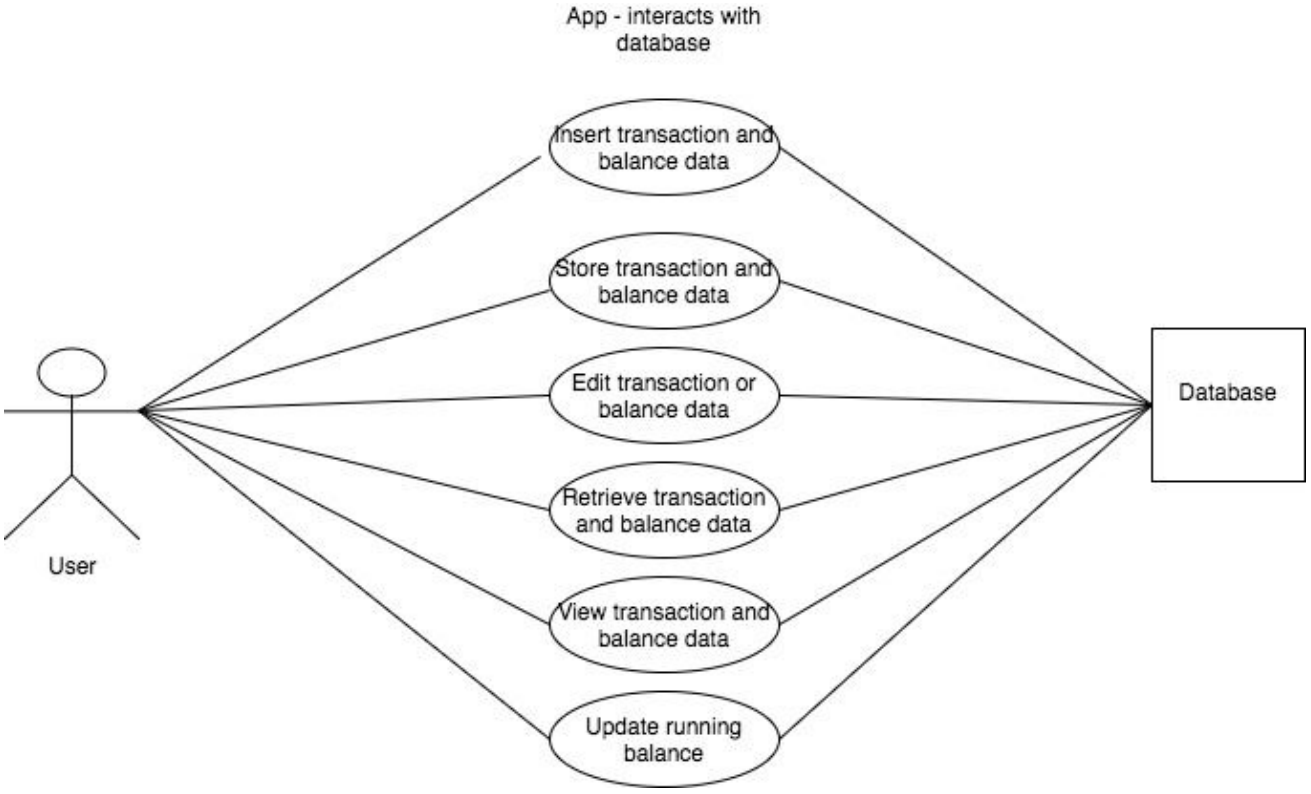
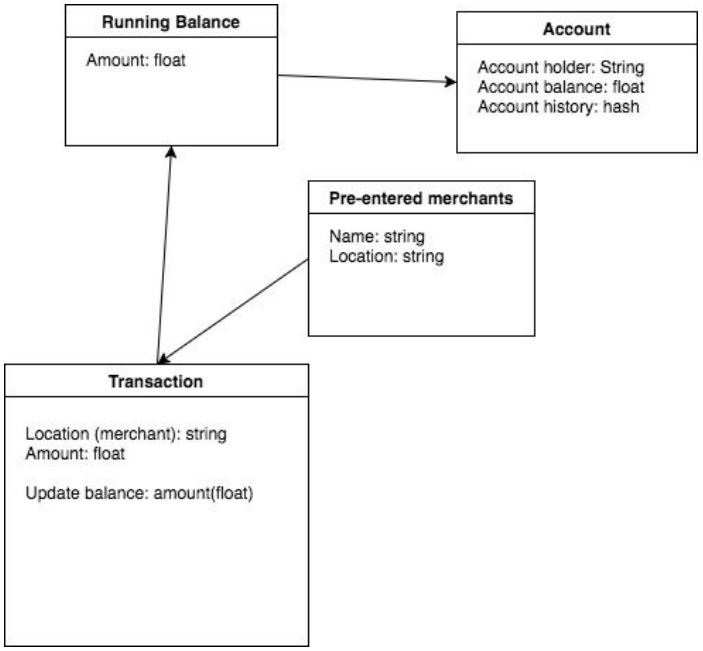
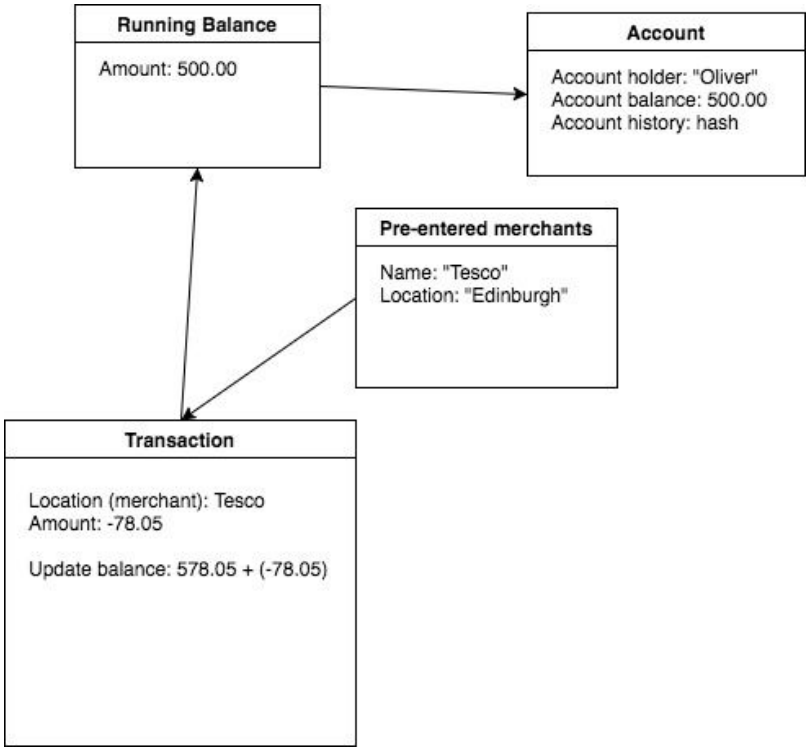
A&D 1
A Use Case Diagram



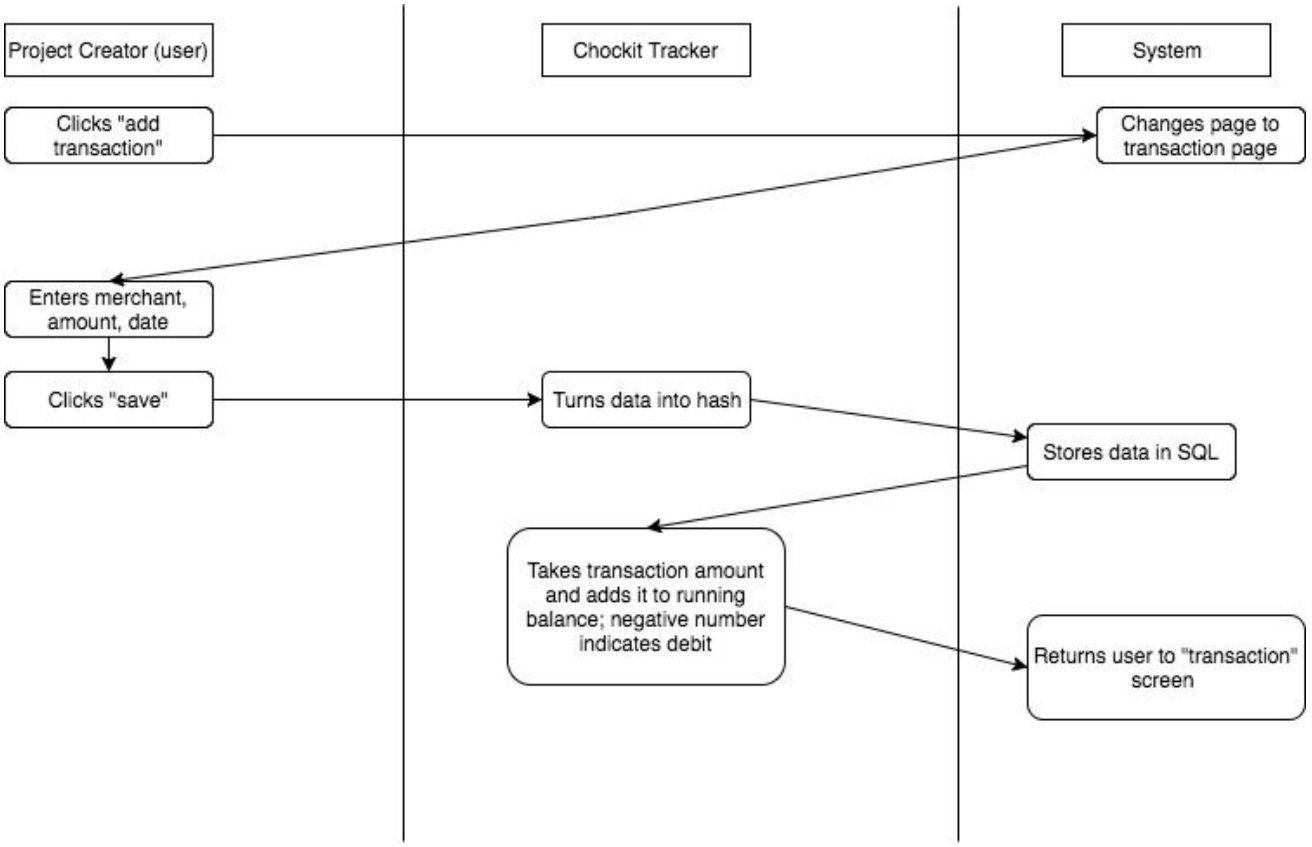
A&D 2
A Class diagram.



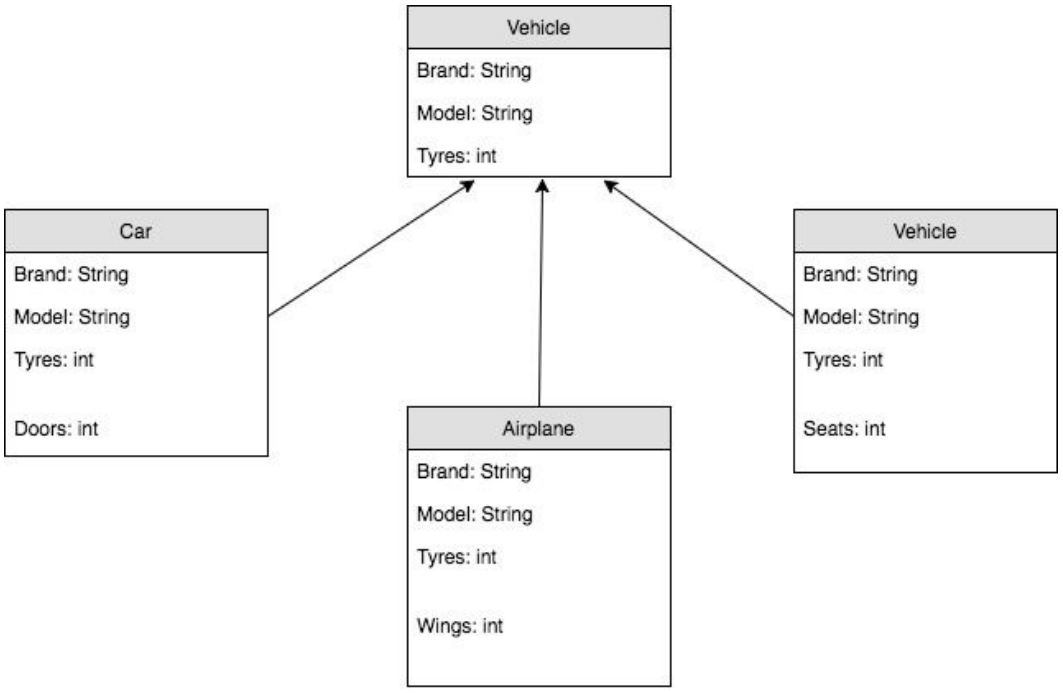
A&D 3
An Object diagram.



A&D 4
An Activity Diagram



A&D 5
An Inheritance Diagram



A&D 6

Produce an Implementations Constraints plan detailing the following factors:

- Hardware and software platforms
- Performance requirements
- Persistent storage and transactions
- Usability
- Budgets
- Time

Constraint	Effect of constraint	Solution
The screen may not be the same size as my own screen	The screen would alter the layout of the program, making it look out of line (or worse, make it indecipherable because the numbers would be jumbled together)	Work with the layout to make it reactive and flexible; test it by adjusting the window size as well as testing it on various computers in order to verify it works as intended.
The transaction and balance data may be lost every time the program closes	This would be a disaster; the user would lose all of their work, and that's exactly what this program is trying to solve!	Persist the data in the user's device so that it loads up every time they start the program.
The code will almost certainly not be optimally written, as I am just starting out and I don't have a full understanding of how to write code the best way possible	Things might be buggy or break; certain parts may or may not work well all the time.	Have others review my code and suggest ideas/updates; have other people test it to make sure that it works under different conditions

The device may not be able to handle everything that the program requires, memory-wise or storage-wise	The program could break, or stop working	Require devices that I know CAN handle this; otherwise, don't let it work on the device so as to not break it!