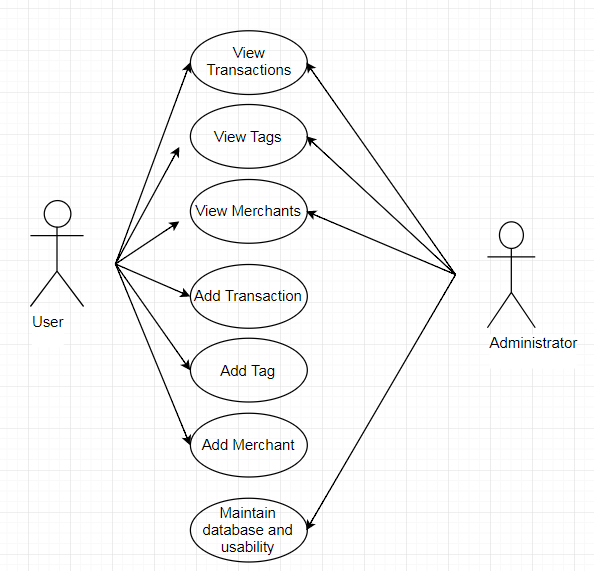
**Evidence for Analysis and Design Unit.**

Faisal Ali

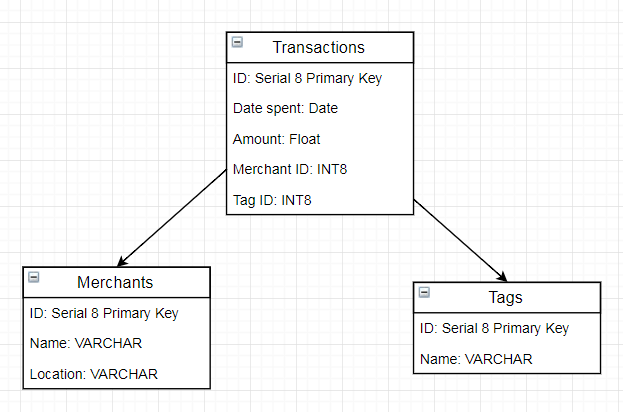
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22/05/2017

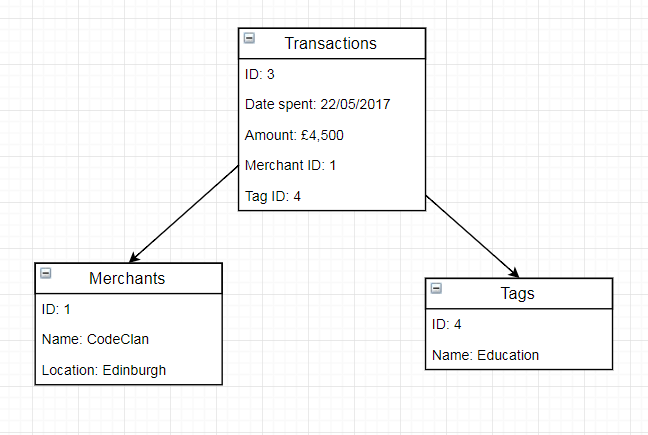
**AD - 1 Use case Diagram**



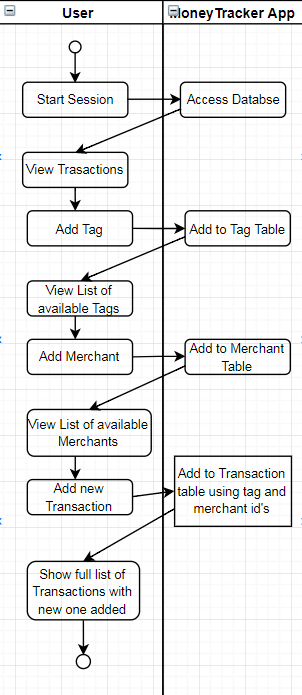
**AD - 2 Create a Class diagram using your Use case diagram.**



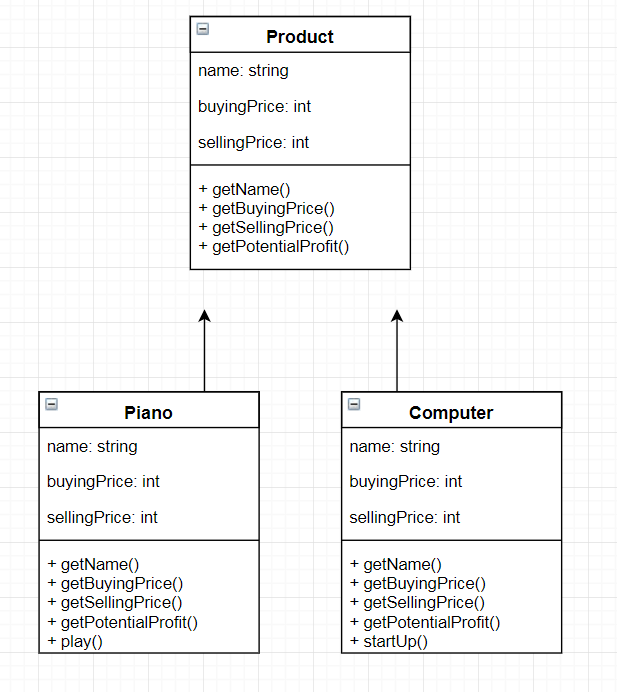
**AD - 3 Object diagram**

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**AD - 4 Activity diagram**

****

**AD - 5 Inheritance diagram**

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**AD - 6 Implementations Constraints**

|  |  |  |
| --- | --- | --- |
| **Constraints** | **Possible effect of constraint** | **Details** |
| **Hardware and software platforms** | **This product was tested and runs on Chrome and Safari well. A user with an older style browser may not have the same experience.** | **Older/outdated browsers may not be able to render the HTML or CSS to the high standard expected. This could be mitigated to some extent by coding for these older browsers.** |
| **Performance requirements** | **The app works well on most computers, however performance may be affected if an older machine is used.** | **Older or outdated hardware or browsers may affect the user experience.** |
| **Persistent storage and transactions** | **If a significant amount of data had to be stored, this could affect the performance or even running of the app.** | **A possible solution would be to request permission form the user to use their hardware storage to access more memory.** |
| **Usability** | **Currently only available through a computer browser, there is no mobile specific version.** | **This may affect the user experience, however this could be further developed in the future to make a mobile specific version.** |
| **Budgets** | **As this was a personal project, no budget was allocated.** | **If the app was to grow or be made commercial, funding may be required to make this possible.** |
| **Time** | **A week was spent on this project, which meant certain features weren't' as fleshed out as much as they could have been.** | **With more time, additional features could be added to boost the user experience further.** |