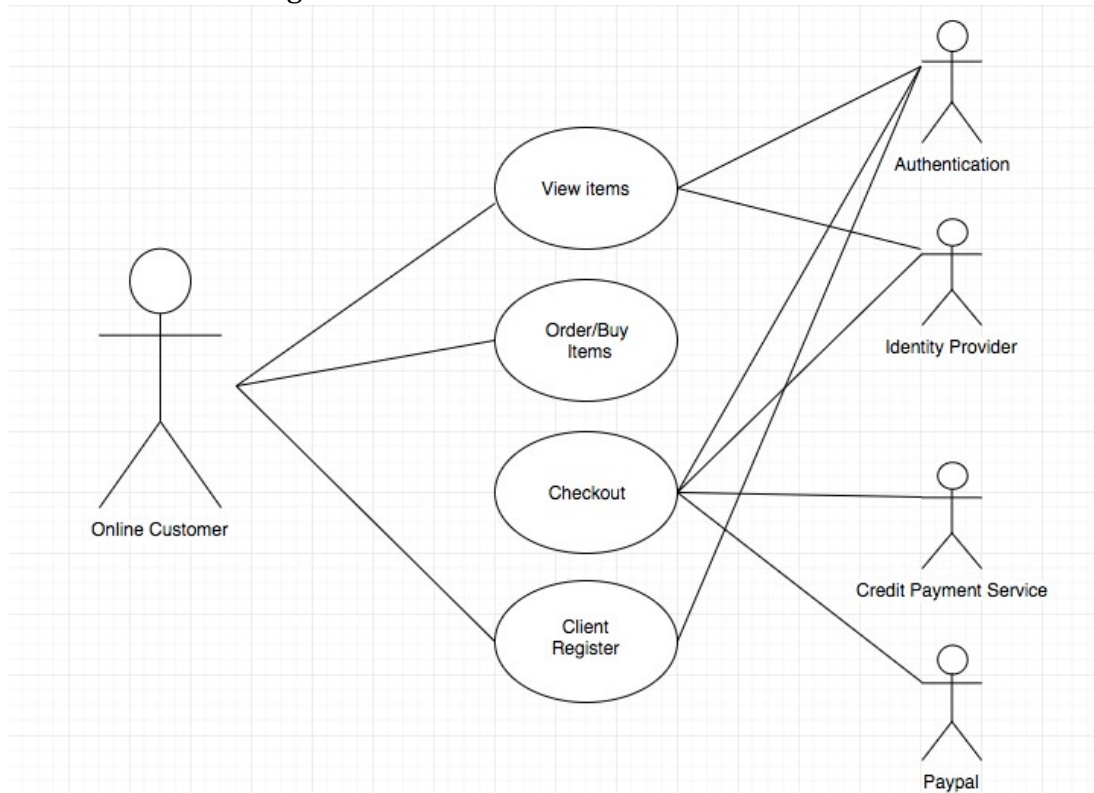


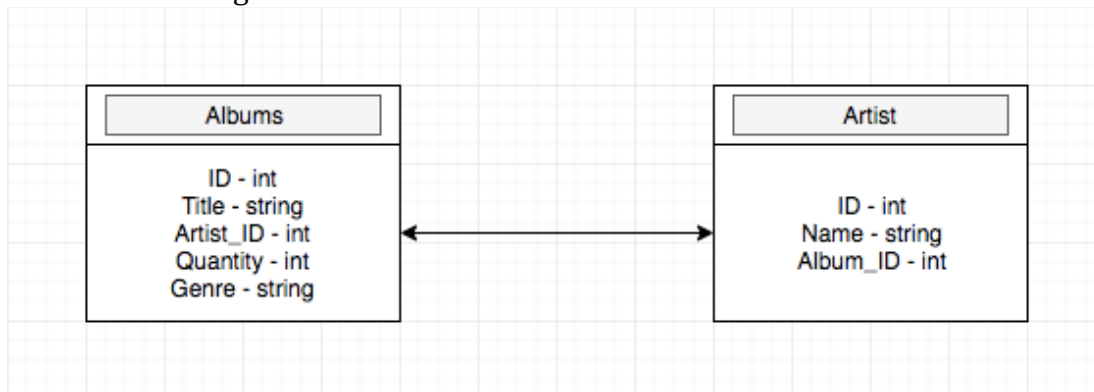
## Evidence for Analysis and Design Unit

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Edinburgh 19

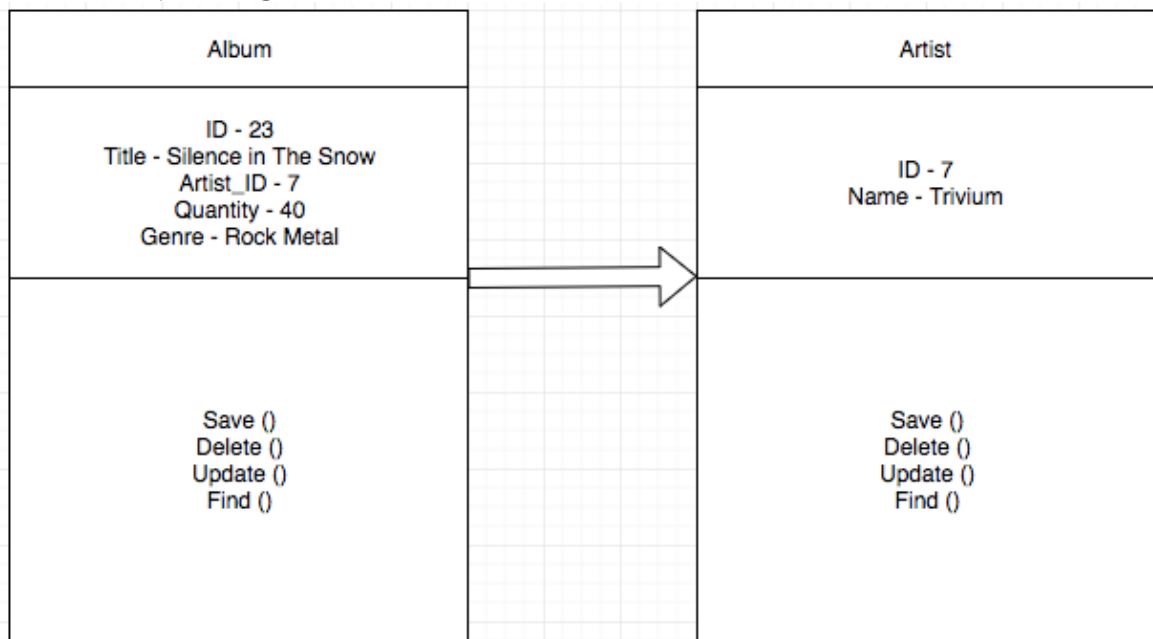
### A.D 1 A Use Case Diagram



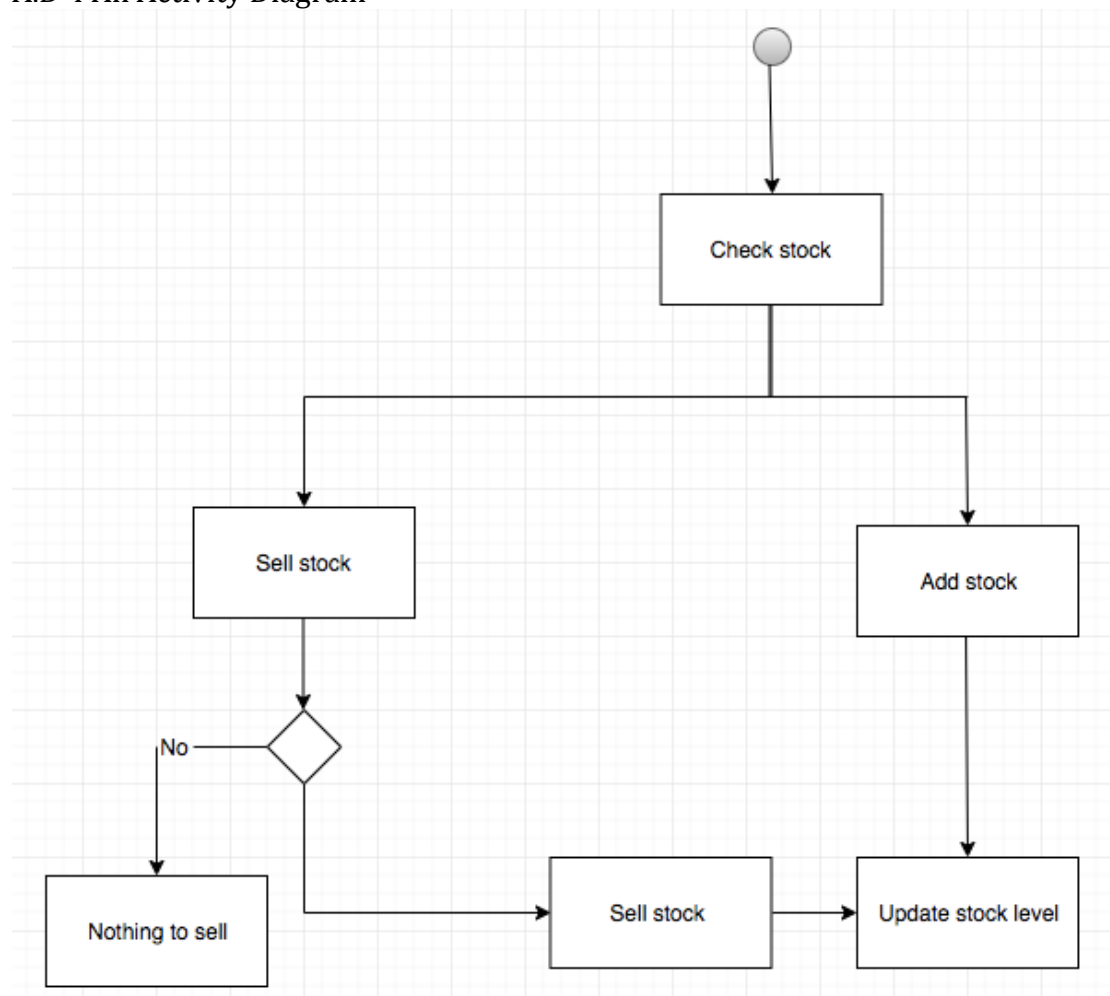
### A.D 2 A Class diagram



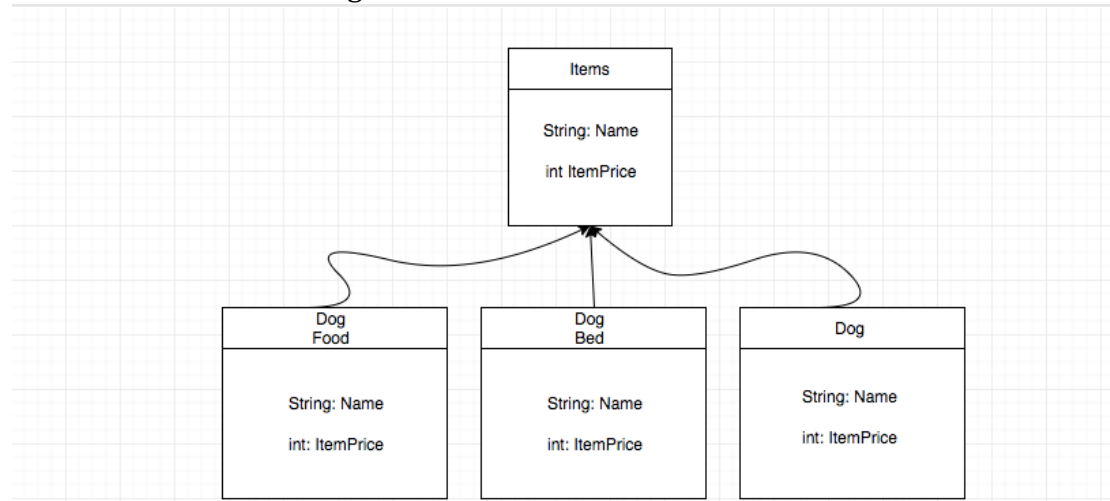
### A.D 3 An Object diagram



### A.D 4 An Activity Diagram



## A.D 5 An Inheritance Diagram



## A.D 6 Implementations Constraints:

	Constraint and possible effect	Solution
<b>Hardware and software platforms</b>	Managers may not be able to use the record shop console on different devices	Make the front end responsive so it adjusts to the device and does not restrict usability
<b>Performance requirements</b>	The website does not run in every browser due to rendering issues	Use semantic HTML with tags to make it clear what browsers need to display
<b>Persistent storage and transactions</b>	CRUD must be suitably developed so that errors cannot occur and data is stored in the correct manner	Create, Read, Update and Delete (CRUD) operations must be checked and ran thoroughly before deployment
<b>Usability</b>	Must be a clear and organised system for best user experience possible	Follow best practices of UX guidelines to prevent any issues arising
<b>Budgets</b>	Must stick to the budget initially set out so that full functionality is achieved and cuts do not have to be made	Meet basic functionality before embellishing features on the product to ensure that at the worst, there is a viable product to present
<b>Time</b>	Rushing website completion may lead to errors and bugs that are not found before deployment	Ensure good planning practices are followed to reduce any delays and reach an MVP (minimum viable product).