

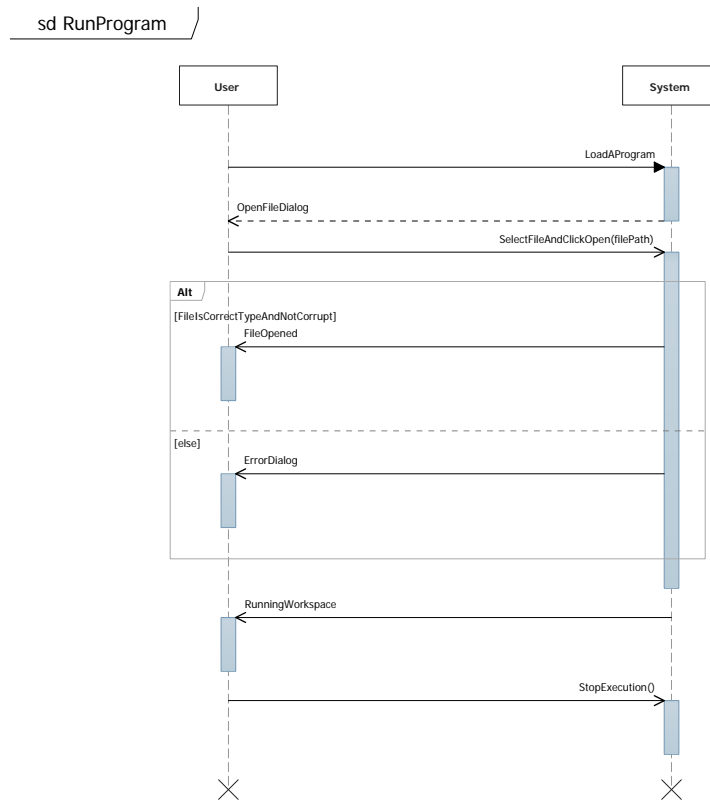
Siftables Emulator  
*Singularity Software*

January 9, 2012

Alex Mullans  
Ethan Veatch  
Eric Vernon  
Kurtis Zimmerman

# 1 System Sequence Diagrams

One system sequence diagram was created to describe the action of loading and beginning the execution of an application in the workspace. No further system sequence diagrams were deemed necessary because the user-system interactions are trivial beyond this point.



## 2 Operation Contracts

### OC1: SelectFileAndClickOpen

<b>Operation</b>	SelectFileAndClickOpen(filePath : String)
<b>Cross-references</b>	UC1: Load program, UC2: Reload program
<b>Preconditions</b>	The OpenFileDialog is open.
<b>Post-conditions</b>	The file name was parsed. The emulator opened the file.

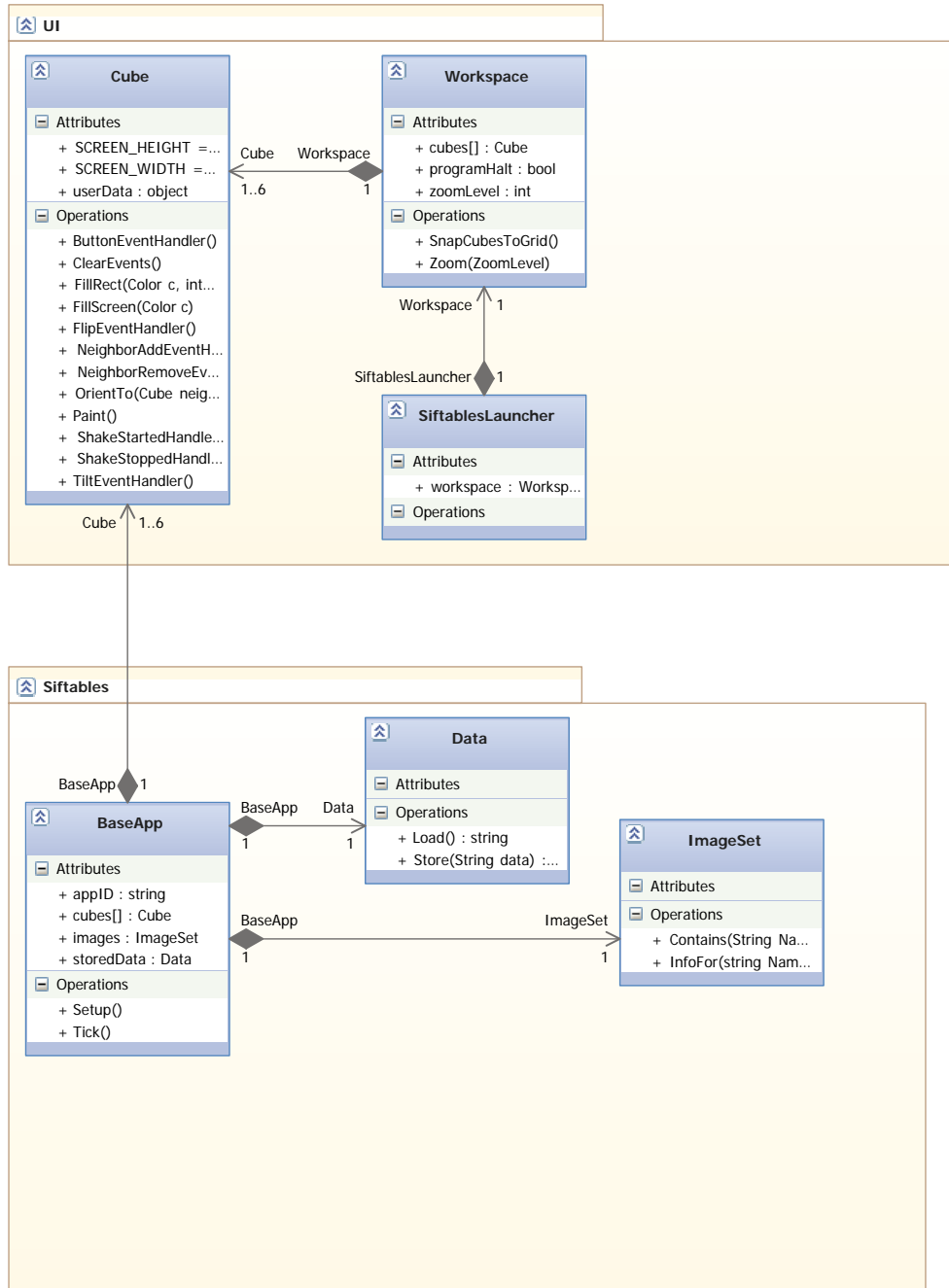
### OC2: ZoomSliderChanged

<b>Operation</b>	ZoomSliderChanged(zoomLevel : int)
<b>Cross-references</b>	UC3: Zoom screen
<b>Preconditions</b>	There is an application running in the workspace.
<b>Post-conditions</b>	The workspace canvas has been magnified appropriately. The workspace zoomLevel attribute was updated.

N.B. Additional operation contracts for the remaining use cases were not pursued because of their similarly trivial nature. The basic format of this operation contract — user changes UI element, UI adjusts accordingly, and program updates relevant attributes — applies to the other use cases.

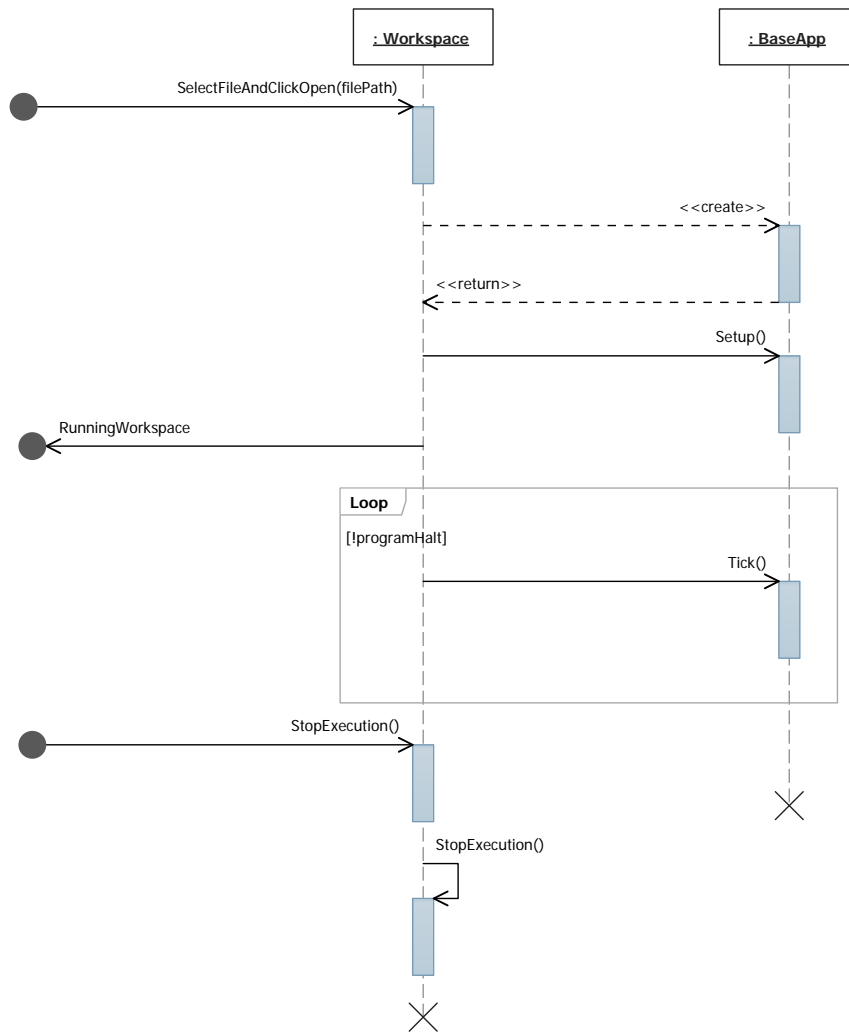
## 3 Design Class Diagram

## cd ClassDiagram



## 4 Sequence Diagrams

# sd AppRun



## sd ErrorAnnounce

