* 1. Design Goals – Adam

The quality’s of our system we would like to optimise is the look and feel of the program, initially the program was written in windows forms which for some reason when used in conjunction with images there tends to be a lot of flickering, maybe writing the program in Windows Presentation Foundation (WPF) would solve this issue but is yet to be seen. There are also some features we would like to add to the program, when a work order is created we would like to be able to generate a barcode that when you scan would actually be the work order number, I feel with more time we could have completed this as we have researched some ways to do it. Another feature we would like to have added is notifications for the users, for example when an operator is assigned to a work order a notification will pop up in the top right of the screen. Overall, we are happy with how our program turned out we hope will aid the customer with their work.

2.4 Sub System Architecture – Team member name(Person B to complete)

Description of layering and partitioning into subsystems and responsibilities of each Subsystem

The way our system works is by utilising layers for each sub task, our layers are The Business Entities Layer, The Business Layer, The Data Access Layer, and our main program, any objects that need to be created will be taken from the Business Entities Layer and will use a factory to be created for example if I need a component object I will use the componentFactory class to get a component object. The business layer holds the model which contains for example on object of the current user that’s logged in, a list of work orders and many more things which are crucial to the program, this model will also hold functions to interact with the DAL (Data Access Layer) or the Business Entities layer, the model is almost like a middle man interacting with all of the layers in the system. Finally, the DAL is what interacts with the database, this is used for getting a list of the users or work orders and many more functions for our program. Overall, when the user is interacting with the main program is will use all 3 layers to divide up the work and get the job done.





