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Title: Baseball Database

Description: A baseball database website that youth/amateur teams can use to enter & keep track of statistics. Will set up for one client only.

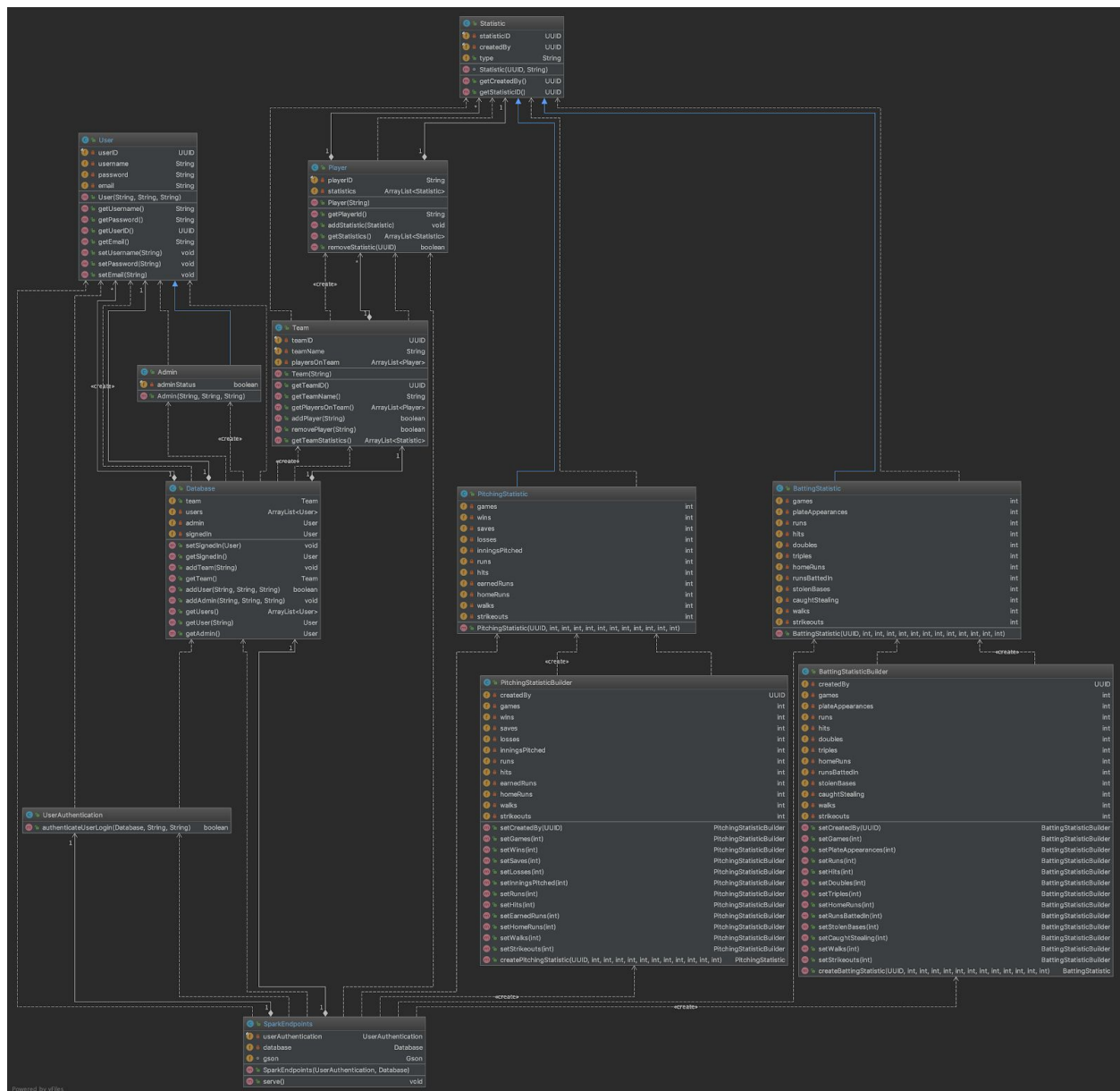
Features Implemented:

| | |
|---|---|
| 1 | User can sign up |
| 2 | Users, admin can log in |
| 3 | Users can add game statistical entries |
| 4 | Admin can add users |
| 5 | Admin, users can view all statistical entries |
| 6 | Admin can remove any statistical entry |

Featured Not Implemented:

| | |
|-------------|---|
| 7 (stretch) | Admin can search for an entry |
| 8 (stretch) | Admin can view all of a particular user's entries |

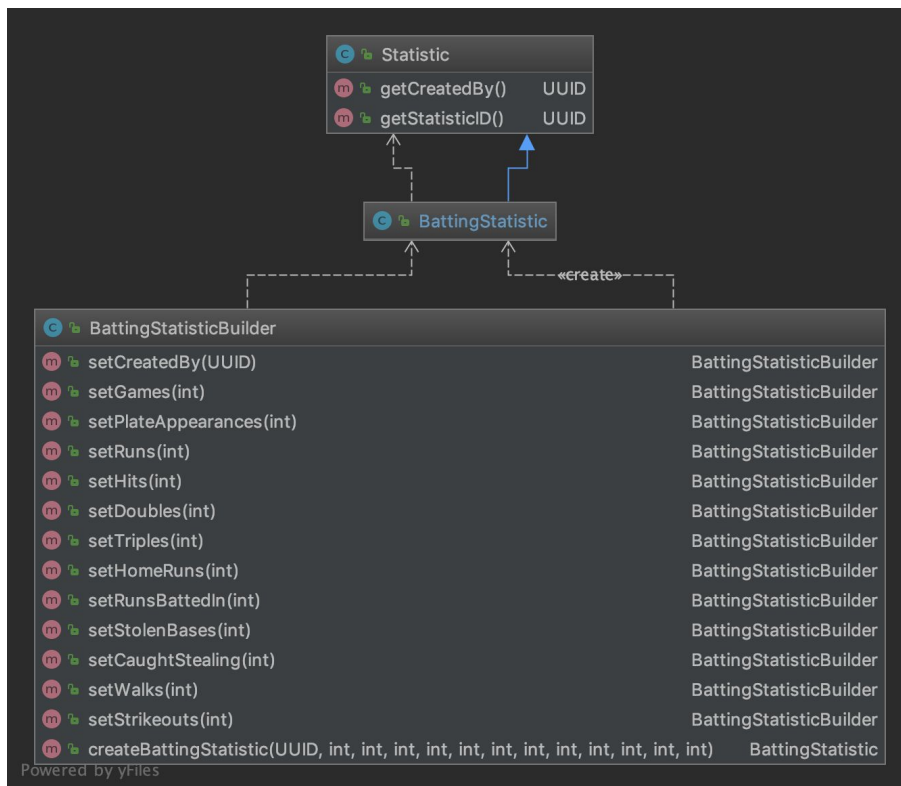
Final class diagram



What changed? Why?

The main changes came within implementing my design pattern, which I'll talk more about in the next section. I also added a database object to keep track of everything, which I left out in the initial diagram.

Builder Design Pattern



I chose the builder design pattern to be able to have statistics that didn't need to have every attribute, and so I would be able to be careful about which attribute was which whenever I created an instance of the object. The constructor for the builder pattern was really cool, and I learned a lot while learning to implement this. I initially was going to do a completely different design pattern, but came across this one and changed some of my UML to be able to implement this and learn from it.

What have you learned about the process of analysis and design now that you have stepped through the process to create, design and implement a system?

I learned that it's a lot harder than I thought it would be from the get-go. Spending a lot of time in the initial design stage and thinking through every possibility would have been helpful and saved a lot of time fumbling through code later. The more thought you spend in the designing of a system, the easier the implementation is later.