

Project Title

by

Author(s) Name

Stevens.edu

September 20, 2024

© Author(s) Name
Stevens.edu
ALL RIGHTS RESERVED

Project Title

Author(s) Name
Stevens.edu

This document provides the requirements and design details of the PROJECT. The following table (Table 1) should be updated by authors whenever major changes are made to the architecture design or new components are added. Add updates to the top of the table. Most recent changes to the document should be seen first and the oldest last.

Table 1: Document Update History

| Date | Updates |
|------------|--|
| 08/22/2023 | DDM: <ul style="list-style-type: none">Updated dsnManual.tex with <i>newcommand(s){}</i> for easier references of requirements, figures, and other labels. |
| 10/25/2023 | DDM: <ul style="list-style-type: none">Added chapters on use cases (Chapter ??) and user stories (Chapter ??). |
| 10/11/2023 | DDM: <ul style="list-style-type: none">Added chapters on requirements (Chapter ??) and glossary. |
| 09/18/2023 | DDM: <ul style="list-style-type: none">Added chapter on development plan (Chapter ??). |

Table of Contents

| | | |
|----------|---------------------------|-----------|
| 1 | Team | |
| | – <i>Enoch Chan</i> | 1 |
| 2 | gitHomework | |
| | – <i>Enoch</i> | 4 |
| 3 | UML Class Modeling | |
| | – <i>Enoch</i> | 6 |
| 3.1 | 2.1 Exercise | 6 |
| 3.2 | 2.2 Exercise | 6 |
| 3.3 | 2.3 Exercise | 6 |
| 3.4 | 2.4 Exercise | 8 |
| | Bibliography | 10 |

List of Tables

| | | |
|---|-----------------------------------|-----|
| 1 | Document Update History | iii |
|---|-----------------------------------|-----|

List of Figures

| | | |
|-----|-----------------------------------|---|
| 1.1 | Diagram 1 | 2 |
| 1.2 | Diagram 2 | 3 |
| 2.1 | git Homework Screenshot | 5 |
| 3.1 | Diagram 1 | 6 |
| 3.2 | Diagram 1 | 6 |

Chapter 1

Team

– Enoch Chan

My name is Enoch. I am a software engineer major at Stevens Institute of Technology. I was born and raised in Staten Island, New York. I like to play volleyball and go to the gym. I am currently working at the Front Desk of Fitness Factory on 2nd Street. Below are my .EPS figures:

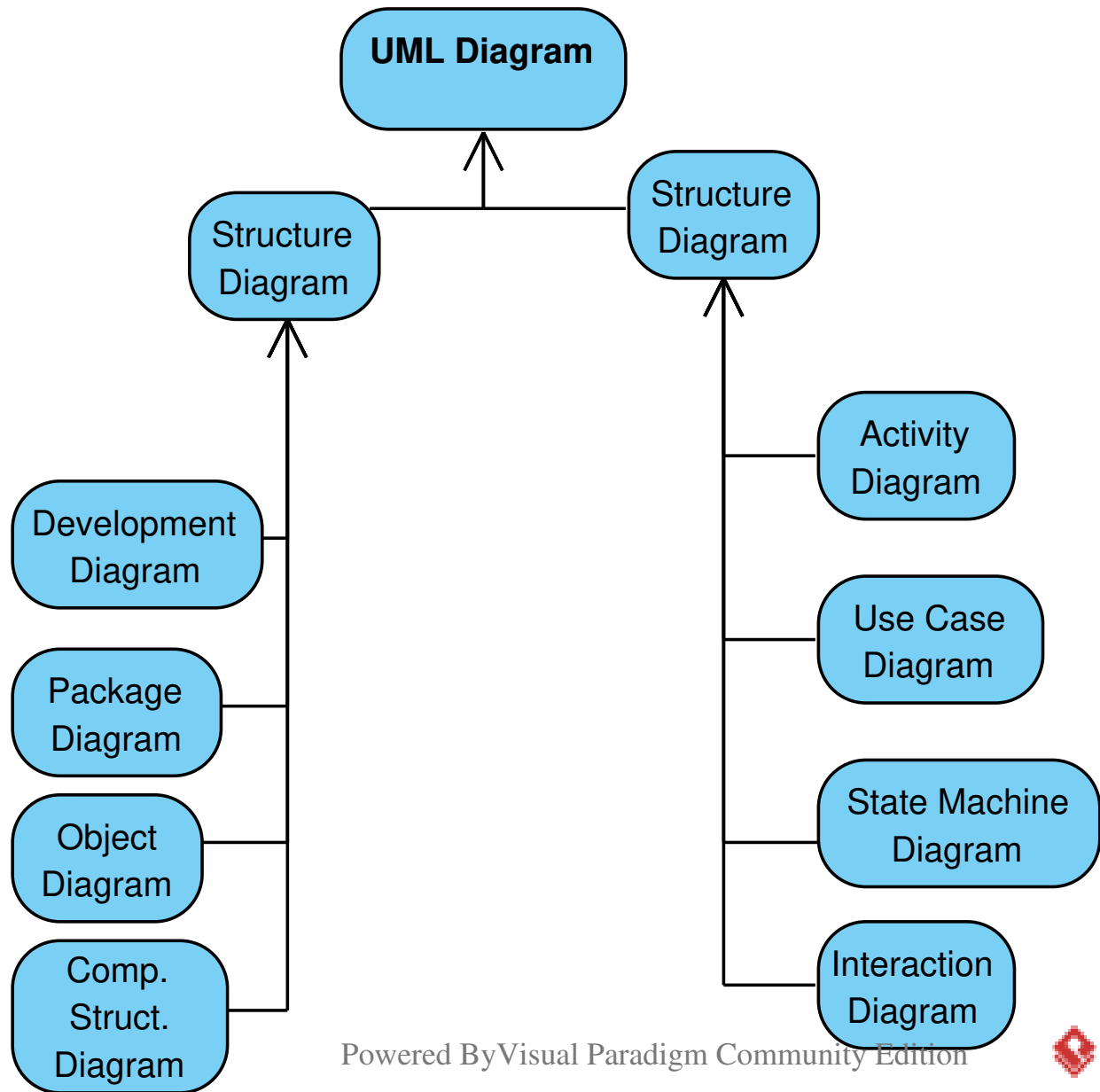


Figure 1.1: Diagram 1



Figure 1.2: Diagram 2

Chapter 2

gitHomework

– Enoch

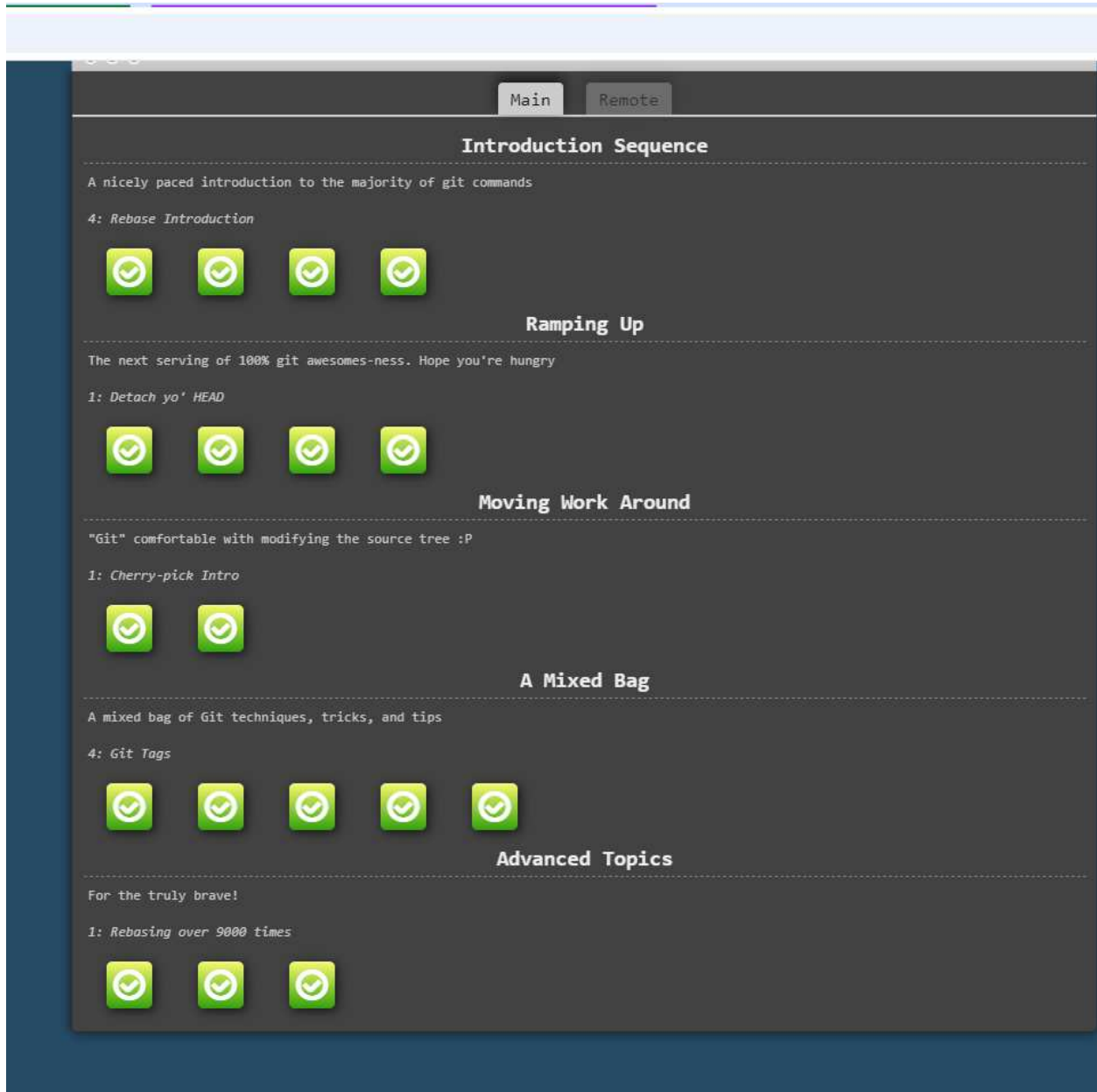


Figure 2.1: git Homework Screenshot

Chapter 3

UML Class Modeling

– Enoch

3.1 2.1 Exercise



Figure 3.1: Diagram 1

3.2 2.2 Exercise

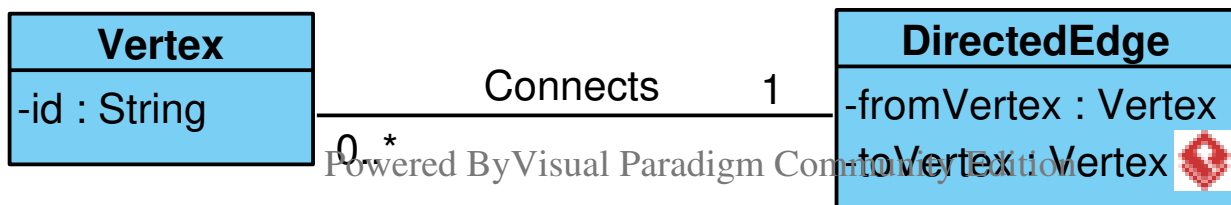


Figure 3.2: Diagram 1

3.3 2.3 Exercise

Window → **ScrollingWindow**

Association: A **ScrollingWindow** is a special kind of **Window**.

Description: The ScrollingWindow allows for scrolling within the Window area.

Canvas → Shape

Association: A Canvas can have many shapes.

Description: The Canvas holds different shapes that can be drawn, like lines or closed shapes.

Canvas → ScrollingCanvas

Association: A ScrollingCanvas is a type of Canvas.

Description: The ScrollingCanvas can scroll to show more of the drawing area.

Canvas → Line

Association: A Canvas can have many lines.

Description: A Line is drawn on the Canvas and is defined by its start and end points.

Shape → ClosedShape

Association: A ClosedShape is a type of Shape.

Description: A ClosedShape is a shape that forms a complete boundary, like a circle or polygon.

Shape → Line

Association: A Line is a type of Shape.

Description: A Line is a straight shape with a start and end point.

ClosedShape → Polygon

Association: A ClosedShape can be a Polygon.

Description: A Polygon is a shape with multiple sides.

ClosedShape → Ellipse

Association: A ClosedShape can be an Ellipse.

Description: An Ellipse is an oval shape.

Canvas → Panel

Association: A Canvas can be part of a Panel.

Description: The Panel can hold a Canvas and other interface elements.

Panel → PanelItem

Association: A Panel has many PanelItems.

Description: PanelItems are objects within the Panel, such as buttons or text fields.

Panel → Button

Association: A Panel can have many Buttons.

Description: A Button is a clickable item in the Panel.

Panel → TextItem

Association: A Panel can have TextItems.

Description: A TextItem displays text or allows the user to input text.

Panel → ChoiceItem

Association: A Panel can have ChoiceItems.

Description: A ChoiceItem allows the user to choose from a list of options.

ChoiceItem → ChoiceEntry

Association: A ChoiceItem has multiple ChoiceEntries.

Description: A ChoiceEntry is one of the options in a ChoiceItem.

PanelItem → Event

Association: A PanelItem can trigger an Event.

Description: When a PanelItem (like a button) is clicked, it triggers an Event.

ScrollingWindow → Scroll

Association: A ScrollingWindow allows scrolling.

Description: The scroll function moves the visible area of the ScrollingWindow.

TextWindow → Text

Association: A TextWindow manages text.

Description: The TextWindow allows text to be inserted or deleted.

3.4 2.4 Exercise

Customer → MailingAddress

Association: A Customer has one or more MailingAddresses.

Description: The MailingAddress is associated with the Customer and holds information like address and phone number for communication purposes.

MailingAddress → CreditCardAccount

Association: A CreditCardAccount can have one or more MailingAddresses.

Description: The MailingAddress is linked to the CreditCardAccount for billing and correspondence.

CreditCardAccount → Statement

Association: A CreditCardAccount can generate multiple Statements.

Description: The Statement shows important details like the payment due date, finance charges, and minimum payment, summarizing the account's activity.

CreditCardAccount → Institution

Association: A CreditCardAccount is associated with one Institution.

Description: The Institution is the financial entity responsible for the CreditCardAccount, holding details like name, address, and phone number.

CreditCardAccount → Transaction

Association: A CreditCardAccount can have multiple Transactions.

Description: Each Transaction represents an action on the CreditCardAccount, such as purchases, cash advances, fees, or adjustments.

Statement → Transaction

Association: A Statement includes multiple Transactions.

Description: Each Transaction is part of a Statement, showing detailed records of charges, payments, or fees on the account.

Transaction → Purchase

Association: A Transaction can be a Purchase.

Description: A Purchase is a type of Transaction where goods or services are bought from a Merchant.

Transaction → Fee

Association: A Transaction can be a Fee.

Description: A Fee is a type of Transaction that includes extra charges like late fees or service fees.

Transaction → Interest

Association: A Transaction can include Interest.

Description: Interest is a finance charge added as a result of carrying a balance on the CreditCardAccount.

Transaction → CashAdvance

Association: A Transaction can be a CashAdvance.

Description: A CashAdvance is a type of Transaction where cash is withdrawn from the credit card account.

Transaction → Adjustment

Association: A Transaction can be an Adjustment.

Description: An Adjustment modifies or corrects a previous transaction, either as a credit or debit to the account.

Purchase → Merchant

Association: A Purchase is linked to a Merchant.

Description: The Merchant is the business or entity from which a Purchase is made, identified by name.

Bibliography

Index

Chapter

gitHomework, [4](#)

Team, [1](#)

UML Class Modeling, [6](#)

glossary, [4](#), [6](#)

introduction, [1](#)