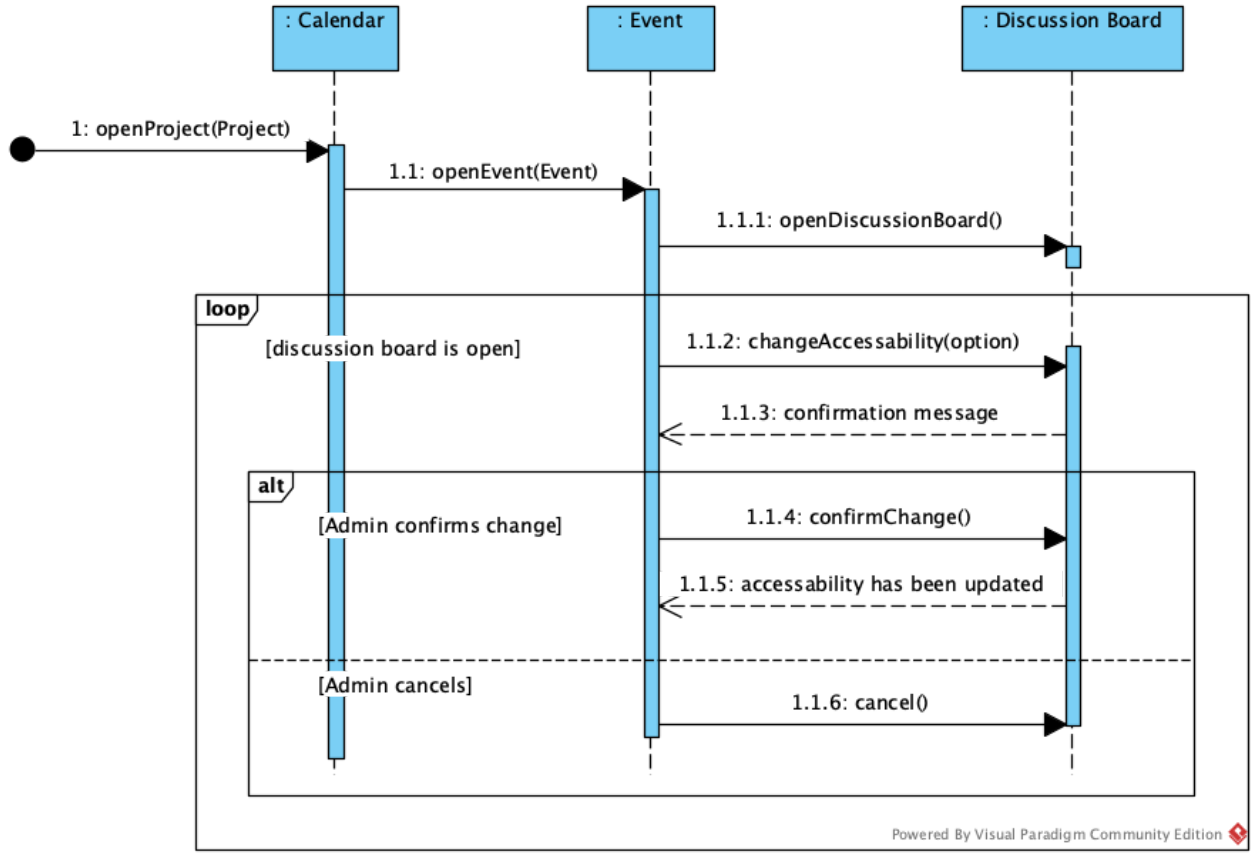
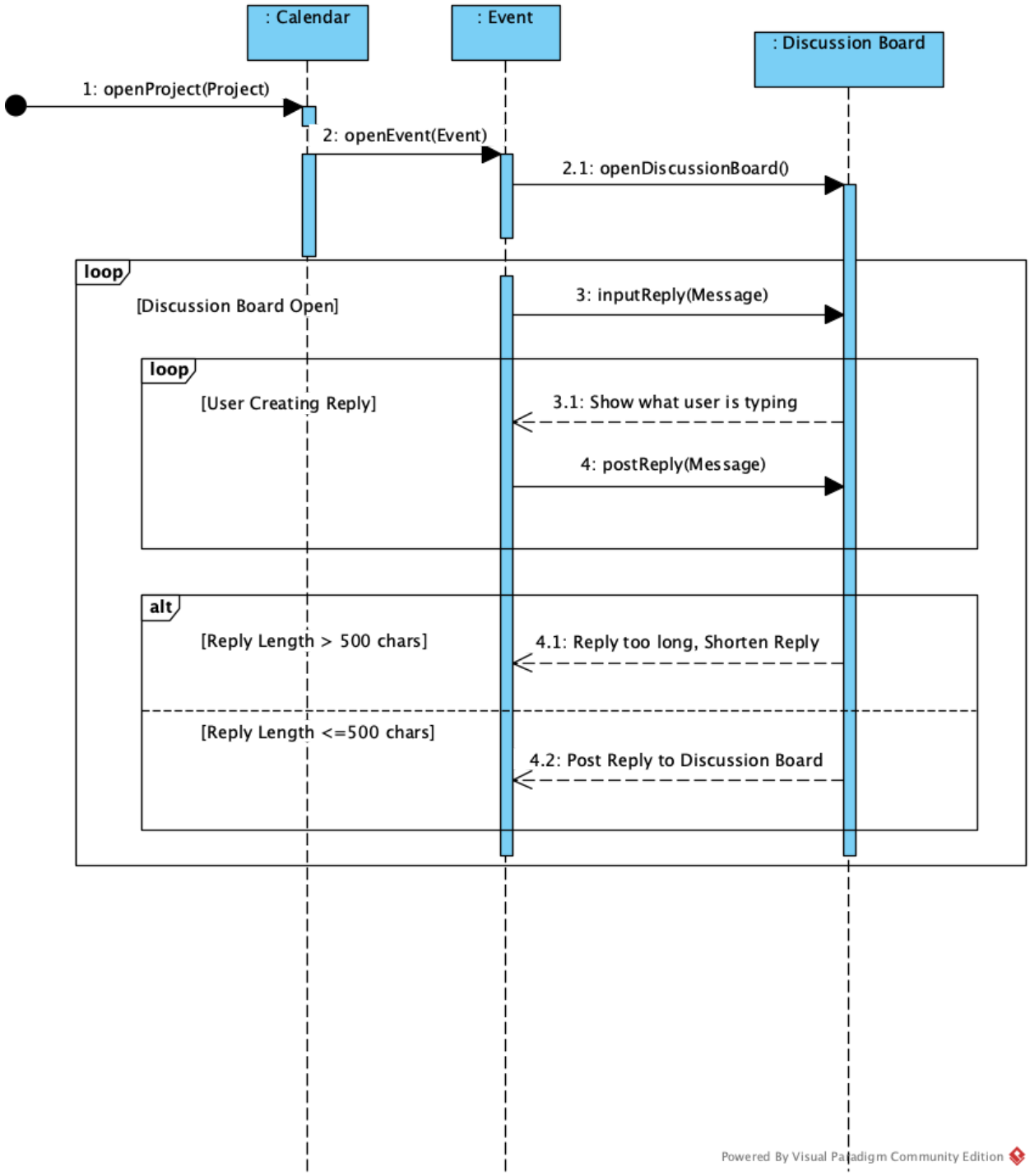
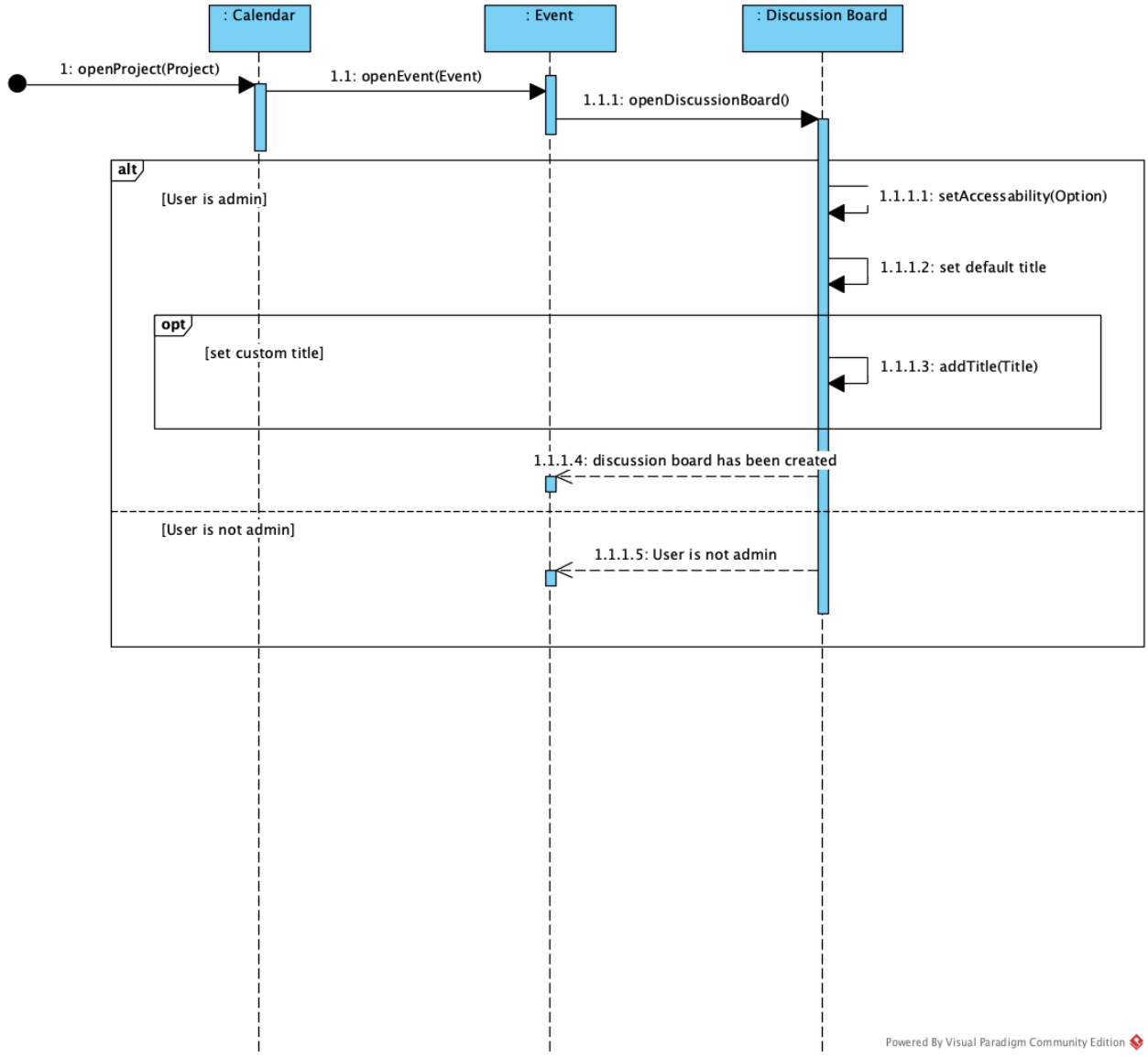
SD
Change Discussion Board Status



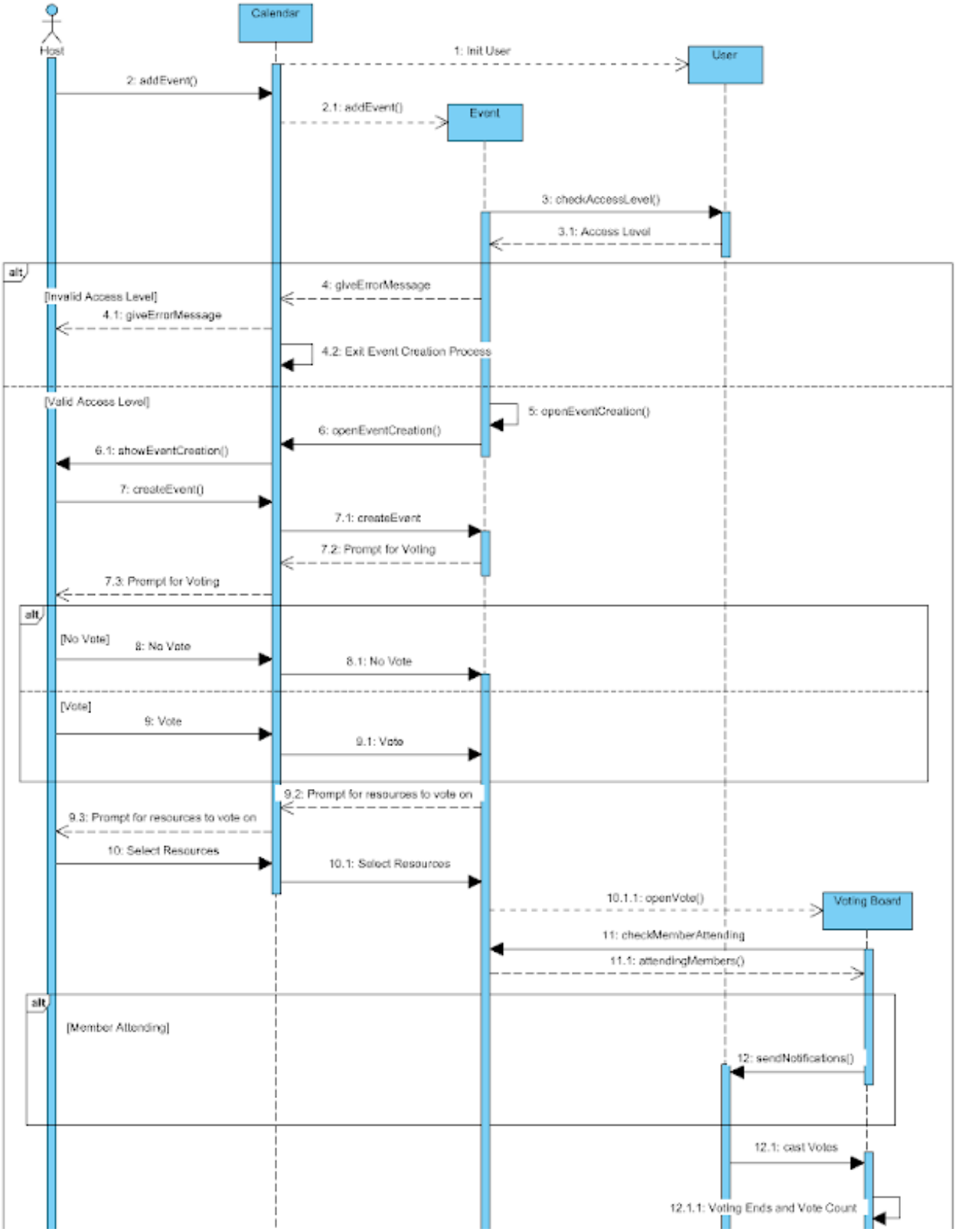
Member Post Comment

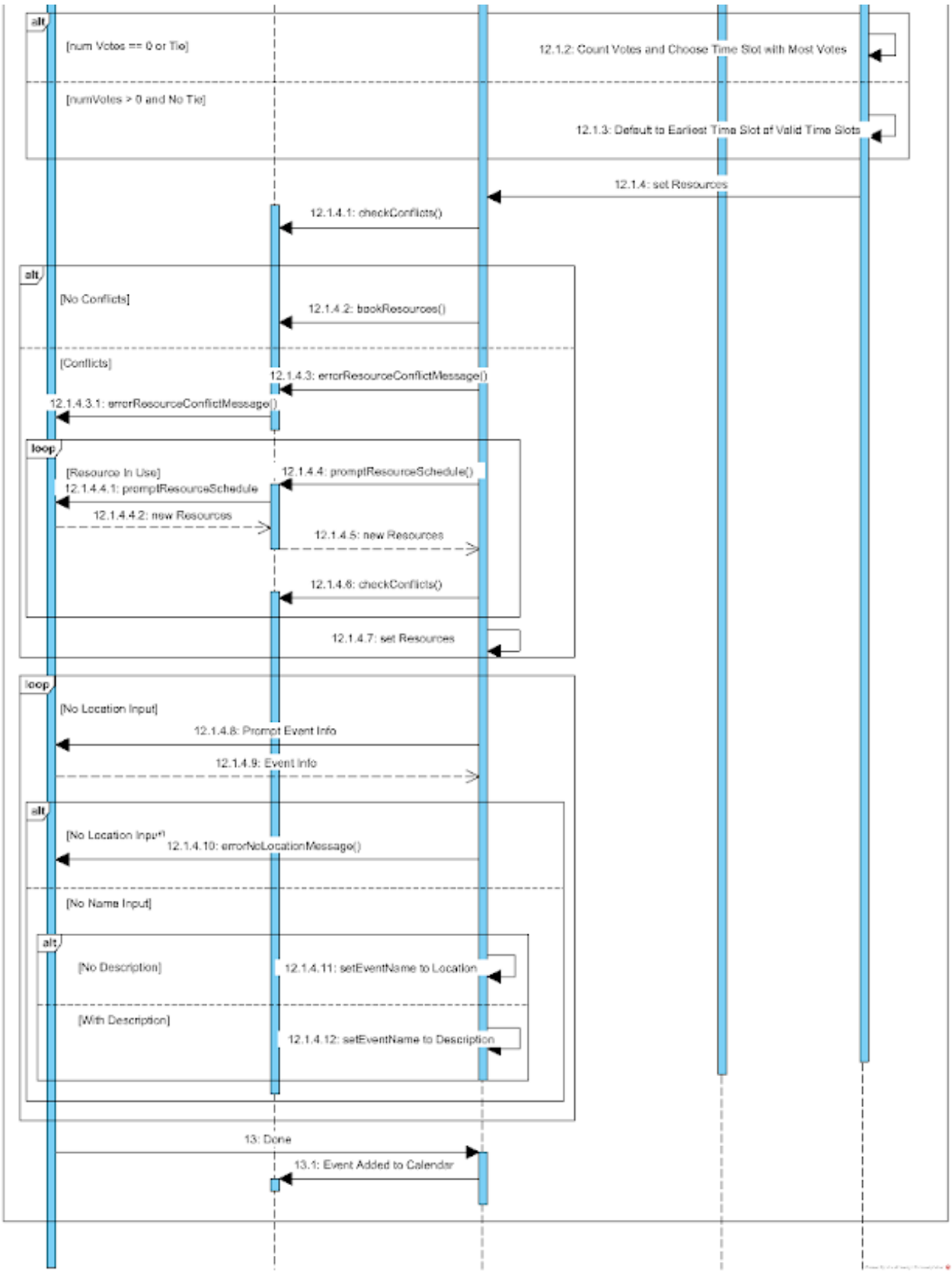


Host Facilitated Event Discussion Board

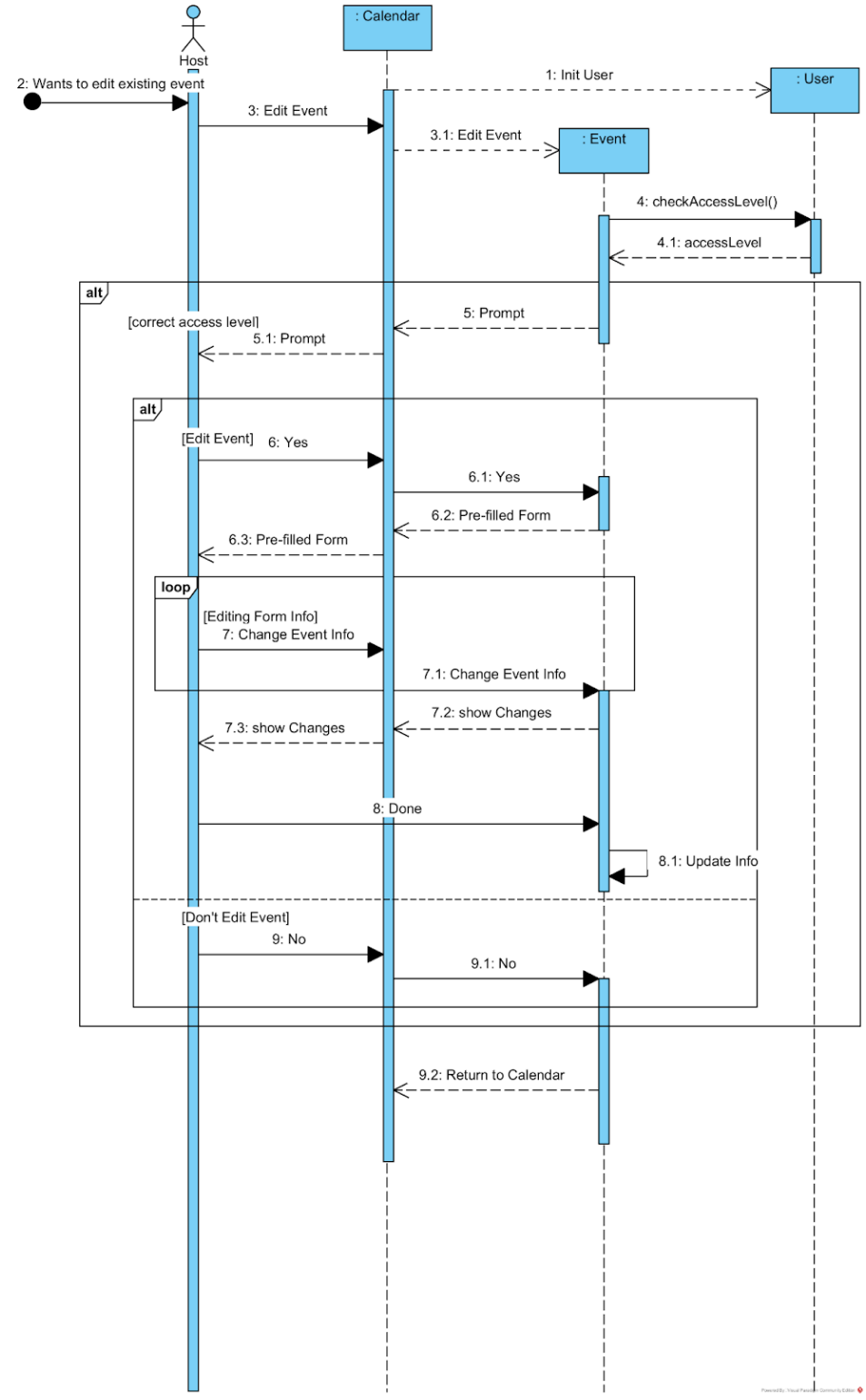


Add Event

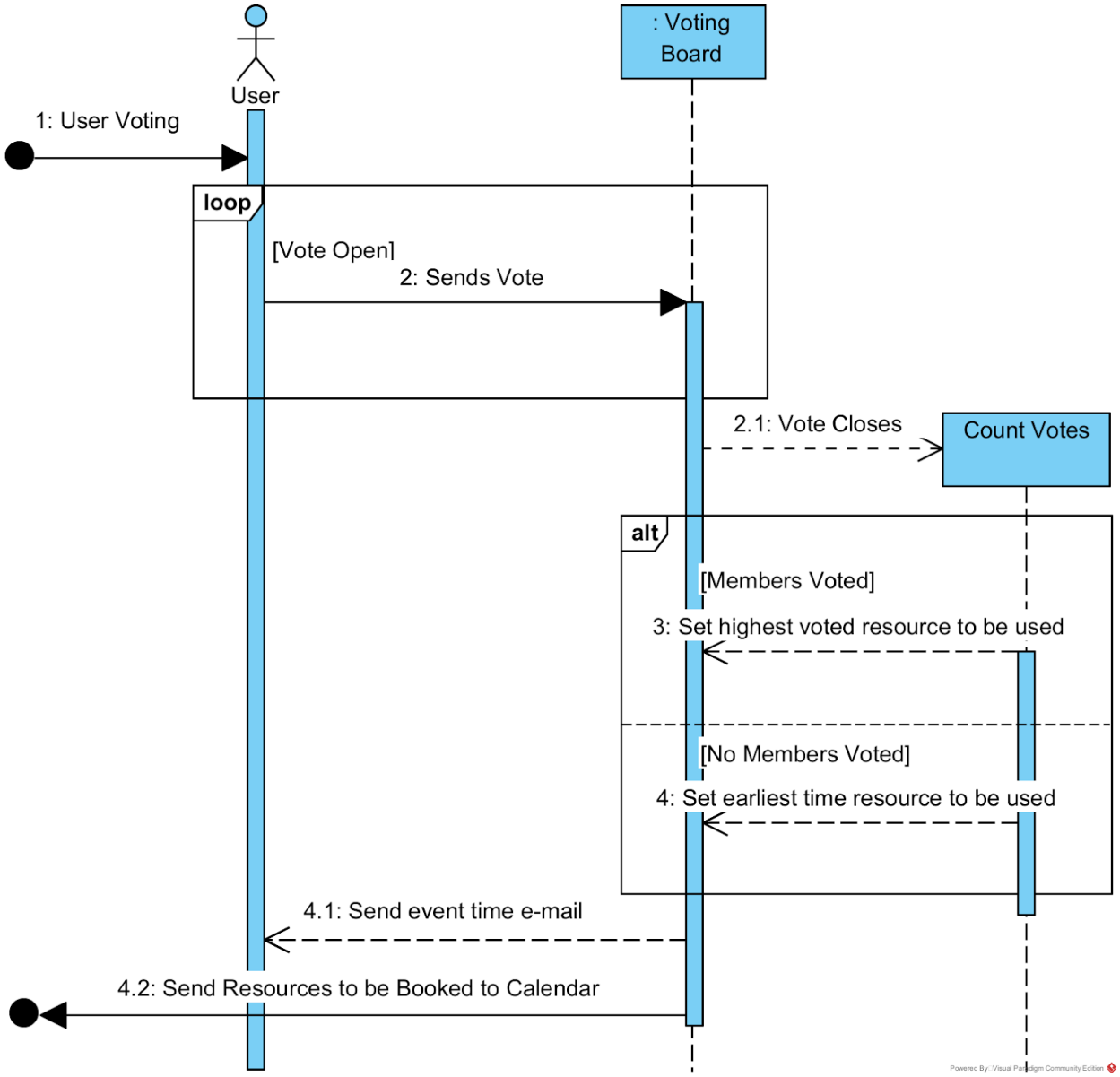

Host
Calendar
User
Event
Voting Board
1: Init User
2: addEvent()
2.1: addEvent()
3: checkAccessLevel()
3.1: Access Level
alt
[Invalid Access Level]
4: giveErrorMessage
4.1: giveErrorMessage
4.2: Exit Event Creation Process
[Valid Access Level]
5: openEventCreation()
6: openEventCreation()
6.1: showEventCreation()
7: createEvent()
7.1: createEvent
7.2: Prompt for Voting
7.3: Prompt for Voting
alt
[No Vote]
8: No Vote
8.1: No Vote
[Vote]
9: Vote
9.1: Vote
9.2: Prompt for resources to vote on
9.3: Prompt for resources to vote on
10: Select Resources
10.1: Select Resources
10.1.1: openVote()
11: checkMemberAttending
11.1: attendingMembers()
alt
[Member Attending]
12: sendNotifications()
12.1: cast Votes
12.1.1: Voting Ends and Vote Count


alt
[num Votes == 0 or Tie]
12.1.2: Count Votes and Choose Time Slot with Most Votes
[numVotes > 0 and No Tie]
12.1.3: Default to Earliest Time Slot of Valid Time Slots
12.1.4: set Resources
12.1.4.1: checkConflicts()
alt
[No Conflicts]
12.1.4.2: bookResources()
[Conflicts]
12.1.4.3: errorResourceConflictMessage()
12.1.4.3.1: errorResourceConflictMessage()
loop
[Resource In Use]
12.1.4.4: promptResourceSchedule()
12.1.4.4.1: promptResourceSchedule
12.1.4.4.2: new Resources
12.1.4.5: new Resources
12.1.4.6: checkConflicts()
12.1.4.7: set Resources
loop
[No Location Input]
12.1.4.8: Prompt Event Info
12.1.4.9: Event Info
alt
[No Location Input]
12.1.4.10: errorNoLocationMessage()
[No Name Input]
alt
[No Description]
12.1.4.11: setEventName to Location
[With Description]
12.1.4.12: setEventName to Description
13: Done
13.1: Event Added to Calendar

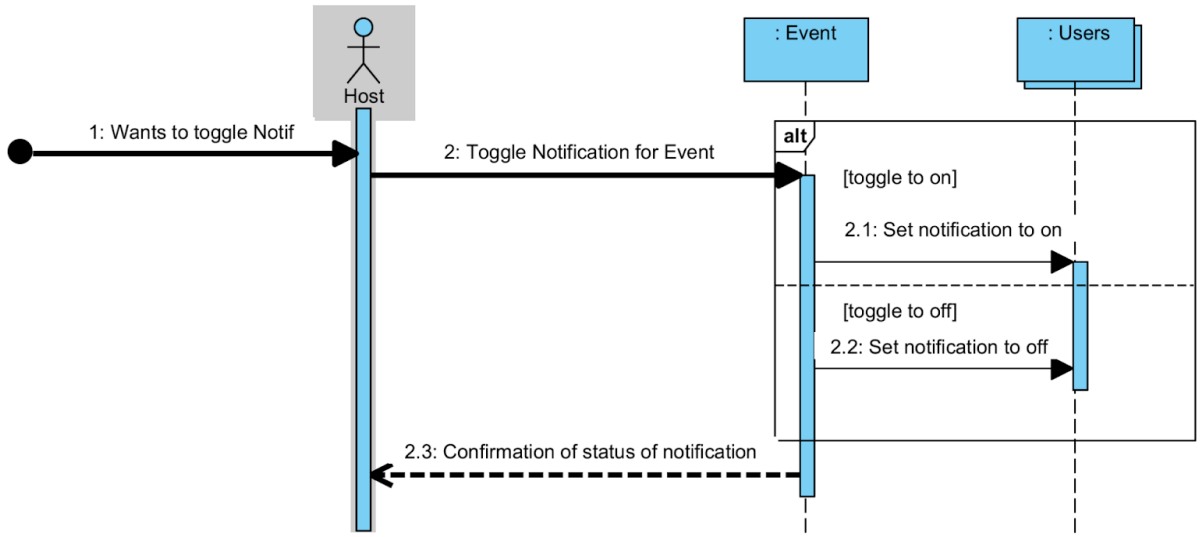
Edit Event


Host
: Calendar
: User
: Event
2: Wants to edit existing event
1: Init User
3: Edit Event
3.1: Edit Event
4: checkAccessLevel()
4.1: accessLevel
alt
[correct access level]
5: Prompt
5.1: Prompt
alt
[Edit Event]
6: Yes
6.1: Yes
6.2: Pre-filled Form
6.3: Pre-filled Form
loop
[Editing Form Info]
7: Change Event Info
7.1: Change Event Info
7.2: show Changes
7.3: show Changes
8: Done
8.1: Update Info
[Don't Edit Event]
9: No
9.1: No
9.2: Return to Calendar

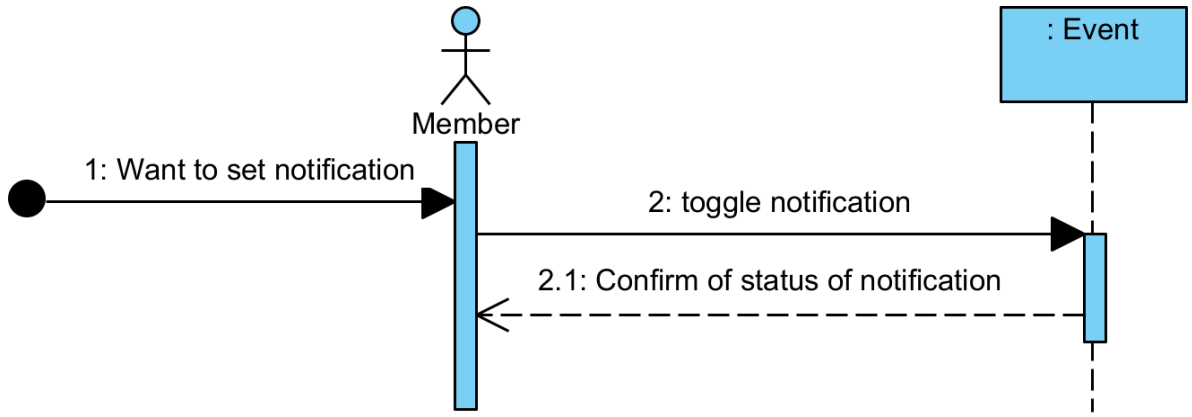
Member Voting



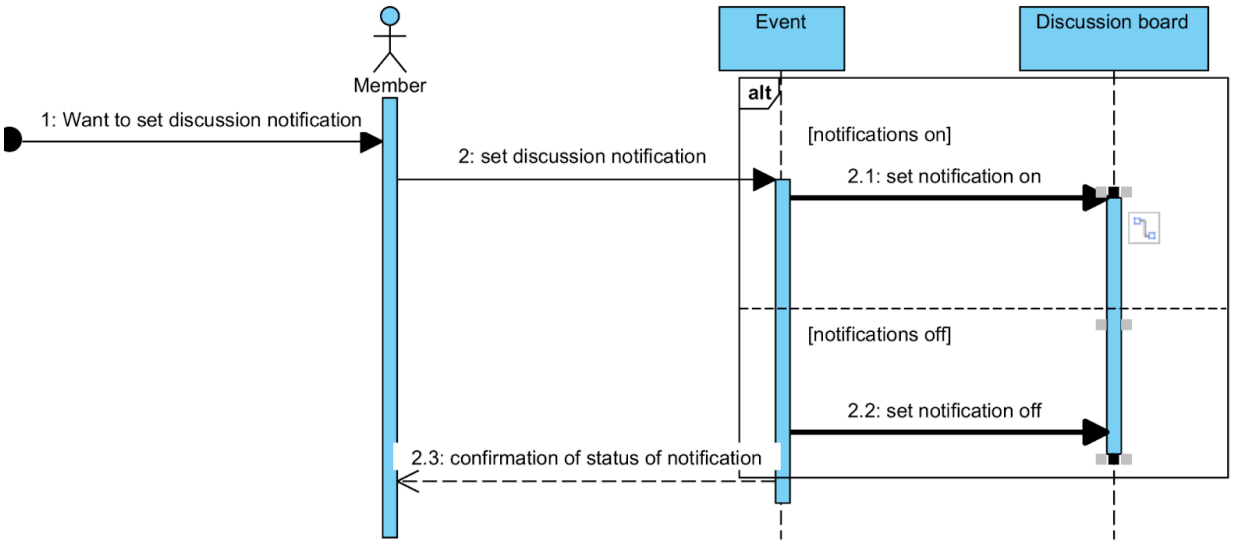
Host Notification



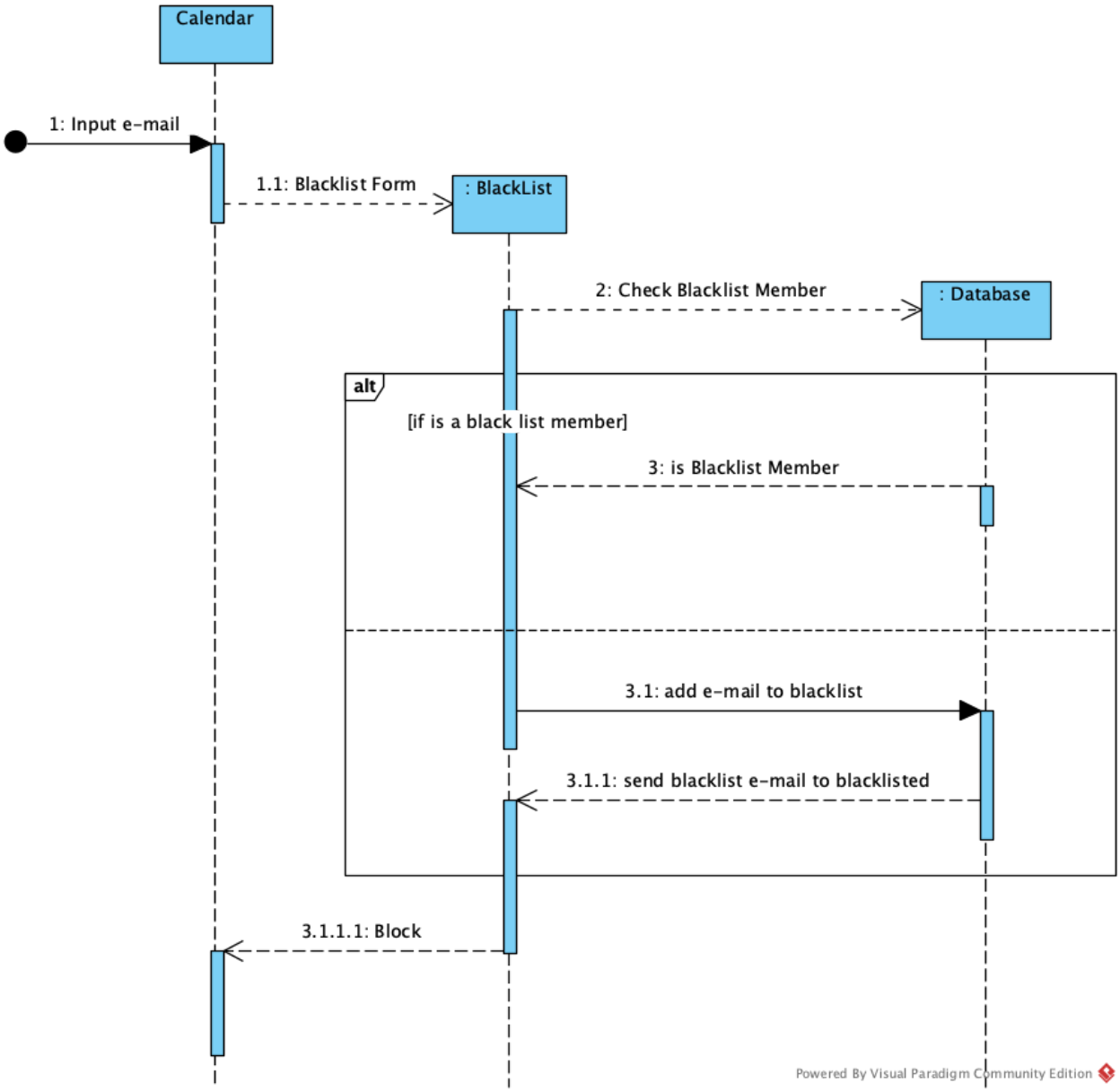
Member Event Notification



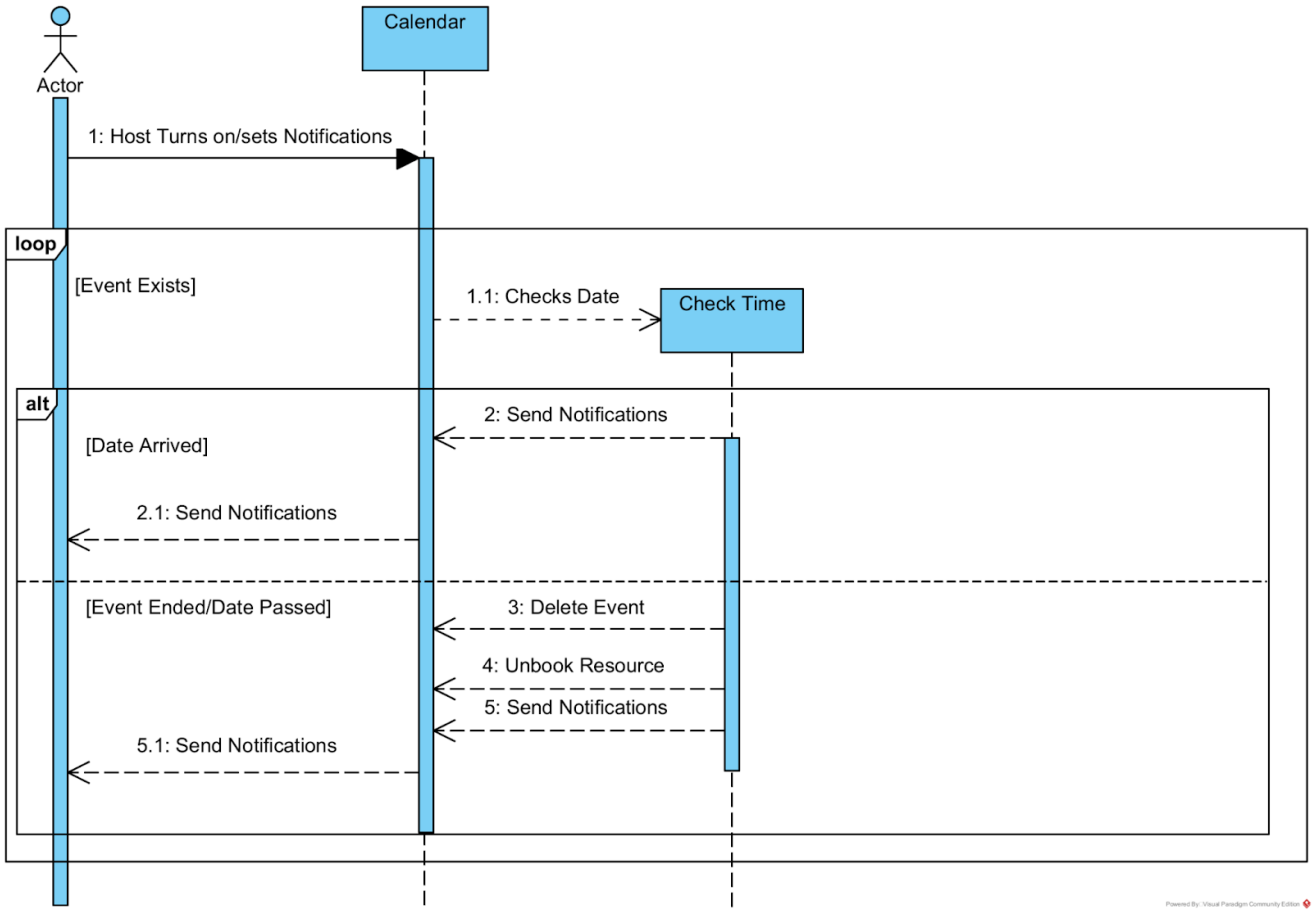
Member Discussion Notification



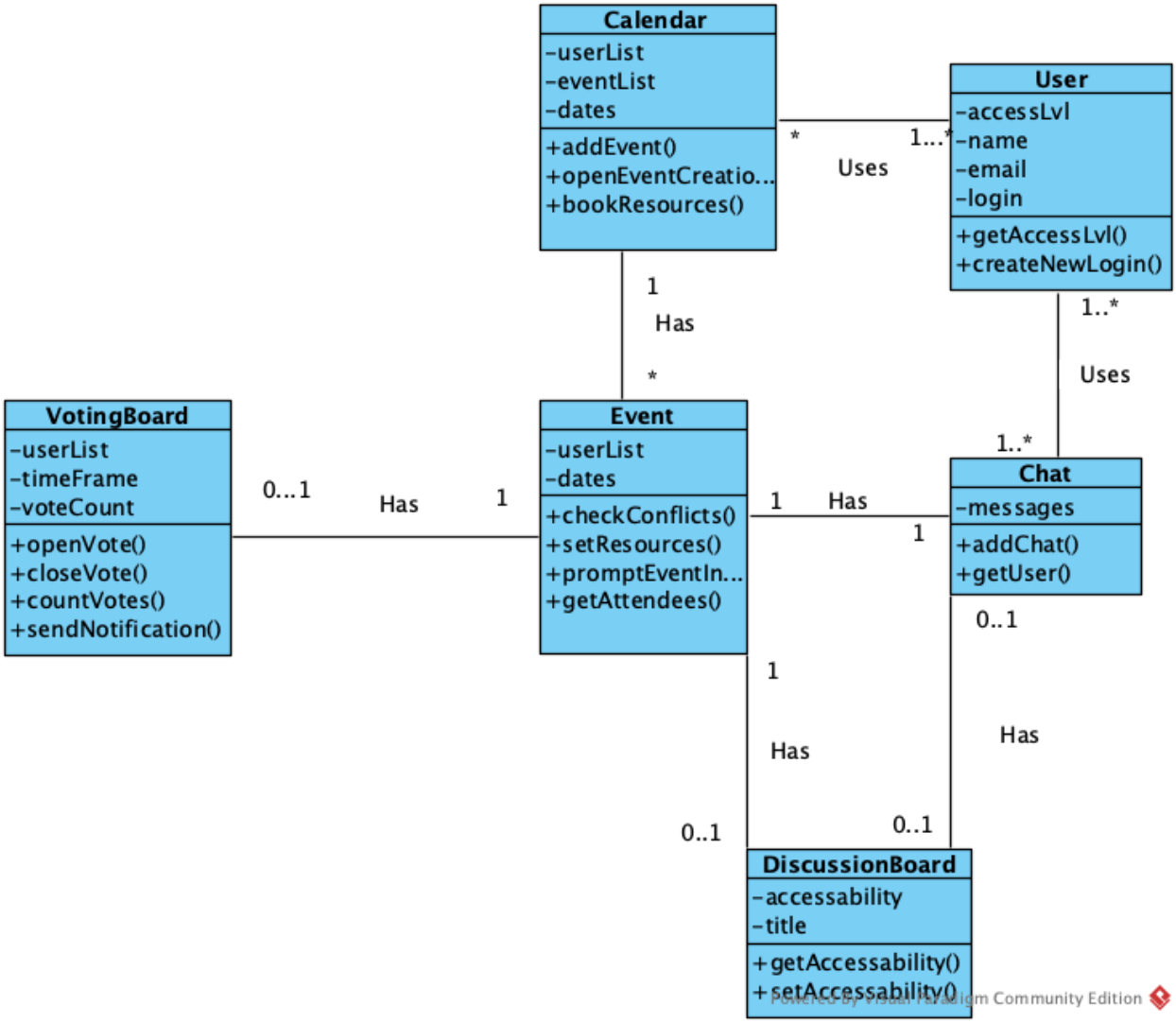
Member Blacklist



Calendar Sends Notification

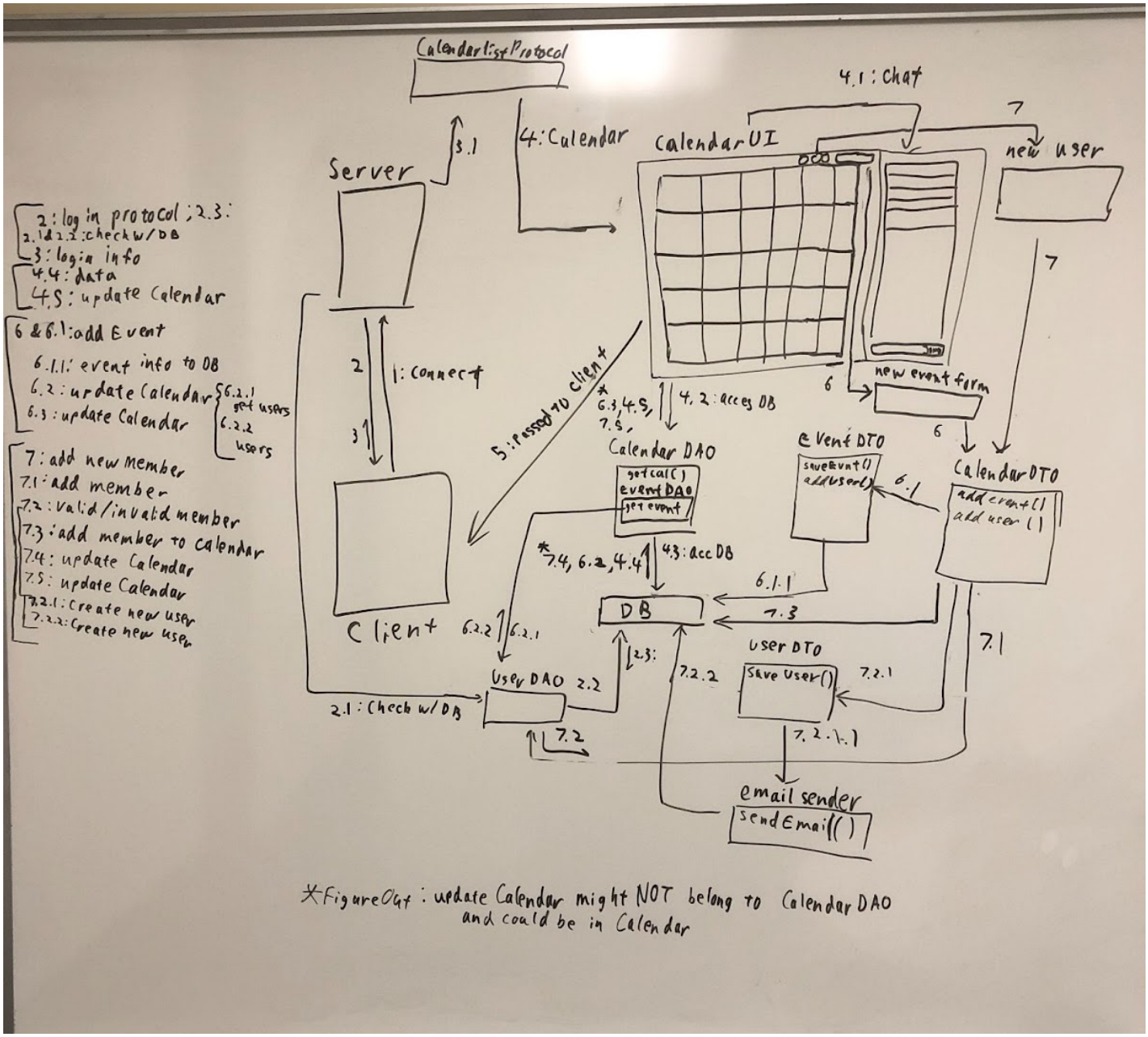


Design model

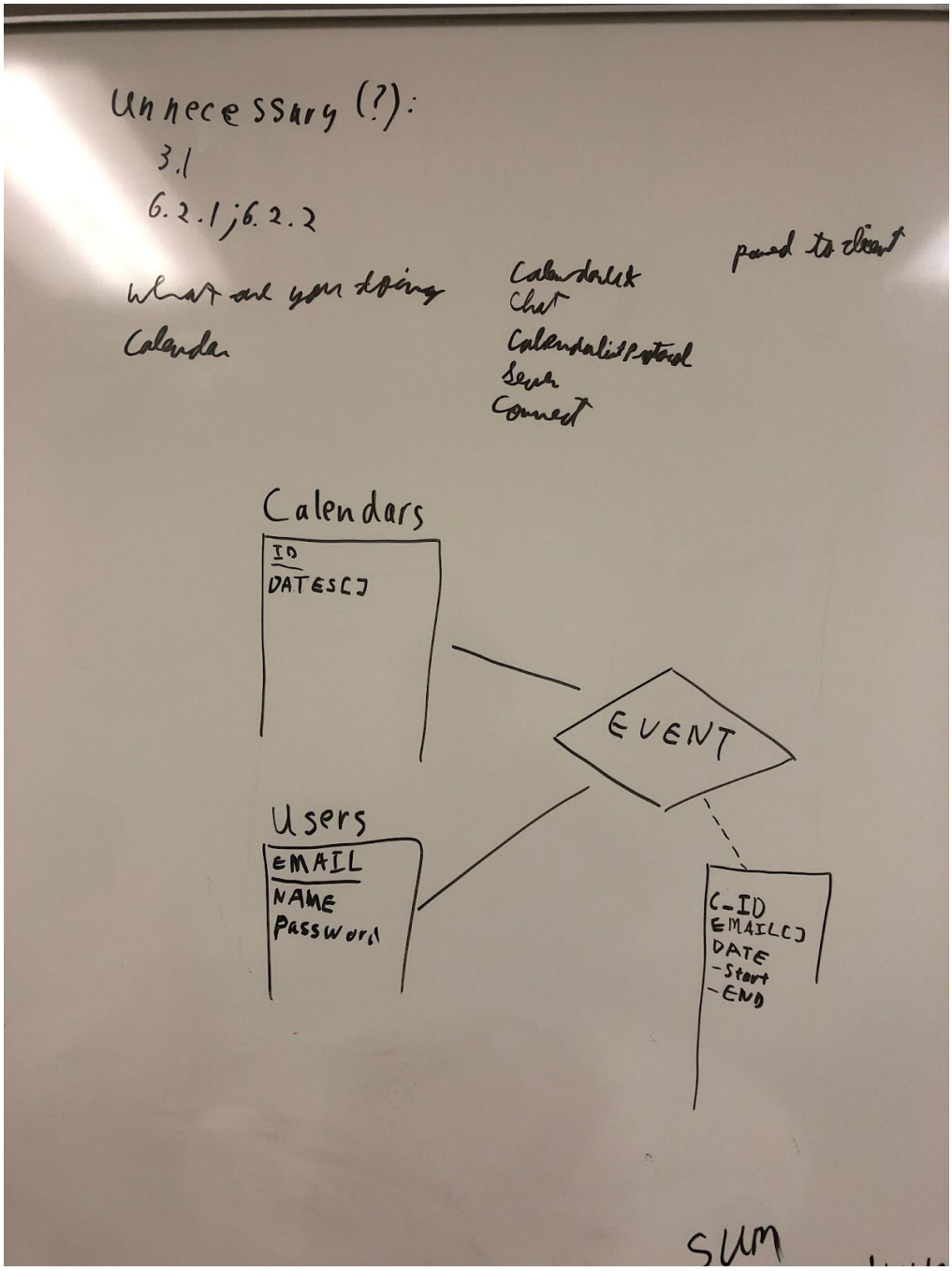


Other Models

Server/Client to Database Model



Database ER Diagram



GRASP

Pattern: Information Expert

The Classes are responsible for management of Events, Dates, and Users. The Calendar allows interaction between the User and Event classes. The Event's job is to store the relation between Users and Dates. The Calendar's job is to store the relation between Users and Events. Event gets its information from user input, the User class, and the Voting Board class. The Calendar and Event classes show that they are Information Experts, as they each have what they need to do particular functions and know where to get the information they need for particular functions.

Pattern: Creator

The main creator in this software is the Calendar, which creates User and Event. Event is also a creator due to how it creates Voting and Discussion Boards.

Pattern: High Cohesion

This setup demonstrates high cohesion, as the functionality for the Use Cases are split among multiple classes, and each collaborate with other classes to complete a function. This can be seen in the Calendar and Event classes that delegate certain tasks to other classes.

Pattern: Low Coupling

Some relatively high coupling exists between the Event and Calendar classes with the User class. Event and Calendar both have their own list of Users, and cannot function without the existence of the User class. However, the other classes seem to be coupled only for the sake of a particular Use Case, so we believe the application has low coupling overall.

Pattern: Controller

The Controllers for this app will be the UI classes, which handle and react to input for different use cases.

Pattern: Polymorphism

There is polymorphism in this class for UI.

Pattern: Dynamic Binding

This exists out because of the UI all having createGUI() functions.

Pattern: Pure Fabrication

The class that exemplifies this GRASP pattern is the Event class, which doesn't really represent anything that exists in reality. Event represents the relationship between Users and Dates

Pattern: Indirection

Indirection is used many times throughout this software. One example is the Calendar class which mediates between the Users and Events. There's also a lot of indirection through the UI, which handles User input and directs it to the other classes.

Pattern: Law of Demeter

This law is satisfied in multiple ways. Firstly, by the indirection between Users and Voting Board, and between Users and Discussion Board.

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Testing Coverage

Functions	req 1	req 2	req 3	req 4	req 5	req 6	req 7	req 8	req 9	req 10	req 11	req 12	req 13
addEvent()										x			
openVote()									x	x		x	
closeVote()										x			
countVotes()									x			x	
checkConflicts()							x						
bookResources()						x	x						x
setEventInfo(Details)										x	x		
inviteNewMember()			x	x									
addNewMember()		x		x									
setNewMemberEmail(email)	x												
setNewMemberPriority(priority)		x		x									
cancelInvitation(email)	x												
resendInvitation(email)	x												
setAccessibility(Option)			x										
addTitle(Title)	x												
changeAccessability(option)		x											
postReply(Reply)								x					
checAccessLevel()			x	x	x								

updateInfo()		x	x	x									
toggleNotif()	x												
setNotif()											x		
setDisNotif()										x			

Links:

Time Cards:

Located on trello: https://trello.com/b/HqqftTBT/something-normal

Issue tracking:

Located on github: https://github.com/Ianewb/SE1-Something/issues

Website:

Located on github: https://ianewb.github.io/SE1-Something/