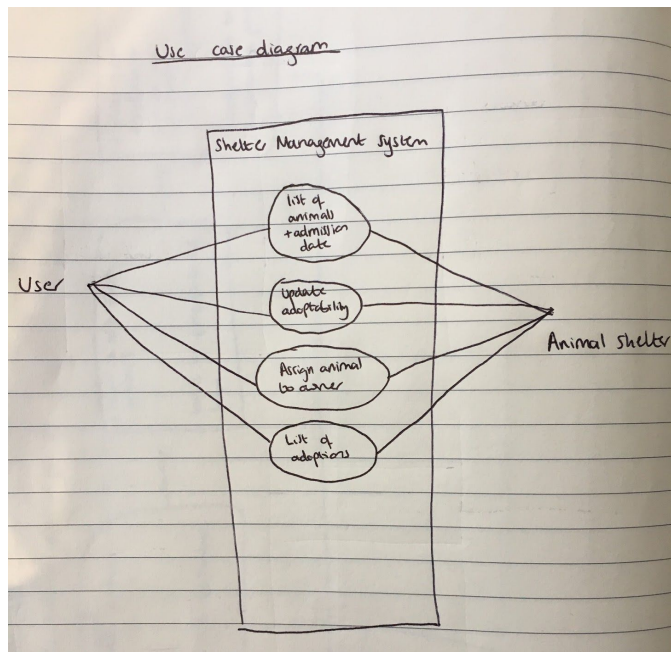# Evidence for Analysis and Design Unit.

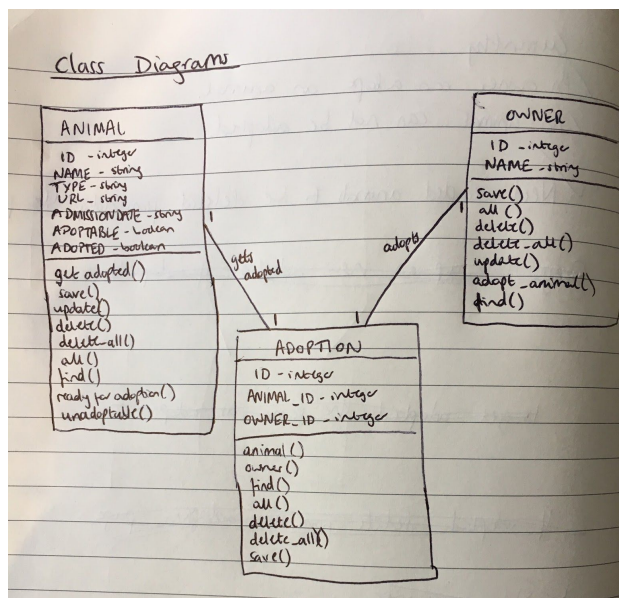Katy Preston

Cohort: E21
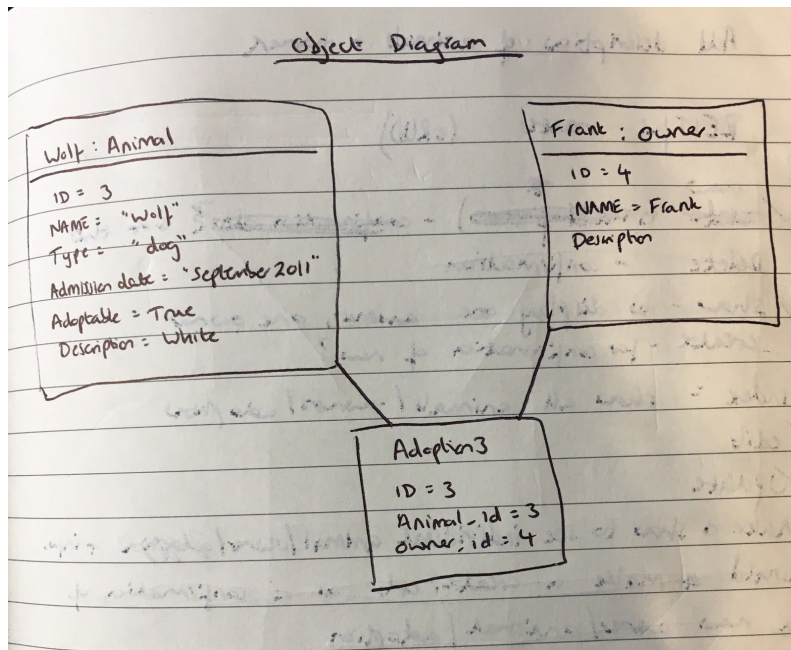
A.D. 1 Use Case Diagram

A.D. 2 Class Diagram

A.D. 3 Object Diagram

Object Diagram

Wolf : Animal

ID = 3
NAME = "Wolf"
Type = "dog"
Admission date = "September 2011"
Adoptable = True
Description = White

Frank : Owner

ID = 4
NAME = Frank
Description

Adoption3

ID = 3
Animal_Id = 3
owner_id = 4

A.D. 4 Activity Diagram

Activity Diagram

Marks animal as adoptable
carer/employee

Cares for animal, decides if adoptable

Contacts owner to meet animal

Adoption agreed

shelter

Looks at animal needs

Looks at list of owners ready to adopt

keeps owner on list for future

Lets owner & animal meet

No match

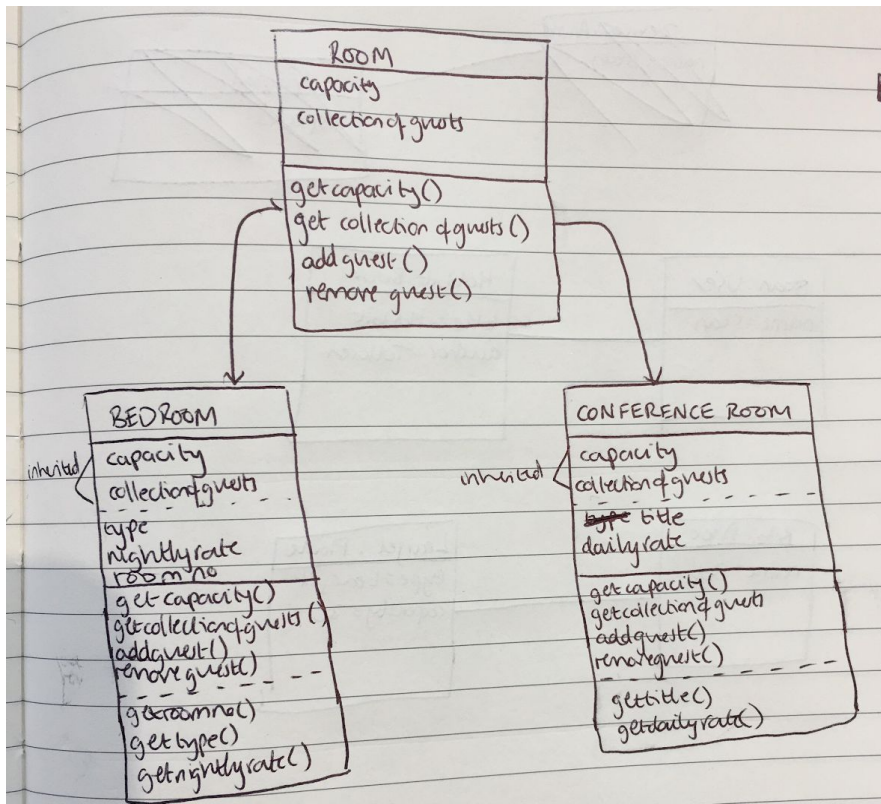Marks as adopted

A.D. 5 Inheritance Diagram

Conference Room and Bedroom inherit from Room superclass (inherit capacity and collection of guests properties and associated methods)

A.D. 6 Implementations Constraints

Topic	Possible Effect of Constraint on Product	Solution
Hardware and Software Platforms	Server with less than 8GB RAM (could reduce performance ie make app slow)	Renting an online server which meets the minimum requirements
Performance Requirements	Being unable to register an animal for adoption within 5 minutes	Create a simple and easy to use user interface
Persistant Storage and Transactions	Data stored locally could be affected by server failure	Storing data externally
Usability	Users being able to delete an owner who has adopted an animal therefore them not appearing on the successful adoptions list	Make sure that the user cannot delete an owner unless the adoption is reversed
Budget	No budget limitations as app was designed as a donation	
Time Limitations	Project to be completed in one week	Simple design for the app that does not include redundant functionalities