Evidence for Project Unit Hamish Hoad

P. 1 Github Contributors page

Evidence for unit

Cohort E-21

P. 2 Project Brief

Evidence for unit

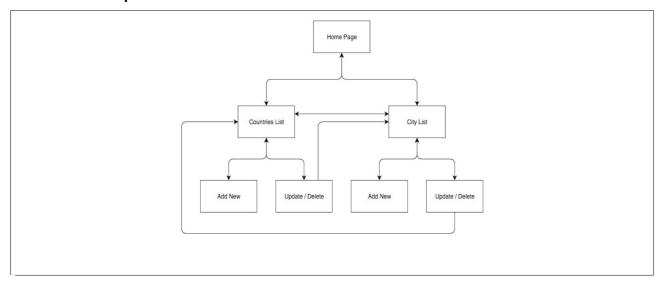
P. 3 Use of Trello

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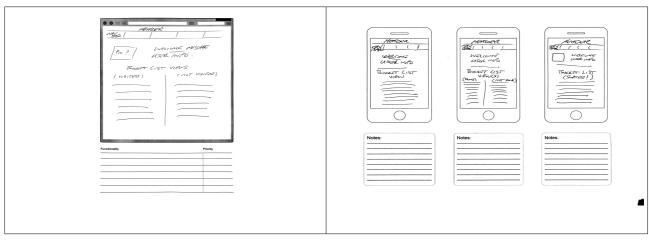
P. 4 Acceptance Criteria

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P. 5 User sitemap



P. 6 Wireframes designs



P. 7 System interactions diagrams



P. 8 Two Object Diagrams

Evidence for unit Evidence for unit

P. 9 Choice of two algorithms (find the algorithms on a program you might have written, show the code you have used.)

On this example please take a screenshot and write what it is doing and why you decided to use it.

P. 10 Example of Pseudocode

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P. 11 Github link to one of your projects

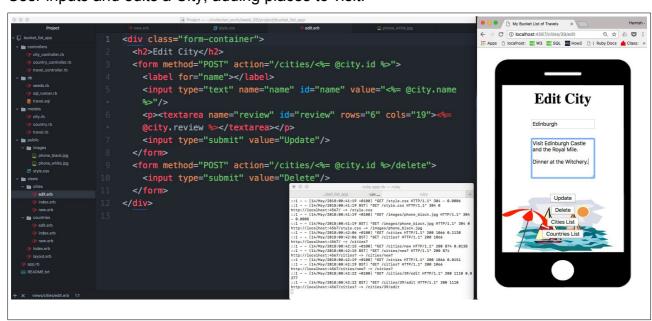
P. 12 Screenshot of your planning and the different stages of development to show changes.

Evidence for unit

Evidence for unit

P. 13 User input

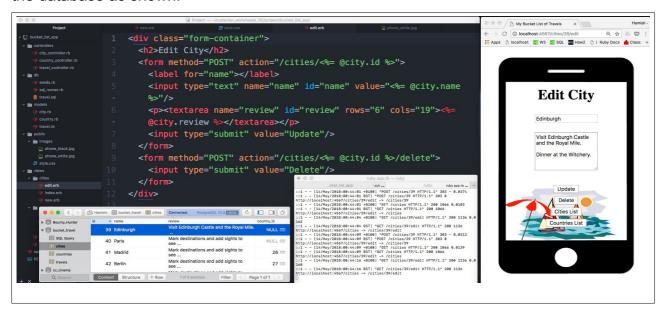
User inputs and edits a City, adding places to visit.



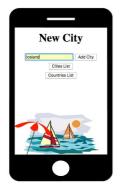
P. 14 Interaction with data persistence

Make sure you show the input being added.

User inputs a City, adds places to visit and saves the information which is then added to the database as shown.



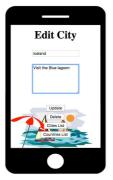
P. 15 User output result



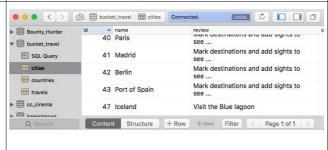
User inputs information and clicks add city which adds information to the database.



The system then returns a list of cities showing the new city has been added to the database.



The user can then update (or delete) city information, such as a place to visit.



The information is then added to the database as shown in the above tables.

P. 16 Bug tracking report showing the errors diagnosed and corrected.

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P. 17 Testing your program

Show the test code, the test not passing.....and then the test fixed.

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