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System Design Documents

System Requirements:

We are making a dispatcher simulation. Our UI will be a classroom simulation, with the students as processes or our model entities. Students come into a classroom and go out of the classroom. The classrooms are the files that will have the students stored in them. All data will be tracked and displayed for every student that enters and leaves a certain classroom. When a student leaves, the process associated with them ends. The discrete events are: a student enters a room, and a student leaves a room.

Project Management Plan:

William will handle anything regarding UI. Sam will handle anything involving multithreading, as well as some of the backend coding for the assignment. Quinlan will do the majority of the testing for this project.