel HD3000 Graphics Card

15. Is security a problem?

Current location input shouldn't be let out without permission (privacy of whereabouts).

16. How should errors be reported in the new system?

GUI pop-up and error message sent to software developer.

17. Are there any constraints? (cost, time, data, software, hardware etc.)

The software needs to be time efficient, to maximise time available to spend on the activity the software aids.

18. How many people will be using the new system?

One user per system. One system initially, but if the software is good it will be recommended to other users for synchronisation.

19. If greater than one, what information should other users have about your account?

Progress level (how many tricks learnt etc.), skate spots visited.

20. What should the new system achieve?

Able to perform/navigate to all current tasks from one navigation menu. Not need separate programs for each task. Have social compatability ie. Connectivity to peers.

21. Do you have a particular solution in mind to tackle any specific problems?

N/A

22. Is installing additional software an issue?

No.

23. Any extra notes?

N/A

24. How many hard coded tricks would you like in the database?

50 tricks in the database initially, and then allow for personal user additions.

1.2 Investigation

1.2.1 The current system

The current system is split into 4 sub systems. These systems are:

- YouTube - for learning tricks.
- Notepad - for tricks.
- Google maps and other websites - for finding skate parks and spots.
- googling reviews on the internet - for buying guidance.

Data sources and destinations

Some of these systems have multiple data sources and destinations and none of the systems overlap in data sources and destinations.

Data Source	**Data**	**Data Example**	**Data Destination**
User	Search keywords	How to kickflip	YouTube Servers
YouTube Servers	Server response with a list of videos relating to the search	How to kickflip tutorial video	User
User	Writing a tricks name that you have learnt	Kickflip	Notepad
Google Maps Server	Image of the location, coordinates, description	Image of Cambourne skatepark, 52.2200 N, 0.0700 W, Cambourne skatepark was established in 2002	user
User	Searching for a skateboard part review	Thunder skateboard truck reviews	Google Server
Google Server	Results of google search	5 star thunder review from Skate Blog	user

Algorithms

Algorithm 1 Algorithm to show deciding on a new trick to learn

```
1: Trick ← USERINPUT
2: IF Trick = True THEN
3:     OUTPUT "You can do this trick"
4:     OUTPUT "Write trick in note pad"
5: ELSE
6:     OUTPUT "You can't do this trick"
7: ENDIF
```

Algorithm 2 Deciding whether to search how to learn a trick

```
1: Trick ← USERINPUT
2: IF Trick = True THEN
3:     OUTPUT "Search for a YouTube video"
4: ELSE
5:     OUTPUT "Don't search for a YouTube video
6: ENDIF
```

Algorithm 3 Algorithm for learning tricks

```
1: "Trick" ← USERINPUT
2: finished ← false
3:
4: WHILE notfinished
5:     OUTPUT Attempt trick
6:     IF Trick = False THEN
7:         OUTPUT "Try again"
8:     ELSE
9:         finished ← true
10:    ENDIF
11: ENDWHILE
12: OUTPUT "Trick completed"
```

Algorithm 4 Algorithm for watching videos

```
1: OUTPUT Open InternetBrowser
2: OUTPUT Load www.YouTube.com
3: Trick ← USERINPUT
4: OUTPUT Type Trick tutorial into YouTube Search Bar
5: OUTPUT Press the Enter key
6: OUTPUT Find appropriate tutorial link
7: OUTPUT Click the thumbnail
8: OUTPUT Watch the video
```

Algorithm 5 Finding Skate Spots

```
1: "Bored" ← USERINPUT
2: IF Bored = True THEN
3:     OUTPUT "Search for a skate spot"
4: ELSE
5:     OUTPUT "Don't search for a skate spot
6: ENDIF
```

Algorithm 6 Finding Reviews and Deciding on a Purchase

```
1: finished ← false
2:
3: WHILE notfinished
4:     IF Skate part broken = True THEN
5:         OUTPUT "Search for a review"
6:         IF part_review = good THEN
7:             OUTPUT "Consider Purchasing"
8:             IF purchased = True THEN
9:                 finished ← true
10:            ENDIF
11:        ELSE
12:            OUTPUT "Keep searching for a replacement part"
13:        ENDIF
14:    ENDIF
15: ENDWHILE
```

Data flow diagram

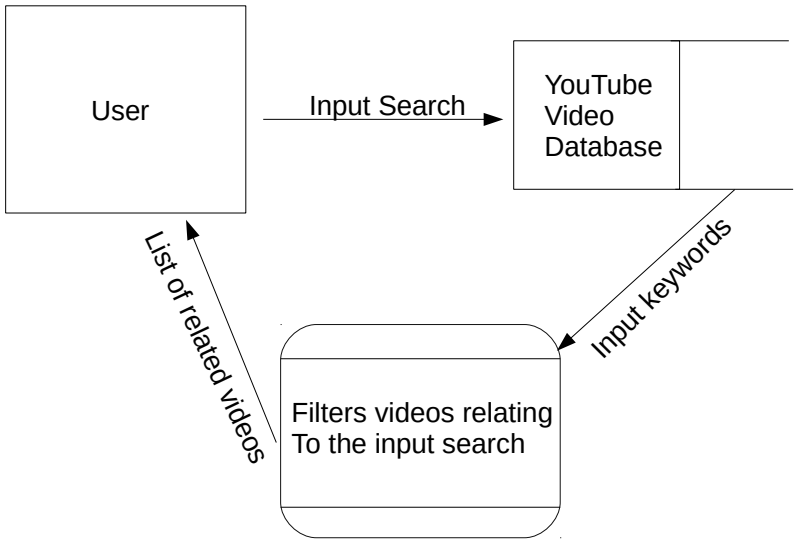

Figure 1.1: Data Flow Diagram of Searching for a YouTube Tutorial

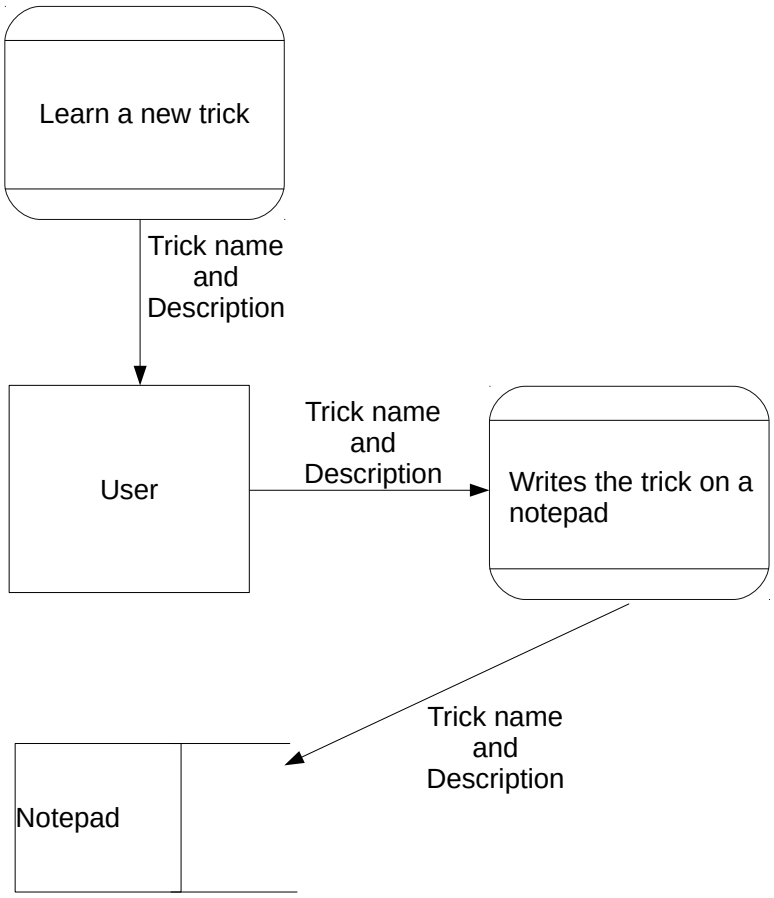

Figure 1.2: Data Flow Diagram of writing recently learnt tricks on a note pad

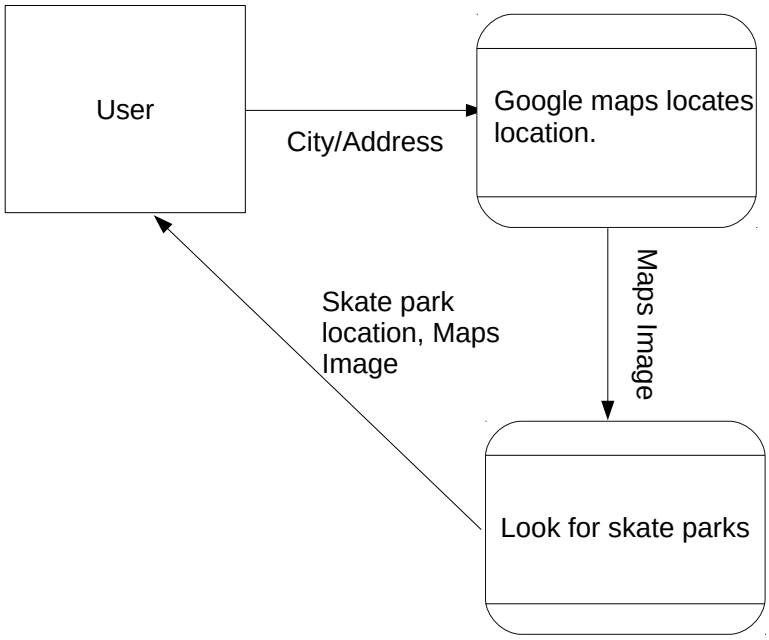

Figure 1.3: Data Flow Diagram of Searching for a skate park

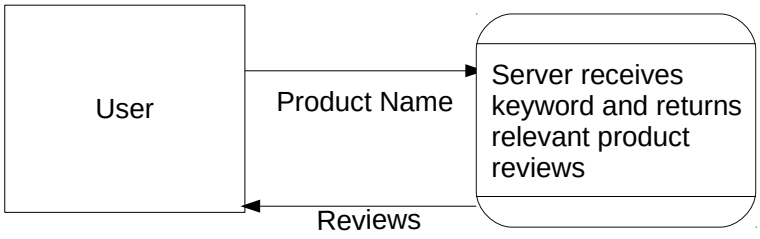

Figure 1.4: Data Flow Diagram of Searching for reviews of a product

Input Forms, Output Forms, Report Formats

The only input form in the current system is Stu's notepad which contains data about his tricks that he has learnt. I have taken a page from his notepad (see image below) of details about his time at Saffron Walden skate park on Friday the 26th of September. His input form contains data about the obsitcles at the skate park, the tricks he learnt on that day and tricks that he saw and possibly wants to try and learn.

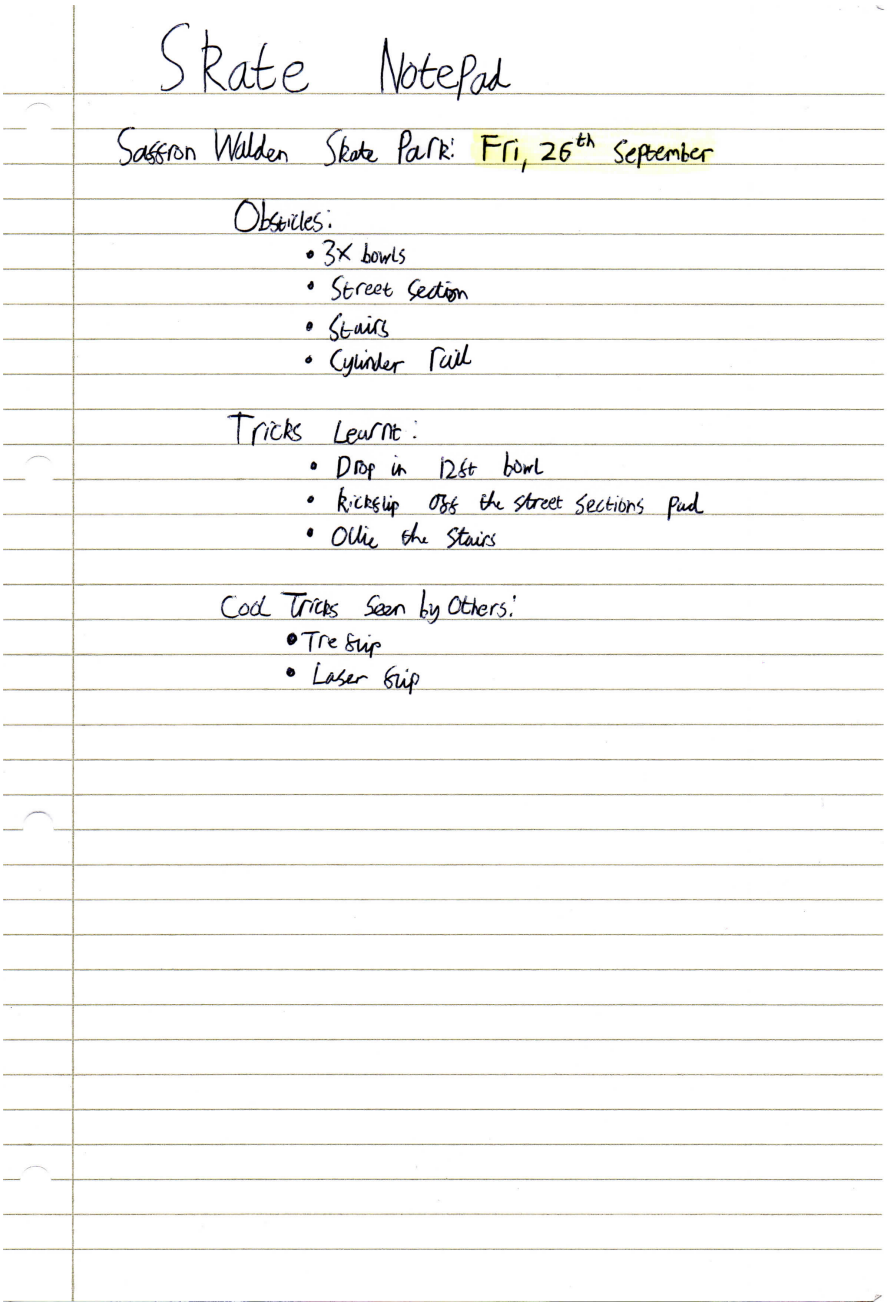

Figure 1.5: A page from Stuarts notepad

The only output forms in the current system would be the YouTube video links at redirect you to the YouTube video. A couple of these output links are listed below:

- How To Ollie Tutorial - `https://www.youtube.com/watch?v=FuyYBWuV7VU&index=1&list=PLIZKb9hZiA_uFdK_zu9d_E_8gydHx5kwy`
- How To Kickflip Tutorial - `https://www.youtube.com/watch?v=_7fEsZG1xuI&index=2&list=PLIZKb9hZiA_uFdK_zu9d_E_8gydHx5kwy`

1.2.2 The proposed system

Data sources and destinations

The new system keeps some of the same data sources and destinations as the current system. For example YouTube will still be the source of the tutorial videos and google maps will still be used as the basis for mapping. But all of the other data will be stored internally within the system to increase the ease of access.

Data Source	Data	Data Example	Data Destination
User	Searching for a skatepark name	Cambourne skatepark	Google Maps Servers
Google Maps Server	Image of the location, coordinates, description	Image of Cambourne skatepark, 52.2200 N, 0.0700 W, Cambourne skatepark was established in 2002	user
User	Trick	Kickflip	Trick Database
User	Trick Description	Board rotating 360 degrees on a horizontal axis	Trick Database
User	Trick Image	Kickflip.jpeg	Trick Database
User	Trick Tutorial Link	`http://www.youtube.com/watch?v=1082h`	Trick Database
Trick Database	Trick	Kickflip	User
Trick Database	Trick Description	Board rotating 360 degrees on a horizontal axis	User
Trick Database	Trick Image	Kickflip.jpeg	User
Trick Database	Trick Tutorial Link	`http://www.youtube.com/watch?v=1082h`	User
User	ProductName	Trucks	Review Database
User	Product Type	Trucks	Review Database
User	Product Size	5.0	Review Database
User	Product Brand	Thunder	Review Database
User	Product Review	Best Trucks I've owned	Review Database
User	Product Rating	1	Review Database
Review Database	Product Name	Spec ops	User
Review Database	Product Type	Trucks	User
Review Database	Product Size	5.0	User
Review Database	Product Brand	Thunder	User
Review Database	Product Review	Best Trucks I've owned	User
Review Database	Product Rating	1	User

Data flow diagram

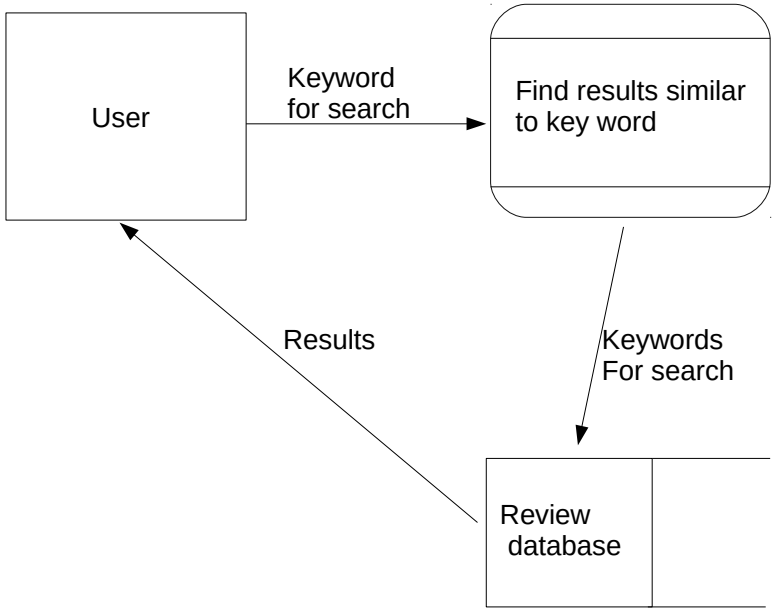

Figure 1.6: Data flow diagram for the new systems review search

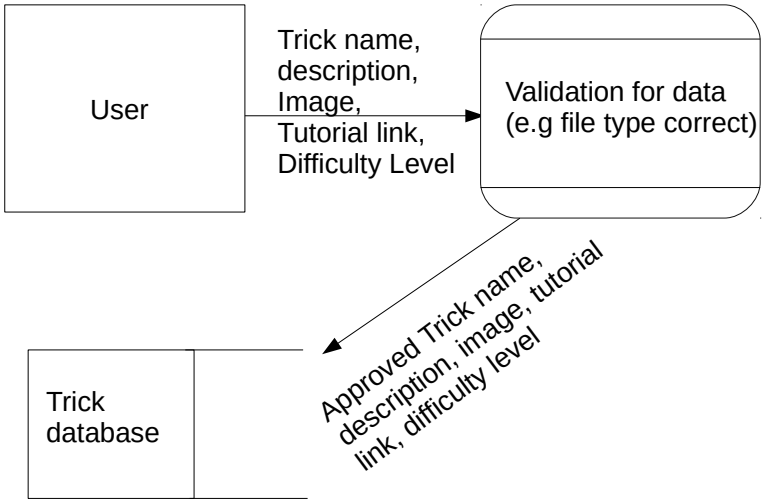

Figure 1.7: Data flow diagram for adding new tricks to the database

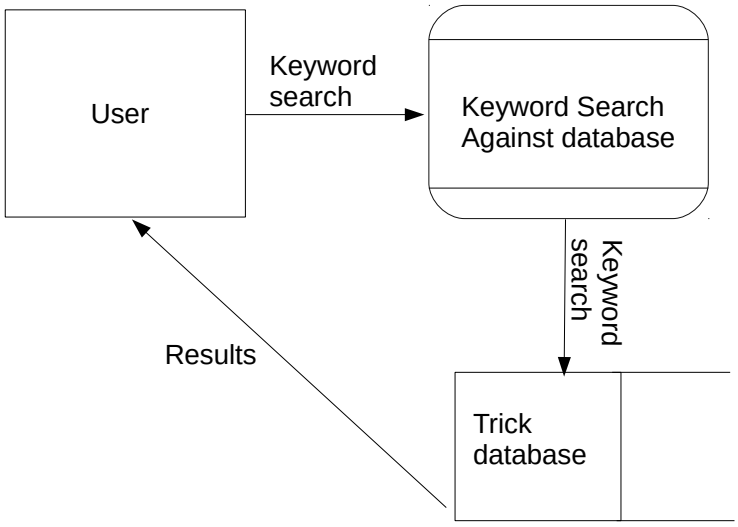

Figure 1.8: Data flow diagram for reading tricks from the database

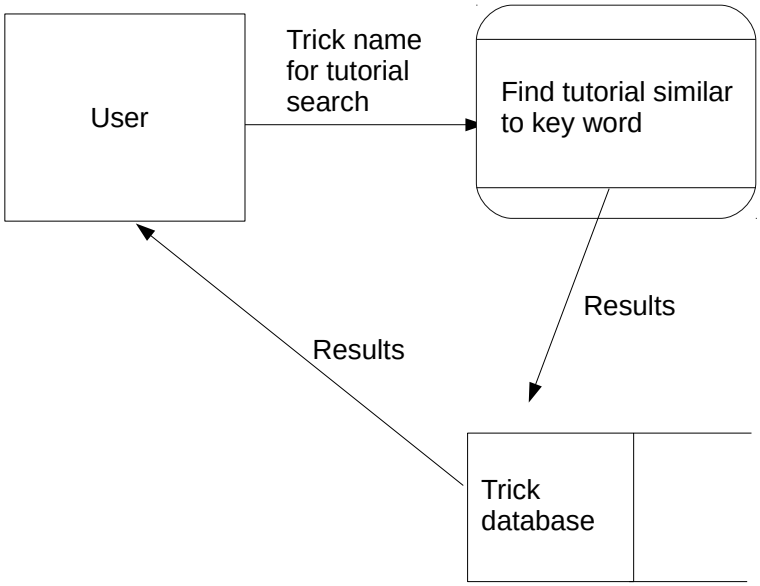

Figure 1.9: Data flow diagram for the new systems tutorial search

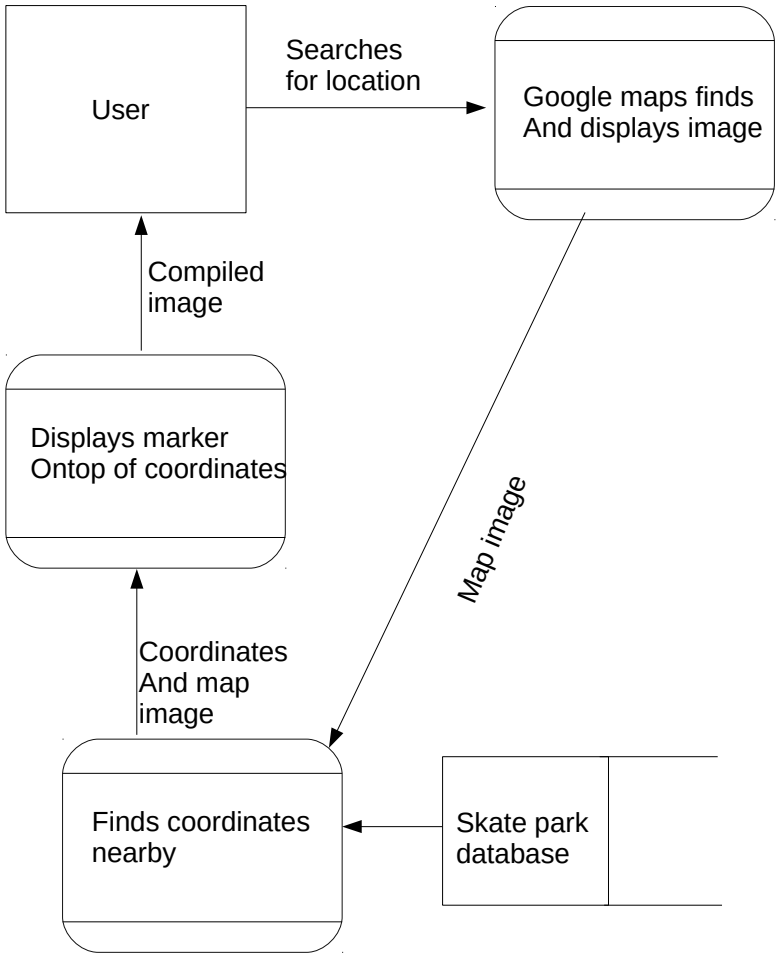

Figure 1.10: Data flow diagram for the new systems skate park search

Data dictionary

Name	Data Type	Length	Validation	Example Data	Comment
TrickName	String	25 characters	None	Ollie	Linked to Description, image and tutorial link
TrickDescription	String	100 characters	None	Board is turned around 180 degrees	Linked to trick, image and tutorial link
TrickImage	Image	N/A	670 x 503	Ollie.jpeg	None
TrickTutorialLink	String	100 characters	Correct link	`http://www.youtube.com/watch?v=3809`	Linked to trick, description and image
TrickDifficulty	string	6 characters	easy, medium, hard	easy	colour coded
TrickCompleted	Boolean	True/False	None	True	None
SkateparkName	String	25 characters	Correct Name	Cambourne Skatepark	None
SkateparkCoordinates	Float	20 characters	Correct coordinates	52.2200 N, 0.0700 W	None
SkateparkDescription	String	200 characters	Accurate description	Halfpipe only	None
ProductBrand	String	20 characters	None	ZERO	Moderated
ProductType	String	20 characters	None	Deck	Moderated
ProductName	String	25 characters	None	Cosmic Tiger	Moderated
ProductSize	String	20 characters	None	7.875”	Moderated
ProductReview	String	500 characters	Non-biased	These trucks are the best I have owned	Moderated
ProductRating	interger	range 1-5	Non-biased	1	Moderated

Volumetrics

For the initial size of the propsed system I chose to add 50 standard skate boarding tricks as there are limitless tricks and the user is able to add tricks to his own individual database of tricks and my client requested it (See the section appendix question 24). The maximum length of a name for a skateboarding trick is 25 characters, this is because they range from words such as "shuv" to "triple doliphin late flip". With the initial program as there will be 30 standard skateboarding tricks the names of them alone would take up 750 bytes as a string takes up 1 byte per character. The tickbox next to the trick stating whether you have completed the trick or not would take a boolean value and therefore take up 60 bytes of storage as boolean values take up 2 bytes each. The description of a trick would approximately be 100 characters, for example the description of a kickflip would be:

- Flipping the board 360 ° along the axis that extends from the nose to the tail of the deck.

This will add a further 3000 bytes to the program. The location coordinates of the skatepark will have to be stored, and the skateparks and spots around Cambridge is roughly 20 and each skatepark will contain 2 integers (the coordinates) and as integers take up 4 bytes of storage each the stored coordinates will initially be 160 bytes. The maximum length of YouTube link would be 100 characters and as there are 50 tricks already implemented there will be 50 links, this ultimately adds up to a further 5000 bytes. images will be 670x503 which totals to 337010 bytes each and a total of 50 images will be needed which means in total 16850500 bytes if memory will be needed for images.

Adding up all of the bytes of data would be calculated by the sum:

750+60+3000+160+5000+16850500 = 16859470Bytes

To get this unit in KB you would divide the number of bytes by 1024 which equals 16464.3 KB (Rounded to 1 d.p)

To get this unit in MB you would divide by a further 1024 which equals 16.1 MB (Rounded to 1 d.p)

As this system will be ever expanding in the number of tricks that are added to the database the actual systems data size will be larger as time goes on.

1.3 Objectives

1.3.1 General Objectives

- Aesthetically pleasing, easy to navigate GUI.
- Videos organised and filtering capabilities.

- Correct and accurate mapping to the skate parks/spots.
- Correct directions from current location to skate park/ spot on the map.
- Non-biased reviews.
- Clear database with a list of tricks in.
- Easy to filter through tricks known.

1.3.2 Specific Objectives

- Ensure that videos can be filtered by categories. e.g easy, medium, hard tricks.
- Ensure that videos load correctly and are linked to the right video.
- Ensure that videos are displayed at the correct size/resolution that the monitor of the computer is.
- Ensure the database can add, edit and remove trick data (Name, description, image, completed status and tutorial link).
- Ensure that the database is displayed correctly inside the application at all resolutions.
- Ensure that the tricks are marked by how hard they are by a three way scale of: Easy, Medium or Hard.
- Ensure a checkbox is by the side of a trick to represent whether the user has completed that trick or not.
- Ensure there is a search bar for a specific trick name.
- Ensure there are filters for tricks e.g Switch trick filters.
- Ensure that the map is accurate to current roads.
- Ensure location of the user is not revealed to anyone else.
- Ensure that the current location marker is accurate.
- Ensure that when giving directions to skate parks from your current location that the mapping route is correct and on viable roads.
- Ensure that the program can mark skate park locations.
- Ensure no biased reviews are posted to the app and that they're moderated before they are universally posted.
- Ensure the program runs fast without lag when navigating between areas of the application.

1.3.3 Core Objectives

- Ensure that videos can be filtered by categories. e.g easy, medium, hard tricks.
- Ensure that videos load correctly and are linked to the right video.
- Ensure the database can add, edit and remove trick data (Name, description, image, completed status and tutorial link).
- Ensure that the tricks are marked by how hard they are by a three way scale of: Easy, Medium or Hard.
- Ensure a checkbox is by the side of a trick to represent whether the user has completed that trick or not.
- Ensure there is a search bar for a specific trick name.
- Ensure there are filters for tricks e.g Switch trick filters.
- Ensure that the program can mark skate park locations.
- Ensure the program runs fast without lag when navigating between areas of the application.

1.3.4 Other Objectives

- Ensure that videos are displayed at the correct size/resolution that the monitor of the computer is.
- Ensure that the database is displayed correctly inside the application at all resolutions.
- Ensure that the map is accurate to current roads.
- Ensure location of the user is not revealed to anyone else.
- Ensure that the current location marker is accurate.
- Ensure that when giving directions to skate parks from yout current location that the mapping route is correct and on viable roads.
- Ensure no biased reviews are posted to the app and that they're moderated before they are universally posted.

1.4 ER Diagrams and Descriptions

1.4.1 ER Diagram

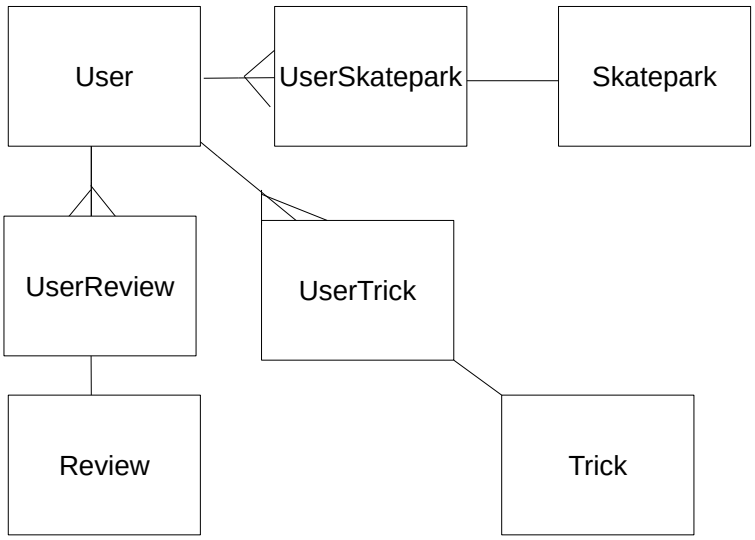

Figure 1.11: Entity-Relationship Diagram

1.4.2 Entity Descriptions

User(UserID, Username)

Trick(TrickName,*UserID*, *Description*, *Difficulty*, *Completed*, *Image*, *TutorialLink*)

Skatepark(SkateparkID,*UserID*, *SkateParkName*, *Coordinates*, *Description*)

Review(ReviewID, *UserID*, *ReviewRating*, *ProductName*, *ProductType*, *ProductSize*, *ProductBrand*,*Review*)

UserTrick(UserTrickID, *UserID*, *Description*, *Difficulty*, *Completed*, *Image*, *TutorialLink*)

UserSkatepark(UserSkateparkID, *UserID*, SkateParkName, Coordinates, Description)

UserReview(UserReviewID, *UserID*, ReviewRating, ProductName, ProductType, ProductSize, ProductBrand, Review)

1.5 Object Analysis

1.5.1 Object Listing

- User
- Trick
- SkatePark
- Review
- Product

1.5.2 Relationship diagrams

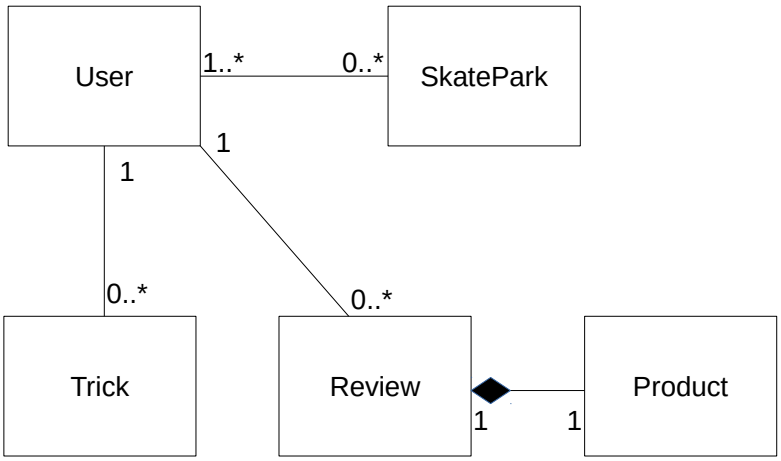

Figure 1.12: Relationship Diagram

1.5.3 Class definitions

User
UserID Username
get_user_id get_username

Trick
TrickName TrickDescription TrickDifficulty TrickCompleted TrickImage TrickTutorialLink
get_trick_name get_trick_difficulty get_trick_state get_trick_image get_trick_tutorial_link

SkatePark
SkateParkID SkateParkName SkateparkCoordinates SkateparkDescription
get_skatepark_id get_skatepark_name get_skatepark_coordinates get_skatepark_description

Review
ReviewID
get_review_id

Product
ProductName ProductSize ProductBrand ProductType ProductReview
get_product_name get_product_size get_product_brand get_product_type get_product_review

1.6 Other Abstractions and Graphs

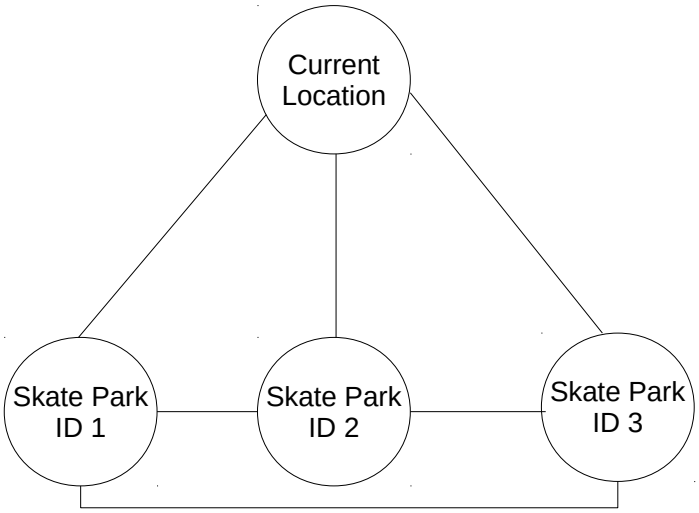

Figure 1.13: Graph to show how the user can map their current location to skateparks.

1.7 Constraints

1.7.1 Hardware

The new system will need to be able to run on Stuart's computer, the current specifcation of Stuart's laptop is:

- 15.6" HD 1366x768 Screen
- i5-2450M Dual Core Processor (Sandy Bridge) 2.5GHz (overclocked to 3.1GHz) 3MB Cache
- 8GB DDR3 RAM
- 500GB HDD Memory
- Intel HD3000 Graphics Card

Stuarts laptop has more than enough processing power in order to run the new system, this will allow Stuart to run several applications whilst also using the new system. Stuart will be able to take the application with him wherever he takes his laptop. Therefore portability of the application isn't limited as he works on a laptop.

The only constraints will be the screen resolution and battery of his laptop, therefore optimising the program for his specific resolution will be a task to overcome and making the program universal for other users to run the program.

1.7.2 Software

Stuarts laptop is currently running on Windows 7 Home Premium, he does not want to have to install a virtual machine to run the application; however he does not mind installing external software to aid the systems running capability and ease. The new system however was initially thought to run on Windows 7 Home Premium and therefore this is not an issue. Stuart being willing to install extra programs gives some extra flexibility with how to overcome other problems if they arise. Therefore currently there are no foreseeable constraints regarding software.

1.7.3 Time

Currently the only time restriction is the project deadline, this is Friday 13h February 2015 for the implementation section of the coursework, this was set by my teacher. Stuart is extremely flexible with time and isn't under any time constraints as long as the final product works.

1.7.4 User Knowledge

As an ex-computing student and a person regularly around computers, Stuart's knowledge about computers and the way that they work is good and therefore he is capable of understanding and explaining complex processes. This means that in the designing process of the new system I will be able to plan for keyboard shortcuts and more complex features which will essentially .

1.7.5 Access restrictions

Restricting the data about the individual's location is an important feature of the application, other than that the information that is inputted into the system is general and therefore it does not need its access restricted. This lack of access restriction is in place as other users should be able to benefit from the skate parks and spots that another user has found. Due to the system not

containing private information about a living individual, the new system will have no problems with any current legislation or law.

1.8 Limitations

1.8.1 Areas which will not be included in computerisation

The process of learning tricks will still have to be done physically as it cannot be completed any other way, the same goes for seeing other people's tricks and being inspired to learn a new trick. Apart from that, all of the information will be stored in the system electronically and processed by the computer.

1.8.2 Areas considered for future computerisation

- A forum for users of the app to discuss problems, help each other and recomend products.
- Phone app.

1.9 Solutions

1.9.1 Alternative solutions

Solution	**Advantages**	**Disadvantages**
Web-Based Application	• Can access anywhere with an internet connection/LAN connection. • No installation required. • Nice formatting and extremely versatile. • Can use a lot of different programming languages to accomplish a task (HTML, CSS, JavaScript, PHP etc.)	• Lack of experience in web based programming. • More complex security for hiding locations. • Web Hosting costs money. • More extensive knowledge to fix problems.

• Making the current system more efficient	• No need for the client to learn anything new. • No expense.	• Problems with the current system will still exist. • The system won't be as efficient.
Command-Line Application	• Runs extremely fast. • Uses minimal system resources.	• Client will need to learn code. • Security would be hard to keep as there are 'hidden' codes. • No GUI. • Coding error could break the computer.
SQL Database	• Runs complex queries fast. • Could store all the information in a compressed form. • Information easy to access.	• No GUI. • Client would have to learn SQL code. • I am not very good at SQL code. • Debugging would be difficult.
Python Application with GUI (PyQt4)	• Python is my primary programming language. • Easy to use for the client. • Nice, clean GUI. • Versatile GUI and Python allows for the program to work on all types of systems. • Easy to format data.	• Uses system resources more than other solutions. • Programming can be complex (GUI is harder than command-line).

1.9.2 Justification of chosen solution

I have chosen to complete the new system using a Python application with a PyQt Graphical User Interface. I have chosen to create the system in this way as python is a programming language that is extremely versatile and will be able to carry out all of the tasks whilst supplying the client with a smooth and efficient experience. A web-based solution would not be appropriate as neither

the client nor I am willing to pay to set up a server and also I do not have extensive knowledge and experience with working with programming languages such as: HTML, CSS, JavaScript and PHP. Making the current system more suitable would not be suitable either as the main problems with the current system would still appear in the new system, the client and I do not see this to be a worthy way to tackle this system. A command-line application would be too complicated for everyday use due to its steep learning curve and additionally the security threats are too high. Finally an SQL database doesn't provide a clean GUI like the python solution does and isn't as versatile in the ways that you can input and read data, which leaves me to believe that using the Python application is the most suitable for undertaking the new system. Python also contains extensive forums with information to help the client add any additional features he wants when my project is completed whilst also aiding me to find the best way to tackle the problems that I will encounter when programming the new system.

Chapter 2

Design

2.1 Overall System Design

2.1.1 Short description of the main parts of the system

Start-Up Wizard

- General User Interface
- Adding a Profile

General User Interface for the Start-Up Wizard

The general user interface for the start-up wizard will consist of a paragraph of text, containing information on how to proceed with setting up a profile and 3 text boxes to enter your name and email. An additional 'browse' button is available to select a profile picture. A save button at the bottom of the window is there to save all the changes.

Adding a Profile

The start-up wizard appears if no profile information can be found in the database. The start-up wizard allows you to add your name and email and to select a profile picture. Once all the information has been filled in the changes will be saved and the actual application will load up, personalised with the information that you have entered in the start-up wizard.

Profile

- General User Interface
- Editing Profile Information

General User Interface for the Profile

The general user interface for the profile will consist of a picutre, name, email and recent completed tricks, above the main window there will be tabs containing the other areas of the system and above that will be an option to edit your profile. Additionally a progress bar showing the percentage of tricks completed will be displayed at the bottom of the window.

Editing Profile Information

One the 'Edit profile' button is clicked on the menu bar a drop down appears with the options:

- Change Profile Picture
- Change Name
- Change Email

Once the 'Change Profile Picture' button is pressed you will be redirected to browse your documents for a picture, the picture will be resized to 160x160 pixels. When the 'Change Name' button is pressed a pop-out dialogue box will appear with the opportunity to change your name and a 'save' button below that to save your new name. When the 'Change Email' button is pressed a pop-out dialogue box will appear and present you with a text box to enter a new email, this is validated to ensure the email is correct, A 'save' button is displayed below and when clicked it will save your new email.

Trick Table

- General User Interface
- Adding a Trick
- Deleting a Trick
- Editing a Trick
- Completing a Trick
- Progress Tracker

General User Interface for the Trick Table

The general user interface for the trick table will consist of a table in the middle of the application, search filters will be placed on the side of the application and options to add a trick at the top of the application. By the side of each trick there a choice to delete or edit existing tricks. The columns of the table will consist of:

- Trick Creator (The Trick Creator contain the first and last name of the user who added the trick to the database)
- Trick Name (The Trick Name contains the name of the skateboard trick)
- Trick Description (The Trick Description will contain a short description of the trick)

- Trick Obstacle (The Trick obstacle will say if a specific obstacle is needed for the trick)
- Trick Image (The Trick Image will be contain a 670x503 pixel image of the trick)
- Trick Tutorial (The Trick Tutorial will contain a YouTube tutorial link to the trick)
- Trick Difficulty (The Trick Difficulty will contain either: Easy, Medium or hard depending on how difficult the trick is)
- Trick Completed (The Trick Copleted will contain a tick box along with the date that the tick box became ticked)

Below the option to add a new trick will be tabs containing other areas of the system.

Adding a Trick to the Trick Table

When the addition button (+) is pressed, a pop out will appear. This will automatically fill in the Trick Creator's name (first name and last name). Whilst the rest of the information will be readily available to edit. For example, Trick Name, Description, Obstacle and Tutorial will all have a text box to fill in freely, whilst the trick image will have an 'upload' button where you will be able to search your computer for an image which will automatically be re-sized to 670x503 pixels. The Trick Difficulty will be selected via a drop box with the three options: Easy, Medium and Hard and the Trick Completed will be a tick box. The Trick Tutorial text box will be checked for a correct youtube link. Once all the information has been added the trick will be added to the database and the trick will be able to be seen inside the table when on the Trick Database page.

Deleting a Trick from the Trick Table

By the side of every trick in the Trick Table there will be a 'bin' icon which gives you the option to delete a trick from your table. Once this is clicked a confirmation will pop up to ensure that you want to permanently delete that trick. Once that trick is deleted it wil be removed from the database and you will no longer be able to view it in your table of tricks.

Editing a Trick in the Trick Table

By the side of every trick in the Trick Table there will be a 'pencil' icon which gives you the option to edit a trick in your table. Once this is clicked a pop up identical to the one that you are given when you click on the (+) button comes up; however all of the information is already filled in with the information from that trick. From this pop up you can edit that specific tricks information, just as you would if you were adding a trick.

Completing a Trick in the Trick Table

Once the user has ticked a trick to its completed state, the tick box will display a tick and below it will have the date that the trick has been ticked. This date will be generated via the computers date.

Progress Tracker

At the bottom of the application a bar containing the status of the user's progress is displayed. This will contain information of how many tricks you have completed out of the tricks in the trick table.

Skatepark Map Marker

- General User Interface
- Adding a Skatepark
- Deleting a Skatepark
- Editing a Skatepark
- Mapping From Location to a Skatepark

General User Interface for the Skatepark Map Marker

The general interface for the Skatepark Map Marker is a Google maps image with markers locating skateparks and skate spots around the UK. Below the Google maps graph will be two text boxes where you will be able to type in two locations and a 'Map Journey' button to the right of both boxes. When a marker on the map is clicked on information about that skatepark is given in a dialogue box. Also in the dialogue box will be two options to edit and delete the skatepark, the symbols for these are a pencil and a bin, respectively. Above the graph will be an option to add a skatepark, shown by an addition sign. Below the option to add a new Skatepark will be tabs containing other areas of the system.

Adding a Skatepark

In the top menu bar of the Skatepark Map Marker window there will be an addition symbol (+), identical to that of the one in the Trick Table window with the functinality of adding a skatepark to the map. Once the symbol is pressed the user will be prompted with a pop-up which contains 3 text boxes and a confirm button. The three text boxes will allow the user to add the Name, Coordinates and Description of the skatepark that they are adding. The coordinates are validated by being in the correct format. The Name and Description are freely entered by the user. Once the confirm button is pressed the information for the skatepark is stored and a marker is placed on the map.

Deleting a Skatepark

When the bin symbol is pressed inside the marker dialogue box a pop-up will be displayed asking the user if they want to permenantly delete that skatepark. Once the skatepark is deleted you will no longer be able to view the marker of information on the map.

Editing a Skatepark

Once the pencil button is clicked a pop up identical to the one that you are given when you click on the (+) button comes up; however all of the information is already filled in with the information from that skatepark. From this pop up you can edit that specific skateparks information, just as you would if you were adding a skatepark.

Mapping From a Location to a Skatepark

Below the map there are two text boxes where you can enter two addresses and then click on the 'Map Route' button to the right of both of these which will then show the route on the Google maps image above.

Review Window

- General User Interface
- Add a Review
- Editing a Review
- Deleting a Review
- Filtering Reviews

General User Interface for the Review Window

The general user interface for the Review table will consist of a table in the middle of the application with search filters on the side of the application and options to add a review at the top of the application and if you're the creator of a review then a pencil will be beside your review so that you can edit the details of it and a bin so that you can delete your review. The columns of the table will consist of:

- Product Type
- Product Size
- Product Brand
- Product Name
- Rating
- Review
- Review Creator

Below the option to add a new review will be tabs containing other areas of the system.

Adding a Review

When the addition button (+) is pressed (at the top of the window), a pop out will appear. This will automatically fill in the Review Creator (first name and

last name). below this drop down boxes allowing you to choose the: Product Type, Product Size and Product Brand. Below the drop down boxes the information is inserted via a text box, the user can give a product a rating restricted to 1-5 and type out a review of up to 500 characters. Once all the information has been added the review will be added to the database and the review will be able to be seen inside the table when on the Review Database page.

Editing a Review

By the side of any review that you have created there will be a 'pencil' icon which gives you the option to edit your in your table. Once this is clicked a pop up identical to the one that you are given when you click on the (+) button comes up; however all of the information is already filled in with the information from that review. From this pop up you can edit that specific reviews information, just as you would if you were adding a review.

Deleting a Review

By the side of any review that you have created there will be a 'bin' icon which gives you the option to delete a review from your table. Once this is clicked a confirmation will pop up to ensure that you want to permanently delete that review. Once that trick is deleted it wil be removed from the database and you will no longer be able to view it in your table of reviews.

Filtering Reviews

At the top of the application there are search filters represented by the drop down box, you can then click on each individual filter and select the appropriate values. There will be 3 search filters, Brand (the company that makes the product), Type (the part of the skateboard), Size (the size of the product). When the filters are selected it will systematically reduce the number of items in the table in response to the filters put in place.

2.1.2 System flowcharts showing an overview of the complete system

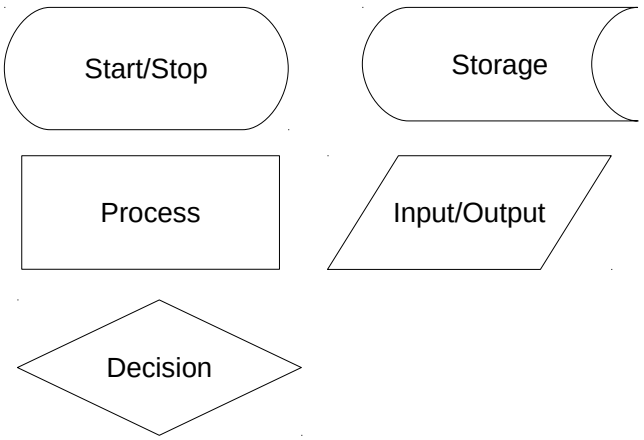

Figure 2.1: System Flowchart Key

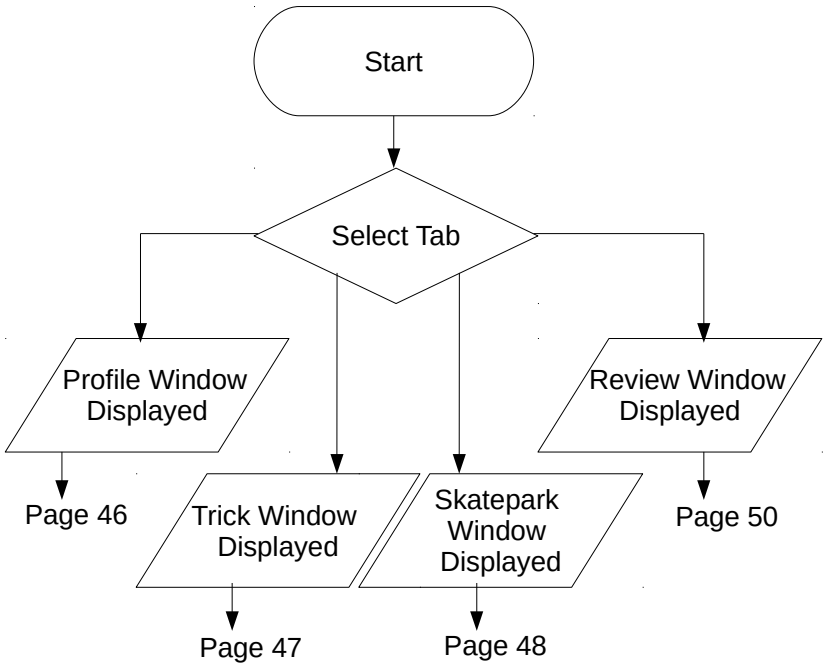

Figure 2.2: Profile Window Flowchart

The flowchart above shows the flow of operations between tabs.

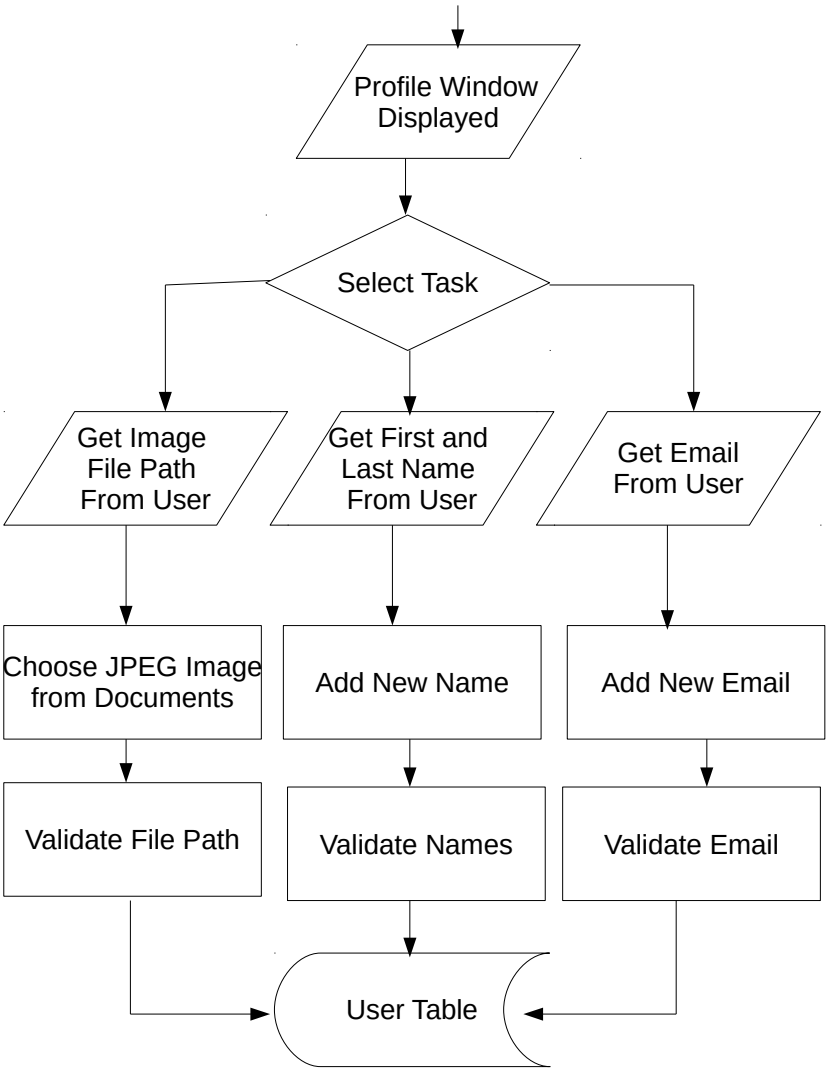

Figure 2.3: Profile Window Flowchart

The flowchart above displays the profile windows flow of operations. This shows the user is able to change their information, such as: Name, email and picture.

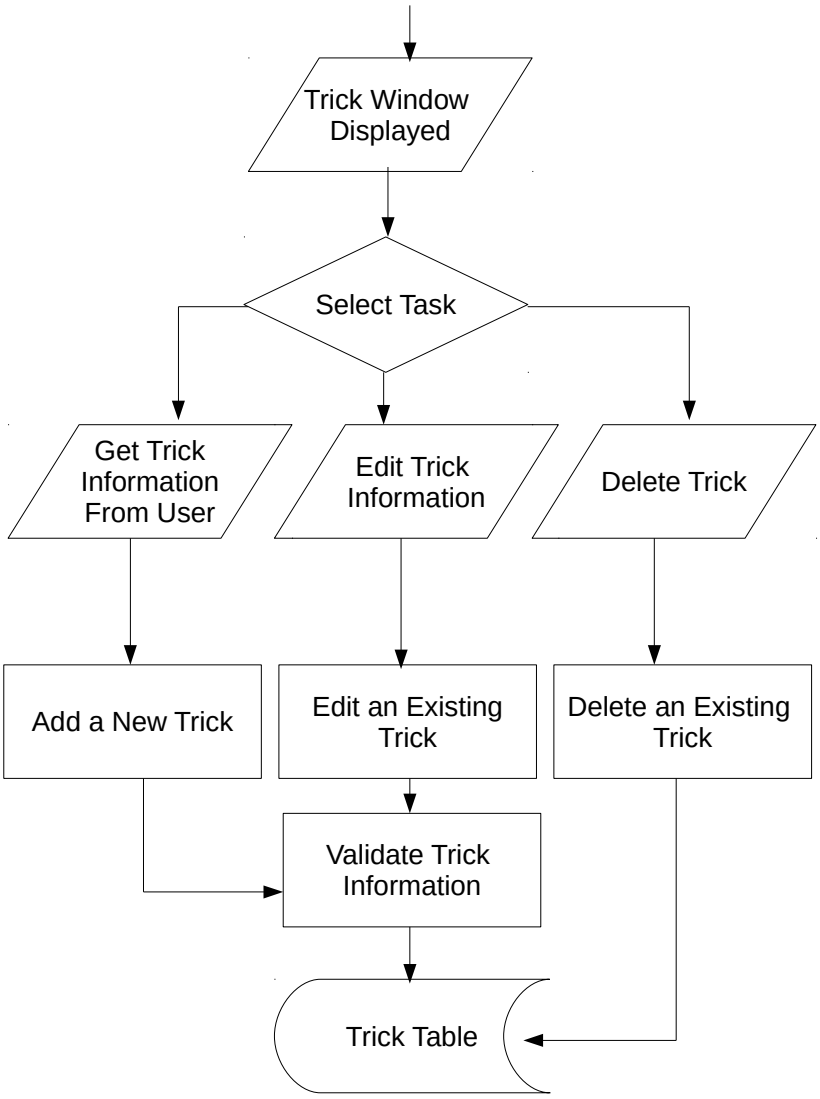

Figure 2.4: Trick Window Flowchart

The flowchart above displays the trick windows flow of operations. This shows the user is able to: add, edit and delete tricks.

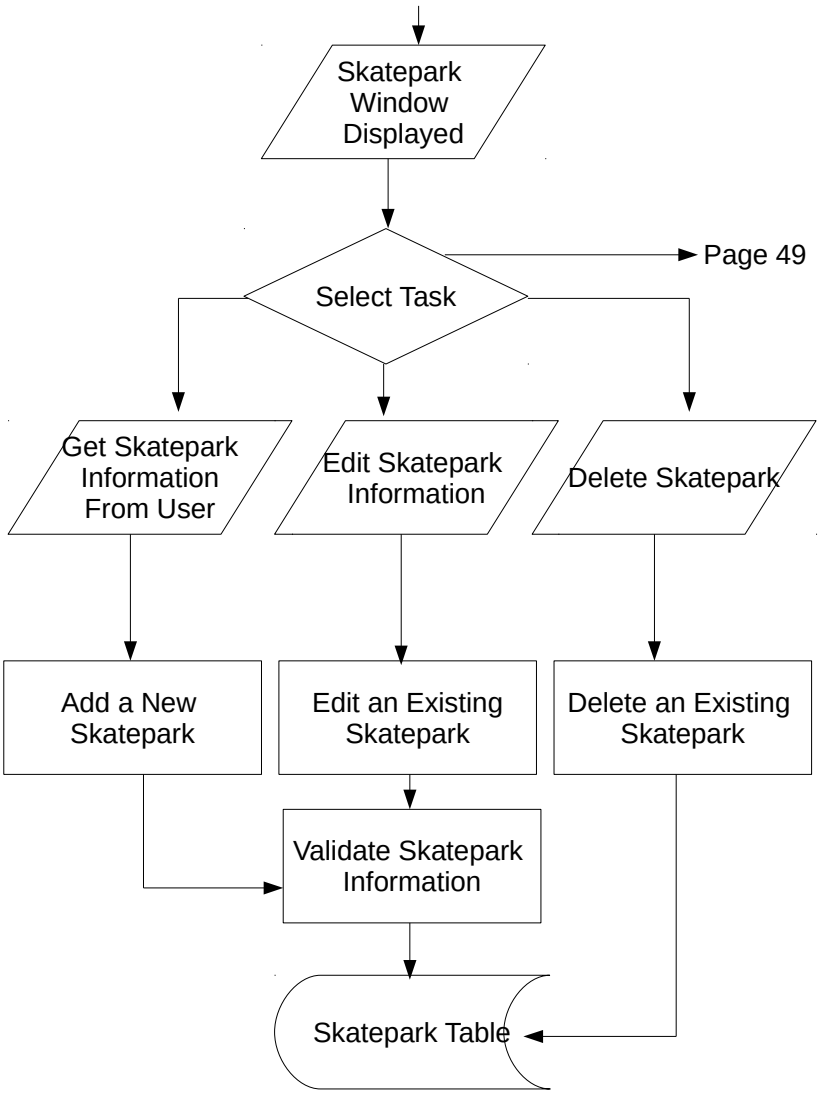

Figure 2.5: Skatepark Window Flowchart

The flowchart above displays the skatepark windows flow of operation. This shows the user can: add, edit and delete skateparks on and off of their map.

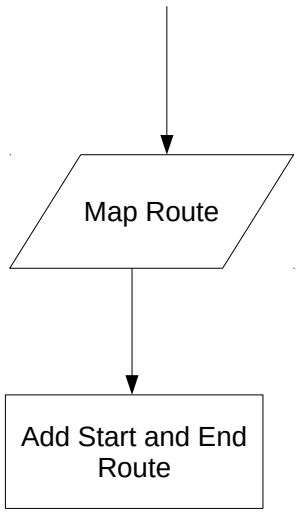

Figure 2.6: Skatepark Window Flowchart

The flowchart above is continued on from the previous flowchart and shows the user can map a route from location to location.

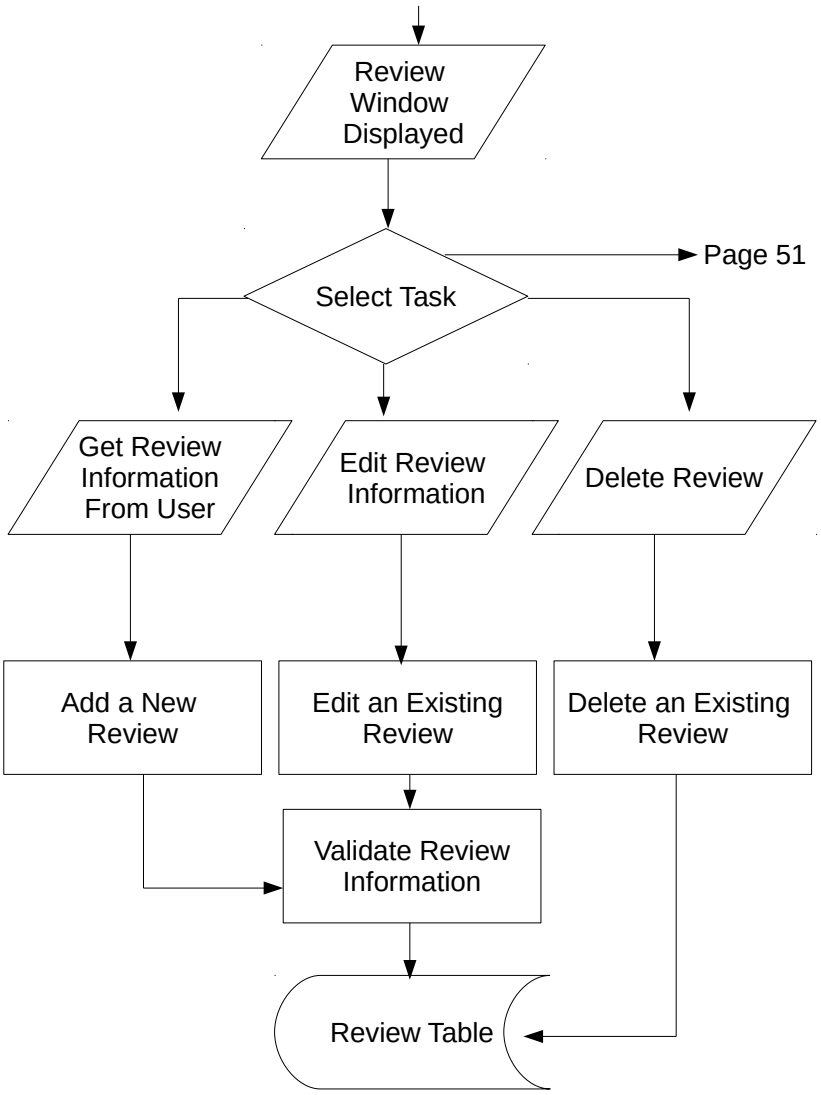

Figure 2.7: Review Window Flowchart

The flowchart above displays the review windows flow of operation. This shows the user can: add, edit and delete reviews.

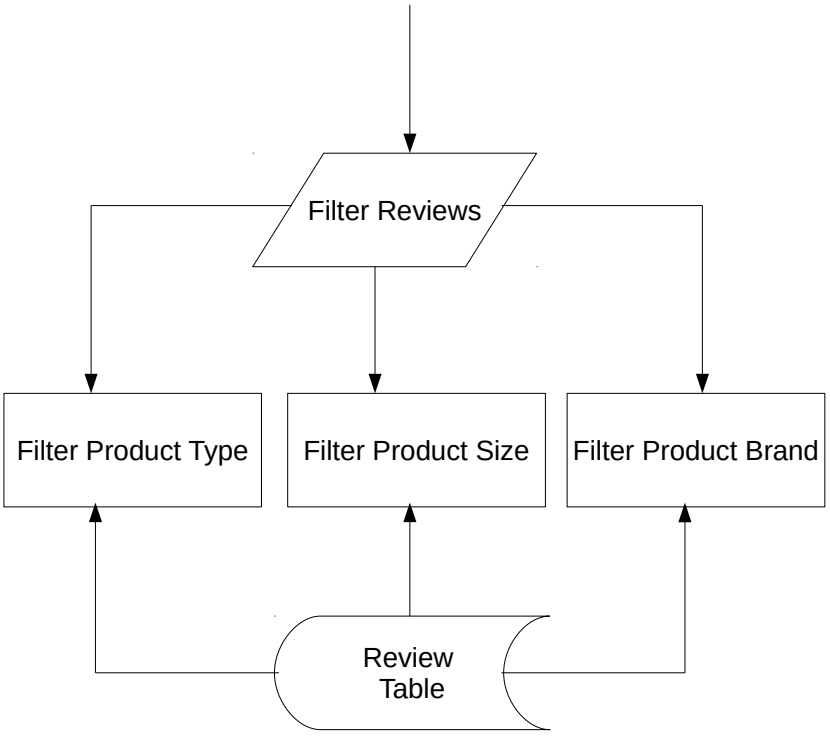

Figure 2.8: Review Window Flowchart

The flowchart above is continued on from the previous flowchart and shows the user can filter reviews via: brands, size and type.

2.2 User Interface Designs

The User Interface shown below occurs on a one off occasion when no profile information is found in the database. This screen allows the user to add a profile. This allows you to add your name, email and picture to your profile. A introductory message is also included to guide the user through the set-up process.

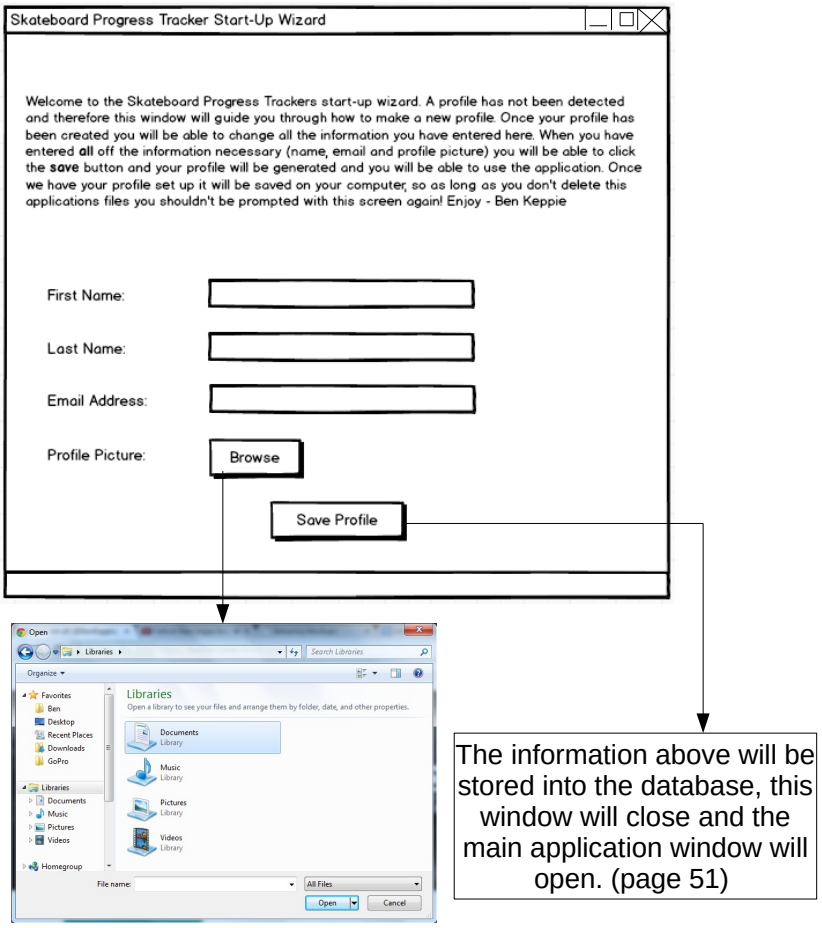

Figure 2.9: The User Interface for the Start-Up Wizard

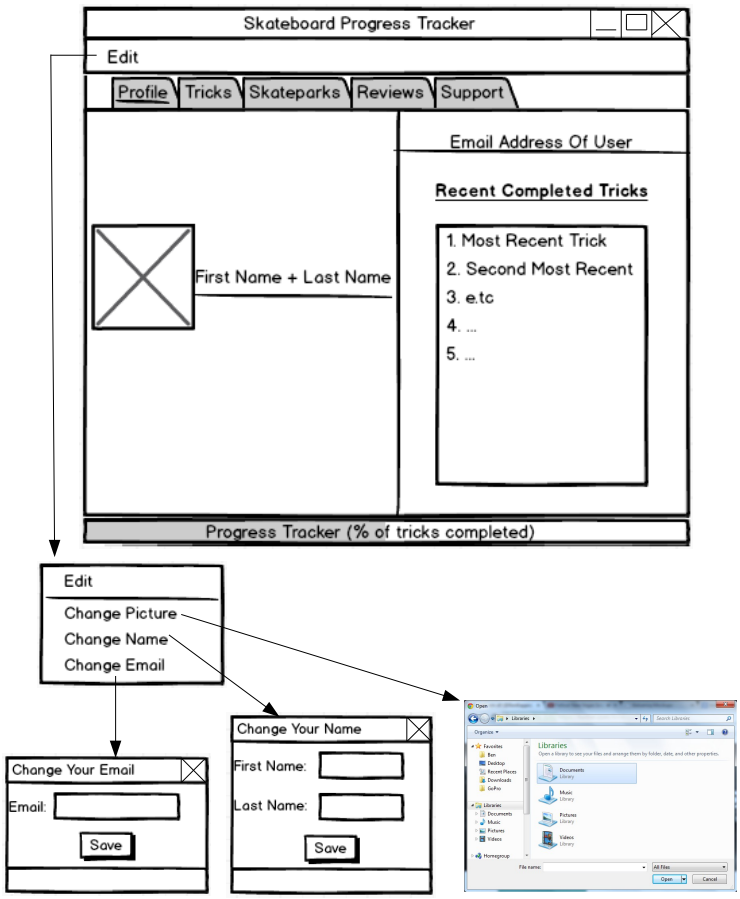

Figure 2.10: The User Interface for the profile section

This is the start-up page (the profile) of the application once a profile has been created. It contains the users profile with an image, name, email, progress tracker and a list of recently completed tricks. All of the information can be edited by the 'Edit' menu bar which contains 3 options (change profile picture, change name and change the email address). The tabs below the menu bar can be used to navigate between the windows of the application. These are displayed on each window and kept in the same position for ease of use. There is also a progress tracker at the bottom of the window where the user can see how many tricks they have completed out of the tricks in there table.

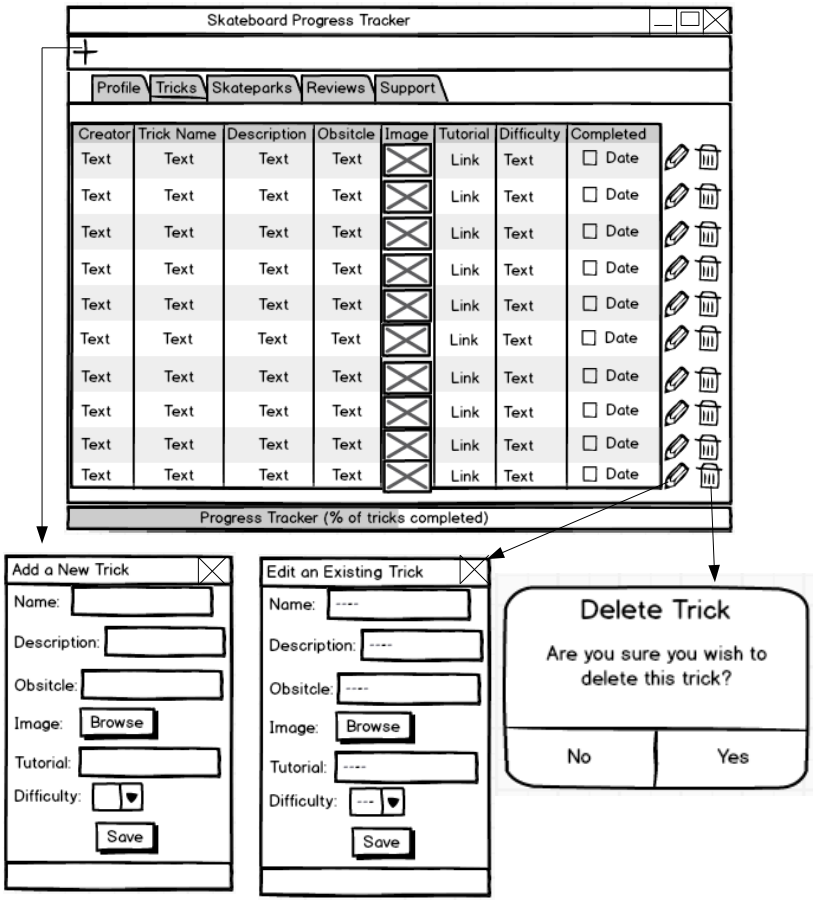

Figure 2.11: The User Interface for the trick section

The Tricks window of the application contains the same progress tracker as discussed in the profile user interface and a table in the main window full of tricks and their information. By the side of each trick there are icons including a pencil and a bin which represent 'edit' and 'delete'. I have decided to use these icons as they're recognisable, aesthetically pleasing and don't use up as much space as words, this allows for the table to be bigger. To add a trick the user can click the (+) symbol from the menu bar.

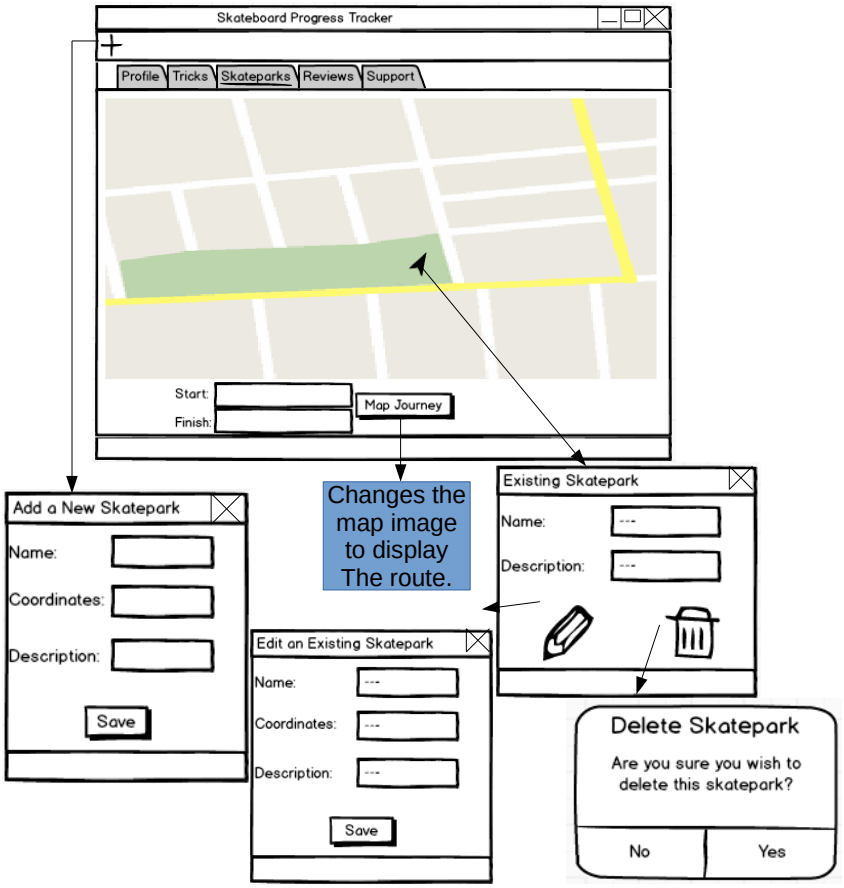

Figure 2.12: The User Interface for the skatepark section

The skatepark window contains a Google maps image in the centre of the window with a start and finish destination which can be used to map a route on the Google maps image. Once a skatepark is clicked on the maps information about that skatepark is given and there are options to edit and delete it, represented by a pencil and bin. I have used these symbols continuously through my application so that the user knows what the symbols mean. In the menu bar there is a (+) symbol which is used to add a new skatepark.

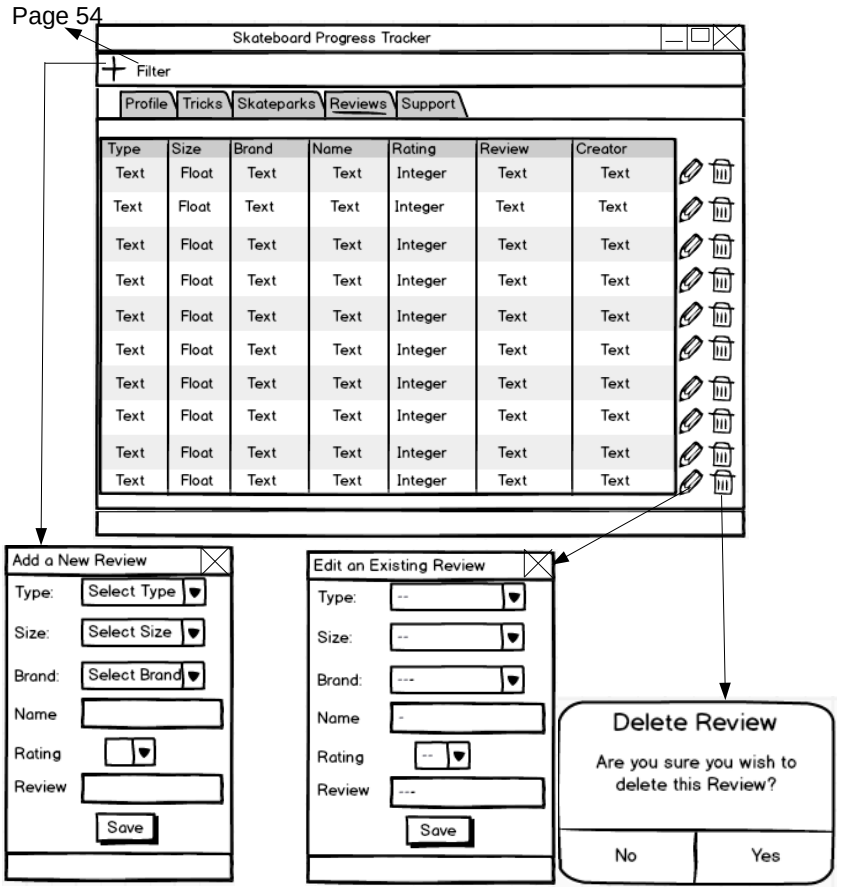

Figure 2.13: The User Interface for the review section

Like the trick window the review window has a table in the main window with a pencil and bin next to each row, and a (+) symbol is used to add a review. This continuity and re-use of symbols is all in place for ease of use. See the next page for filtering the review table.

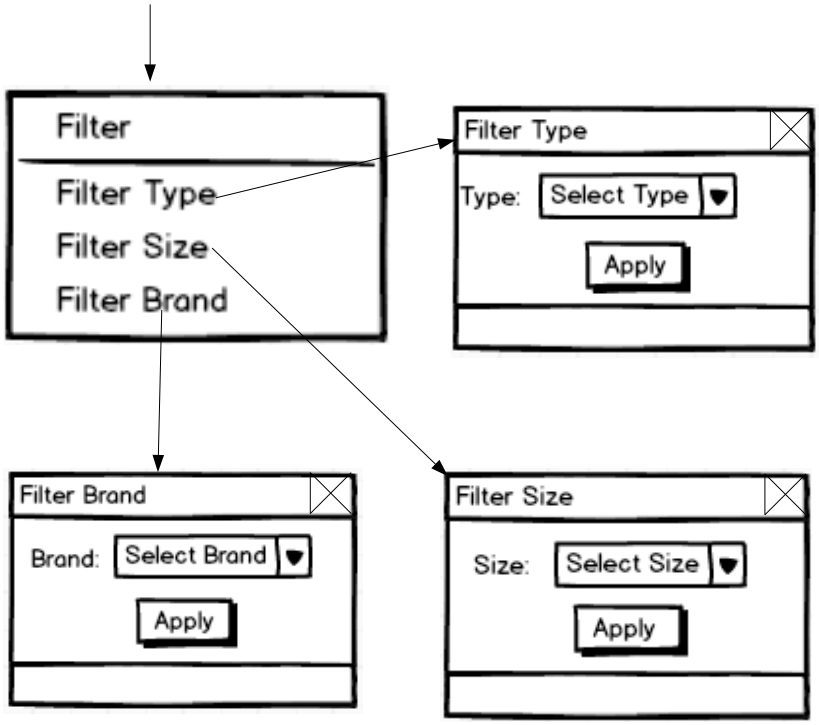

Figure 2.14: The continued User Interface for the review section

In the menu bar there is a 'Filter' option which allows for the user to filter the table for: Type, Brand and Size. These filters are in place so that the user can easily filter and narrow down the table to find the reviews that you want.

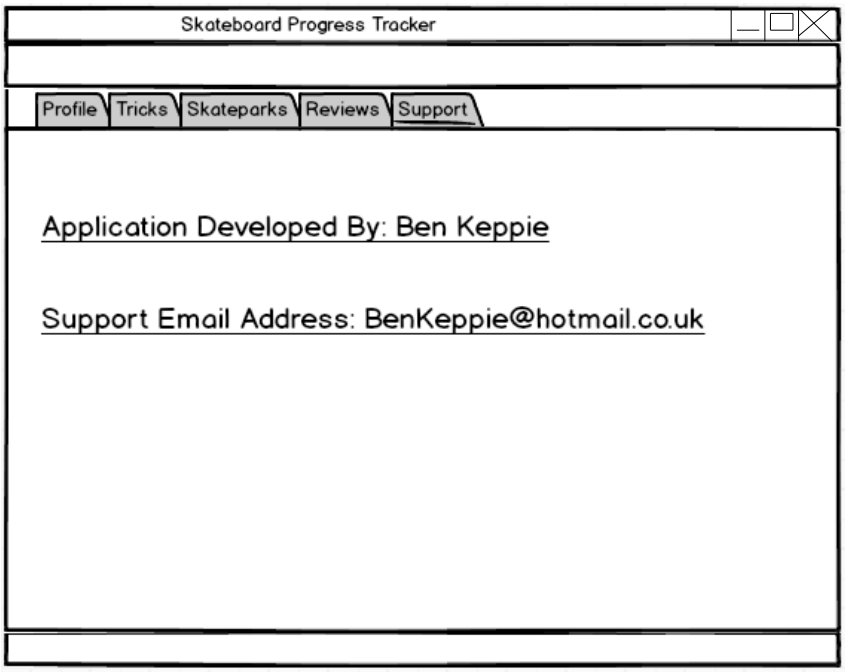

Figure 2.15: The User Interface for the support section

This window is available so that if there are any problems any user can contact the developer to fix them.

2.3 Hardware Specification

The system will need to run on Stuart's laptop. This means the program will have to work with a 1360x768, 16:9 aspect ratio screen and also windows 7. This is important as I have to make sure my program will fit on this screen size as the program is being built to Stuarts laptop specifications. This is an important

factor as all of the applications features will need to be aesthetically pleasing in many areas of the applcation such as the tables of information and the skatepark mapping section. A keyboard will be needed for inputting the information to the program, such as adding tricks or skateparks to the database. A track pad/mouse will be used to navigate around the program and the laptop screen will be used for the output of the program. The database and application data will be be stored on the hard drive of the user. The cost of extra hardware totals to £0 as my client has already purchased the necessary equipment. This is beneficial as no extra hardware needs to be purchased which makes it readily available and suitable for purpose.

2.4 Program Structure

2.4.1 Top-down design structure charts

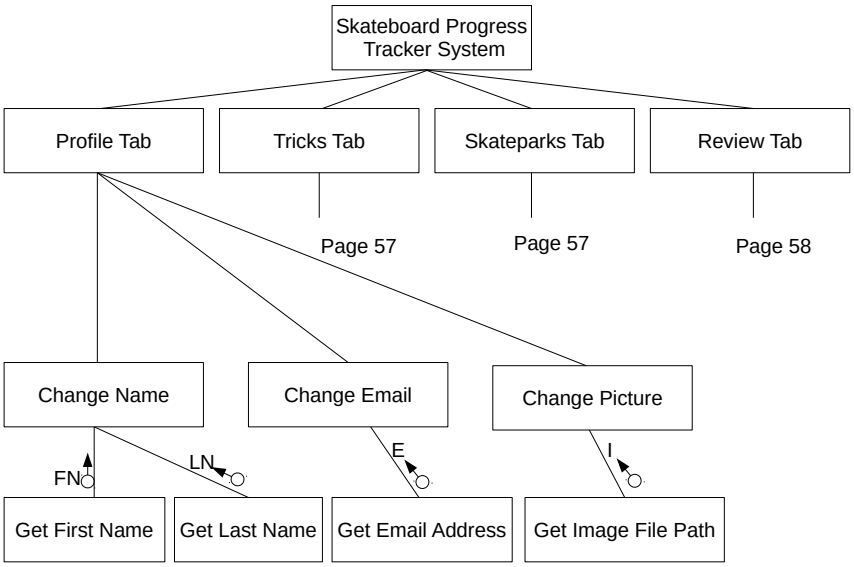

Figure 2.16: Profile Top-Down Design Chart

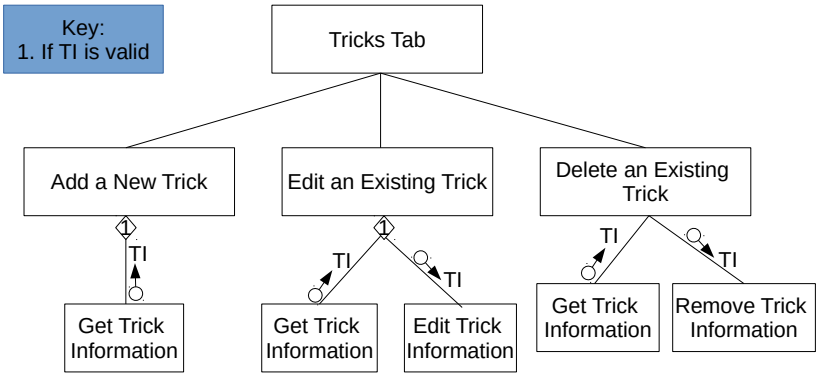

Figure 2.17: Tricks Top-Down Design Chart

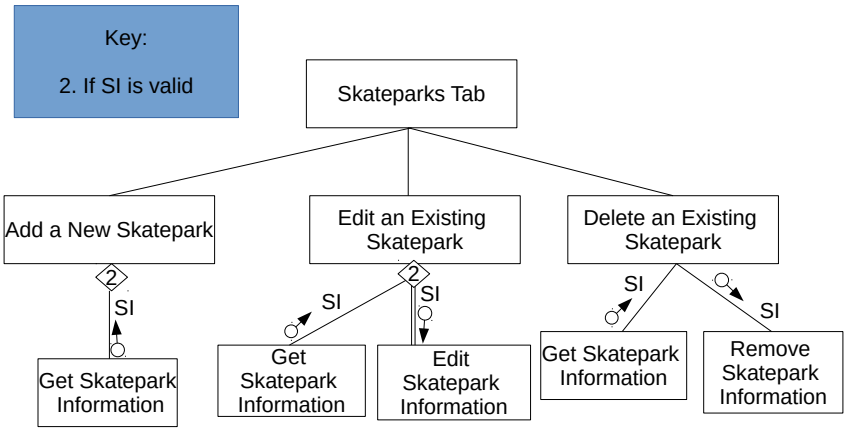

Figure 2.18: Skateparks Top-Down Design Chart

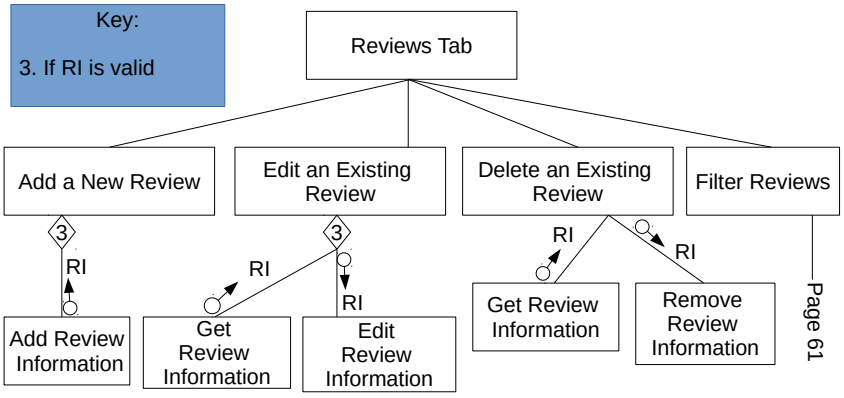

Figure 2.19: Reviews Top-Down Design Chart

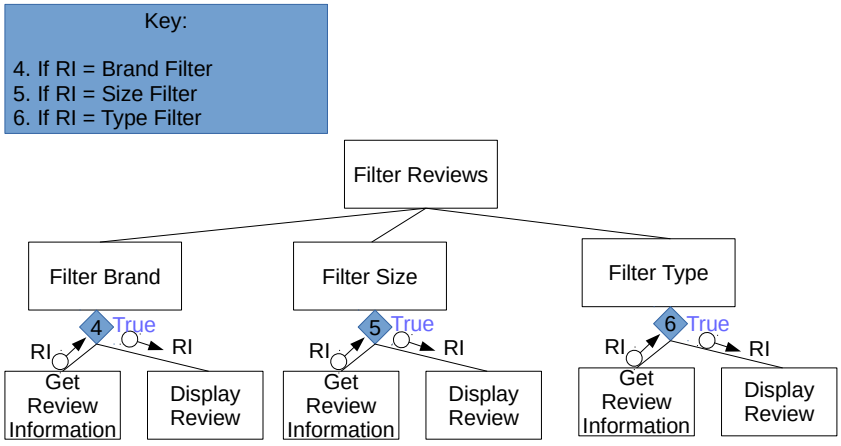

Figure 2.20: Review Filters Top-Down Design Chart

2.4.2 Algorithms in pseudo-code for each data transformation process

Algorithm 7 Algorithm For The Progress Tracker Bar

```
FUNCTION PROFILE_TRACKER(CompletedTricks,AllTricks)
    LengthCompletedTricks ← LEN(CompletedTricks)
    LengthAllTricks ← LEN(AllTricks)
    ProgressPercentage ← LengthCompletedTricks/LengthAllTricks*100
ENDFUNCTION
```

Algorithm 8 Algorithm For Mapping a Route

```
FUNCTION MAP_ROUTE(StartLocation,EndLocation)
    StartLocationCoordinates ← GEOCODING(StartLocation)
    EndLocationCoordinates ← GEOCODING(EndLocation)
MAPROUTE(StartLocationCoordinates,EndLocationCoordinates)
ENDFUNCTION
```

Algorithm 9 Algorithm For Adding a Skatepark Marker to the Map

```
FUNCTION SKATEPARK_MARKER(SkateparkLongitude,SkateparkLatitude)
    marker ← Google_maps_marker(SkateparkLongitude,SkateparkLatitude)
ENDFUNCTION
```

2.4.3 Object Diagrams

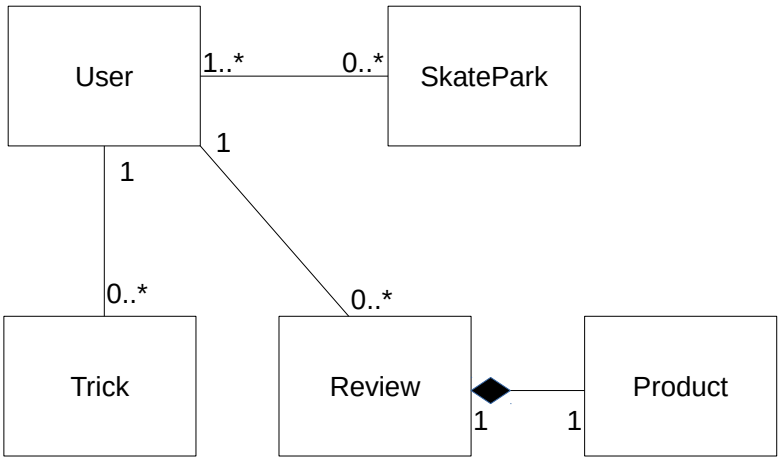

Figure 2.21: Relationship Diagram

2.4.4 Class Definitions

User
UserID UserPicture UserEmail Username
get_userid get_user_picture get_user_email get_username

Trick
TrickName TrickDescription TrickDifficulty Trickobstacle TrickCompleted TrickImage TrickTutorialLink
get_trick_name get_trick_description get_trick_obstacle get_trick_difficulty get_trick_state get_trick_image calculate_tricks_completed calculate_tricks_progress_percentage get_trick_tutorial_link

SkatePark
SkateparkID SkateparkName SkateparkCoordinates SkateparkDescription
get_skatepark_id get_skatepark_name get_skatepark_coordinates get_skatepark_description add_new_skatepark edit_existing_skatepark delete_existing_skatepark set_skatepark_marker map_skatepark_route

Review
ReviewID
get_review_id add_new_review edit_existing_review delete_existing_review

Product
ProductName
ProductSize
ProductBrand
ProductType
ProductReview
get_product_name
get_product_size
get_product_brand
get_product_type
get_product_review
filter_product_brand
filter_product_type
filter_product_size

2.5 Prototyping

Inserting a Webpage into PyQt

For the 'Skateparks' seciton of my system I would need to be able to add Google maps into my application. For this to work I would need to be able to view a web page in the main window of my PyQt application. I successfully managed to integrate the web page into the main window, this can be seen below.

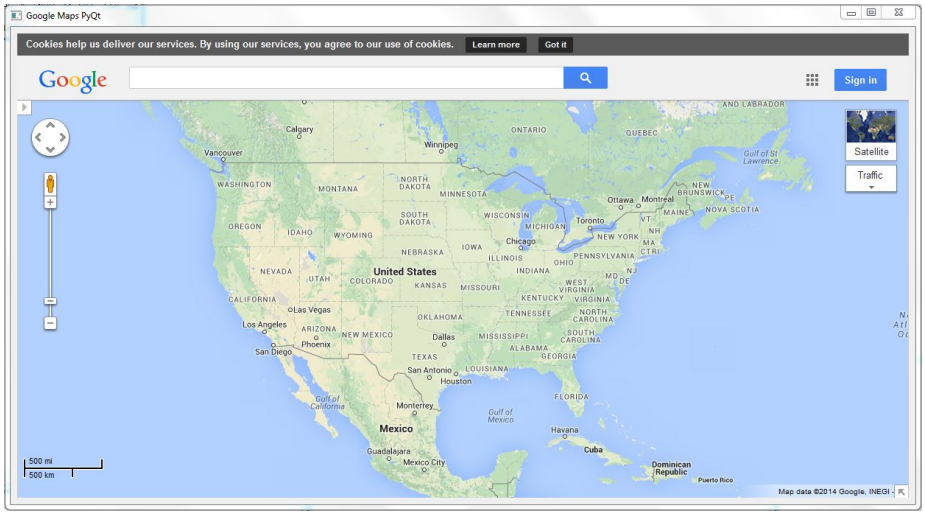

Figure 2.22: Google Maps in Python Application

My code for this is shown below.

```
import sys
from PyQt4.QtGui import *
from PyQt4.QtCore import *
from PyQt4.QtWebKit import *

class MainWindow(QMainWindow):
    """The main window for my application"""
    def __init__(self):
        super().__init__()
        self.setWindowTitle("Google Maps PyQt")
        self.create_layout()

    def create_layout(self):
        self.label=QWebView()
        self.label.load(QUrl("http://www.Google.com/maps"))
        self.label.show()

        self.layout=QVBoxLayout()
        self.layout.addWidget(self.label)

        self.widget=QWidget()
        self.widget.setLayout(self.layout)
        self.setCentralWidget(self.widget)

if __name__ == "__main__":
    application=QApplication(sys.argv)
    window=MainWindow()
    window.show()
    window.raise_()
    application.exec_()
```

Google Maps API

For my skateparks section of my program I had to think about a way to represent all the skateparks on the map. I found out after researching about Google maps API, that embedding Google maps into my program using HTML would provide a better user interface then the whole web page as it cuts out the parts of the web page which are not needed. I also found out a way using HTML to place markers which is a possible way of representing the individual skateparks on the map. My code for this is shown below.

```
self.Google_maps=QWebView()
self.html=('''<iframe width="100%" height="100%"
   frameborder="0" style="border:0"
src="https://www.Google.co.uk/maps/embed/v1/place?
        key=AIzaSyC5RcJ7vLSEYF32KqDusnuRcLJiHW8EbDg
```

```
        &q=long+road+sixth+form+college
        &attribution_source=Google+Maps+Embed+API
        &attribution_web_url=http://www.butchartgardens.com/
        &attribution_ios_deep_link_id=comGooglemaps://?daddr=long+road+sixth
        +form+college"> </iframe>''')
self.Google_maps.setHtml(self.html)
```

This places a marker on the map at my college, Long Road Sixth Form. The code produces an embedded map with a pin marker located at Long Road Sixth Form. This is shown below.

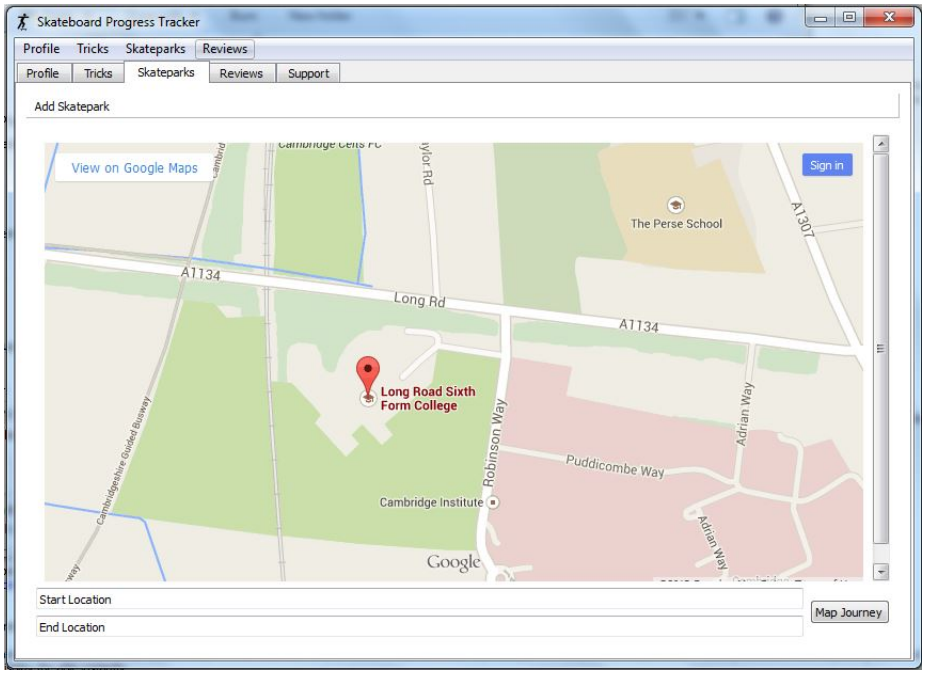

Figure 2.23: Pin Marker on Embedded Google Maps

Using Tabs To Navigate Through Windows

For my system I have decided to use a tabbed interface to navigate through my application. I have never used this form of navigation before and have decided to try and use this aesthetically pleasing and easy to use form of navigation. I investigated tabs and found that this was possible by using a QTabWidget. From this I then used my existing knowledge on how to add widgets to layouts and layouts to windows to produce this code:

```
import sys
from PyQt4.QtGui import *
from PyQt4.QtCore import *

class MainWindow(QMainWindow):
    def __init__(self):
        super().__init__()
        self.setWindowTitle("Tabbed Interface")
        self.create_tabs()

    def create_tabs(self):

        self.tabs=QTabWidget()

        #Create Widgets
        self.profile_tab=QWidget()
        self.tricks_tab=QWidget()
        self.skateparks_tab=QWidget()
        self.reviews_tab=QWidget()
        self.support_tab=QWidget()

        #Add Tabs
        self.tabs.addTab(self.profile_tab, "Profile")
        self.tabs.addTab(self.tricks_tab, "Tricks")
        self.tabs.addTab(self.skateparks_tab,
            "Skateparks")
        self.tabs.addTab(self.reviews_tab, "Reviews")
        self.tabs.addTab(self.support_tab, "Support")

        self.setCentralWidget(self.tabs)

if __name__=="__main__":
    application=QApplication(sys.argv)
    window=MainWindow()
    window.show()
    window.raise_()
    application.exec_()
```

Figure 2.24: Tab Navigation Code

This code then produced the window below. This program allowed me to navigate through tabs.

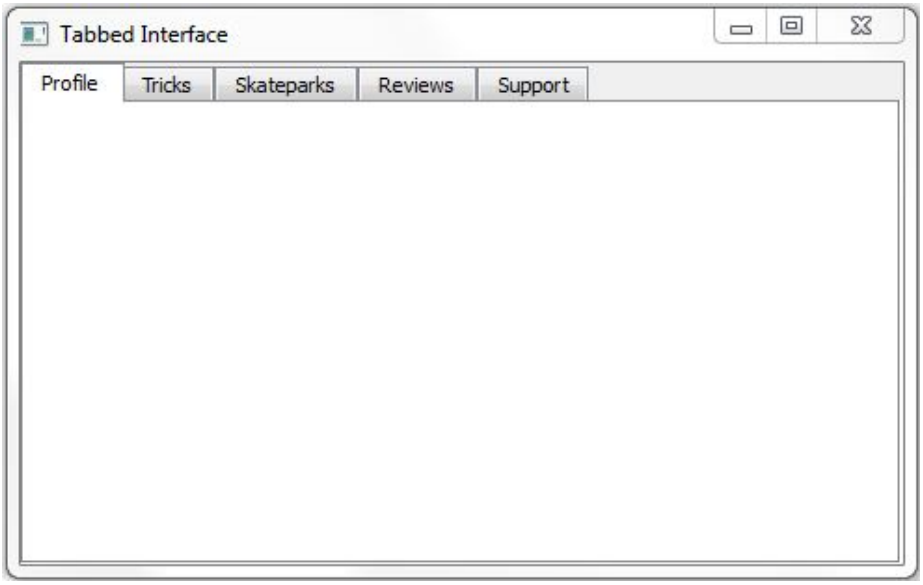

Figure 2.25: Tabbed Navigation in Python Application

Displaying a Database Table into a window

For two areas of my system tables from my database have to be displayed, as this feature is key for my tricks and reviews section I have decided to prototype it. I had previous experience in reading databases and displaying tables but I had never designed a program to read the database automatically from program start-up and display the able instantly. To do this I found out that all I needed to do was manually code the file path to the database; however I needed this to work on every computer in order to make it possible to I used the code below in order to do this.

```
1 self.path=("{0}{1}".format(os.getcwd(),"\skateboard_progress_tracker.db"))
```

2.6 Definition of Data Requirements

2.6.1 Identification of all data input items

Data	Description
FirstName	The first name of the user
LastName	The last name of the user
UserPicture	The picture selected by the user for a profile picture
UserEmail	The email address of the user
TrickName	The name of a trick being added to the trick table
TrickDescription	The description of the trick being added to the trick table
TrickObsitcle	Any obstacle needed to perform the trick being added to the trick table
TrickImage	The picture selected by the user for the trick being added to the trick table
TrickTutorialLink	The video link for a tutorial for the trick being added to the trick table
TrickDifficulty	The difficulty of the trick being added to the trick table
SkateparkName	The name of a skatepark being added to the skatepark table
SkateparkCoordinates	The coordinates of the skatepark being added to the skatepark table
SkateparkDescription	The description of the skatepark being added to the skatepark table
ReviewDescription	The written review for a product
ProductBrand	The brand of the product that is being reviewed
ProductName	The name of the product being reviewed
ProductSize	The size of the product being reviewed
ReviewRating	The rating of the product being reviewed

2.6.2 Identification of all data output items

Data	Description
UserPicture	The picture selected by the user for a profile picture
TrickImage	The picture selected by the user for the trick being added to the trick table
TrickCompleted	A checkbox indicating a trick is completed
TrickCompletedDate	A date indicating when the trick was completed
ReviewDescription	The written review for a product will be displayed when the review filter fits the reviews criteria
ProductBrand	The brand of the product that is being reviewed will be displayed when the review filter fits the reviews criteria
ProductName	The name of the product being reviewed will be displayed when the review filter fits the reviews criteria
ProductSize	The size of the product being reviewed will be displayed when the review filter fits the reviews criteria
ReviewRating	The rating of the product being reviewed will be displayed when the review filter fits the reviews criteria

2.6.3 Explanation of how data output items are generated

The UserPicture and TrickImage is displayed to the user by a file path which is selected by the user in the setting up of the profile and when the user is adding a trick.

The TrickCompleted is generated by the user clicking the checkbox to show that they have completed that trick. This will then display the checkbox as being checked.

The TrickCompletedDate is generated the the users clock on their computer. The date will be generated by the python function to call the time now. This date will then be displayed in the same column as the TrickCompleted checkbox.

The ReviewDescription, ProductBrand, ProductName, ProductSize and ReviewRating are all placed through a query to determine whether the review fits the criteria of the specific filter. If the review data fits the review filter then the data will be displayed to the user.

2.6.4 Data Dictionary

My Data Dictionary is displayed below, this contains quite a few modifications since my analysis section. This is because I have realised that for filtering through information I would need more attributes so that users can't spell things such as brand names wrong. Additionally I have decided to add some more user features such as a user picture so that the user interface will be better to look at and more user friendly.

Data dictionary

Name	Data Type	Length	Validation	Example Data	Comment
UserID	Interger	10 Numbers	None	1	Unique identifier for a user
FirstName	String	20 Characters	Presence, no numbers, no special characters	Ben	None
LastName	String	20 Characters	Presence, no numbers, no special characters	Keppie	None
UserPicture	Image	N/A	160x160 pixels	UserPicture.jpeg	None
UserEmail	string	55 characters	contains @ and .com/.co.uk	BenKeppie@hotmail.co.uk	None
TrickCreator	String	41 Characters	Adds First and last name	Ben Keppie	None
TrickID	Interger	10 numbers	None	1	Unique identifier for a trick
TrickName	String	25 characters	None	Ollie	Linked to Description, image and tutorial link
TrickDescription	String	100 characters	None	Board is turned around 180 degrees	Linked to trick, image and tutorial link
Trickobstacle	String	25 characters	None	Half Pipe	None
TrickImage	Image	N/A	670 x 503 pixels	Ollie.jpeg	None
TrickTutorialLink	String	100 characters	Correct link	`http://www.youtube.com/watch?v=3809`	Linked to trick, description and image
TrickDifficulty	string	6 characters	easy, medium, hard	easy	colour coded
TrickCompleted	Boolean	True/False	None	True	None
TrickCompletedDate	String	10 characters	DD/MM/YYYY	15/07/2014	None

SkateparkID	interger	10 numbers	None	1	Unique identifier for a skatepark
SkateparkName	String	25 characters	Correct Name	Cambourne Skatepark	None
SkateparkCoordinates	Float	20 characters	Correct coordinates	52.2200 N, 0.0700 W	None
SkateparkDescription	String	200 characters	Accurate description	Halfpipe only	None
ReviewID	interger	10 numbers	None	1	Unique identifier for a review
ReviewDescription	String	500 characters	Non-biased	These trucks are the best I have owned	Moderated
ReviewRating	interger	range 1-5	Non-biased	1	Moderated
ReviewCreator	String	41 Characters	Adds First and last name	Ben Keppie	None
ProductID	interger	10 numbers	None	1	Unique identifier for a product
ProductBrandID	interger	10 numbers	None	1	Unique identifier for a brand
ProductBrand	String	20 characters	None	ZERO	Moderated
ProductTypeID	interger	10 numbers	None	1	Unique identifier for a skate board part
ProductType	String	20 characters	None	Deck	Moderated
ProductName	String	25 characters	None	Cosmic Tiger	Moderated
ProductSizeID	interger	10 numbers	None	1	Unique identifier for a size.
ProductSize	String	20 characters	None	7.875”	Moderated

2.6.5 Identification of appropriate storage media

A Hard Drive Disk (HDD) will be an appropriate storage media as the system and its data (database) needs to be stored in a way which is easily acessible for the system to use. As Stuart's laptop has a HDD built in as its main source of storage, this is the only suitable storage media for his situation. An external HDD will also allow for long term memory storage and allow for syncing between two computers, whilst also suiting the purpose of storing a back up. This is due to the external HDD's portability and security properties.

2.7 Database Design

2.7.1 Normalisation

ER Diagrams

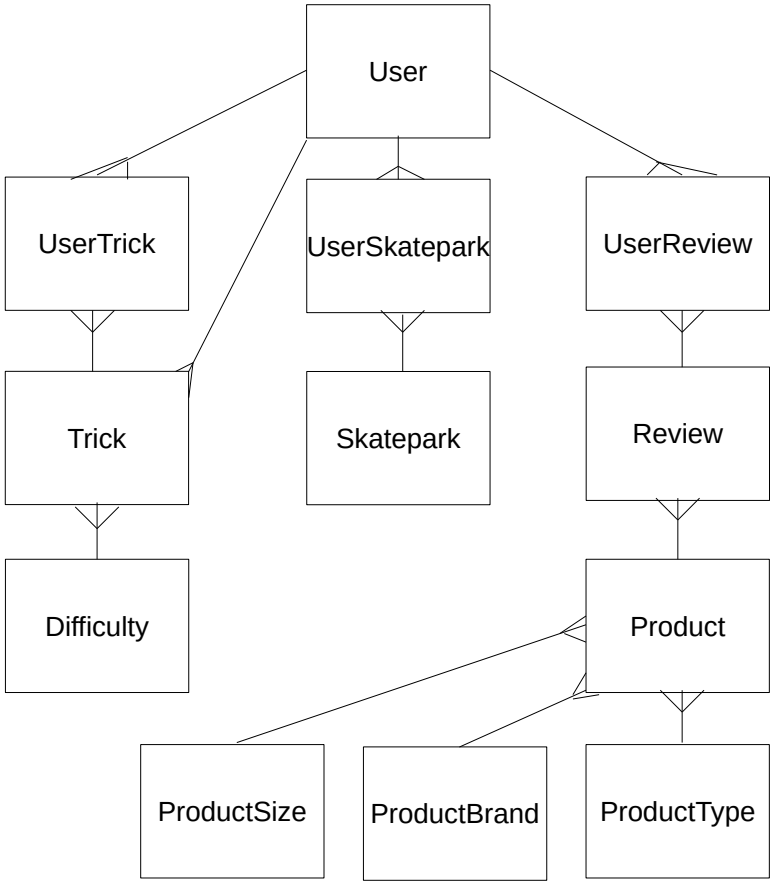

Figure 2.26: Entity-Relationship Diagram

Entity Descriptions

User(UserID, FirstName, LastName, UserPicture, UserEmail)

UserTrick(UserID, *TrickID*)

Trick(TrickID, *DifficultyID*, TrickCreator, TrickName, TrickDescription, Trickobstacle, TrickImage, TrickTutorialLink, TrickCompleted, TrickCompletedDate)

Difficulty(DifficultyID, TrickDifficulty, DifficultyDescription)

UserReview(UserID, *ReviewID*)

Review(ReviewID, *ProductID*, ReviewCreator, ReviewDescription, ReviewRating)

Product(ProductID, *ProductBrandID*, *ProductTypeID*, *ProductSizeID*, ProductName)

ProductBrand(ProductBrandID, ProductBrand)

ProductType(ProductTypeID, ProductType)

ProductSize(ProductSizeID, ProductSize)

UserSkatepark(UserID, *SkateparkID*)

Skatepark(SkateparkID, SkateparkName, SkateparkCoordinates, SkateparkDescription)

1NF to 3NF

The stages below show how my data has gone from UNF to 3NF via the process of normalisation.

Un-Normalised
UserID
FirstName
LastName
UserPicture
UserEmail
TrickCreator (UserID)
TrickID
TrickName
TrickDescription
Trickobstacle
TrickImage
TrickTutorialLink
DifficultyID
TrickDifficulty
DifficultyDescription
TrickCompleted
TrickCompletedDate
SkateparkID
SkateparkName
SkateparkCoordinates
SkateparkDescription
ReviewID
ReviewDescription
ProductID
ProductBrand
ProductType
ProductName
ProductSize
ReviewCreator (UserID)
ReviewRating

1NF	
Repeating	**Non-Repeating**
UserID	UserID
TrickID	FirstName
TrickName	LastName
TrickCreator (UserID)	UserPicture
TrickDescription	UserEmail
Trickobstacle	
TrickImage	
TrickTutorialLink	
DifficultyID	
DifficultyDescription	
TrickDifficulty	
TrickCompleted	
TrickCompletedDate	
SkateparkID	
SkateparkName	
SkateparkCoordinates	
SkateparkDescription	
ReviewID	
ReviewDescription	
ProductID	
ProductBrandID	
ProductTypeID	
ProductSizeID	
ProductBrand	
ProductType	
ProductName	
ProductSize	
ReviewCreator (UserID)	
ReviewDescription	
ReviewRating	

2NF
UserID FirstName LastName UserPicture UserEmail
UserID *TrickID*
TrickID TrickCreator (UserID) TrickName TrickDescription TrickObsitcle TrickImage TrickTutorialLink TrickDifficulty DifficultyID DifficultyDescription TrickCompleted TrickCompletedDate
UserID SkateparkID SkateparkName SkateparkCoordinates SkateparkDescription ReviewID ReviewDescription ProductID ProductBrandID ProductSizeID ProductTypeID ProductBrand ProductType ProductName ProductSize ReviewCreator (UserID) ReviewRating

3NF
UserID FirstName LastName UserPicture UserEmail
UserID *TrickID*
TrickID *DifficultyID* TrickCreator (UserID) TrickName TrickDescription Trickobstacle TrickImage TrickTutorialLink TrickCompleted TrickCompletedDate
DifficultyID TrickDifficulty DifficultyDescription
UserID *ReviewID*
UserID *SkateparkID*
SkateparkID SkateparkName SkateparkCoordinates SkateparkDescription
ProductID *ProductBrandID* *ProductTypeID* *ProductSizeID* ProductName

ReviewID *ProductID* ReviewDescription ReviewRating ReviewCreator (UserID)
ProductBrandID ProductBrand
ProductTypeID ProductType
ProductSizeID ProductSize

2.7.2 SQL Queries

For all of my SQL queries I will be using Python to format the SQL query text strings.

Query to Show Filtering the Product Type

The query below shows the SQL query that will be used to filter the reviews for a specific product type. This takes all the information from a review (in the Review table) and displays it if the ProductTypeID (from the ProductType table) equals the filter that is set. The filter will be selected via a drop down box in the 'Filter reviews' pop-out.

```
SELECT *
FROM Review, Product
WHERE Product.ProductTypeID=?
```

Query to Show Filtering the Product Size

The query below shows the SQL query that will be used to filter the reviews for a specific product size.This takes all the information from a review (in the Review table) and displays it if the ProductSizeID (from the ProductSize table) equals the filter that is set. The filter will be selected via a drop down box in the 'Filter reviews' pop-out.

```
SELECT *
FROM Review, Product
WHERE Product.ProductSizeID=?
```

Query to Show Filtering the Product Brand

The query below shows the SQL query that will be used to filter the reviews for a specific product brand.This takes all the information from a review (in the Review table) and displays it if the ProductBrandID (from the ProductBrand table) equals the filter that is set. The filter will be selected via a drop down box in the 'Filter reviews' pop-out.

```
SELECT *
FROM Review, Product
WHERE Product.ProductBrandID=?
```

Query to Show How Many Tricks Have Been Completed

The query below shows the SQL query that will be used to find how many tricks have been completed. This SQL query generates the basis for my progress tracker algorithm shown in a previous section.

```
SELECT TrickID
FROM Trick
WHERE TrickCompleted=True
```

Query to Show How Many Tricks are in the Trick Table

The query below shows the SQL query that will be used to find out how many tricks are in the trick table. This SQL query also generates the basis for my progress tracker algorithm shown in a previous section.

```
SELECT TrickID
FROM Trick
```

Query to Order the Trick Database in Alphabetical Order

The query below shows how I will order the trick QTableView in my program to display all the tricks in alphabetical order.

```
SELECT *
FROM Trick
ORDER BY TrickName ASC
```

2.8 Security and Integrity of the System and Data

2.8.1 Security and Integrity of Data

Due to the system containing some private information about a living individual (name and email), the new system will have to abide by the data protection act.

Location data about the user will need to be secured as that information could be used to find out where a living person is going. To make sure that the data that is stored is also valid, at the input stage, drop down menus will be used when necessary e.g reviews brand. Wherever the user types in the information via the keyboard, the data will be checked to make sure that it is acceptable by the validation discussed in the next section. I will also need to make sure that I keep referential integrity in my database. I have desided to stick with the default: ON UPDATE RESTRICT ON DELETE RESTRICT as this will prevent users of my system from mistakenly altering the database in an unexpected way.

2.8.2 System Security

It is important that the system is protected from data theft, corruption and tampering. The database will be encrypted to avoid people accessing the information without the use of the system. As my program must abide by the data protection act I must ensure that the data:

- Will not be transferred to other countries.
- Will be secured securely so only authorised users can access it. To enforce this my database will be encrypted.
- Will be destroyed after 11 years of collection. To enforce this after 11 years the user will be forced to re-enter the personal data that the program stores before being able to access the program (name and email address).
- Will be accurate and up to date. To enforce this, periodicly the program will display pop-ups reminding the user to ensure the information stored on the database is correct.
- Will be necessary. To enforce this, as the programmer I will only use the data for the specific purposes for which it was collected, e.g Profile Picture to display on the individuals users profile page.

2.9 Validation

To avoid any incorrect data entries from being added to the database the system needs to carry out some validation searches to ensure that each piece of information being added to the database is in acceptable parameters.

Item	Example	Validation	Justification
FirstName	Ben	Presence, no numbers, no special characters	To ensure a first name is entered and with only acceptable characters
LastName	Keppie	Presence, no numbers, no special characters	To ensure a last name is entered and with only acceptable characters
UserPicture	Picture.jpeg	JPEG image (will be re-sized to 160x160)	To ensure a standard file type and picture size
UserEmail	BenKeppie@hotmail.co.uk	Ensure a standard format of email address	So only valid email addresses are entered
TrickName	Ollie	Presence check	To ensure a trick name is entered
TrickDescription	Board lifts off the ground	Presence check	To ensure a trick description is entered
Trickobstacle	Flat Ground	Presence check	To ensure a trick obsitcle is entered
TrickImage	Ollie.jpeg	JPEG image (will be re-sized to 670x503)	To ensure a standard file type and picture size
TrickTutorialLink	`http://www.youtube.com/watch?V=1`	Presence, ensure the text is a web address	To ensure a link to a trick tutorial is valid
TrickDifficulty	Easy	Ensure an option is selected	To ensure that a difficulty is available for a trick
TrickCompletedDate	15/08/2014	Date is in the DD/MM/YYYY format	So a universal date format is available for completed tricks
SkateparkName	Cambourne	Presence	So a name is entered for a skatepark
Skatepark Coordinates	52.2200 N, 0.0700 W	Presence and correct coordinate format	So a usable coordinate is entered
SkateparkDescription	Halfpipe only	Presence	To ensure a skatepark description is entered
ReviewDescription	Amazing trucks, best I have owned	Presence	To ensure a review description is entered
ReviewRating	1 87	Presence, and only numbers 1-5 allowed	To ensure a correct value is entered for a rating

ProductBrand	ZERO	Presence	To ensure a brand is selected for a review
ProductType	Trucks	Presence	To ensure a type is selected for a review
ProductName	Spec Ops	Presence	To ensure a name is selected for the product of the review
ProductSize	5.0”	Presence	To ensure a size is selected for a review

2.10 Testing

2.10.1 Outline Plan

Test Series	Purpose of Test Series	Testing Strategy	Strategy Rationale
1	Test the flow of control between user interfaces	Top-down testing	I habe chosen top-down testing as the flow of user interfaces is hierarchical due to the fact there are multiple interfaces which stem from an original, main interface
2	Validation of input data performed corrected	Bottom-up Testing	I have chosen bottom-up testing as I need to test the lower levels of data input to ensure the information has been entered into the database. Only then I will be able to test other areas that use that information from the database
3	Test information input is stored in the correct place	White box testing	I have chosen white box testing as I will have to look into the database after I have inputted the data using the program to see that the data has been entered in the correct place
4	Test algorithms and SQL Queries to ensure the output is correct	Black box testing	I have chosen black box testing as I will see whether or not the algorithm/query has returned the correct values, without looking at the internal structure of the code
5	Test that the system fulfils the specification	Acceptance testing	I have chosen acceptance testing as this test is conducted to determine if the specification is met

2.10.2 Detailed Plan

Test Series	**Purpose of Test**	**Test Description**	**Test Data**	**Test Data Type (Normal/ Erroneous/ Boundary)**	**Expected Result**	**Actual Result**	**Evidence**
1.00	Test that the 'Profile' tab functions properly	This should load the profile window	Click the 'Profile' tab in the application	Normal	The profile window should be displayed		
1.01	Test the Change Name button on the profile window functions properly	A pop-up with two text boxes should display prompting you to enter your first and last name.	Click 'Edit' followed by 'Change Name'	Normal	A pop-up with two text boxes should display prompting you to enter your first and last name.		

1.02	Test the Change Email button on the profile window functions properly	A pop-up with a text box should display prompting you to enter your first and last name	Click 'Edit' followed by 'Change Email'	Normal	A pop-up with a text box should display prompting you to enter your first and last name		
1.03	Test the Change Picture button on the profile window functions properly	The default file browser for the system should open, allowing the user to select a jpeg image	click the 'Edit' button followed by the 'Change Picture' button	Normal	Default file browser should appear		
1.04	Test that the 'Tricks' tab functions properly	This should load the tricks window	Click the 'Tricks' tab in the application	Normal	The Tricks window should be displayed		
1.05	Test the add trick button functions properly	This should load a pop-up to add a trick	Click the (+) icon at the top left corner of the application	Normal	A pop-up prompting you to add a trick should appear		

1.06	Test the Edit Trick button (pencil next to a trick) functions properly	This should load a pop-up to edit a trick	Click the pencil icon next to a trick	Normal	A pop-up prompting you to edit a trick should appear		
1.07	Test the Delete Trick button (bin next to a trick) functions properly	This should load a pop-up to delete a trick	Click the bin icon next to a trick	Normal	A pop-up should ask you whether you wish to delete that trick		
1.08	Test that the 'Skateparks' tab functions properly	This should load the skateparks window	Click the 'Skateparks' tab in the application	Normal	The Skateparks window should be displayed		
1.09	Test the Add Skatepark button functions properly	This should load a pop-up to add a skatepark	Click the (+) icon at the top left corner of the application	Normal	A pop-up prompting you to add a skatepark should appear		
1.10	Test the Skatepark Location button functions properly	This should load a pop-up giving details about the skatepark	Click a location on a map	Normal	A pop-up giving you information about a skatepark		

1.11	Test the Edit Skatepark button (pencil in the existing skatepark pop-up) functions properly	This should load a pop-up to edit a skatepark	Click the pencil in the existing skatpark pop-up	Normal	A pop-up prompting you to edit a skatepark should appear		
1.12	Test the Delete Skatepark button (bin icon in the existing skatepark pop-up) functions properly	This should load a pop-up to delete a skatepark	Click the bin icon in the existing skatpark pop-up	Normal	A pop-up prompting you to delete a skatepark should appear		
1.13	Test the 'Map Journey' button functions properly	This should map a route on the map from the start and finish location	Click the 'Map Journey' icon	Normal	A route will be displayed on the map		
1.14	Test that the 'Reviews' tab functions properly	This should load the reviews window	Click the 'Reviews' tab in the application	Normal	The Reviews window should be displayed		

1.15	Test the Add Review button functions properly	This should load a pop-up to add a review	Click the (+) icon at the top left corner of the application	Normal	A pop-up prompting you to add a review should appear		
1.16	Test the Edit Review button (pencil next to a review) functions properly	This should load a pop-up to edit a review	Click the pencil icon next to a review	Normal	A pop-up prompting you to edit a review should appear		
1.17	Test the Delete Trick button (bin next to a review) functions properly	This should load a pop-up to delete a review	Click the bin icon next to a review	Normal	A pop-up should ask you whether you wish to delete that review		
1.18	Test the Filter Type button functions properly	This sould load a pop-up to filter the type	Click the 'Filter' button then from the list select 'Filter Type'	Normal	A pop-up should ask you to select a type		

1.19	Test the Filter Brand button functions properly	This sould load a pop-up to filter the brand	Click the 'Filter' button then from the list select 'Filter Brand'	Normal	A pop-up should ask you to select a brand		
1.20	Test the Filter Size button functions properly	This sould load a pop-up to filter the size	Click the 'Filter' button then from the list select 'Filter Size'	Normal	A pop-up should ask you to select a size		
2.00	Verify an appropriate name is entered to the 'Change Name' pop-out.	Should not accept the name if it is not valid	1.Ben 2.Keppie 3. 4.12345 5.Ben10	1.Normal 2.Normal 3.Erroneous 4.Erroneous 5.Erroneous	1.Accept 2.Accept 3.Error (Presence) 4.Error (Numbers) 5.Error (Numbers)		
2.01	Verify an appropriate picture is selected in the 'Change Picture' pop-out	Should only accept JPEG images	1.Picture.JPEG 2.Picture.PNG 3.Picture.txt	1.Normal 2.Erroneous 3.Erroneous	1.Accept 2.Error (File Type) 3.Error (File Type)		

2.02	Verify a valid email is entered to the 'Change Email' pop-out	Should only accept a correct email format	1.BenKeppie@hotmail.co.uk 2.BenKeppieEmail.com	3.Jim290.co.uk	1. Normal 2. Erroneous 3. Erroneous	1. Accept 2. Error(Format) 3.Error(Format)	
2.03	Verify presence for adding a tricks name	Checks something is entered	1.Ollie 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.04	Verify presence for adding a trick description	Checks something is entered	1.Flips 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.04	Verify presence for adding a trick obstacle	Checks something is entered	1.Flat Ground 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.04	Verify presence for adding a trick tutorial link	Checks something is entered and that it is a website link	1.`http://www.youtube.com/watch?V=1` 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.05	Verify an appropriate picture is selected in the 'add a trick' pop-out	Should only accept JPEG images	1.Picture.JPEG 2.Picture.PNG 3.Picture.txt	1.Normal 2.Erroneous 3.Erroneous	1.Accept 2.Error (File Type) 3.Error (File Type)		

2.06	Verify a difficulty is selected	Drop down box with 3 options	1.Easy 2.Medium 3.Hard 4.	1.Normal 2.Normal 3.Normal 4.Erroneous	1.Accept 2.Accept 3.Accept 4.Error(Presence)		
2.07	Verify the date is in the correct format	Format=DD/MM/YYYY	1.1/2/2014 2.10/12/2014 3/12/15/2014	1.Erroneous 2.Normal 3.Erroneous	1.Error(Format) 2.Accept 3.Error(Format)		
2.08	Verify presence for adding a skatepark name	Checks something is entered	1.Cambourne 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.09	Verify the correct format of coordinates are entered	Check that the coordinates are correct	1.52.2200,0.0700 2. 3.30480839	1.Normal 2.Erroneous 3.Erroneous	1.Accept 2.Error(Presence) 3.Error(Format)		
2.10	Verify presence for a skatepark description	Checks something is entered	1.Halfpipe only 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.11	Verify presence for a review description	Checks something is entered	1.Amazing 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		

2.12	Verify presence and correct number range	Checks something is entered and the values are between 1 and 5	1.3 2.0 3. 4.r	1.Normal 2.Boundary 3.Erroneous 4.Erroneous	1.Accept 2.Error(Range) 3.Error(Presence) 4.Error(Character)		
2.13	Verify a product brand is selected	Checks a value is selected	1.ZERO 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.14	Verify a product type is selected	Checks a value is selected	1.Trucks 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.15	Verify a product size is selected	Checks a value is selected	1. 5.0" 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.16	Verify a product name is selected	Checks a value is selected	1.SpecOps 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
3.00	Verify the first and last name are inputted into the database	The first and last name should be added to the database	1.FirstName 2.LastName	1.Normal 2.Normal	1.Accept 2.Accept		

3.01	Verify the profile picture is inputted into the database	A jpeg image should be added to the database	JPEG image	Normal	Accept		
3.02	Verify an email is inputted into the database	An email should be added to the database	BenKeppie@hotmail.co.uk	Normal	Accept		
3.03	Verify a trick name is inputted into the database	A trick name should be added to the database	Ollie	Normal	Accept		
3.04	Verify a trick description is inputted into the database	A trick description should be added to the database	Board Rotates 360	Normal	Accept		
3.05	Verify a trick obstacle is inputted into the database	A trick obstacle should be added to the database	Flat ground	Normal	Accept		
3.06	Verify a trick image is inputted into the database	A trick image should be added to the database	JPEG Image	Normal	Accept		
3.07	Verify a trick tutorial link is inputted into the database	A trick tutorial link should be added to the database	www.youtube.com/watch?v=?	Normal	Accept		

3.08	Verify a trick difficulty is inputted into the databse	A trick difficulty should be added to the database	Easy	Normal	Accept		
3.09	Verify a skatepark name is inputted into the database	A skatepark name should be added to the database	Cambourne Skatepark	Normal	Accept		
3.10	Verify skatepark coordinates are inputted into the database	Skatepark coordinates should be added to the database	52.2200,0.0700	Normal	Accept		
3.11	Verify a skatepark description is inputted into the database	A skatepark description should be added into the database	Half pipe	Normal	Accept		
3.12	Verify a review description is inputted into the databse	A review description should be entered into the database	Amazing product	Normal	Accept		
3.13	Verify a product brand is inputted into the database	A product brand should be entered into the database	Product Brand (ZERO)	Normal	Accept		

3.14	Verify a product size is inputted into the database	A product size should be entered into the database	Product Size (5.0")	Normal	Accept		
3.15	Verify a product name is inputted into the database	A product name should be entered into the database	Product Name (Spec Ops)	Normal	Accept		
3.16	Verify a product type is inputted into the database	A product type should be entered into the database	Product Type (Truck)	Normal	Accept		
4.00	Verify that the product brand filter correctly returns the right reviews	Reviews with the product brand should be displayed	Select a brand filter (ZERO)	Normal	Only reviews that relate to the filter are displayed		
4.01	Verify that the product type filter correctly returns the right reviews	Reviews with the product type should be displayed	Select a type filter (Trucks)	Normal	Only reviews that relate to the filter are displayed		
4.02	Verify that the product size filter correctly returns the right reviews	Reviews with the product size should be displayed	Select a size filter (5.0")	Normal	Only reviews that relate to the filter are displayed		

4.03	Verify that the progress tracker returns the correct amount of completed tricks	Tricks which are completed will be displayed	Length of tricks completed	Normal	Only tricks that are completed will be displayed		
4.04	Verify that the progress tracker returns the correct amount of overall tricks	All tricks will be displayed	Length of tricks	Normal	All tricks will be displayed		
4.05	Verify that the skatepark is added to the correct location on the map	Longitude and latitude will correspond to map location	1.52.2200,0.0700	Normal	Skatepark will be displayed on the map		
4.06	Verify that the progress tracker displayed the correct percentage	Completed tricks divided by all tricks multiplied by 100	Tricks	Correct percentage will be displayed			
4.07	Verify that the route is correct	A correct route should be displated on the map	Start Location, End Location	Normal	A correct route is displayed		

5	Verify the program fulfils the specification	Run through the program, testing the different aspects to make sure they fit the objectives in the specification	Add some information to the program, start a student test, and view the results of the test	Normal	Program fulfils the specification		

Chapter 3

Testing

3.1 Test Plan

3.1.1 Original Outline Plan

Test Series	Purpose of Test Series	Testing Strategy	Strategy Rationale
1	Test the flow of control between user interfaces	Top-down testing	I habe chosen top-down testing as the flow of user interfaces is hierarchical due to the fact there are multiple interfaces which stem from an original, main interface
2	Validation of input data performed corrected	Bottom-up Testing	I have chosen bottom-up testing as I need to test the lower levels of data input to ensure the information has been entered into the database. Only then I will be able to test other areas that use that information from the database
3	Test information input is stored in the correct place	White box testing	I have chosen white box testing as I will have to look into the database after I have inputted the data using the program to see that the data has been entered in the correct place
4	Test algorithms and SQL Queries to ensure the output is correct	Black box testing	I have chosen black box testing as I will see whether or not the algorithm/query has returned the correct values, without looking at the internal structure of the code
5	Test that the system fulfils the specification	Acceptance testing	I have chosen acceptance testing as this test is conducted to determine if the specification is met

3.1.2 Changes to Outline Plan

There were no changes made to my outline plan.

3.1.3 Original Detailed Plan

Test Series	**Purpose of Test**	**Test Description**	**Test Data**	**Test Data Type (Normal/ Erroneous/ Boundary)**	**Expected Result**	**Actual Result**	**Evidence**
1.00	Test that the 'Profile' tab functions properly	This should load the profile window	Click the 'Profile' tab in the application	Normal	The profile window should be displayed		
1.01	Test the Change Name button on the profile window functions properly	A pop-up with two text boxes should display prompting you to enter your first and last name.	Click 'Edit' followed by 'Change Name'	Normal	A pop-up with two text boxes should display prompting you to enter your first and last name.		

1.02	Test the Change Email button on the profile window functions properly	A pop-up with a text box should display prompting you to enter your first and last name	Click 'Edit' followed by 'Change Email'	Normal	A pop-up with a text box should display prompting you to enter your first and last name		
1.03	Test the Change Picture button on the profile window functions properly	The default file browser for the system should open, allowing the user to select a jpeg image	click the 'Edit' button followed by the 'Change Picture' button	Normal	Default file browser should appear		
1.04	Test that the 'Tricks' tab functions properly	This should load the tricks window	Click the 'Tricks' tab in the application	Normal	The Tricks window should be displayed		
1.05	Test the add trick button functions properly	This should load a pop-up to add a trick	Click the (+) icon at the top left corner of the application	Normal	A pop-up prompting you to add a trick should appear		

1.06	Test the Edit Trick button (pencil next to a trick) functions properly	This should load a pop-up to edit a trick	Click the pencil icon next to a trick	Normal	A pop-up prompting you to edit a trick should appear		
1.07	Test the Delete Trick button (bin next to a trick) functions properly	This should load a pop-up to delete a trick	Click the bin icon next to a trick	Normal	A pop-up should ask you whether you wish to delete that trick		
1.08	Test that the 'Skateparks' tab functions properly	This should load the skateparks window	Click the 'Skateparks' tab in the application	Normal	The Skateparks window should be displayed		
1.09	Test the Add Skatepark button functions properly	This should load a pop-up to add a skatepark	Click the (+) icon at the top left corner of the application	Normal	A pop-up prompting you to add a skatepark should appear		
1.10	Test the Skatepark Location button functions properly	This should load a pop-up giving details about the skatepark	Click a location on a map	Normal	A pop-up giving you information about a skatepark		

1.11	Test the Edit Skatepark button (pencil in the existing skatepark pop-up) functions properly	This should load a pop-up to edit a skatepark	Click the pencil in the existing skatpark pop-up	Normal	A pop-up prompting you to edit a skatepark should appear		
1.12	Test the Delete Skatepark button (bin icon in the existing skatepark pop-up) functions properly	This should load a pop-up to delete a skatepark	Click the bin icon in the existing skatpark pop-up	Normal	A pop-up prompting you to delete a skatepark should appear		
1.13	Test the 'Map Journey' button functions properly	This should map a route on the map from the start and finish location	Click the 'Map Journey' icon	Normal	A route will be displayed on the map		
1.14	Test that the 'Reviews' tab functions properly	This should load the reviews window	Click the 'Reviews' tab in the application	Normal	The Reviews window should be displayed		

1.15	Test the Add Review button functions properly	This should load a pop-up to add a review	Click the (+) icon at the top left corner of the application	Normal	A pop-up prompting you to add a review should appear		
1.16	Test the Edit Review button (pencil next to a review) functions properly	This should load a pop-up to edit a review	Click the pencil icon next to a review	Normal	A pop-up prompting you to edit a review should appear		
1.17	Test the Delete Trick button (bin next to a review) functions properly	This should load a pop-up to delete a review	Click the bin icon next to a review	Normal	A pop-up should ask you whether you wish to delete that review		
1.18	Test the Filter Type button functions properly	This sould load a pop-up to filter the type	Click the 'Filter' button then from the list select 'Filter Type'	Normal	A pop-up should ask you to select a type		

1.19	Test the Filter Brand button functions properly	This sould load a pop-up to filter the brand	Click the 'Filter' button then from the list select 'Filter Brand'	Normal	A pop-up should ask you to select a brand		
1.20	Test the Filter Size button functions properly	This sould load a pop-up to filter the size	Click the 'Filter' button then from the list select 'Filter Size'	Normal	A pop-up should ask you to select a size		
2.00	Verify an appropriate name is entered to the 'Change Name' pop-out.	Should not accept the name if it is not valid	1.Ben 2.Keppie 3. 4.12345 5.Ben10	1.Normal 2.Normal 3.Erroneous 4.Erroneous 5.Erroneous	1.Accept 2.Accept 3.Error (Presence) 4.Error (Numbers) 5.Error (Numbers)		
2.01	Verify an appropriate picture is selected in the 'Change Picture' pop-out	Should only accept JPEG images	1.Picture.JPEG 2.Picture.PNG 3.Picture.txt	1.Normal 2.Erroneous 3.Erroneous	1.Accept 2.Error (File Type) 3.Error (File Type)		

2.02	Verify a valid email is entered to the 'Change Email' pop-out	Should only accept a correct email format	1.BenKeppie@hotmail.co.uk 2.BenKeppieEmail.com 3.Ji1290.co.uk	1.Normal 2. Erroneous 3. Erroneous	1. Accept 2. Error(Format) 3.Error(Format)		
2.03	Verify presence for adding a tricks name	Checks something is entered	1.Ollie 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.04	Verify presence for adding a trick description	Checks something is entered	1.Flips 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.04	Verify presence for adding a trick obstacle	Checks something is entered	1.Flat Ground 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.04	Verify presence for adding a trick tutorial link	Checks something is entered and that it is a website link	1.`http://www.youtube.com/watch?V=1` 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.05	Verify an appropriate picture is selected in the 'add a trick' pop-out	Should only accept JPEG images	1.Picture.JPEG 2.Picture.PNG 3.Picture.txt	1.Normal 2.Erroneous 3.Erroneous	1.Accept 2.Error (File Type) 3.Error (File Type)		

2.06	Verify a difficulty is selected	Drop down box with 3 options	1.Easy 2.Medium 3.Hard 4.	1.Normal 2.Normal 3.Normal 4.Erroneous	1.Accept 2.Accept 3.Accept 4.Error(Presence)		
2.07	Verify the date is in the correct format	Format=DD/MM/YYYY	1.1/2/2014 2.10/12/2014 3/12/15/2014	1.Erroneous 2.Normal 3.Erroneous	1.Error(Format) 2.Accept 3.Error(Format)		
2.08	Verify presence for adding a skatepark name	Checks something is entered	1.Cambourne 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.09	Verify the correct format of coordinates are entered	Check that the coordinates are correct	1.52.2200,0.0700 2. 3.30480839	1.Normal 2.Erroneous 3.Erroneous	1.Accept 2.Error(Presence) 3.Error(Format)		
2.10	Verify presence for a skatepark description	Checks something is entered	1.Halfpipe only 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.11	Verify presence for a review description	Checks something is entered	1.Amazing 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		

2.12	Verify presence and correct number range	Checks something is entered and the values are between 1 and 5	1.3 2.0 3. 4.r	1.Normal 2.Boundary 3.Erroneous 4.Erroneous	1.Accept 2.Error(Range) 3.Error(Presence) 4.Error(Character)		
2.13	Verify a product brand is selected	Checks a value is selected	1.ZERO 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.14	Verify a product type is selected	Checks a value is selected	1.Trucks 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.15	Verify a product size is selected	Checks a value is selected	1. 5.0" 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.16	Verify a product name is selected	Checks a value is selected	1.SpecOps 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
3.00	Verify the first and last name are inputted into the database	The first and last name should be added to the database	1.FirstName 2.LastName	1.Normal 2.Normal	1.Accept 2.Accept		

3.01	Verify the profile picture is inputted into the database	A jpeg image should be added to the database	JPEG image	Normal	Accept		
3.02	Verify an email is inputted into the database	An email should be added to the database	BenKeppie@hotmail.co.uk	Normal	Accept		
3.03	Verify a trick name is inputted into the database	A trick name should be added to the database	Ollie	Normal	Accept		
3.04	Verify a trick description is inputted into the database	A trick description should be added to the database	Board Rotates 360	Normal	Accept		
3.05	Verify a trick obstacle is inputted into the database	A trick obstacle should be added to the database	Flat ground	Normal	Accept		
3.06	Verify a trick image is inputted into the database	A trick image should be added to the database	JPEG Image	Normal	Accept		
3.07	Verify a trick tutorial link is inputted into the database	A trick tutorial link should be added to the database	`www.youtube.com/watch?v=?`	Normal	Accept		

3.08	Verify a trick difficulty is inputted into the databse	A trick difficulty should be added to the database	Easy	Normal	Accept		
3.09	Verify a skatepark name is inputted into the database	A skatepark name should be added to the database	Cambourne Skatepark	Normal	Accept		
3.10	Verify skatepark coordinates are inputted into the database	Skatepark coordinates should be added to the database	52.2200,0.0700	Normal	Accept		
3.11	Verify a skatepark description is inputted into the database	A skatepark description should be added into the database	Half pipe	Normal	Accept		
3.12	Verify a review description is inputted into the databse	A review description should be entered into the database	Amazing product	Normal	Accept		
3.13	Verify a product brand is inputted into the database	A product brand should be entered into the database	Product Brand (ZERO)	Normal	Accept		

3.14	Verify a product size is inputted into the database	A product size should be entered into the database	Product Size (5.0")	Normal	Accept		
3.15	Verify a product name is inputted into the database	A product name should be entered into the database	Product Name (Spec Ops)	Normal	Accept		
3.16	Verify a product type is inputted into the database	A product type should be entered into the database	Product Type (Truck)	Normal	Accept		
4.00	Verify that the product brand filter correctly returns the right reviews	Reviews with the product brand should be displayed	Select a brand filter (ZERO)	Normal	Only reviews that relate to the filter are displayed		
4.01	Verify that the product type filter correctly returns the right reviews	Reviews with the product type should be displayed	Select a type filter (Trucks)	Normal	Only reviews that relate to the filter are displayed		
4.02	Verify that the product size filter correctly returns the right reviews	Reviews with the product size should be displayed	Select a size filter (5.0")	Normal	Only reviews that relate to the filter are displayed		

4.03	Verify that the progress tracker returns the correct amount of completed tricks	Tricks which are completed will be displayed	Length of tricks completed	Normal	Only tricks that are completed will be displayed		
4.04	Verify that the progress tracker returns the correct amount of overall tricks	All tricks will be displayed	Length of tricks	Normal	All tricks will be displayed		
4.05	Verify that the skatepark is added to the correct location on the map	Longitude and latitude will correspond to map location	1.52.2200, 0.0700	Normal	Skatepark will be displayed on the map		
4.06	Verify that the progress tracker displayed the correct percentage	Completed tricks divided by all tricks multiplied by 100	Tricks	Normal	Correct percentage will be displayed		
4.07	Verify that the route is correct	A correct route should be displayed on the map	Start Location, End Location	Normal	A correct route is displayed		

5	Verify the program fulfills the specification	Run through the program, testing the different aspects to make sure they fit the objectives in the specification	Add some information to the program, start a student test, and view the results of the test	Normal	Program fulfils the specification		

3.1.4 Retained Items From Detailed Plan

Test Series	**Purpose of Test**	**Test Description**	**Test Data**	**Test Data Type (Normal/ Erroneous/ Boundary)**	**Expected Result**	**Actual Result**	**Evidence**
1.00	Test that the 'Profile' tab functions properly	This should load the profile window	Click the 'Profile' tab in the application	Normal	The profile window should be displayed		

1.03	Test the Change Picture button on the profile window functions properly	The default file browser for the system should open, allowing the user to select a jpeg image	click the 'Edit' button followed by the 'Change Picture' button	Normal	Default file browser should appear		
1.04	Test that the 'Tricks' tab functions properly	This should load the tricks window	Click the 'Tricks' tab in the application	Normal	The Tricks window should be displayed		
1.08	Test that the 'Skateparks' tab functions properly	This should load the skateparks window	Click the 'Skateparks' tab in the application	Normal	The Skateparks window should be displayed		
1.14	Test that the 'Reviews' tab functions properly	This should load the reviews window	Click the 'Reviews' tab in the application	Normal	The Reviews window should be displayed		
2.01	Verify an appropriate picture is selected in the 'Change Picture' pop-out	Should only accept JPEG images	1.Picture.JPEG 2.Picture.PNG 3.Picture.txt	1.Normal 2.Erroneous 3.Erroneous	1.Accept 2.Error (File Type) 3.Error (File Type)		

2.03	Verify presence for adding a tricks name	Checks something is entered	1.Ollie 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.04	Verify presence for adding a trick description	Checks something is entered	1.Flips 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.04	Verify presence for adding a trick obstacle	Checks something is entered	1.Flat Ground 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.04	Verify presence for adding a trick tutorial link	Checks something is entered and that it is a website link	1.`http://www.youtube.com/watch?V=1` 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.05	Verify an appropriate picture is selected in the 'add a trick' pop-out	Should only accept JPEG images	1.Picture.JPEG 2.Picture.PNG 3.Picture.txt	1.Normal 2.Erroneous 3.Erroneous	1.Accept 2.Error (File Type) 3.Error (File Type)		
2.06	Verify a difficulty is selected	Drop down box with 3 options	1.Easy 2.Medium 3.Hard 4.	1.Normal 2.Normal 3.Normal 4.Erroneous	1.Accept 2.Accept 3.Accept 4.Error(Presence)		
2.08	Verify presence for adding a skatepark name	Checks something is entered	1.Cambourne 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		

2.10	Verify presence for a skatepark description	Checks something is entered	1.Halfpipe only 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.11	Verify presence for a review description	Checks something is entered	1.Amazing 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.12	Verify presence and correct number range	Checks something is entered and the values are between 1 and 5	1.3 2.0 3. 4.r	1.Normal 2.Boundary 3.Erroneous 4.Erroneous	1.Accept 2.Error(Range) 3.Error(Presence) 4.Error(Character)		
2.13	Verify a product brand is selected	Checks a value is selected	1.ZERO 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.14	Verify a product type is selected	Checks a value is selected	1.Trucks 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.15	Verify a product size is selected	Checks a value is selected	1. 5.0" 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		
2.16	Verify a product name is selected	Checks a value is selected	1.SpecOps 2.	1.Normal 2.Erroneous	1.Accept 2.Error(Presence)		

3.00	Verify the first and last name are inputted into the database	The first and last name should be added to the database	1.FirstName 2.LastName	1.Normal 2.Normal	1.Accept 2.Accept		
3.01	Verify the profile picture is inputted into the database	A jpeg image should be added to the database	JPEG image	Normal	Accept		
3.02	Verify an email is inputted into the database	An email should be added to the database	BenKeppie@hotmail.co.uk	Normal	Accept		
3.03	Verify a trick name is inputted into the database	A trick name should be added to the database	Ollie	Normal	Accept		
3.04	Verify a trick description is inputted into the database	A trick description should be added to the database	Board Rotates 360	Normal	Accept		
3.05	Verify a trick obstacle is inputted into the database	A trick obstacle should be added to the database	Flat ground	Normal	Accept		

3.06	Verify a trick image is inputted into the database	A trick image should be added to the database	JPEG Image	Normal	Accept		
3.07	Verify a trick tutorial link is inputted into the database	A trick tutorial link should be added to the database	`www.youtube.com/watch?v=?`	Normal	Accept		
3.08	Verify a trick difficulty is inputted into the databse	A trick difficulty should be added to the database	Easy	Normal	Accept		
3.09	Verify a skatepark name is inputted into the database	A skatepark name should be added to the database	Cambourne Skatepark	Normal	Accept		
3.10	Verify skatepark coordinates are inputted into the database	Skatepark coordinates should be added to the database	52.2200,0.0700	Normal	Accept		
3.11	Verify a skatepark description is inputted into the database	A skatepark description should be added into the database	Half pipe	Normal	Accept		

3.12	Verify a review description is inputted into the databse	A review description should be entered into the database	Amazing product	Normal	Accept		
3.13	Verify a product brand is inputted into the database	A product brand should be entered into the database	Product Brand (ZERO)	Normal	Accept		
3.14	Verify a product size is inputted into the database	A product size should be entered into the database	Product Size (5.0")	Normal	Accept		
3.15	Verify a product name is inputted into the database	A product name should be entered into the database	Product Name (Spec Ops)	Normal	Accept		
3.16	Verify a product type is inputted into the database	A product type should be entered into the database	Product Type (Truck)	Normal	Accept		
4.05	Verify that the skatepark is added to the correct location on the map	Longitude and latitude will correspond to map location	1.52.2200, 0.0700	Normal	Skatepark will be displayed on the map		

5	Verify the program fulfills the specification	Run through the program, testing the different aspects to make sure they fit the objectives in the specification	Add some information to the program, start a student test, and view the results of the test	Normal	Program fulfils the specification		

3.1.5 Changed Items From Detailed Plan

Test Series	**Purpose of Test**	**Test Description**	**Test Data**	**Test Data Type (Normal/ Erroneous/ Boundary)**	**Expected Result**	**Actual Result**	**Evidence**
1.01	Test the Change Name button on the profile window functions properly	The line edit will be available to edit and then once save is clicked, it will be read only	Click 'Edit' followed by 'Change Name', and then 'save'	Normal	The two name line edits should become available to edit		

1.02	Test the Change Email button on the profile window functions properly	The line edit will be available to edit and then once save is clicked, it will be read only	Click 'Edit' followed by 'Change Email', and then 'save'	Normal	The email line edit should be available to edit		
1.05	Test the add trick button functions properly	This should load a side form to add a trick	Click the add trick button at the top left corner of the application	Normal	A side form prompting you to add a trick should appear		
1.06	Test the Edit Trick function	CLI interface runs you through editing a selected trick	select edit trick in the CLI	Normal	The CLI will run through options to edit a selected trick		
1.07	Test the Delete process functions properly	Once a row is selected and the delete button is pressed the row should be deleted	Select a row, press delete and click save	Normal	A pop-up should ask you whether you wish to delete that trick and once save is clicked the row will be deleted		

1.09	Test the Add Skatepark button functions properly	This should load a side form to add a skatepark	Click the add skatepark button at the top left corner of the application	Normal	A side form prompting you to add a skatepark should appear		
1.10	Test the Skatepark Location process functions properly	This should load a pop-up giving details about the skatepark	Hover over a location on a map	Normal	A pop-up giving you information about a skatepark		
1.11	Test the Edit Skatepark process functions properly	CLI interface runs you through editing a selected skatepark	Select a skatepark to edit and enter new details	Normal	The CLI will run through options to edit a selected skatepark		
1.12	Test the Delete skatepark process functions properly	CLI interface runs you through deleting a selected skatepark	Select a skatepark to delete and confirm	Normal	The CLI will run through options to delete a selected skatepark		
1.15	Test the Add Review process functions properly	CLI interface runs you through adding a review	Run through the add skatepark CLI	Normal	The CLI will run through fields to add a new review		

1.16	Test the Edit Review process functions properly	CLI interface runs you through editing a review	Select a review to edit and enter new details	Normal	The CLI will run through options to edit a selected skatepark		
1.17	Test the Delete Review process functions properly	CLI interface runs you through deleting a review	Select a review to delete and confirm	Normal	The CLI will run through options to delete a selected skatepark		
2.00	Verify an appropriate name is entered to the 'Change Name' line edit.	Should not accept the name if it is not valid	1.Ben 2.Keppie 3. 4.12345 5.Ben10	1.Normal 2.Normal 3.Erroneous 4.Erroneous 5.Erroneous	1.Accept 2.Accept 3.Error (Presence) 4.Error (Numbers) 5.Error (Numbers)		
2.02	Verify a valid email is entered to the 'Change Email' line edit	Should only accept a correct email format	1.BenKeppie@hotmail.com 2.BenKeppieEmail.com 3.Ji1290.co.uk	1.Normal 2. Erroneous 3. Erroneous	1. Accept 2. Error(Format) 3.Error(Format)		

Justification for Changed Items

- Test 1.01 - I changed the details of the test as I have changed my user interface of my program to contain line edits which become read only and editable rather than a pop-out form that you fill in as this made the program more aesthetically pleasing.
- Test 1.02 - I changed the details of the test as I have changed my user interface of my program to contain line edits which become read only and editable rather than a pop-out form that you fill in as this made the program more aesthetically pleasing.
- Test 1.05 - I changed the details of this test as I have changed my user interface of my program to contain line edits in a side form which becomes available once the 'add trick' button is pressed. I felt this was more aesthetically pleasing than a pop-out.
- Test 1.06 - I changed the details of this test as I have have not implemented an edit trick functionality to my user interface, therefore I have used my old CLI program to make the changed to the database.
- Test 1.07 - I changed the details of this test as I have changed my user interface of my program to select a row and press delete to delete a trick.
- Test 1.09 - I changed the details of this test as I have changed my user interface of my program to contain line edits in a side form which becomes available once the 'add skatepark' button is pressed. I felt this was more aesthetically pleasing than a pop-out.
- Test 1.10 - I changed the details of this test as instead of clicking on the skatepark marker, all you need to do is hover over the marker to receive information about the skatepark.
- Test 1.11 - I changed the details of this test as I have have not implemented an edit skatepark functionality to my user interface, therefore I have used my old CLI program to make the changed to the database.
- Test 1.12 - I changed the details of this test as I have have not implemented an delete skatepark functionality to my user interface, therefore I have used my old CLI program to make the changed to the database.

- Test 1.15 - I changed the details of this test as I have have not implemented an add review functionality to my user interface, therefore I have used my old CLI program to make the changed to the database.
- Test 1.16 - I changed the details of this test as I have have not implemented an edit review functionality to my user interface, therefore I have used my old CLI program to make the changed to the database.
- Test 1.17 - I changed the details of this test as I have have not implemented an delete review functionality to my user interface, therefore I have used my old CLI program to make the changed to the database.
- Test 2.00 - I changed the details of the test as I have changed my user interface of my program to contain line edits which become read only and editable rather than a pop-out form that you fill in as this made the program more aesthetically pleasing.
- Test 2.02 - I changed the details of the test as I have changed my user interface of my program to contain line edits which become read only and editable rather than a pop-out form that you fill in as this made the program more aesthetically pleasing.

3.1.6 Removed Items From Detailed Plan

Test Series	**Purpose of Test**	**Test Description**	**Test Data**	**Test Data Type (Normal/ Erroneous/ Boundary)**	**Expected Result**	**Actual Result**	**Evidence**
1.13	Test the 'Map Journey' button functions properly	This should map a route on the map from the start and finish location	Click the 'Map Journey' icon	Normal	A route will be displayed on the map		

1.18	Test the Filter Type button functions properly	This should load a pop-up to filter the type	Click the 'Filter' button then from the list select 'Filter Type'	Normal	A pop-up should ask you to select a type		
1.19	Test the Filter Brand button functions properly	This should load a pop-up to filter the brand	Click the 'Filter' button then from the list select 'Filter Brand'	Normal	A pop-up should ask you to select a brand		
1.20	Test the Filter Size button functions properly	This should load a pop-up to filter the size	Click the 'Filter' button then from the list select 'Filter Size'	Normal	A pop-up should ask you to select a size		
2.07	Verify the date is in the correct format	Format = DD/MM/YYY	1.1/2/2014 2.10/12/2014 3/12/15/2014	1.Erroneous 2.Normal 3.Erroneous	1.Error(Format) 2.Accept 3.Error(Format)		
2.09	Verify the correct format of coordinates are entered	Check that the coordinates are correct	1.52.2200,0.0700 2. 3.30480839	1.Normal 2.Erroneous 3.Erroneous	1.Accept 2.Error(Presence) 3.Error(Format)		

4.00	Verify that the product brand filter correctly returns the right reviews	Reviews with the product brand should be displayed	Select a brand filter (ZERO)	Normal	Only reviews that relate to the filter are displayed		
4.01	Verify that the product type filter correctly returns the right reviews	Reviews with the product type should be displayed	Select a type filter (Trucks)	Normal	Only reviews that relate to the filter are displayed		
4.02	Verify that the product size filter correctly returns the right reviews	Reviews with the product size should be displayed	Select a size filter (5.0")	Normal	Only reviews that relate to the filter are displayed		
4.03	Verify that the progress tracker returns the correct amount of completed tricks	Tricks which are completed will be displayed	Length of tricks completed	Normal	Only tricks that are completed will be displayed		
4.04	Verify that the progress tracker returns the correct amount of overall tricks	All tricks will be displayed	Length of tricks	Normal	All tricks will be displayed		

4.06	Verify that the progress tracker displayed the correct percentage	Completed tricks divided by all tricks multiplied by 100	Tricks	Normal	Correct percentage will be displayed		
4.07	Verify that the route is correct	A correct route should be displayed on the map	Start Location, End Location	Normal	A correct route is displayed		

Justification for Removed Items

- Test 1.13 - I have removed this test as this functionality is not present in my program.
- Test 1.18 - I have removed this test as this functionality is not present in my program.
- Test 1.19 - I have removed this test as this functionality is not present in my program.
- Test 1.20 - I have removed this test as this functionality is not present in my program.
- Test 2.07 - I have removed this test as this functionality is not present in my program.
- Test 2.09 - I have removed this test as the coordinates are now entered automatically, corresponding to the users click on the Google map.
- Test 4.00 - I have removed this test as this functionality is not present in my program.
- Test 4.01 - I have removed this test as this functionality is not present in my program.
- Test 4.02 - I have removed this test as this functionality is not present in my program.

- Test 4.03 - I have removed this test as this functionality is not present in my program.
- Test 4.04 - I have removed this test as this functionality is not present in my program.
- Test 4.06 - I have removed this test as this functionality is not present in my program.
- Test 4.07 - I have removed this test as this functionality is not present in my program.

3.2 Test Data

3.2.1 Original Test Data

Please see column 'Test Data' in subsection 'Original Detailed Plan' and for justifications see the text below each table.

3.2.2 Changes to Test Data

Please see column 'Test Data' in subsection 'Changed Items From Detailed Plan' and for justifications see the text below each table.

3.3 Annotated Samples

3.3.1 Actual Results

3.3.2 Evidence

3.4 Evaluation

3.4.1 Approach to Testing

3.4.2 Problems Encountered

3.4.3 Strengths of Testing

3.4.4 Weaknesses of Testing

3.4.5 Reliability of Application

3.4.6 Robustness of Application

Chapter 4

System Maintenance

4.1 Environment

4.1.1 Software

4.1.2 Usage Explanation

4.1.3 Features Used

4.2 System Overview

4.2.1 System Component

4.3 Code Structure

4.3.1 Particular Code Section

4.4 Variable Listing

4.5 System Evidence

4.5.1 User Interface

4.5.2 ER Diagram

4.5.3 Database Table Views

4.5.4 Database SQL

4.5.5 SQL Queries

4.6 Testing

4.6.1 Summary of Results

4.10.1 Module 1

Chapter 5

User Manual

5.1 Introduction

5.2 Installation

5.2.1 Prerequisite Installation

Installing Python

Installing PyQt

Etc.

5.2.2 System Installation

5.2.3 Running the System

5.3 Tutorial

5.3.1 Introduction

5.3.2 Assumptions

5.3.3 Tutorial Questions

Question 1

Question 2

5.3.4 Saving

5.3.5 Limitations

5.4 Error Recovery

Chapter 6

Evaluation

6.1 Customer Requirements

Below is a list of all my general and specific objectives that I set myself in the analysis section. In this section I will determine whether I have met all of these objectives and the reasoning behind it. The subsections with *NEW* in the title are objectives that I did not identify in my analysis section; however during the course of my implementation, I attempted to meet the objectives.

6.1.1 Aesthetically pleasing, easy to navigate GUI.

6.1.2 Videos organised and filtering capabilities.

6.1.3 Correct and accurate mapping to the skate parks/spots.

6.1.4 Correct directions from current location to skate park/ spot on the map.

6.1.5 Non-biased reviews.

6.1.6 Clear database with a list of tricks in.

6.1.7 Easy to filter through tricks known.

6.1.8 Display status bar messages at appropriate times to inform the user of changes *NEW*

6.1.9 Allow for the user to contact the developer *NEW*

6.1.10 Ensure that the profile picture can be changed easily *NEW*

6.1.11 Ensure that the profile name can be edited easily *NEW*

6.1.12 Ensure that the profile email can be edited easily *NEW*

6.1.13 Ensure that videos can be filtered by categories. e.g easy, medium, hard tricks.

6.1.14 Ensure that videos load correctly and are linked to the right video.

6.1.15 Ensure that videos are displayed at the correct size/resolution that the monitor of the computer is.

6.1.16 Ensure the database can add, edit and remove trick data (Name, description, image, completed status and tutorial link).

6.1.17 Ensure that the database is displayed correctly inside the application at all resolutions.

6.1.18 Ensure that the tricks are marked by how hard they are by a three way scale of: Easy, Medium or Hard.