Team 18

Project 3

Design Paradigm

The design paradigm that we, Team 18, used to create our prototype for project 3 was component-level design. As with most design paradigms, the first step is usually to organize the project using top-down functional decomposition. This was exactly what we did first. We created a general “idea” of what we wanted our project to accomplish. For us, this was to track a person’s social media usage by the use of a Google Chrome extension. Then, the next step was to decide what features we wanted the application to have. After compiling a list of the features we were wanting to implement, the top-down function decomposition part of the design process was over and it was time to use a component-level design to really specify how we wanted subsystems to look and interact with the overall program. Using paint, we created what we wanted our interface to look like, along with any buttons, settings, and visuals that each “page” of the application would include. This simple process of drawing the interface gave us an outline of the algorithms, data structures, and external communication methods that would be required to code the application for project 4. By using component-level design, it provided us building blocks from which we can begin the second part of the process. In addition, this design paradigm makes it very easy to divvy up the work between the members of our team. Since we know exactly what each page of the application should look like and the features it should implement, each team members knows exactly how much work is required of them. They don’t need to do any more or less than what our prototype defines. This will, ideally, result in an efficient production process.