

5. Design Plan

5.1 Introduction

The purpose of the Software design is to identify specific requirements necessary in the development of a management application the Aggravator HTML Editor. It provides essential description and detailed information of the application to meet the needs.

5.1.1 User Interface

The following User Interface diagram illustrates the flow of this application.

1. The user can create a new file or open an existing file.
2. This file then will be present in the editor's main window for the user to edit.
3. User can then view the his or her work in the HTML Web View.
4. The user can then save the file and use it for whatever they like.

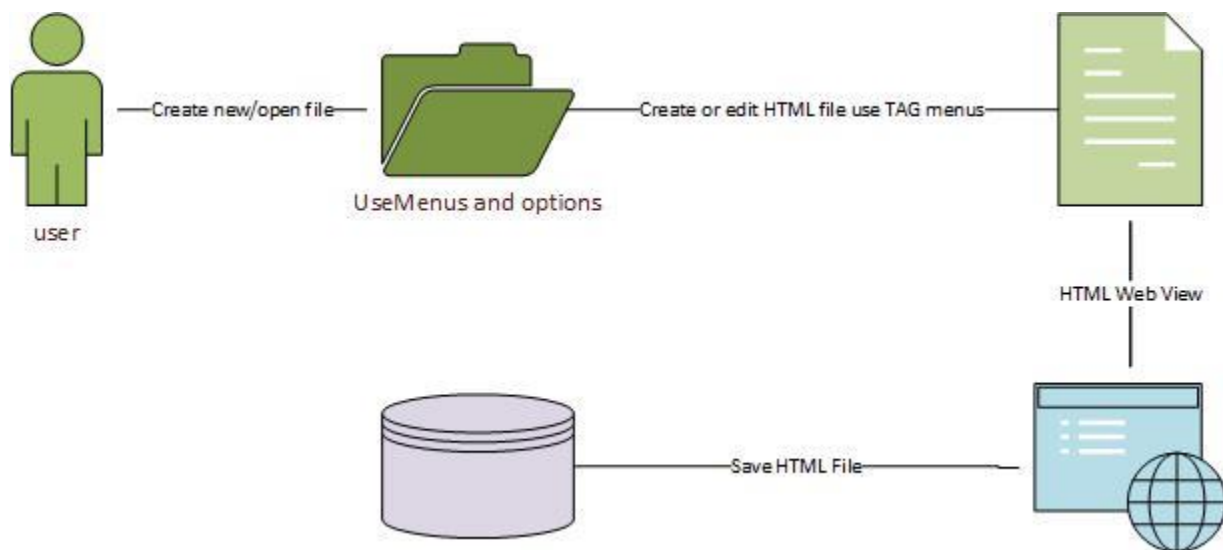


Figure 10 User Interface Diagram

5.2 Communication Diagram

The following diagram illustrates the communication between each module.

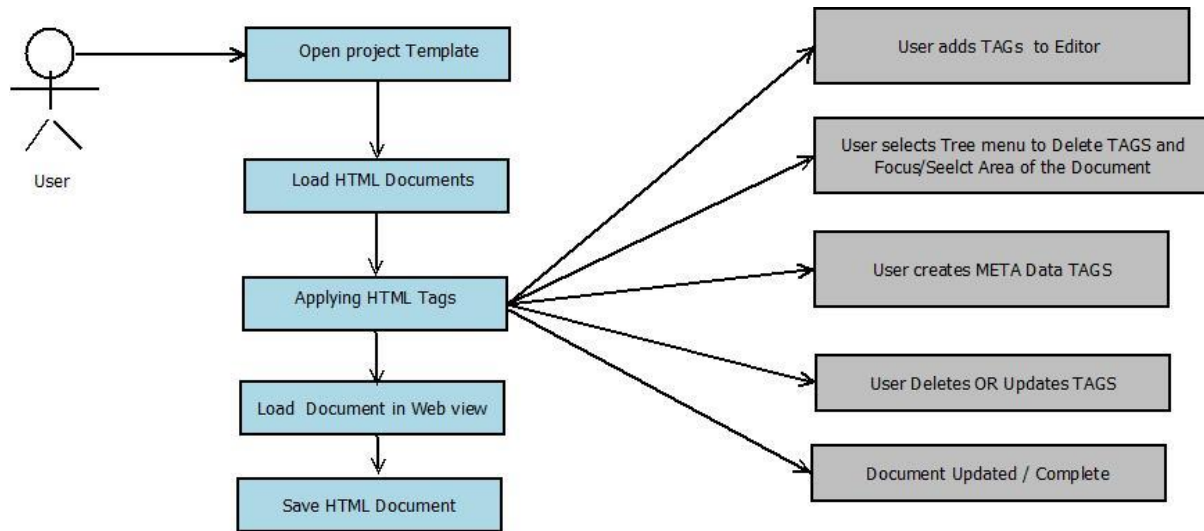


Figure 11. Communication Diagram

5.3 Class Diagram

There are eight classes created for this application so far. Pending additional classes. In addition, this application is projected to utilize a cascade style sheet file.

Java Class Files

1. HTMLShell (Driver Class)
2. ButtonFactory
3. buttonToEditorFilter
4. Atrib
5. attribData
6. HTMLAttribute
7. MenuFormat
8. StructureClass

Cascade Style Sheet

1. HTMLdesign

A couple of classes are still empty or have to association to the other classes. These classes will be updated in the future. **Once we have our codes and classes organized, we will post details about our classes and methods generated by the Javadoc feature that the IDE offers.**

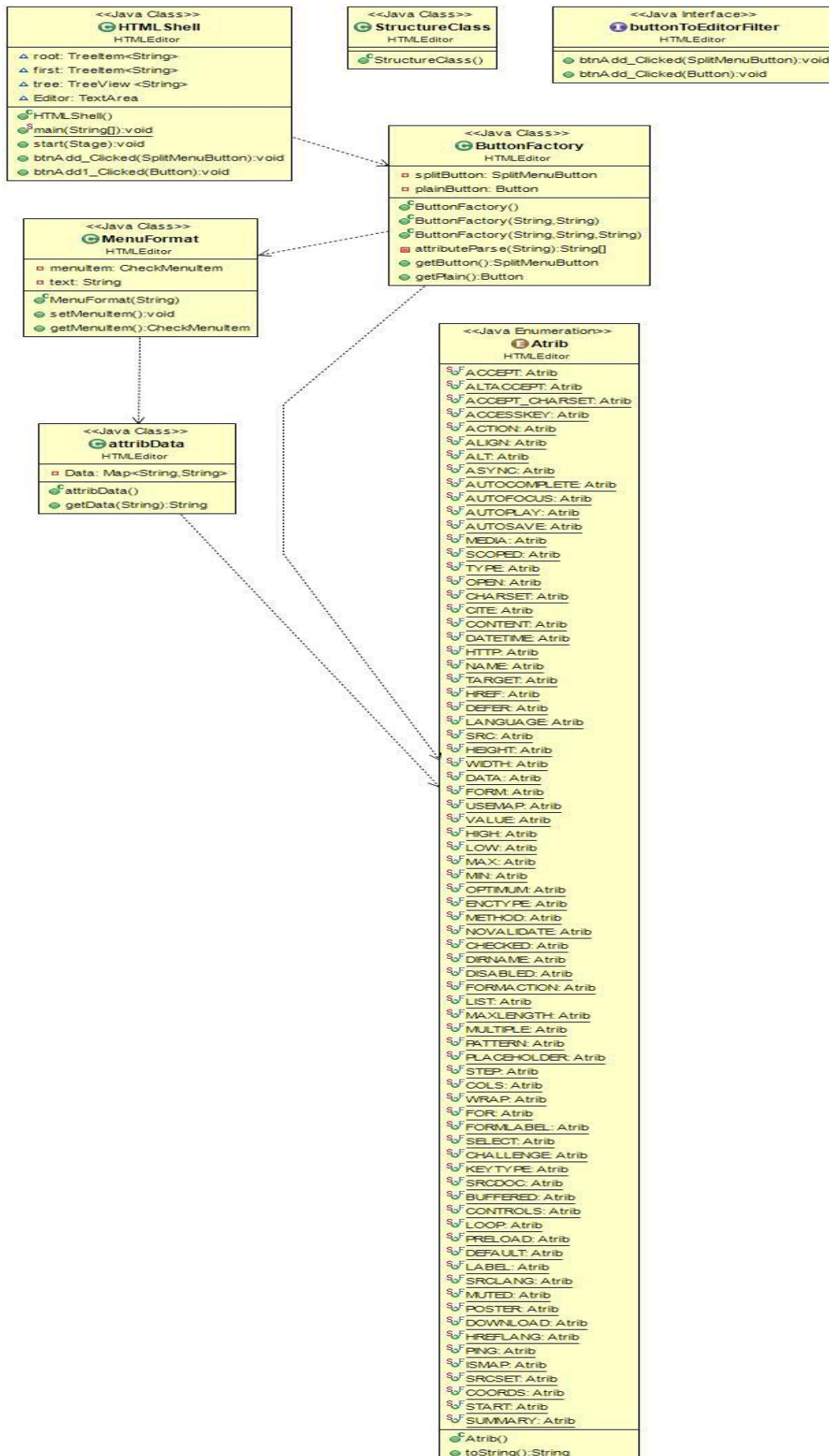


Figure 12. Class Diagram

5.4 Basic User Interface

The diagram below, presents the hierarchy of the items managed by the Graphical Users Interface.

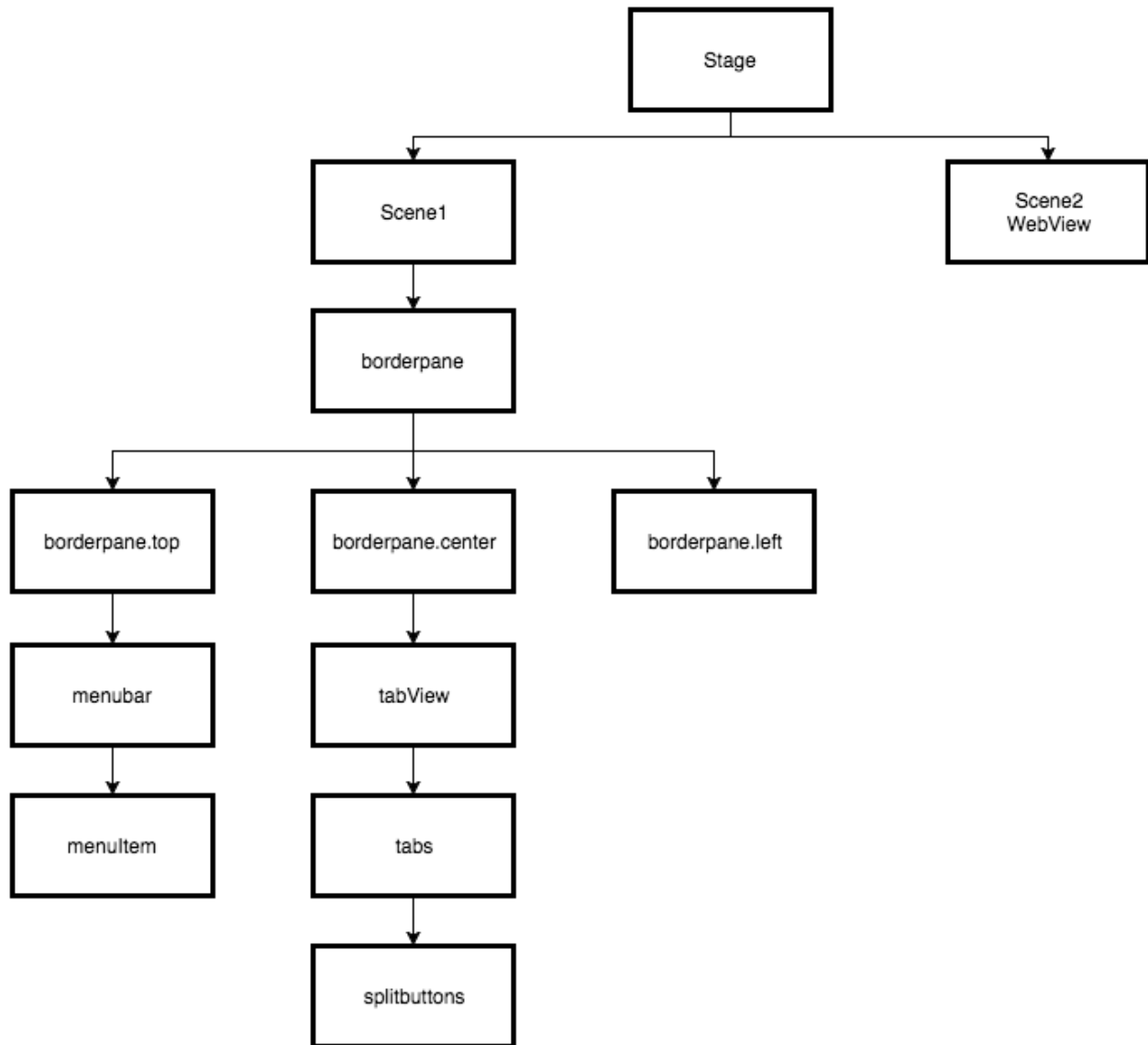


Figure 13. Graphical Users Interface.

