System Architecture

UML Workbench

We chose to use creately and lucid chart as our UMLS for this project. We explored other options but ended up choosing these workbenches. However we did discover that these workbenches had their own set of problems.

Lucid chart is difficult to set up but offers a lot of tutorials and skeleton diagram patterns which can be helpful. However it does not allow the user to add dialog or interfaces to class diagrams. Also there is a size constraint on how much you can fit on a sheet and you cannot link different sheets so large projects will suffer.

Patterns Description

There are a two design patterns in our project at current with the possible implication of adding the singleton if we have the time to do so. The design patterns that we do have are the observer and the factory patterns. The factory pattern is a creational design pattern that uses factory methods to deal with the problem of creating objects without having to specify the exact class of the object that will be created. This makes the project easier to set new users and all the options current users have they will have.

The observer design pattern which is a behavioural design pattern, that maintains a list of dependents called observers and notifies them of any state change.