# Mi-Band-Reminder **Analysis Model**

#### Submitted to:

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### **Revision Control**

## History Revision:

Revision	Person	Version	Modification
Date	Responsible	Number	
10/20/16	Rafael Luis M. Flores	1.0	Initial Document

## Purpose:

The purpose of this document is to present a diagram showing the relationships of the system's boundary, control and entity classes, along with a list of descriptions, methods, and attributes for each.

### Audience:

The target audience of this document are the developers of the software, and any reviewers.

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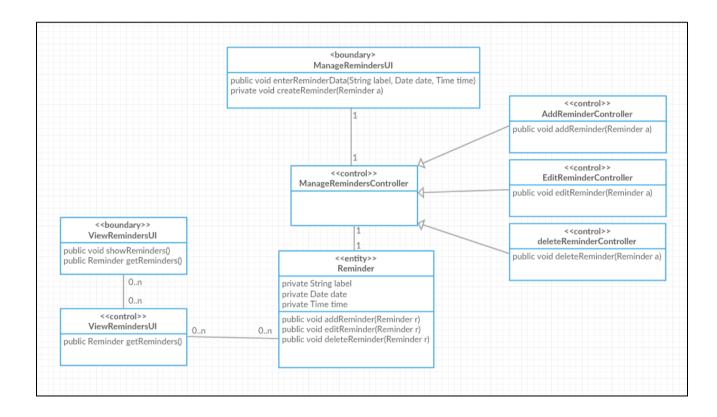
System Name: Mi-Band-Reminder

Description: The Mi-Band-Reminder is a mobile application for Android smartphones that makes

> use of the Mi Band device which is connected to the phone via Bluetooth. The application allows users to create and schedule reminders, and they will be aptly

reminded by the band through vibration.

Class Diagram:



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# Boundary Classes:

Class Name	Description
ManageRemindersUI	An interface for the user to manage reminders.
ViewRemindersUI	An interface for the user to view reminders.

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## Control Classes:

Class Name	Description
ManageRemindersController	A class that transfers and modifies data between the interface and the user's reminder database.
AddReminderController	A class that creates a new instance of Reminder with the user's inputted data from the ManageReminders interface and adds it to the user's reminder database.
EditReminderController	A class that takes an instance of Reminder from the user's reminder database and modifies its data based on the user's input from the ManageReminders interface.
DeleteReminderController	A class that removes an instance of Reminder from the user's reminder database.
ViewRemindersController	A class that takes all instances of Reminder from the user's reminder database and sends it to the ViewReminders interface.

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# Entity Classes:

Class Name	Description
Reminder	A class that is saved with a label, and time and date on which the user will be reminded by the application.

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