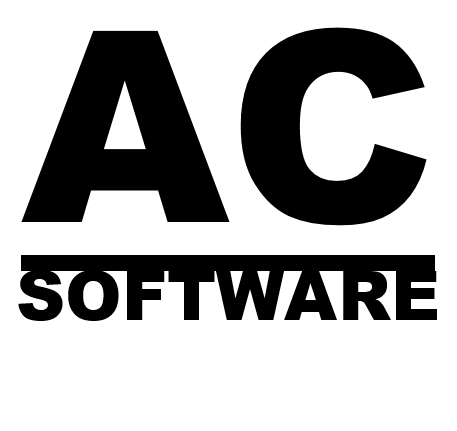
**Diablo III BuildMark**



Release #1

v2.0

November 12, 2015

**Alex Carlson**

[alexander.carlson@oit.edu](mailto:alexander.carlson@oit.edu)

**Signature Page**

This document accepted by:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature (Alex Carlson) Date

This document submitted by:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature (Calvin Caldwell) Date

**Revision History**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Author** | **Company** | **Date** | **Version** | **File Name** | **Comments** |
| Alex Carlson | AC software | 10/18/2015 | v1.0 | Diablo III BuildMark – Object Model 1.0.docx | Created initial document with title page. |
| Alex Carlson | AC software | 11/11/2015 | v1.1 | Diablo III BuildMark – Object Model 1.1.docx | Added Class Diagrams |
| Alex Carlson | AC software | 11/12/2015 | v2.0 | Diablo III BuildMark – Object Model 1.0.docx | Added Class Specifications |

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**Executive Class Diagram**



**Detailed Class Diagram**



|  |
| --- |
| **Class Information** |
| **Class Name: ApiManager**  Abstract Type: no Persistence: no |

|  |  |  |
| --- | --- | --- |
| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| P-010 | Create Profile | 3 |
| P-015 | Edit Profile | 3 |
| P-020 | Add Hero | 1,4 |
| P-025 | Save Hero Snapshot | 1 |
| P-030 | Update Hero | 1 |

|  |  |  |
| --- | --- | --- |
| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| RetrieveProfile | Profile must exist on Blizzard API servers | Profile is retrieved |
| RetrieveHero | Profile and hero must exist on Blizzard API servers | Hero is retrieved |
| RetrieveHeroBuild | Profile and hero must exist on Blizzard API servers | Hero build is retrieved |
| RetriveHeroItems | Profile and hero must exist on Blizzard API servers | Hero items are retrieved |

|  |  |  |
| --- | --- | --- |
| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |
| --- | --- | --- |
| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_api | ApiManager | y | I | private | Manager for Blizzard API to retrieve user data |

|  |  |
| --- | --- |
| **Concurrency** | |
| **Threading Issue** | **Description** |
| N/A |  |

|  |  |  |
| --- | --- | --- |
| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| ApiUnavailable | Connection error | Notify the system & attempt recovery |
| WrongBattleTag | User has supplied an invalid battetag | Notify the user and re-prompt entry |

|  |  |  |  |
| --- | --- | --- | --- |
| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| N/A | N/A | N/A | 1 |

|  |  |  |
| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| Alex Carlson | 11/12/15 | This class is used as an intermediary between the database manager and the Blizzard API |

|  |
| --- |
| **Class Information** |
| **Class Name: DBManager**  Abstract Type: no Persistence: no |

|  |  |  |
| --- | --- | --- |
| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| P-000 | User Registration | 3,6 |
| P-005 | User Login | 3,6 |
| P-010 | Create Profile | 4 |
| P-015 | Edit Profile | 4 |
| P-020 | Add Hero | 5 |
| P-025 | Save Hero Snapshot | 1,2 |
| P-030 | Update Hero | 1,2 |
| P-035 | Edit Account Settings | 3 |
| UX-000 | View Profile | 1,2,3 |
| UX-005 | View Hero | 1,2,3,4 |
| UX-010 | Compare Hero Snapshots | 1,2,3,4 |
| UX-015 | View Hero Benchmarks | 1,2,3,4 |
| UX-020 | Search | 1,2 |
| S-000 | Update Benchmarks | 4 |

|  |  |  |
| --- | --- | --- |
| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| CreateUser | User must not exist in the database | New User is added to the database |
| ReadUser | User must exist in the database | User is read from the database |
| UpdateUser | User must exist in the database | User is updated in the database |
| DeleteUser | User must exist in the database | User is removed from the database |
| CreateProfile | Profile must not exist in the database | New Profile is added to the database |
| ReadProfile | Profile must exist in the database | Profile is read from the database |
| UpdateProfile | Profile must exist in the database | Profile is updated in the database |
| DeleteProfile | Profile must exist in the database | Profile is removed from the database |
| CreateHero | Hero must not exist in the database | New Hero is added to the database |
| ReadHero | Hero must exist in the database | Hero is read from the database |
| UpdateHero | Hero must exist in the database | Hero is updated in the database |
| DeleteHero | Hero must exist in the database | Hero is removed from the database |
| CreateBuildSnapshot | BuildSnapshot must not exist in the database | New BuildSnapshot is added to the database |
| ReadBuildSnapshot | BuildSnapshot must exist in the database | BuildSnapshot is read from the database |
| UpdateBuildSnapshot | BuildSnapshot must exist in the database | BuildSnapshot is updated in the database |
| DeleteBuildSnapshot | BuildSnapshot must exist in the database | BuildSnapshot is removed from the database |

|  |  |  |
| --- | --- | --- |
| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |
|  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_connection | IDbConnection | Y | I | private | Connection to the SQL database |
| m\_command | IDbCommand | Y | I | private | Command variable for SQL queries |
| m\_params | List<IDataParameter> | Y | I | private | Parameters for SQL queries |
| m\_reader | IDataReader | Y | I | private | Reader for data from SQL database |
| m\_api\_manager | ApiManager | Y | I | private | Manager for Blizzard API to retrieve user data |

|  |  |
| --- | --- |
| **Concurrency** | |
| **Threading Issue** | **Description** |
| N/A |  |
|  |  |

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| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| SQLException | Bad query or missing data | Notify the system & attempt recovery |

|  |  |  |  |
| --- | --- | --- | --- |
| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| N/A | N/A | N/A | 1 |

|  |  |  |
| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| Alex Carlson | 11/12/15 | This class is used to access stored information and also retrieves information from the Blizzard API via the ApiManager class. |

|  |
| --- |
| **Class Information** |
| **Class Name: BuildMarkManager**  Abstract Type: no Persistence: no |

|  |  |  |
| --- | --- | --- |
| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| S-000 | Update Benchmarks | 1,2,4 |

|  |  |  |
| --- | --- | --- |
| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| Add | A BuildMark calculation has been requested | BuildMark is added to the queue for calculation |
| Start | Queue is not being processed | Queue is being processed |
| Stop | Queue is being processed | Queue is not being processed |

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| --- | --- | --- |
| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

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| --- | --- | --- |
| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| CreateBuildMark | Hero build snapshot exists, but BuildMark has not been calculated | BuildMark has been stored |
| UpdateBuildMark | Hero build snapshot exists and has been calculated | BuildMark has been re-calculated and stored |

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| --- | --- | --- | --- | --- | --- |
| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_build\_marks | Queue<BuildMark> | y | i | private | List of BuildMark objects to be processed |

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| --- | --- |
| **Concurrency** | |
| **Threading Issue** | **Description** |
| Locking necessary | Multiple users will potentially add to the queue at the same time |

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| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| NoFreeMemory | System runs out of memory | Restrict more BuildMark objects being queued |

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| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| N/A | N/A | N/A | 1 |

|  |  |  |
| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| Alex Carlson | 11/12/15 | This class is used to access stored information and also retrieves information from the Blizzard API via the ApiManager class. |

|  |
| --- |
| **Class Information** |
| **Class Name: BuildMark**  Abstract Type: no Persistence: yes |

|  |  |  |
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| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| UX-015 | View Hero Benchmarks | 1,2,3,4 |
| S-000 | Update Benchmarks | 1,3 |

|  |  |  |
| --- | --- | --- |
| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| Calculate | A BuildMark is not yet calculated | BuildMark is calculated |

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| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |
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| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |
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| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_score | String | Y | I | Private | Proprietary benchmark score describing effectiveness |
| m\_damage | String | Y | I | Private | Hero’s damage |
| m\_toughness | String | Y | I | Private | Hero’s toughness |
| m\_recovery | String | Y | I | Private | Hero’s recovery |
| m\_build | BuildSnapshot | Y | I | Private | Hero’s build including items and skills |
| m\_isCalculated | Bool | N | I | Private | Flag for whether or not the build has been calculated |
| m\_date\_last\_calculated | DateTime | Y | I | Private | Date when the benchmark was calculated |

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| **Concurrency** | |
| **Threading Issue** | **Description** |
| N/A |  |

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| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| N/A |  |  |

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| --- | --- | --- | --- |
| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| 1 | \* | 5000 | N/A |

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| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| Alex Carlson | 11/12/2015 | This class calls an instance of the static BuildMarkManager class to add itself to the queue |

|  |
| --- |
| **Class Information** |
| **Class Name: BuildSnapshot**  Abstract Type: no Persistence: yes |

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| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| P-025 | Save Hero Snapshot | 1,2,3 |
| P-030 | Update Hero | 1,2,3 |
| UX-005 | View Profile | 3,4 |
| UX-010 | Compare Hero Snapshots | 3,4 |

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| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

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| --- | --- | --- |
| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

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| --- | --- | --- |
| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

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| --- | --- | --- | --- | --- | --- |
| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_name | String | Y | I | Private | Name of the build |
| m\_build\_mark | BuildMark | Y | I | Private | Contains the benchmark data |
| m\_items | Array | N | I | Private | An array of items |
| m\_skills | Array | N | I | Private | An array of skills |

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| **Concurrency** | |
| **Threading Issue** | **Description** |
| N/A |  |

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| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| N/A |  |  |

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| --- | --- | --- | --- |
| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| 1 | \* | 10000 | N/A |
|  |  |  |  |

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| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| N/A |  |  |

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| --- |
| **Class Information** |
| **Class Name: Item**  Abstract Type: no Persistence: yes |

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| --- | --- | --- |
| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| P-025 | Save Hero Snapshot | 1,2,3 |
| P-030 | Update Hero | 1,2,3 |
| UX-005 | View Profile | 3,4 |
| UX-010 | Compare Hero Snapshots | 3,4 |

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| --- | --- | --- |
| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

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| --- | --- | --- |
| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

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| --- | --- | --- |
| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_name | String | Y | I | private | Name of item |
| m\_attributes | List<String> | y | i | private | List of item attributes |

|  |  |
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| **Concurrency** | |
| **Threading Issue** | **Description** |
| N/A |  |

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| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| N/A |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| 1 | \* | 10,000 | N/A |

|  |  |  |
| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| N/A |  |  |

|  |
| --- |
| **Class Information** |
| **Class Name: Skill**  Abstract Type: no Persistence: yes |

|  |  |  |
| --- | --- | --- |
| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| P-025 | Save Hero Snapshot | 1,2,3 |
| P-030 | Update Hero | 1,2,3 |
| UX-005 | View Profile | 3,4 |
| UX-010 | Compare Hero Snapshots | 3,4 |

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| --- | --- | --- |
| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |
| --- | --- | --- |
| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

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| --- | --- | --- |
| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_name | String | y | i | private | Name of the skill |
| m\_description | String | y | i | private | Description of the skill |

|  |  |
| --- | --- |
| **Concurrency** | |
| **Threading Issue** | **Description** |
| N/A |  |

|  |  |  |
| --- | --- | --- |
| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| N/A |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| 1 | \* | 10,000 | N/A |

|  |  |  |
| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| N/A |  |  |

|  |
| --- |
| **Class Information** |
| **Class Name: Hero**  Abstract Type: no Persistence: yes |

|  |  |  |
| --- | --- | --- |
| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| P-020 | Add Hero | 6 |
| P-025 | Save Hero Snapshot | 1,2,3 |
| P-030 | Update Hero | 1,2,3 |
| UX-000 | View Profile | 3 |
| UX-005 | View Hero | 1,2,3,4 |
| UX-010 | Compare Hero Snapshots | 1,2,3,4 |

|  |  |  |
| --- | --- | --- |
| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |
| --- | --- | --- |
| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |
| --- | --- | --- |
| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_name | String | Y | I | private | Name of the hero |
| m\_class | String | Y | I | private | Class of the hero |
| m\_build\_snapshots | List<BuildSnapshot> | Y | I | private | List of build snapshots for the hero |

|  |  |
| --- | --- |
| **Concurrency** | |
| **Threading Issue** | **Description** |
| N/A |  |

|  |  |  |
| --- | --- | --- |
| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| N/A |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| 1 | \* | 10,000 | N/A |

|  |  |  |
| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| N/A |  |  |

|  |
| --- |
| **Class Information** |
| **Class Name: Profile**  Abstract Type: no Persistence: yes |

|  |  |  |
| --- | --- | --- |
| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| P-010 | Create Profile | 3,4,5 |
| P-015 | Edit Profile | 3,4,5 |
| UX-000 | View Profile | 1,2,3 |

|  |  |  |
| --- | --- | --- |
| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |
| --- | --- | --- |
| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |
| --- | --- | --- |
| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_battletag | String | Y | I | Private | The user’s profile battletag |
| m\_heroes | List<Hero> | Y | I | Private | A list of heroes |

|  |  |
| --- | --- |
| **Concurrency** | |
| **Threading Issue** | **Description** |
| N/A |  |

|  |  |  |
| --- | --- | --- |
| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| N/A |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| 1 | \* | 10,000 | N/A |

|  |  |  |
| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| N/A |  |  |

|  |
| --- |
| **Class Information** |
| **Class Name: User**  Abstract Type: no Persistence: yes |

|  |  |  |
| --- | --- | --- |
| **Trace-ability Information** | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| P-000 | User Registration | 7,8 |
| P-005 | User Login | 7,8 |
| P-010 | Create Profile | 4,5 |
| P-015 | Edit Profile | 4,5 |
| P-020 | Add Hero | 1 |
| UX-000 | View Profile | 1,2,3 |
| UX-020 | Search | 1,2 |

|  |  |  |
| --- | --- | --- |
| **Public Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |
| --- | --- | --- |
| **Protected Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |
| --- | --- | --- |
| **Private Methods** | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N/A |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attributes** | | | | | |
| **Name** | **Type** | **Object (Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| m\_username | String | Y | I | private | The user’s name |
| m\_profile | Profile | Y | I | Private | The user’s profile |

|  |  |
| --- | --- |
| **Concurrency** | |
| **Threading Issue** | **Description** |
| N/A |  |
|  |  |

|  |  |  |
| --- | --- | --- |
| **Major Exceptions** | | |
| **Name** | **Trigger** | **Action** |
| N/A |  |  |
|  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Instance Information** | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| 1 | \* | 10,000 | N/A |
|  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **General Comments** | | |
| **Author** | **Date** | **Comment** |
| N/A |  |  |