U16A2

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Design

Definition statement

Problem 1: To-do list. Users must be able to create and delete tasks. Tasks should be able to be selected as 'complete' or otherwise (in-complete). Each item (task) should have a title, description, due date and completion status. Description and due date should be mutable, and others immutable. Users should be able to toggle whether all items (tasks) or only 'completed' items (tasks) are shown. It is required that it have a GUI, and implementing it as a native desktop app (using WPF) seems appropriate as I am more familiar with this process that using HTML/CSS for the presentation layer (using Blazor for example). To me, this suggests users have a 'view', 'add', 'edit' and delete options avaliable to them

Problem summary, complexities, constraints, intended users, use-case diagram for interactivity (concise please).

Data dictionary

Data structures (structures data is arranged in for later access, arrays/dictionaries), control structures (control the flow of the program, while/for), data storage, pre-defined code / libraries.

23/05/23

Algorithm designs

Pseudo code, flowchart, or sequence and activity diagrams. What is useful and needed.

23/05/23 .5

Aesthetic design

GUI? What it looks like, complexity or simplicity.

Test plans

Test plans with appropriate test data to ensure functionality after development. Passing tests should be indicative of a successful program that meets all requirements.

24/05/23

Review - design

Review previous design steps with others, collecting feedback in verbatim. Infer alternate design ideas and consider possibilities for improvement (refine and assess).

-skip-

-> 29/05/23 .5

Development

Implementation

Implement program as planned with sufficient documentation as required.

28/05/23

Review - development

Review the implemented code with others to identify areas of refinement (leave some mistakes in fod god's sake!).

30/05/23

Refinement

Re-code as required based on suggestions (or justify otherwise) to provide the 'best possible quality' for each solution.

30/05/23 .5 31/05/23

Review - Evaluation

How design and development steps have ensured overall success, comparing it to other possible solutions, resulting in fully meeting user requirements.

31/05/23