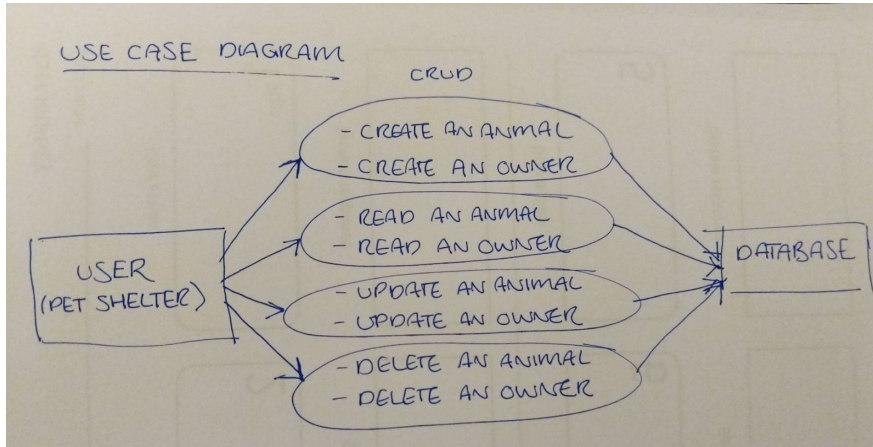


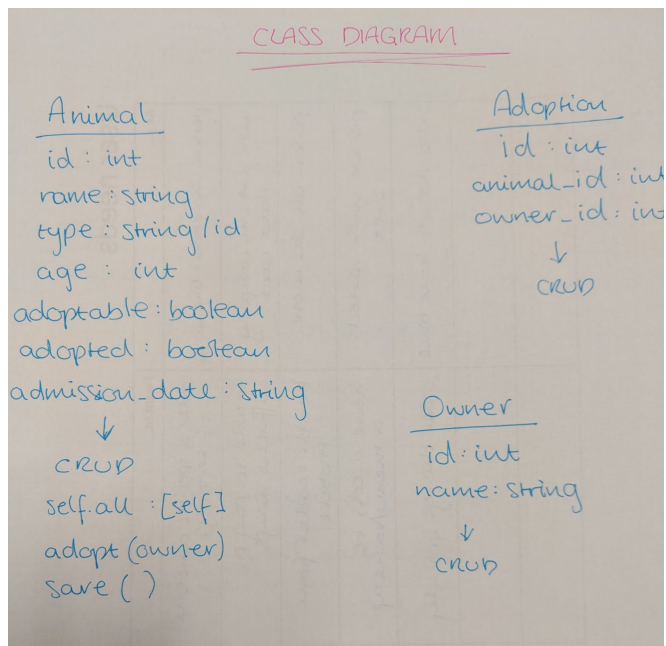
Evidence for Analysis and Design Unit.

Jo Malo, E21

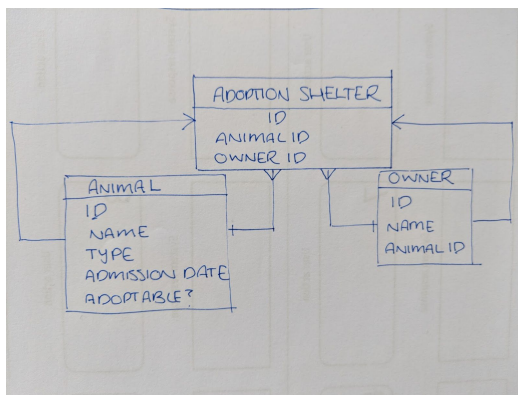
A.D.1 Use case Diagram



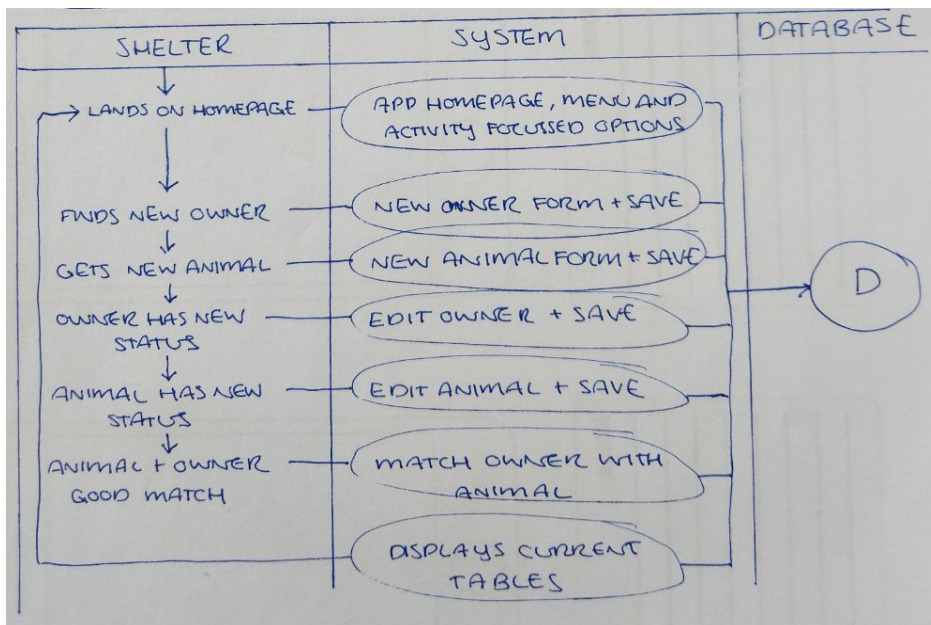
A.D.2 Class diagram



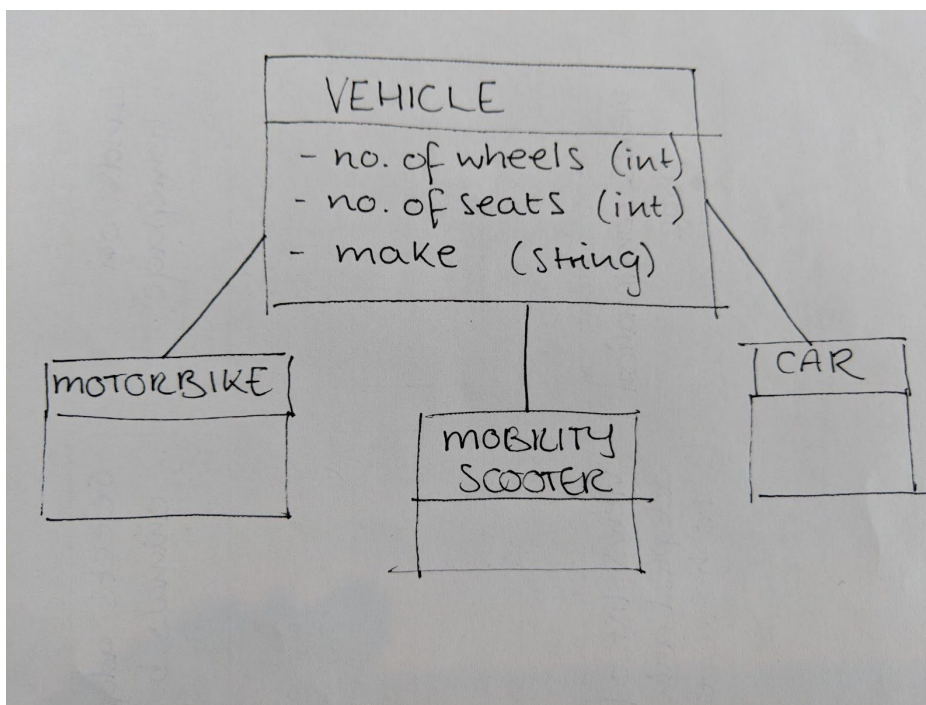
A.D.3 Object diagram



A.D.4 Activity diagram



A.D.5 Inheritance diagram



A.D.6 Implementation Constraints

	Constraint & possible effect	Solution
Hardware & Software platforms	Some hardware being too old to manage software requirements or vice-versa	Make software as easily adaptable to different hardware requirements as possible
Performance requirements	Software not supplying the appropriate response time for users	Create performance targets in from early stages as system requirement
Persistent storage & transactions	Problems may arise if changes made to structure of storage and schema	Continuous monitoring of data requirements
Budgets	Limited budget. For app to be developed beyond MVP stage, would require further money for man hours	Deliver best possible solution to customer in time available
Time	Limited delivery time given.	Effective planning and time management teamed with good and clear communication with client about realistic end-point.