

For project 3, we decided to go with an Object Oriented Design approach. We did this because of how many moving parts there were going to be in the future, such as the 5 different languages we were going to have to traverse through: HTML, Javascript, CSS, Python, and SQL. The main focus for project 3 was going to be the client side of the program, so we only needed to understand and work with HTML, CSS, and Javascript. We felt through designing a large project with such a wide range of different functionalities and languages, an object oriented design would fit us best because of how in-depth the design process would be. The design itself would be a larger and overarching process layout because trying to decide all of the ins and outs of each program this early would make no sense. The reason we chose Object Oriented over Function Oriented is because we knew what was needed to make the program work, but didn't necessarily want to cap or limit our functions. As a group, we tend to make a large number of small functions, so trying to go through and specify every one would make no sense when all we needed was an overview of how the program would work in terms of communication between different elements. The prototype, as previously stated, only deals with client-side relations so the idea to split up the different elements worked best, and not condense it into functions, but more objects that related to each other, because we knew the objects necessary to make the page work, but not necessarily the functions to make the objects work.