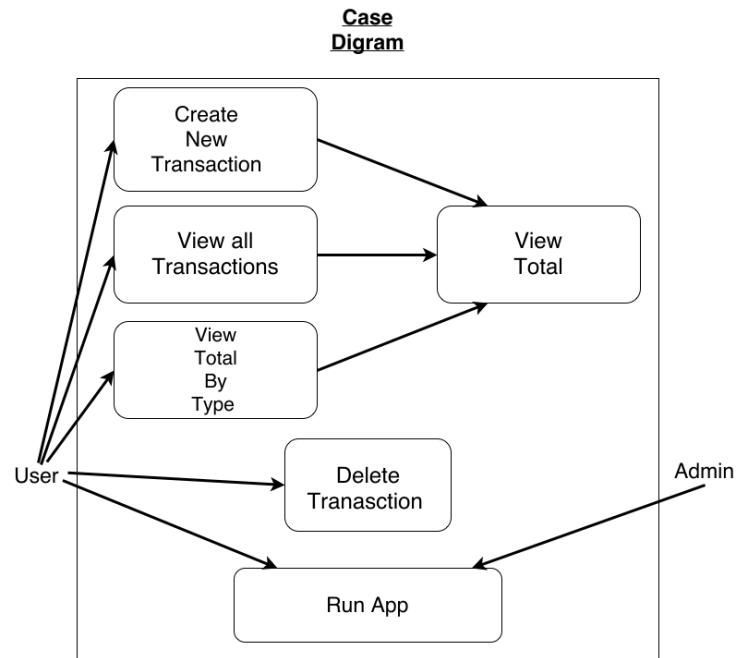


## Evidence for analysis and design unit

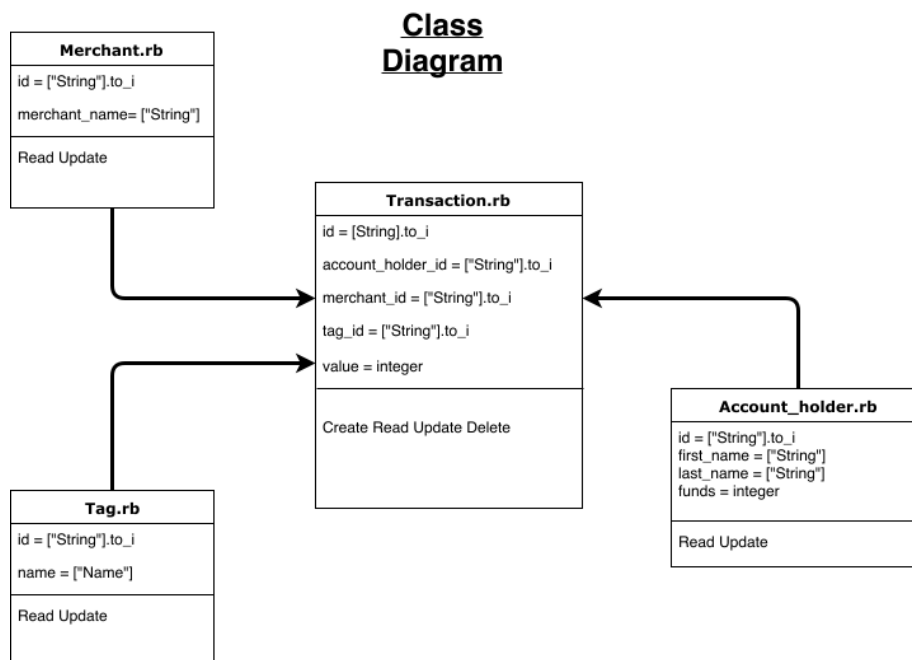
Mark Conroy

Cohort E17

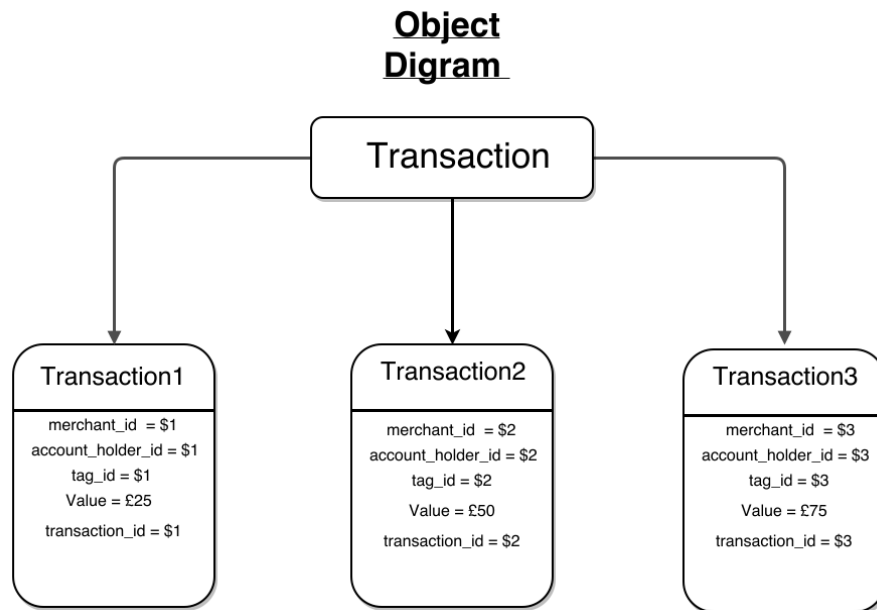
### A.D.1 Use a case diagram



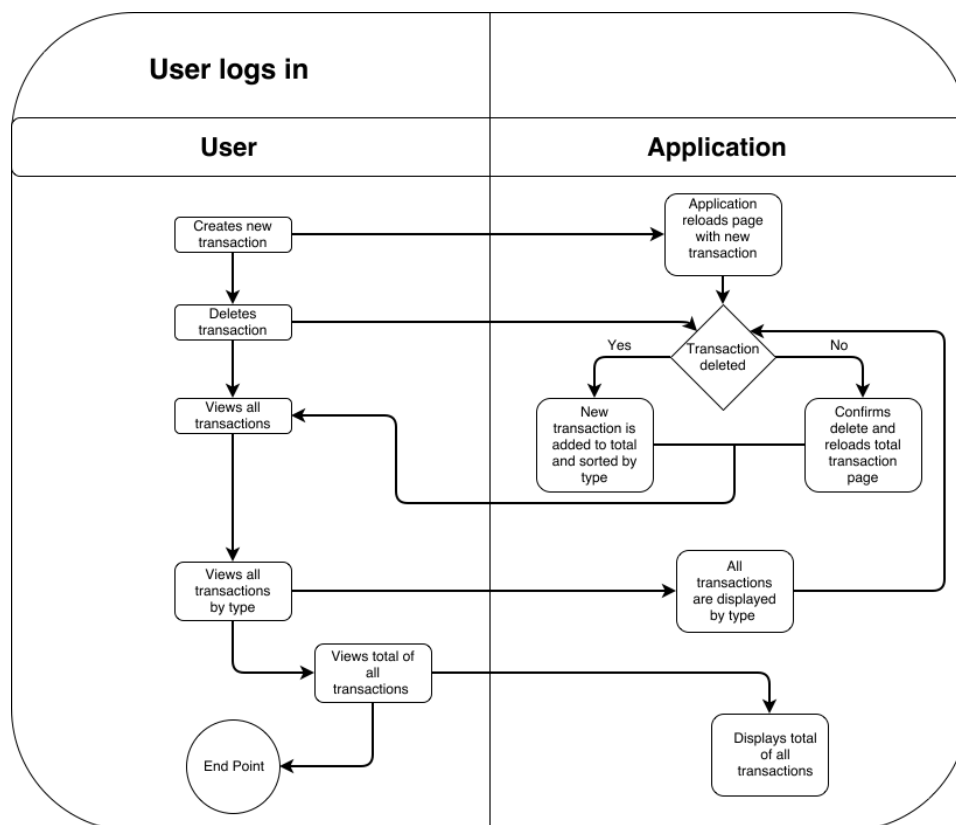
### A.D.2 class diagram



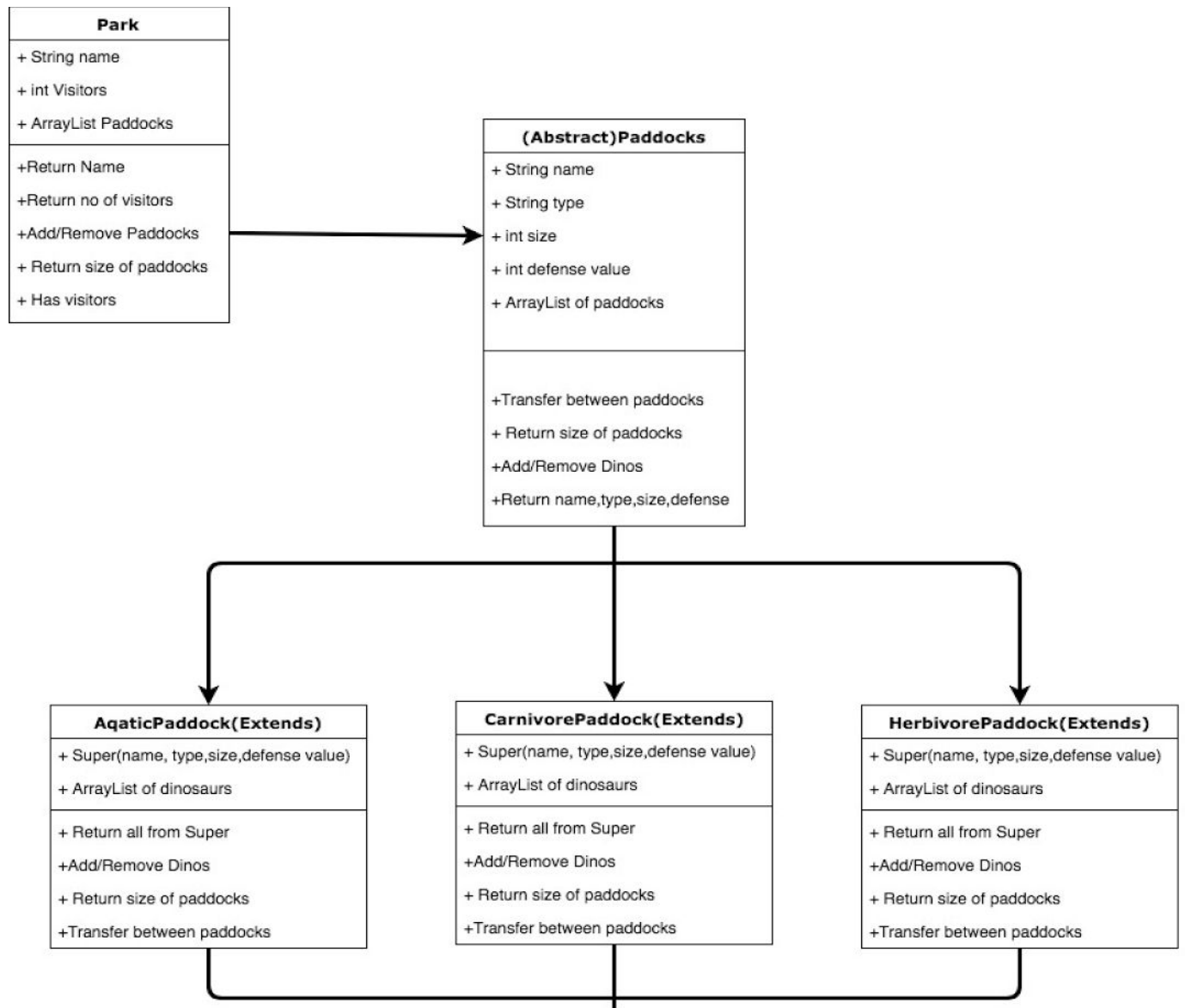
### A.D.3 object diagram



### A.D.4 activity diagram



## A.D.5 inheritance diagram



### A.D.5 implementation constraints

	<b>Constraint and possible effect</b>	<b>Solution</b>
Hardware and software platforms	Older hardware / outdated operating system	Keep overall design of app simple and use open sourced software
Preformance requirements	Slow down and poor preformance	Minimize communications between components
Persistent storage and transactions	Storing user input and saving it for future use	Use local storage and sanitize inputs
Budgets	Going over budget	Use open source software and tools weekly budget updates
Time	Keeping to a deadline and delivering final product	Daily stand ups and progress reports overall product managment