1,2)

UC	Requirement	Implemented
UR-01	As a user, I want to view my profile	No
UR-02	As a user, I want to send a private message to another user	No
UR-03	As a user, I want to post to a feed so everyone can see	Yes
UR-04	As a user, I should be able to add friends	No
UR-05	As a user, I should be able to create an account	Yes
UR-06	As a user, I should be able to delete my own account	No
UR-07	As an admin, I want to be able to delete an account	No
UR-08	As a user, I want to be able to delete posts	No
UR-09	As a user, I want to be able to edit my post	No
UR-10	As an admin, I want to be able to delete a post	No
UR-11	As an admin, I want to be able to edit a post	No
UR-12	As a user, I want to be able to comment on a post	Yes
UR-13	As a user, I want to be able to comment on a post	No
UR-14	As a user, I want to edit my profile	No
UR-15	As a user, I should be able to log in	Yes
UR-16	As a user, I should be able to view my feed	Yes
UR-17	As a user, I want to be able to remove friends	No
UR-18	AS a user, I want to be able to post photos	No
NRF-01	DB to store user information	Yes

UC	Requirement	Implemented
NRF-02	All users must have a minimum of 8-digit password	Yes
NFR-03	All users must have a unique email to create an account	Yes
NFR-04	No profanity on posts	No
NFR-05	Limit posts to 1,000 characters	No
NFR-06	Hide a post over 100 characters by default	No

The first picture below is our part 2 class diagram, and the last picture (colored) is the final class diagram, which is also our class diagram from part 3. The final class diagram is unchanged from the part 2 class diagram because we spent a lot of time on the planning of our system, which made everything a lot easier moving forward. The only differences between the two class diagrams below is that the final class diagram, the one on the bottom, is color-coded to include some of the design patterns we implemented, and a few classes have additional methods to help implement the design patterns. We talked in depth about the design patterns we chose in part 3. The observer pattern is the pattern we made the most use out of, since we have three separate instances of the observer pattern in our code.

Spending time on up-front planning may seem like a waste of time at first – it definitely did to us. However, as the project comes to a close, it's becoming more and more clear how much time we saved in the long run by spending that time on planning up front.