

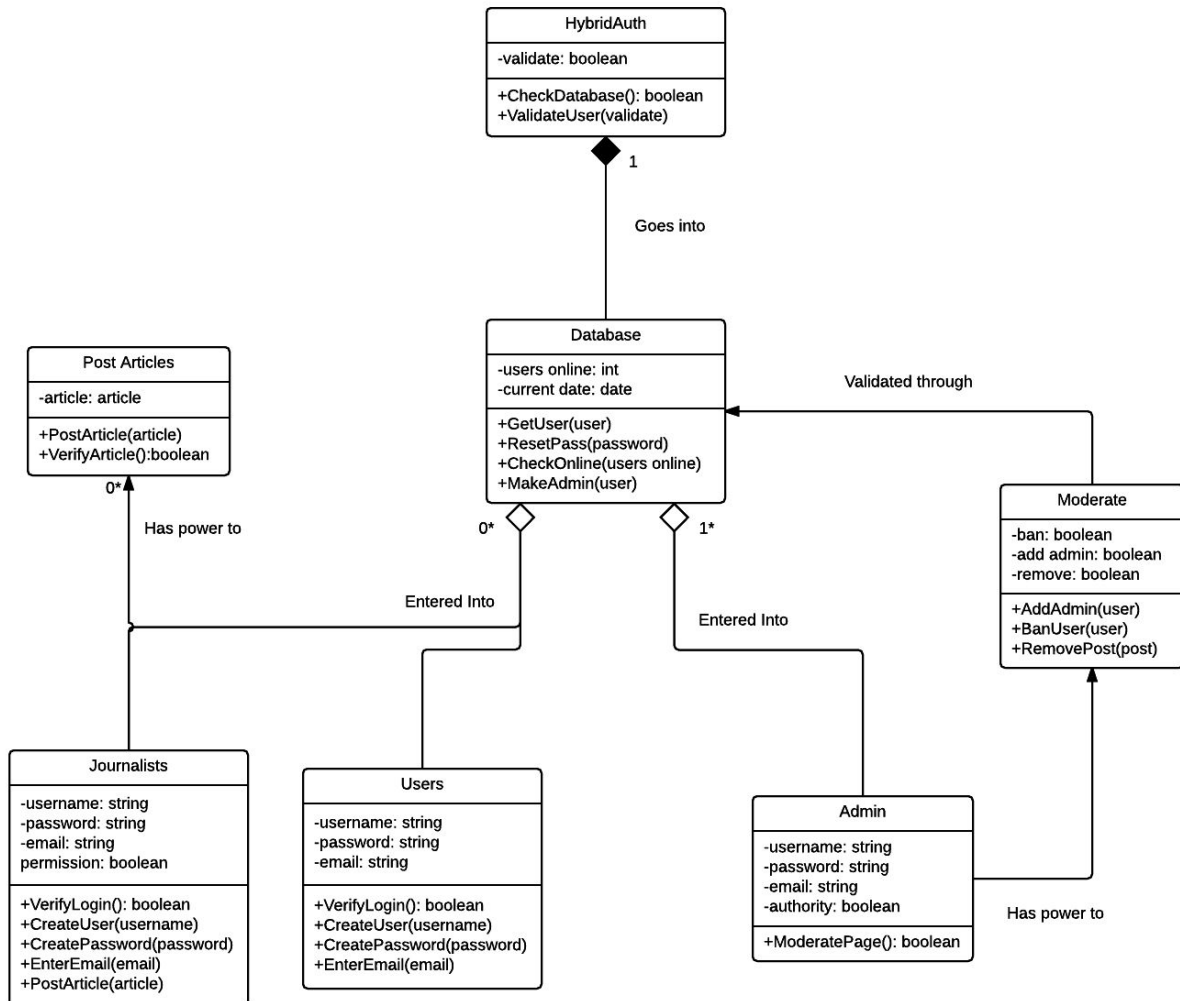
## SOAP Stage 4: Elaboration Design

Jon, Greg, Sean, Kim, Kevin, Andrew

### Detailed Design Class Diagram

## Class Diagram SOAP Team C

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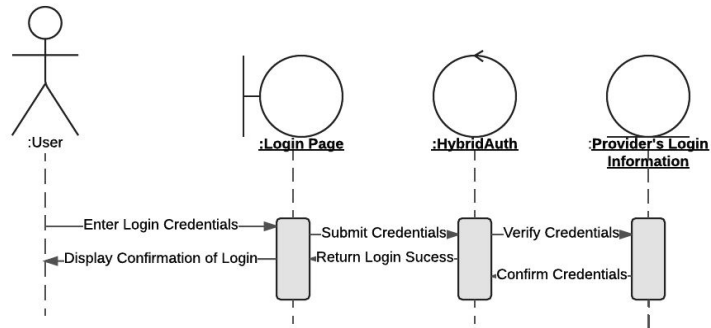


**Aspects that will be implemented in each of the implementation phases:**

1. First and foremost, we need to establish the state of each of the aspects discussed above. Partially completed code exists for many aspects discussed above, yet the login system in general is commented out.
2. We need to decipher which aspects are already functioning before clearly establishing a plan for implementation in order to avoid any compatibility issues with pre-existing design elements.
3. That being said, we should focus first on restoring functionality to the elements currently listed before focusing on new aspects (such as the journalist type of user).

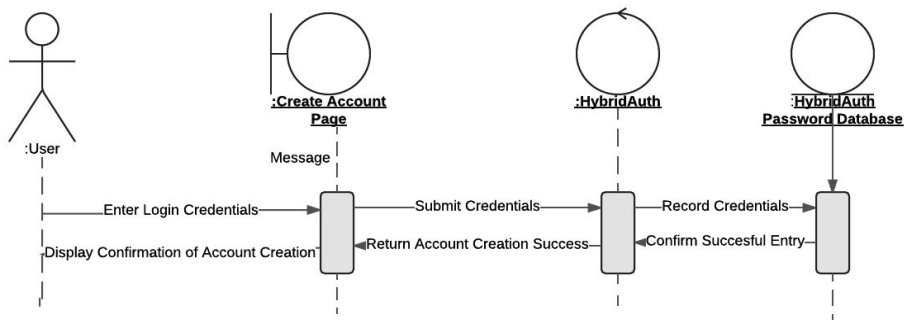
## System Sequence Diagram

Login

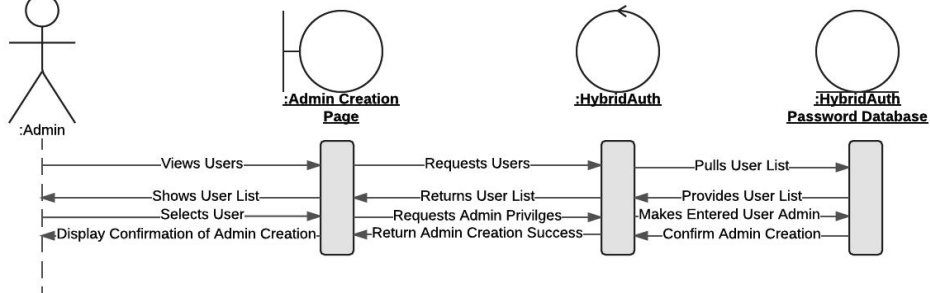


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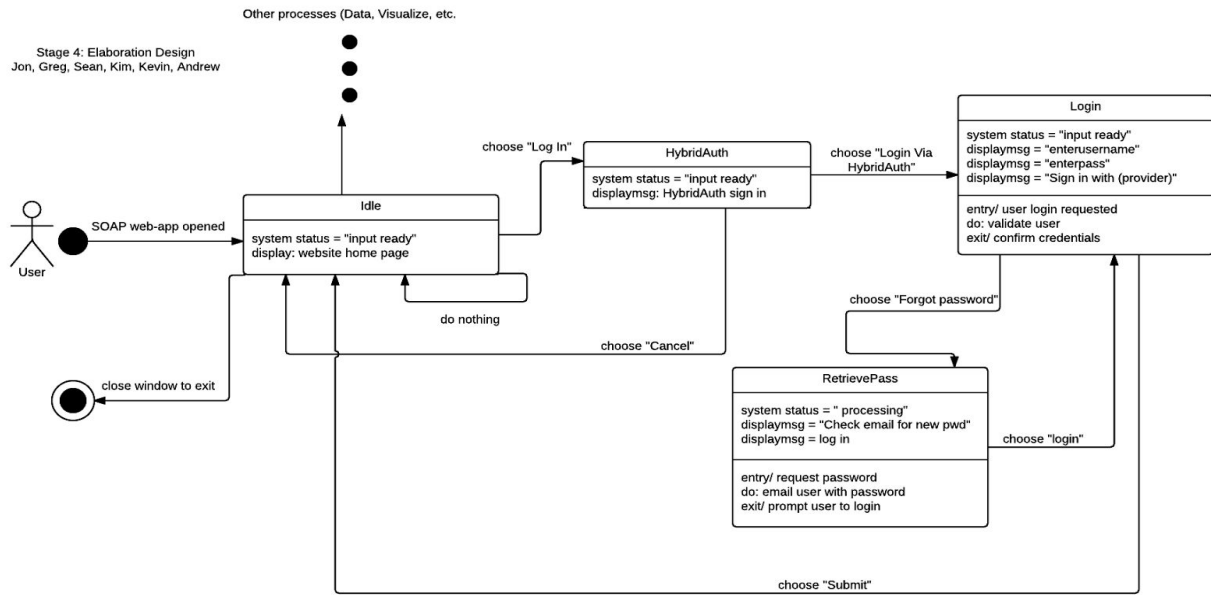
Create Account



Make Admin



# Statechart



## UI Mockup

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The mockup consists of five distinct windows:

- SOAP**: A browser window with a title bar and address bar showing "http://soap.com". The main content area is empty.
- Login**: A window with a title bar. It contains fields for "User name:" and "Password:". Below the password field is a "Forgot Password?" link. At the bottom right are "Login" and "Cancel" buttons.
- Create an Account**: A window with a title bar. It contains fields for "User name:", "Password:", and a second "Password:" field. At the bottom right are "Create" and "Cancel" buttons.
- Administrator**: A window with a title bar. It features a "Users:" label, a text field containing "kwakefield322", and a dropdown arrow. Below are "Add Administrator", "Add Journalist", and "Cancel" buttons.
- Forgot Password**: A window with a title bar. It contains an "Enter email:" label and a text field. At the bottom right are "Enter" and "Cancel" buttons.

## 8 Golden Rules Writeup for UI Mockup

### 1. Strive for Consistency

- All interfaces designed use consistent patterns, commands, and terms. This is meant to provide a smooth experience for the user.

### 2. Enable Frequent Users to Use Shortcuts

- Our group is considering the possibility of allowing users to stay logged in across sessions, as well as a remember username option.

### 3. Offer Informative Feedback

- Every time a user interacts with the system, feedback will be offered. In a login system, the most common example would be to create a visual cue that the user has clicked one of the buttons associated with login pages, such as submit or cancel.
- If users enter an incorrect username or password, dialogue will prompt the user to resubmit their password.

### 4. Design Dialogs to Yield Closure

- Possible user actions are relatively simple: 1) creating an account, 2) logging in, 3) utilizing the forgot password option, and, for admins, 4) adding admin accounts.

- Between these actions, proper feedback is displayed to notify the user that they have completed the current task. For example, after creating an account, users will be notified that they have successfully created an account.

#### **5. Offer Simple Error Handling**

- Outside of admin privileges, this system does not offer users the ability to erroneously cause any serious harm. A warning message should precede any action relating to granting additional users admin privileges.
- That being said, users will still be offered simple versions of error handling: one such example would be to notify users that their username and password do not match when logging in.
- Another example would be to notify users that, when creating an account, their passwords do not match. Users would then be prompted to create matching passwords before continuing with the process.

#### **6. Permit Easy Reversal of Actions**

- Should users decide not to continue with any of the options listed so far, a cancel button is provided to allow users to cancel their current action. This example is displayed on our Login Interface.
- Users will also be able to log out at any given time.

#### **7. Support Internal Locus of Control**

- This user interface is relatively simple; users are clearly shown which actions are available and the consequences of said actions.
- Users should feel in control during their entire login experience. If users decide that they do not want to continue with any of their actions, they can select the cancel option.

#### **8. Reduce Short-Term Memory Load**

- The interface provided to users is not intended to be overwhelming in any way. Available actions are clearly laid out for users, meaning users will not have to search for or memorize how to perform specific actions.
- Like most login systems, users must do little more than simply remember their username and password.