Final Report –PDF
– 40 Points

Name of project and names of all team members:
Stats R Us (Kristian Montoya, Ryan Larocque, Christian Robb)

Final State of System Statement
•A paragraph on the final state of your system, what features were implemented, what features were not and why, what changed from Project ⅘

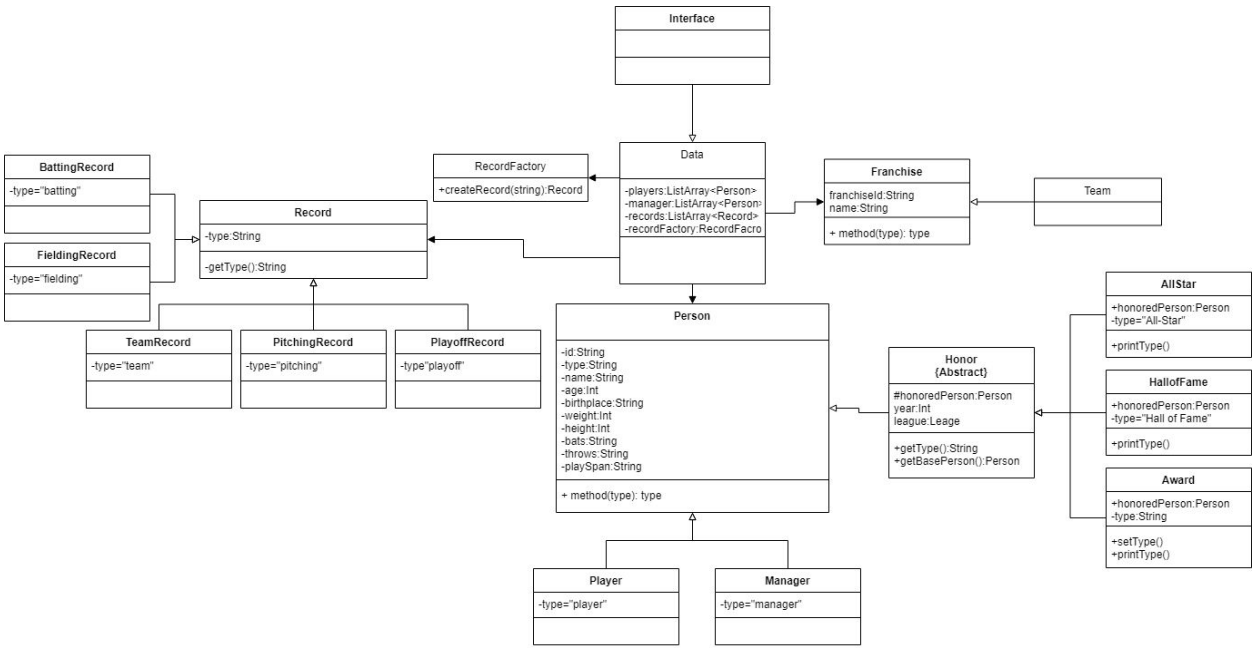
Our final product was a relational database that stored every recorded player, manager, and Franchise within MLB history. Our interface is the main file within the code that contains a Directory that stores all instances within the database. Within the directory, there are three Lists that store objects for persons, franchises, and records. The records objects are where All information on franchises and persons are stored. In total, we had over 350k instances within The database and were able to navigate it without any performance issues.

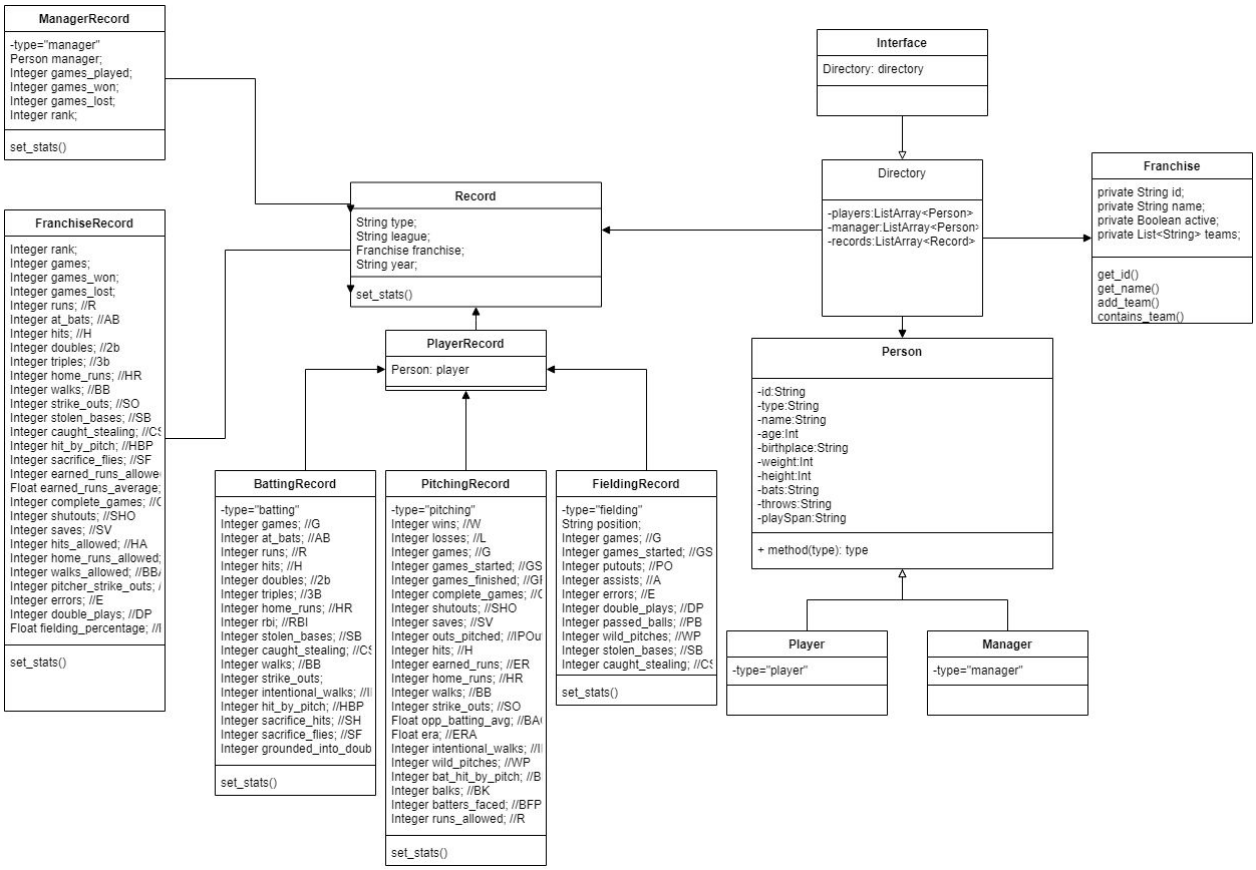
In the end, we limited our design patterns to singleton and polymorphism. We originally were going to Implement a factory pattern and decorator, but we found a simpler design with fewer patterns Better fit our project and what we were trying to accomplish.

Final Class Diagram and Comparison Statement
•A thorough UML class diagram with your final set of classes and key relationships of the system

•Highlight and document in that diagram any patterns that were included (in whole or part) in your design

•Include the class diagram submitted in Project 4, and use it to show what changed in your system u





•Support these diagrams with a written paragraph identifying key changes in your system since your design was submitted in Projects 4 and 5

Between projects 4 and 5 we made several changes that implement our code in an easier way as we had originally made it harder than it needed to be. The main things that we changed where that we removed the decorator pattern and our factory pattern. We implemented the factory pattern as polymorphism instead.

Third-Party code vs.Original code Statement
•A clear statement of what code in the project is original vs. what code you used from other sources

The only Third-part code that we used was all of the data that we utilized in order to create our database. The rest of our code is completely original.

Dataset: https://github.com/chadwickbureau/baseballdatabank/tree/master/core

– whether tools, frameworks, tutorials, or examples

– this must be present even if you used NO third-party code
-include the sources (URLs)for your third-party elements

Statement on the OOAD process for your overall Semester Project

List three key design process elements or issues (positive or negative) that your team experienced in analysis and design of the OO semester project

1) We started out with a program that we had overcomplicated. By the end of the process we realized that some of the design patterns that we were going to use were less effective then simpler methods. For example, for the records, got rid of factory pattern and switched to polymorphism.
2) Also removed the decorator pattern from the person awards. We did not have enough time to fully implement this into the final project and had to focus on getting the database operational.
3) The simplicity of the final design benefited the project as a whole. Although we only used two design patterns (singleton and polymorphism), our database did not need to be overly complex