Evaluate the Analysis & Design Artefacts

As the project progressed our program design has had a number of different iterations which are reflected in our supporting documentation. Certain aspects of our original design were scraped due to time constraints and also as our view of the program as a whole evolved. One example of this was the bank manager user which we considered integrating. The bank manager was going to be a user that had an overview of the system and could reject transactions, after further discussion amongst the group we decided that this class was unnecessary and there were better ways to implement design patterns like the factory method in the Transaction class.

The Design Artefacts were a useful tool when we were coming up with the basic design ideas especially the structured use case descriptions which outlined the flow of the user through the system and the Class Diagram as it showed all the different classes as well as the attributes and methods needed for each class.

Time permitted there would have been a few additions we would make to the program, such as a read in method for the two different data types so that the account information is consistent throughout the different data types