

Notes on the User Stories

US1: Open File

Described Action: The system should be capable of opening a lot of different kinds of systems such as Microsoft Word and Excel as well as various encodings such as Atbash and Rot-13.

Primary Design: For an easy way of extending the system later on, the best kind of idea would be to design one class for each type of file, as well as one for each encoding. There is also the possibility of combining those two, but that is up for debate

US2: Edit File

Described Action: The user should be able to edit the contents of the opened file (in what way? What can be changed?)

Primary Design: The program should provide the user with an easy way to edit the file that was previously opened.

Workflow: This is after a file has been opened, so this should be in a new window

US3: Save File

Described Action: The user defines the format, the encoding (optional) and the filename. The system creates or saves that file.

Primary Design: This also looks like a job for a single class, as the user defines all parameters.

Workflow: This is also after a file has been opened. A very convenient thing to do would also be to allow this if a change has already occurred, otherwise disable it.

US4: Transform to Audio

Described Action: The system transforms the contents of the saved file to audio

Primary Design: Use of facade pattern, so that we can easily change the external - transforming to audio - API.

Workflow: This is after a file has been opened.

US5: Transform to Audio Specific

Described Action: The user can define the content to be transformed to audio, instead of transforming the whole file.

Primary Design

US6: Configure Audio Parameters

US7: Record Transformations Sequence

US8: Replay Recorded Sequence of Actions

US9: De-Activate Recording Operation

Extra Notes

The system looks to be divided in **3 sub-systems**

1. **File Operation System** (for opening, editing and saving files)
2. **Audio Transformation System** (for transforming specific parts or all the contents of the file, as well as configure various audio parameters)
3. **Recording System** (for keeping track of the operations that are happening)