

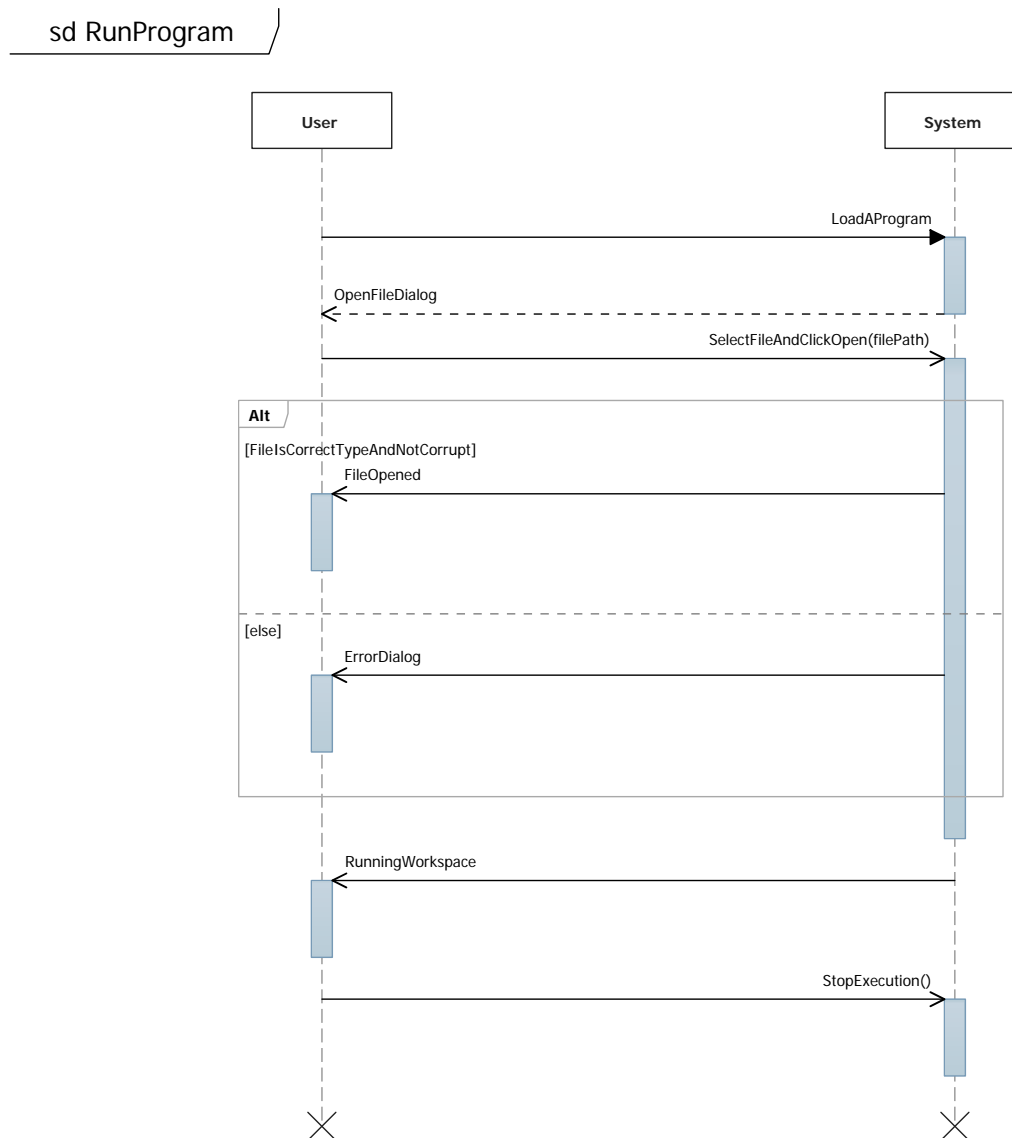
Siftables Emulator
Singularity Software

January 10, 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 rest of the user-system interactions are trivial.



2 Operation Contracts

OC1: SelectFileAndClickOpen

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

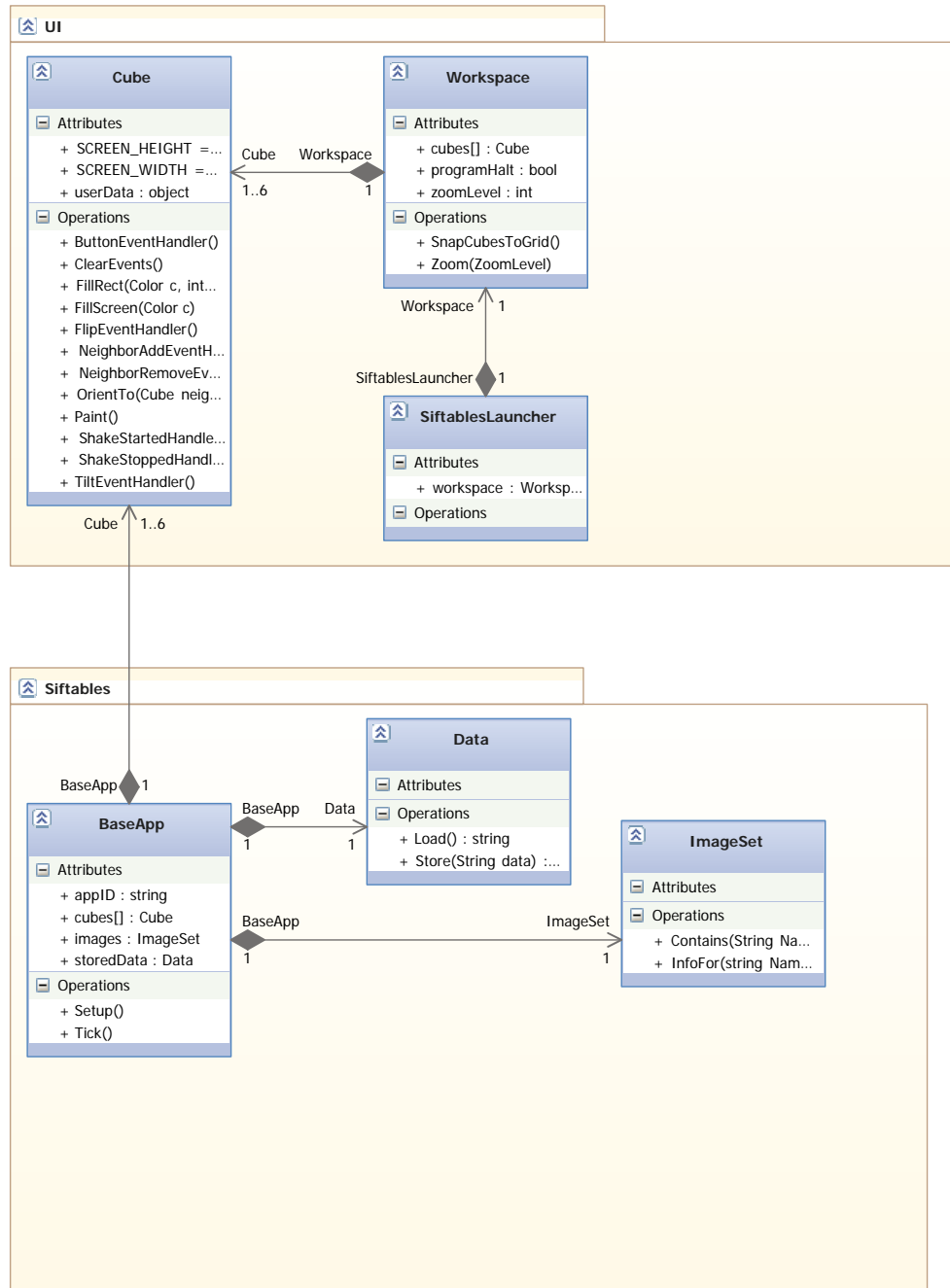
OC2: ZoomSliderChanged

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

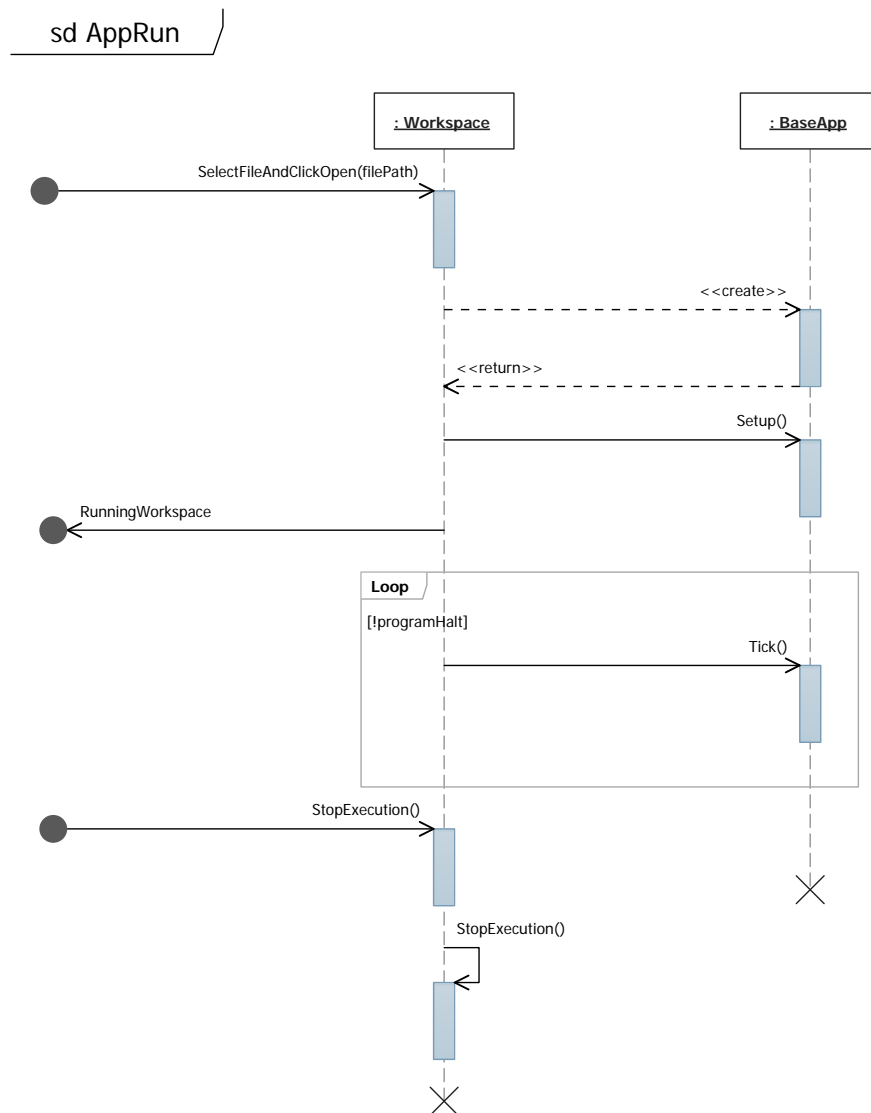
Additional operation contracts for the remaining use cases were not pursued because of their trivial nature. The basic format of this operation contract — user changes UI element, UI adjusts accordingly, and program updates relevant attributes — applies to the other use cases.

3 Design Class Diagram

```
cd ClassDiagram
```



4 Sequence Diagrams



sd ErrorAnnounce

