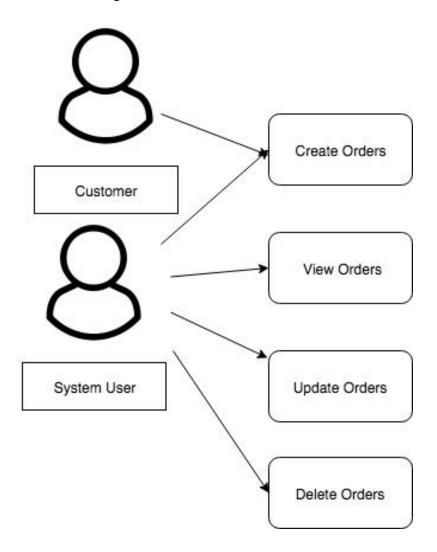
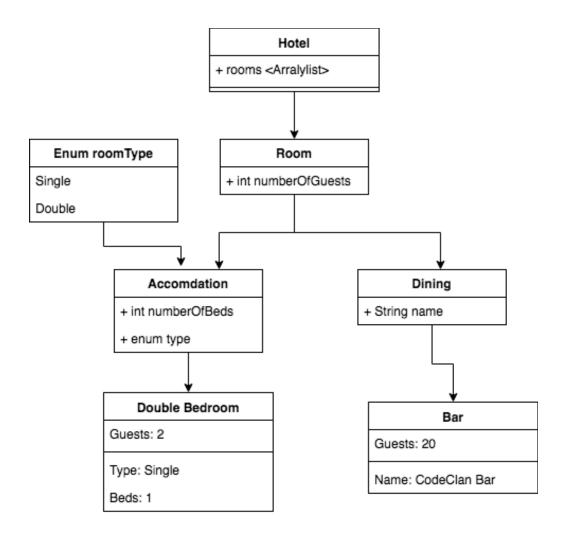
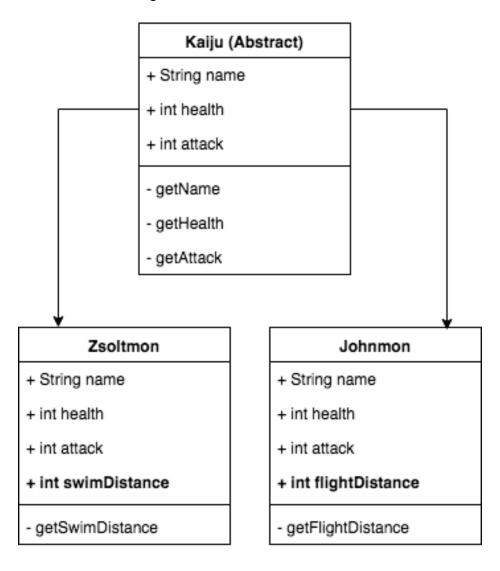
A.D 1 Case Diagram



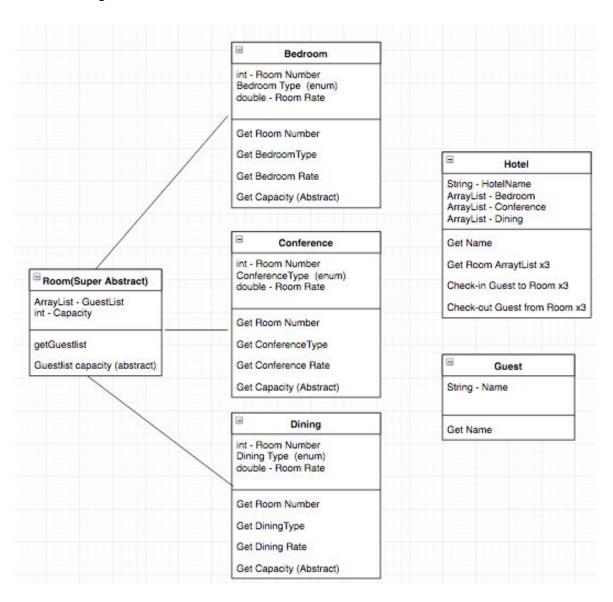
## A.D 3 Object Diagram



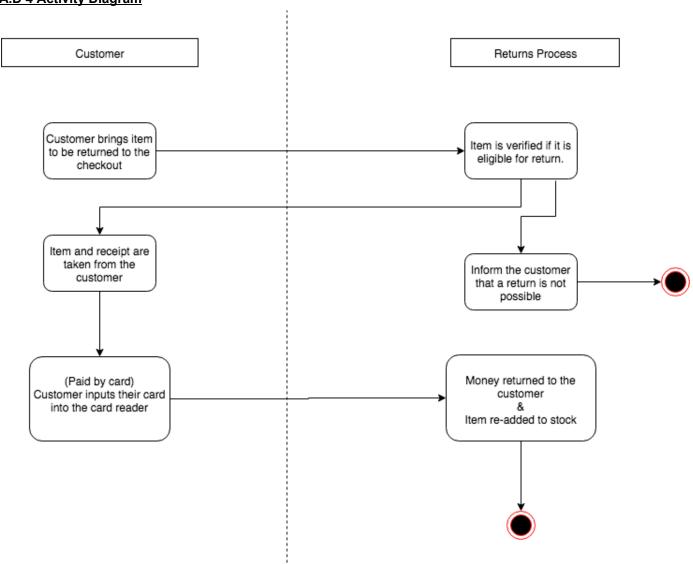
## A.D 5 Inheritance Diagram



## A.D 2 Class Diagram



## A.D 4 Activity Diagram



A.D 6 Implementations Constraints plan: JavaScript Group Project		
Factors	Constraints	Possible Solution
Hardware & Software Platforms	<ul> <li>To open the application, a new requires NPM packages to be installed and to run three separate commands in terminal.</li> <li>Due to this process, a user may find it difficult or cumbersome to run the application.</li> </ul>	Refactor the application so that is run on React instead of Vanilla JavaScript. This simplifies the set-up process for a new user.
Performance Requirements	<ul> <li>The application can only be run on on the local machine which stores the application.</li> <li>This means the application is not readily available nor easily accessible.</li> </ul>	<ul> <li>Have the application stored on an online server which meets the minimum requirements so that is can be accessed by numerous users.</li> </ul>
Persistent storage and transactions	<ul> <li>The data is returned from an external API outwidth the control of the app developers.</li> <li>A lack of quality control, or changes to the API may affect to the output in the application, changing the desired outcome of using the app.</li> </ul>	Store the parsed JSON objects within a owned database. This would place control with the app developers and maintain consistency with the data.
Usability	<ul> <li>The application does not resize to work on mobile. It was designed to be used in a desktop environment.</li> <li>This reduces the usability of the application, therefore providing a negative experience for the user.</li> </ul>	<ul> <li>More time is needed to further improve the CSS of the application.</li> <li>UX design should take into consideration the the varying devices the application may be used on.</li> </ul>
Budget	<ul> <li>No budget provided by client</li> <li>Free tools likely to have limitation/performance issues</li> <li>This will reduce the quality/usability of the application.</li> </ul>	<ul> <li>Limited to using free tools which meet an agreed standard</li> <li>Design an MVP and agree with client on needs.</li> </ul>

Time	<ul> <li>Deadline of one week (Thursday 19th July 2018)</li> <li>This reduced the amount of planning and functionality. A working prototype was required by the end of the week hence issues the screen resolution have arisen.</li> </ul>	<ul> <li>Agile working - ensure team are all on the same page</li> <li>Stop, start, continue on MVP only</li> <li>Delegation of tasks</li> </ul>
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