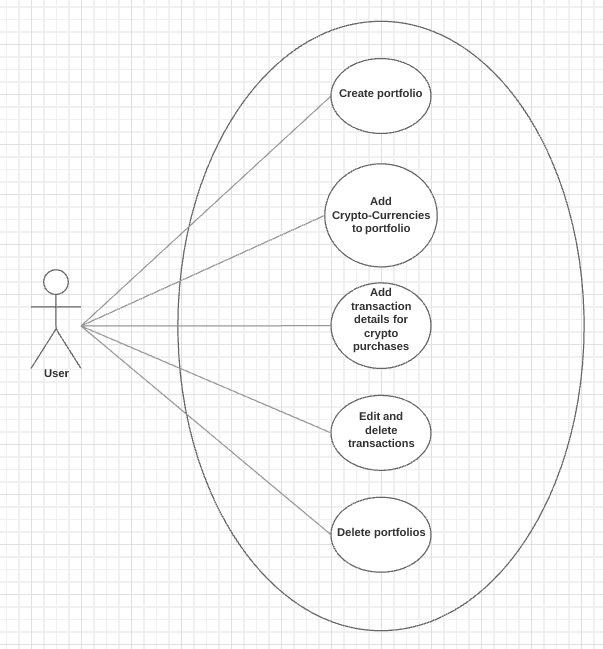
**Evidence for Analysis and Design**

Ross Murray

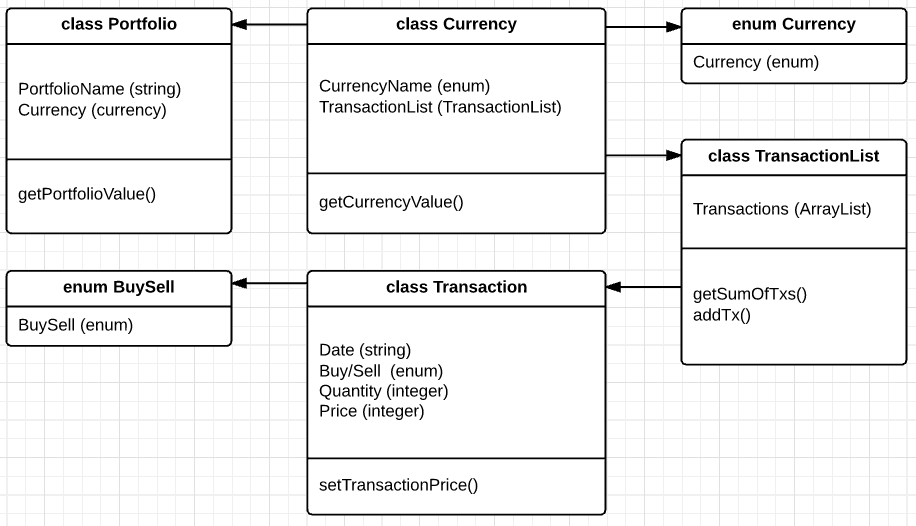
Cohort E13

11 September 2017

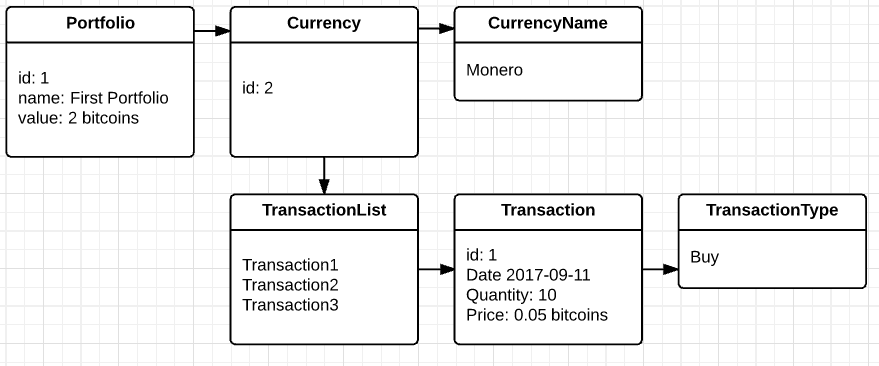
**A.D 1 – Use case diagram**



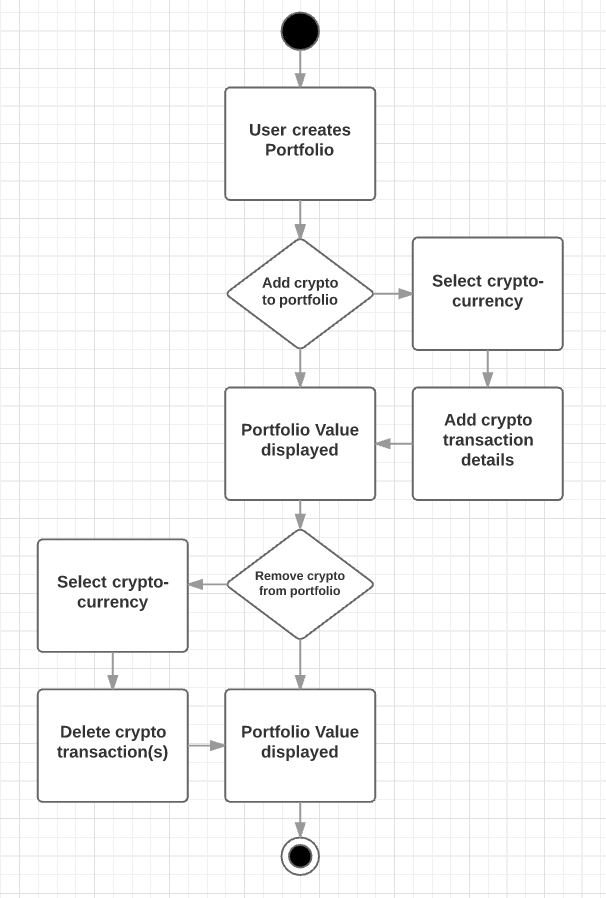
**A.D 2 – Class diagram**



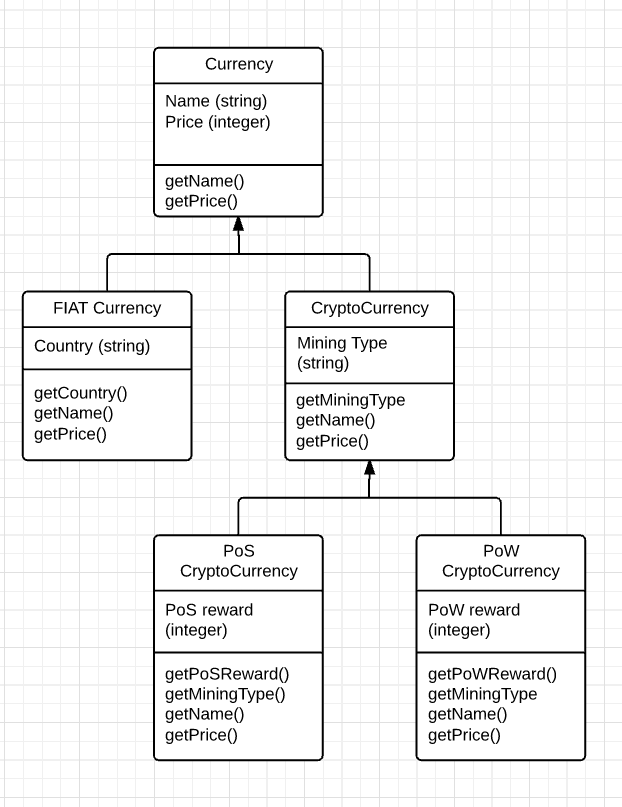
**A.D 3 – Object Diagram**



**A.D 4 – Activity Diagram**



**A.D 5 Inheritance Diagram**



**A.D 6 – Implementations Constraints**

|  |  |  |
| --- | --- | --- |
| **Constraints** | **Possible effect of constraint** | **Details** |
| **Hardware and software platforms** | Written in Android Studio, the application will only work on Android devices. This is an issue because it narrows the target audience. | The priority is Android devices, since 80%+ market share. In time, could be coded for iPhone devices. |
| **Performance requirements** | Slow or complete failure of software on older, underperforming mobile devices. This could lead to customers being completely unable to use the product. | Small static images and plain text will be used only, reducing performance requirement |
| **Persistent storage and transactions** | App could use too much storage space, thus affecting performance. Poor performance may stop customers using product, hurting adoption. | Delete old transaction data to save space on mobile devices |
| **Usability** | App may appear to freeze/crash during API data update. A poor user experience may stop customers using the product in favour of another. | Ensure user is notified of current state with a message or symbol |
| **Budgets** | No budget for this project | Personal project |
| **Time** | Given only 1 week to complete the project, API implementation may not be realistic. | A prototype of the project can use seeded data to satisfy proof of concept. API can be added later. |