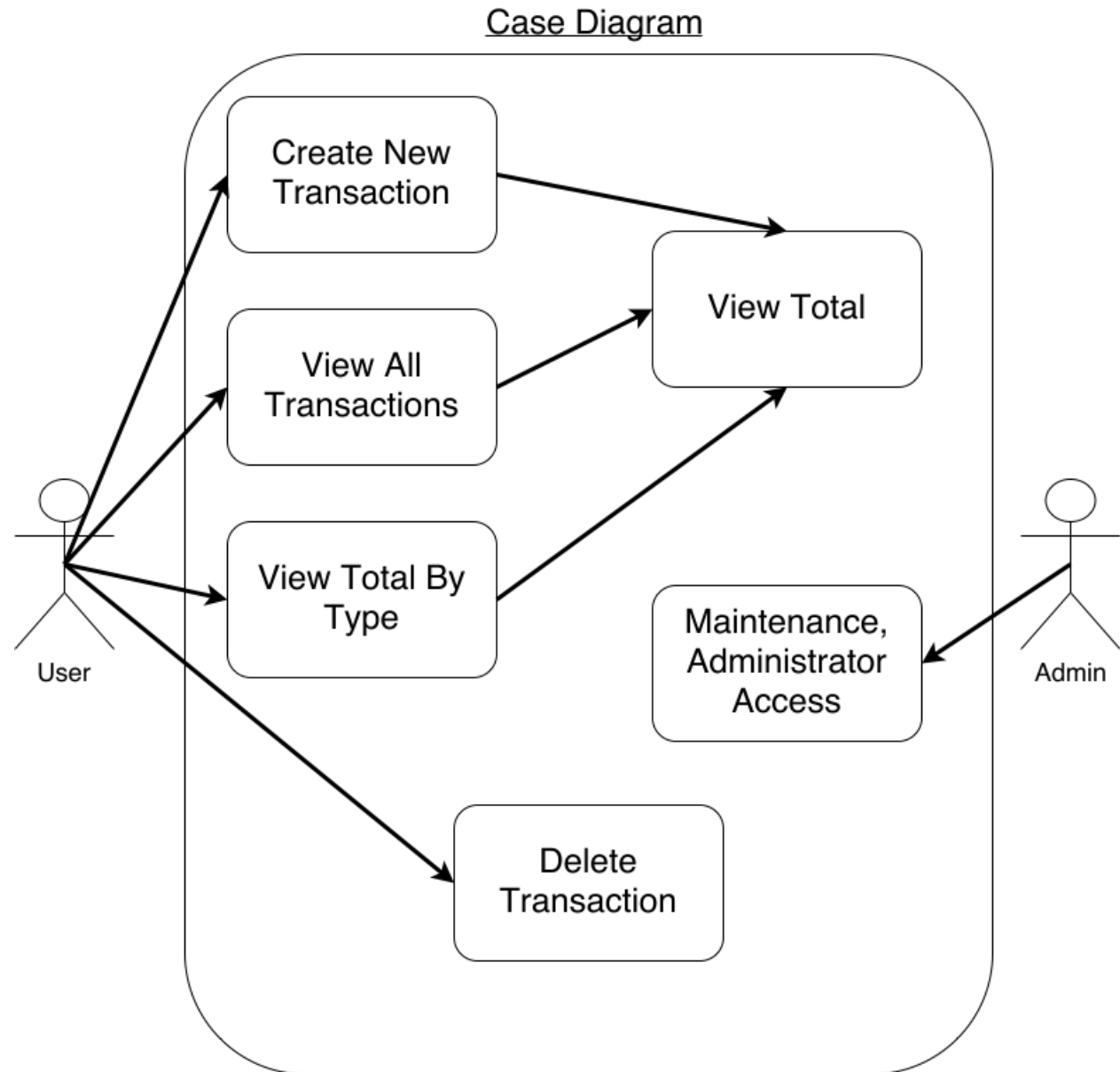


Evidence for analysis and design unit

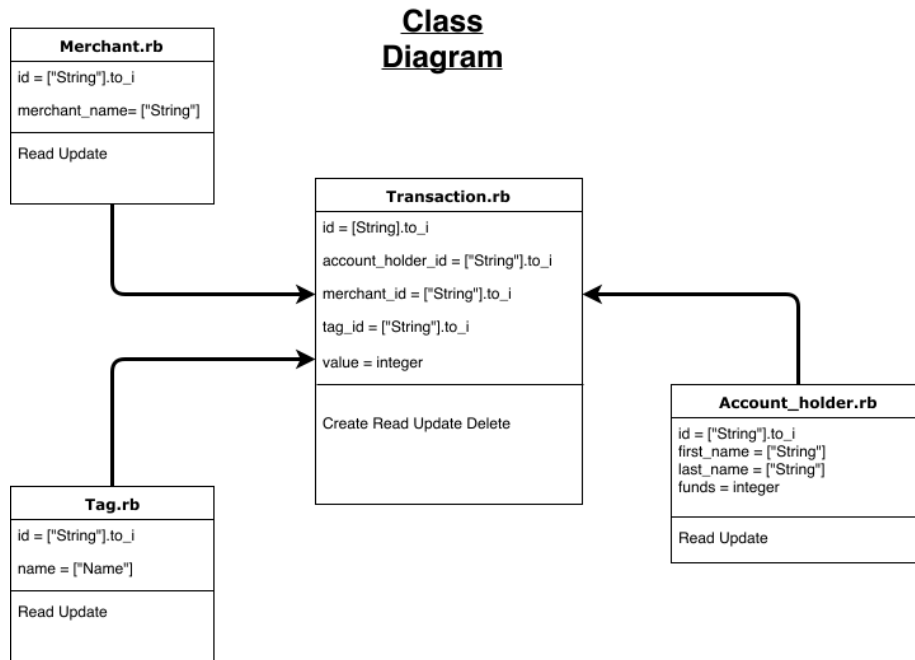
Mark Conroy

Cohort E17

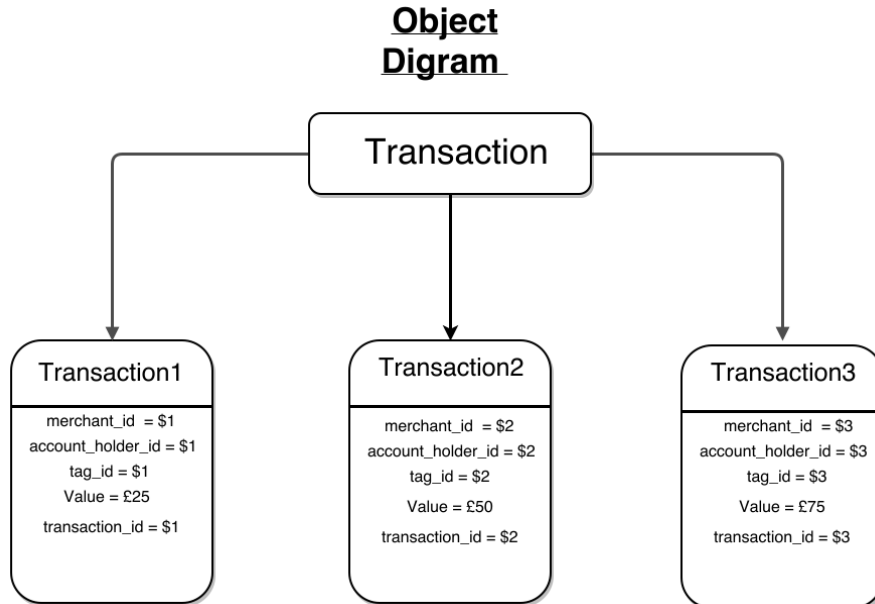
A.D.1 Use a case diagram



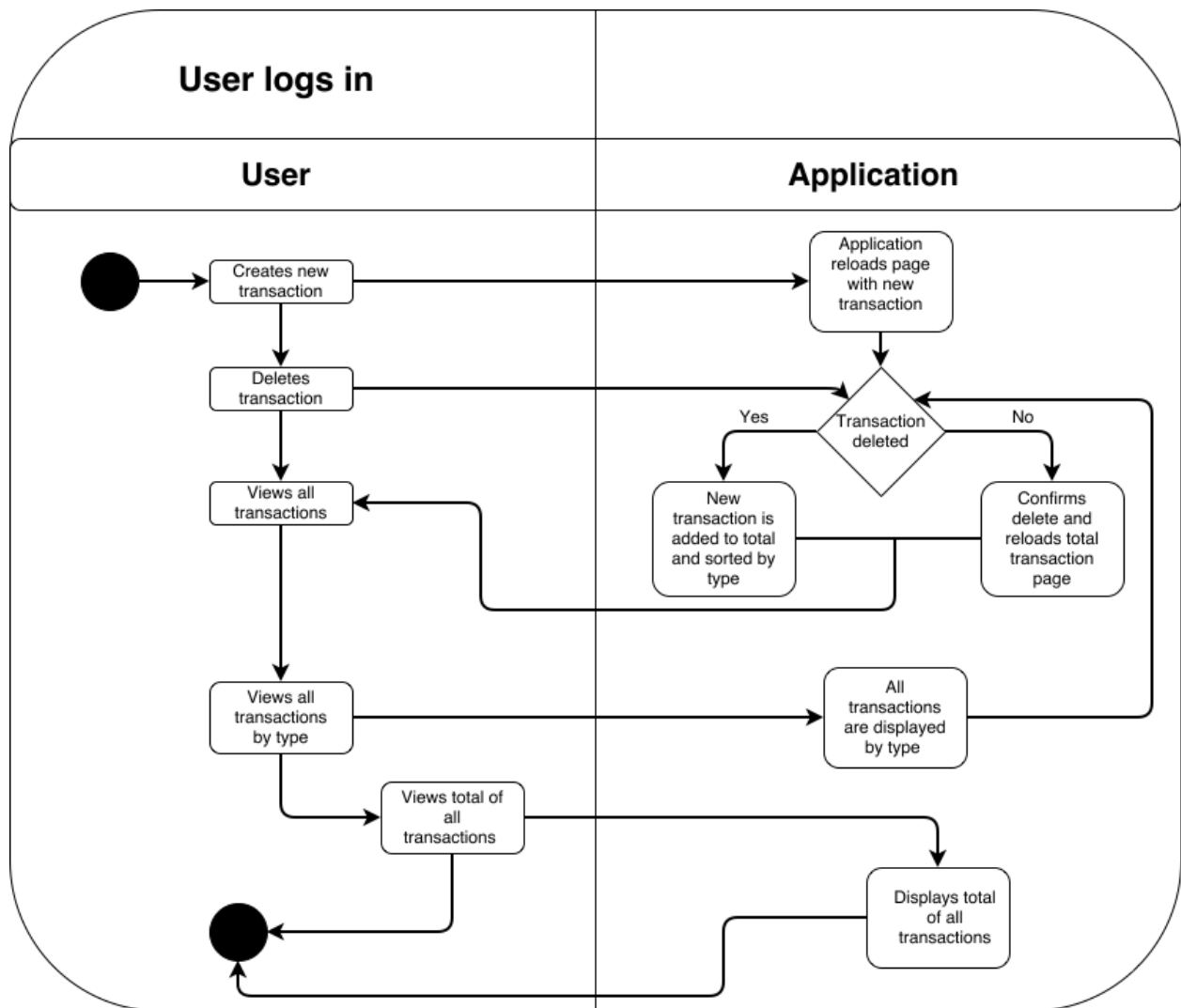
A.D.2 class diagram



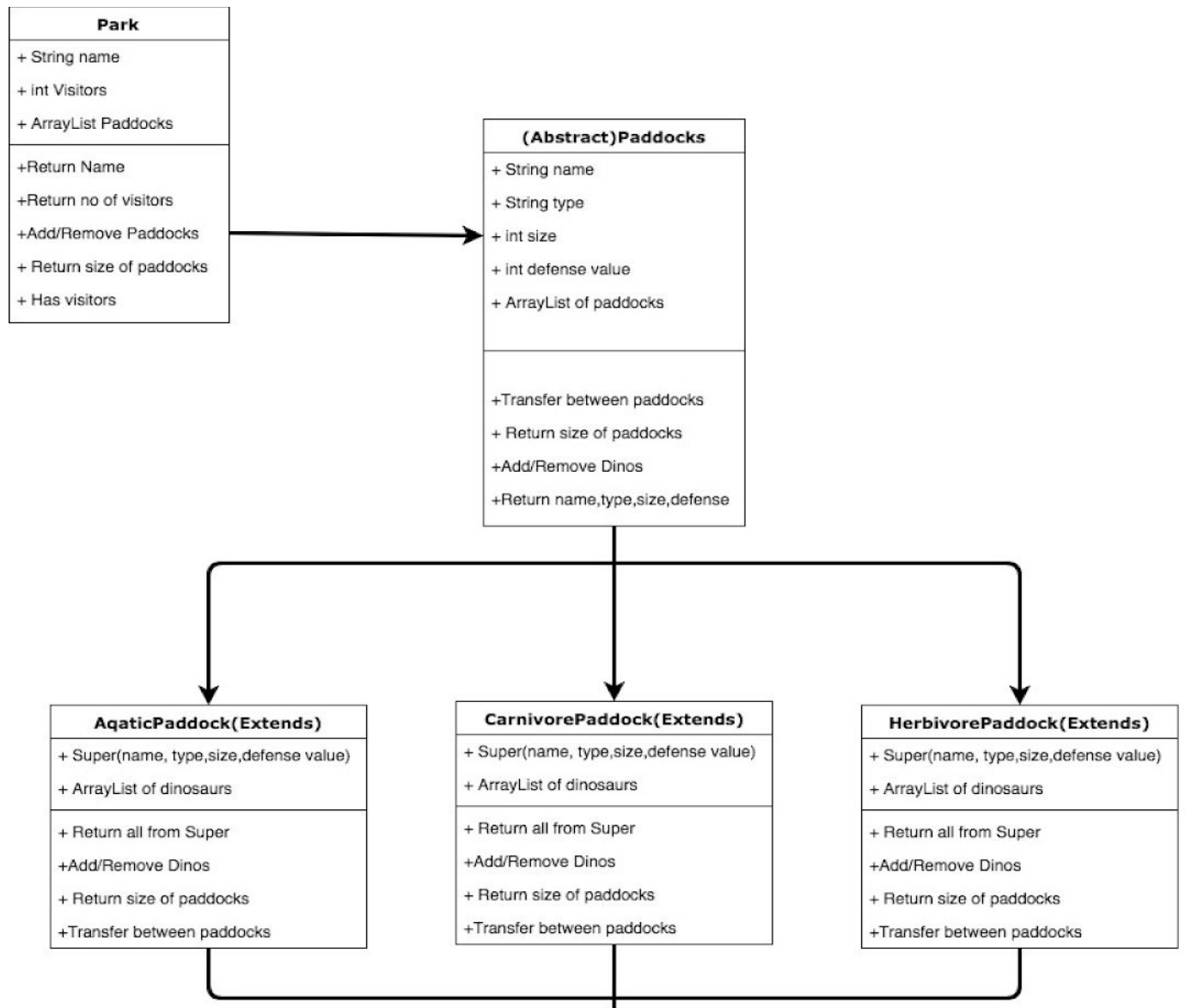
A.D.3 object diagram



A.D.4 activity diagram



A.D.5 inheritance diagram



A.D.6 implementation constraints

	Constraint and possible effect	Solution
Hardware and software platforms	Application created on desktop has no responsive elements implemented for use on other devices, Will impact usability on other platforms	Keep overall design of app simple and use responsive elements when possible
Performance requirements	Application relies on API that slows down when stock market opens due to high traffic and demand, Will affect overall performance and functionality	Minimize communications between components, have backup API
Persistent storage and transactions	Application requires large database of company tickers that are used in 2 APIs to return info, might cause slow down with multiple requests made	Use local storage as much as possible, limit API calls to improve performance
Budgets	Application requires high design input, Might run over set budget to meet MVP	Daily stand ups and progress reports overall product management
Time	Keeping to a deadline and delivering final product, Because of short production time and set deadline, Additional features might not be implemented	More time needed to fully complete application / prioritise functionality