PAT TITLE

Your Name

Design Document

|  |
| --- |
| Insert a picture of one of your screens of a relevant picture |

2.1 User Interface Design 1

2.1.1 Screen 1 1

2.1.2 Screen 2 1

2.2 Program Flow Diagram 1

2.3 Class Diagrams 1

2.3.1 UML Diagram 1

2.3.2 Class Diagram 1 1

2.3.3 Class Diagram 2 1

3.3 More Screens 2

2.4 Secondary Storage Design 2

2.4.1 Text File 1 Name 2

2.4.1.1 Field List 2

2.4.1.2 Format 2

2.4.1.3 Sample Data 2

2.5 Explanation of Secondary Storage 2

2.5.1 Text File 1 Name 2

2.6 Explanation of Primary Storage 2

2.6.1 Manager Class 2

2.6.2 Class Diagram 2 2

2.1 User Interface Design

2.1.1 Screen 1

|  |
| --- |
| Paste image of screen |

|  |  |
| --- | --- |
| **Description** | One sentence to explain the screen |
| **Data** | Explain what data is shown on the screen and the data user will enter.  Add in anything that happens when the screen opens. For example, table is populated with all the Student details. |
| **Action** | **Button 1 (bold)** – Explain in one sentence what the button does (link to Program Functions) |

2.1.2 Screen 2/Tab

Copy image and table from above.

Add in EACH screen

2.2 Program Flow Diagram

Image showing how GUI screens are linked

2.3 Class Diagrams

2.3.1 UML Diagram

Processing by project of all backend classes. NO screens

2.3.2 Class Diagram 1

|  |
| --- |
|  |
|  |
|  |

2.3.3 Class Diagram 2

2.4 Secondary Storage Design

2.4.1 Text File 1 Name

2.4.1.1 Field List

Match the list in Specifications

2.4.1.2 Format

E.g. userID#firstname#surname

2.4.1.3 Sample Data

|  |
| --- |
|  |

Copy about 10 lines from text file and paste in the table.

Change font to Courier.

2.5 Explanation of Secondary Storage

2.5.1 Text File 1 Name

Explain WHY you need to store this data.

Also explain any links between files.

2.6 Explanation of Primary Storage

2.6.1 Manager Class

Explain the purpose of the class diagram.

How it relates to text files, other class diagrams and GUIs.

2.6.2 Class Diagram 2

Explain the purpose of the class diagram.

How it relates to text files, other class diagrams and GUIs.