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PROG6212 - POE - PART 1

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### **Documentation**

#### Introduction

The Contract Monthly Claim System is a system that is meant to assist the lecturer and administrators in processing claims.

#### **Design Choice:**

#### Database:

For the database of the system, we will be using a relational database because I understand what the different entities are, and which entities relate to each other. The entities that will be present are going to be also used to transmit real time data (Coronel and Morris, 2018).

#### Application Architecture:

For the architecture of the application, I decided to use MVC to account for the possible scalability of the system. The system also needs to be a system that is on the web and can hold multiple users all the time. Since the application is not built for a specific company, it is built for anyone who is an IC (Independent Contractor) or Administrators for an institution to use, so it will need to be on the cloud in future or just downloaded as an application, and using MVC gives me the functionality and the creativity to really build this system with to factor that in.

#### GUI design:

For the GUI design I went for a very simple design that is easy to use and is straightforward. The application is not supposed to do fancy things since it will be merely used to submit and track claims, this makes the pure goal of it to do just that and nothing more (Tidwell, 2010). To achieve those goals, I put tabs on the navigation that will tell you where to exactly to go and for what purpose. I also put an explanation on the Home Page to inform users of what the system is for and how to use it.

#### **Assumptions and Constraints:**

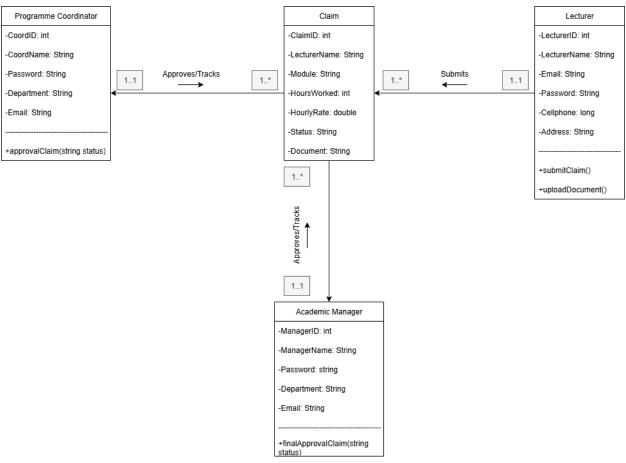
The assumptions I have about the project are the following:

- Internet connection is needed to submit and process claims.
- Multiple lecturers could need approval from the same administration.
- Claims need approval from two members of the administration.

The constraints I have about the project are the following:

- It must be built using MVC or WPF for Microsoft applications.
- · Claims need both admins' approval.
- Limited time frame to build the project.

# **UML Class Diagram**



(GeeksforGeeks, 2018)

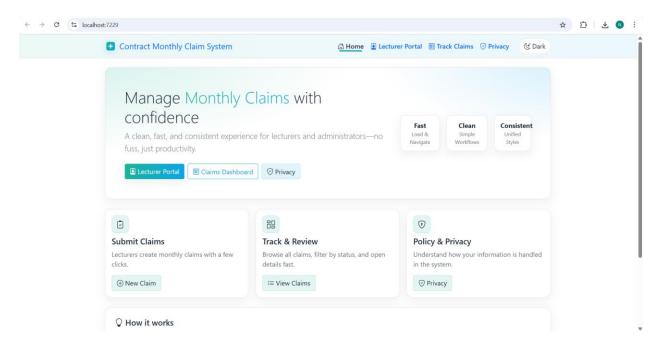
# **Project Planning**

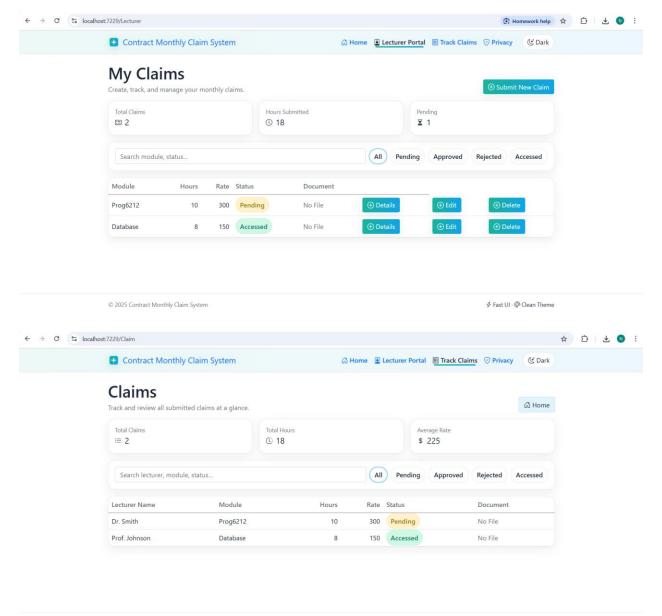
Tasks	Description	Duration	Deliverable
Planning	Getting information	2 weeks (Week 1 - 2)	Documentation,
	on the system e.g.		Project Planning,
	User & System		Project application
	requirements (Gido		Document
	et al., 2022)		
Database and GUI	From the	2 weeks (Week 3 - 4)	GUI and UI
Design	information		mockups,
	gathered, we will		

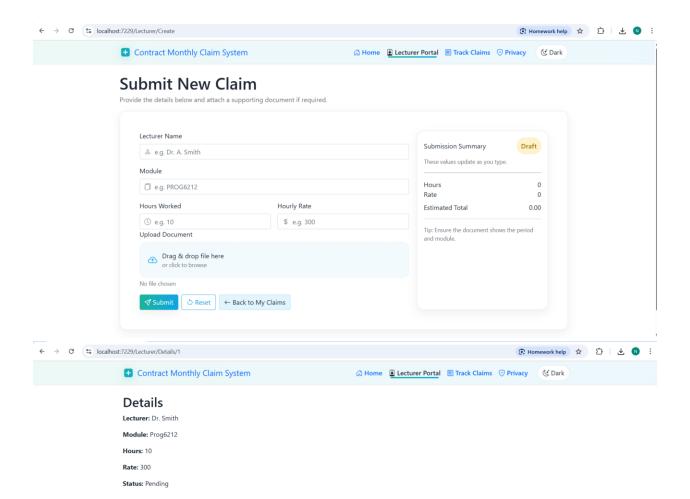
	plan the database of the system and the create a GUI wireframe		Database ERD and class diagrams.
Project development (GUI focused)	Begin building the prototype using the GUI and trying to see if there are any changes needed to be done	2 weeks (Week 5 - 6)	Prototype focused only on the GUI there will be little functionality
Project development (Functionality focused)	Continuing off the GUI, we will start adding functionality to the system, and including the database	3 weeks (Week 7 – 10)	Prototype including the functionality of the system
Project assessment	Go back and assess the prototype and fix any errors that are there, and if the prototype meets the user and system requirements	2 weeks (Week 11 – 12)	Minimal error prototype with functionality working
Submission	Presenting this prototype to the client for them to use it	1 week (Week 13)	Client approval of the prototype

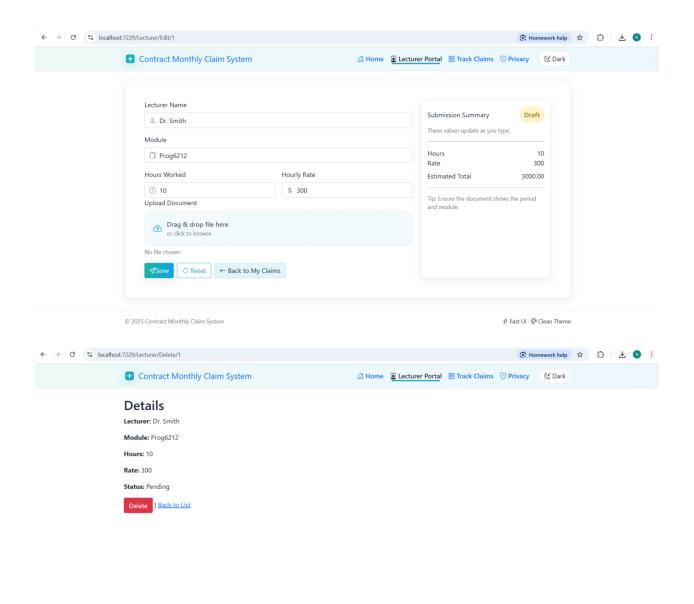
(Atlassian, n.d.)

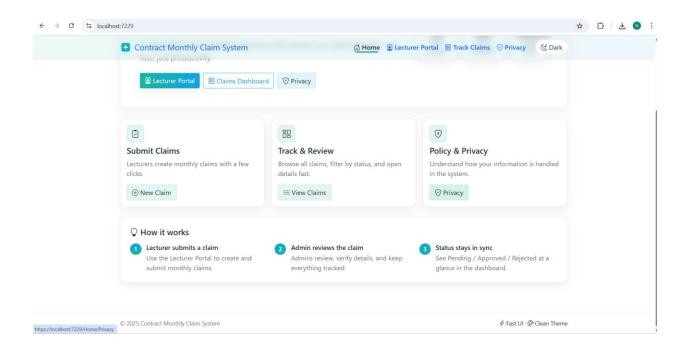
## **GUI UI**











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