

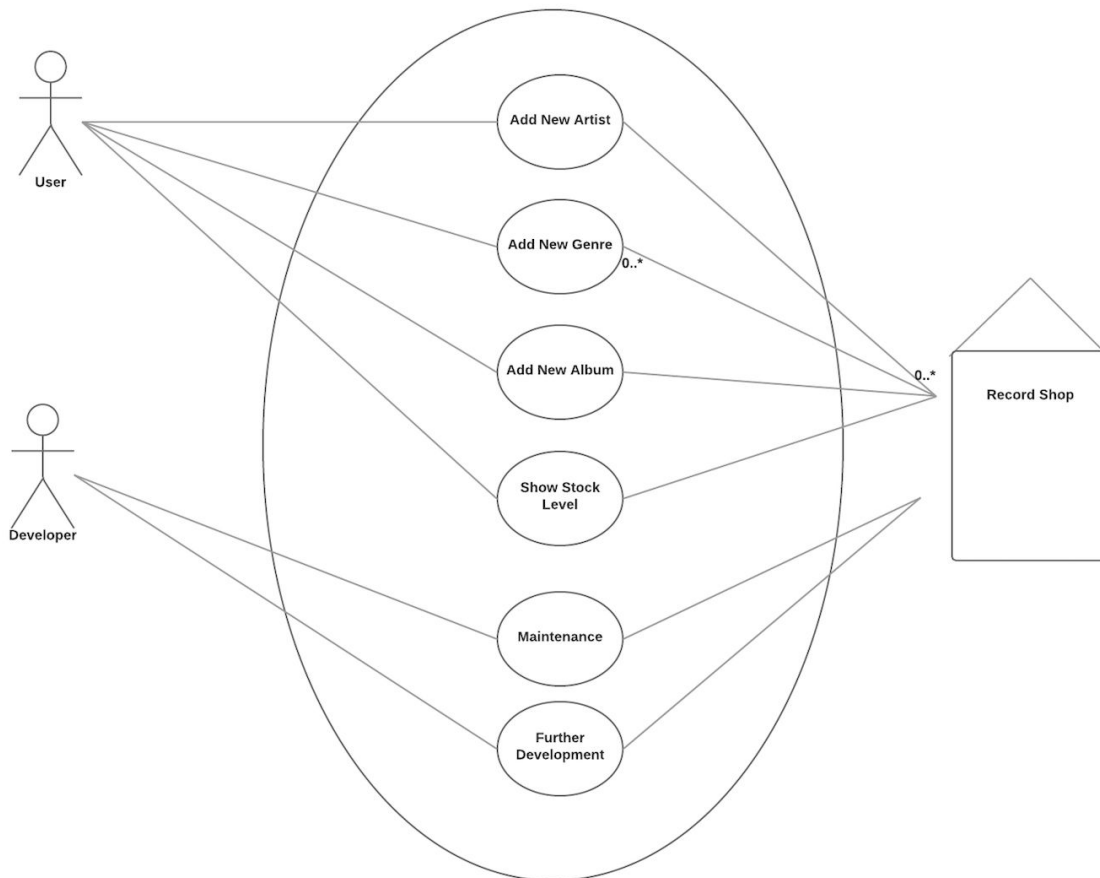
## Evidence for Analysis and Design Unit

Yonatan Satat

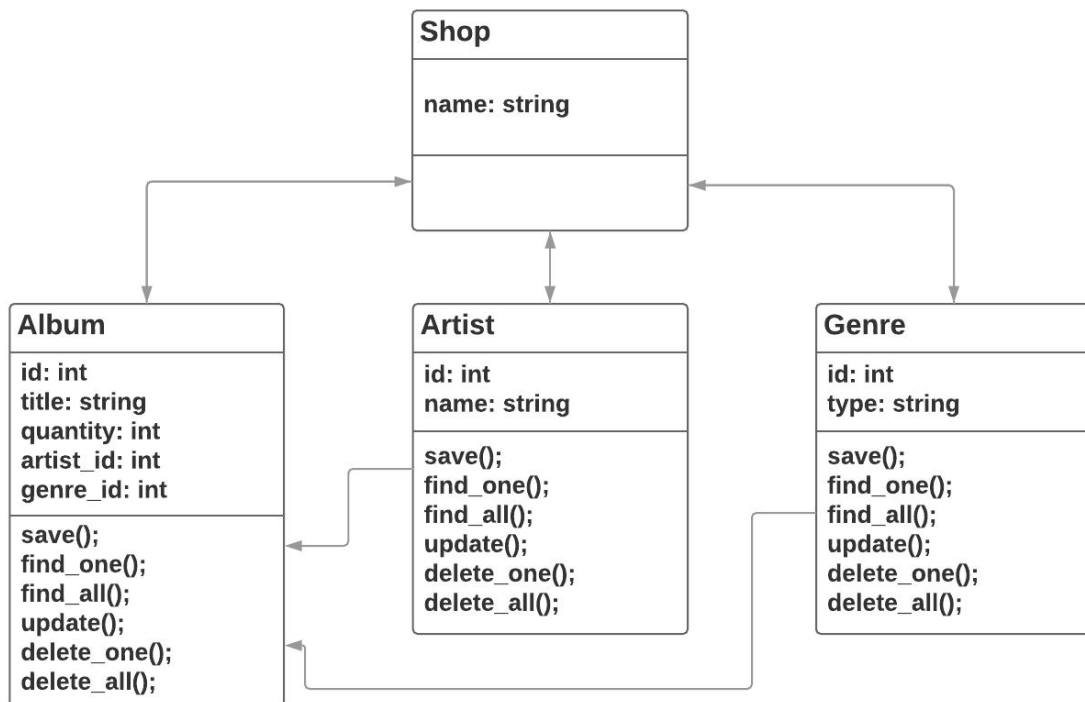
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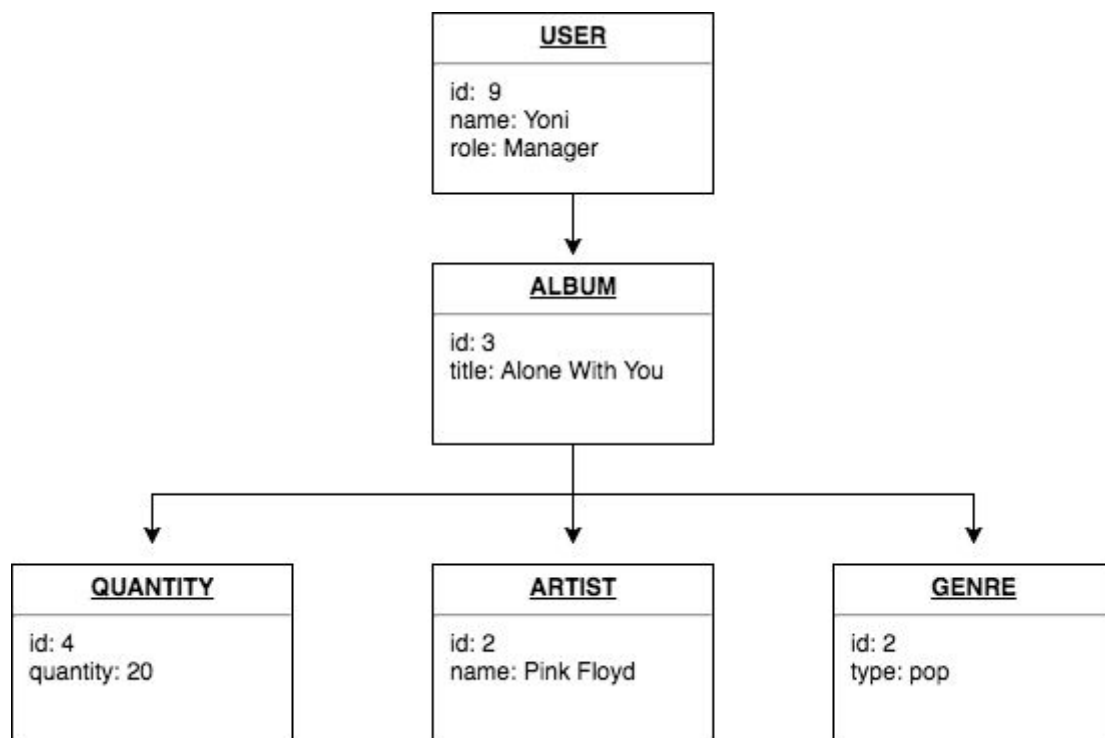
A use of case diagram



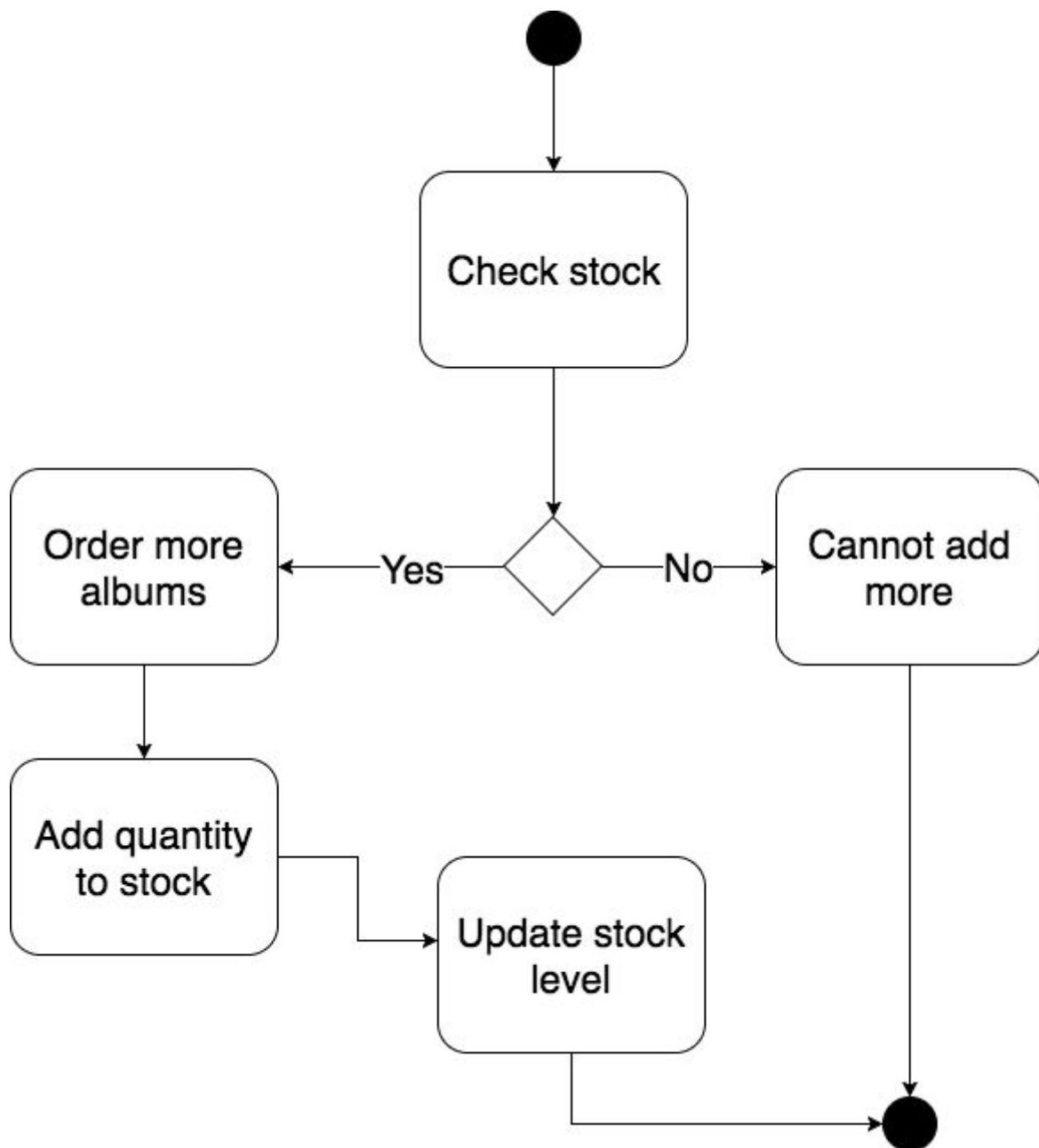
AD - 2 Create a Class diagram using your Use case diagram.



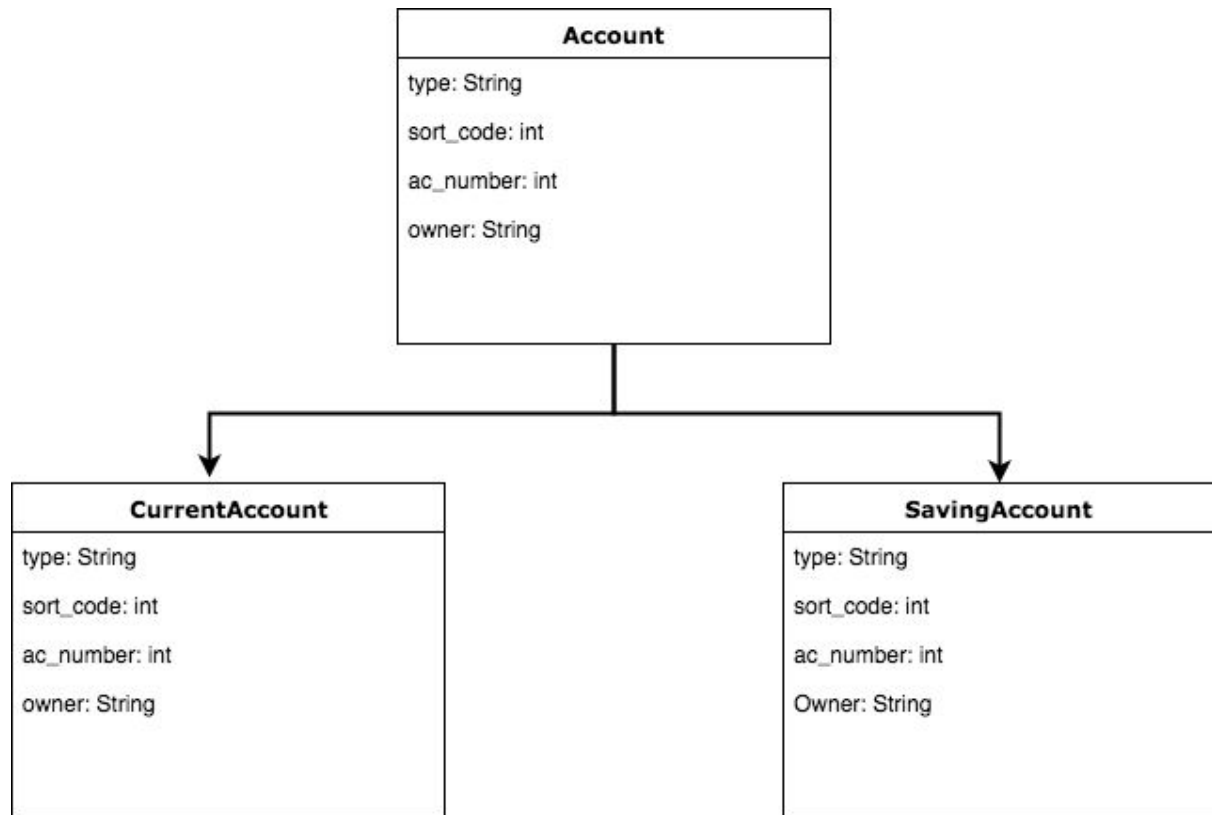
AD - 3 Object diagram



#### AD - 4 Activity diagram



## AD - 5 Inheritance diagram



## AD - 6 Implementations Constraints

Constraints	Possible effect of constraints	Details
<b>Hardware &amp; Software platforms</b>	My Web app can not be used on a small screen devices (eg. mobile phones, tablets). This will cause a negative impact to any user trying to work with the app not on a desktop/laptop.	Time constraints did not allow me to implement a fully responsive CSS for this app.
<b>Performance requirements</b>	User cannot sort Albums by quantity. This can be quite frustrating for the user as they will need to check each item manually.	Time constraints did not allow me to implement this functionality.
<b>Persistent storage and transactions</b>	All data is save locally. This can lead for a risk of losing all data if something will happen to the machine.	Budget constraints, customer did not want to invest in external server to persist data.
<b>Budgets</b>	There was no budget used in this project.	Personal project for the course of codeclan.
<b>Time</b>	Due to time constraints, not all desired functionalities were developed and implemented	The app is usable but it could have been enhanced with more features for better user experience.