# Evolution Four

ECE 458

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**Abstract**

## Contents

# 1 Overall Design

The overarching design principle we wanted to achieve was modularity. In doing so, we believed we would be able to work separately (with occasional meetings to work through minor problems with the API) and refactor without the worry of breaking another member's code. Figure 1 below shows a high level diagram of how we decided to design our calendar web application.

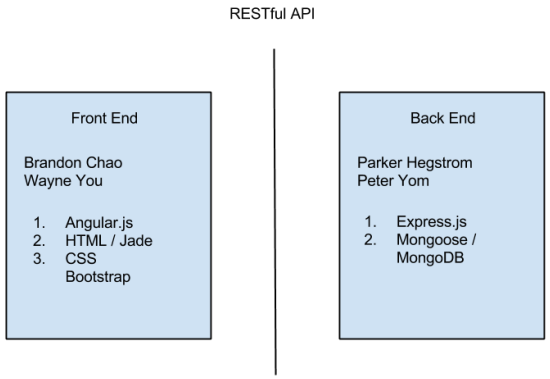


Figure 1: Diagram of our Large Scale Design

Essentially, our back end team provides an exhaustive RESTful API service to our front end. As we received the new requirements for evolution two, the benefits of our modular design came to light as we met to discuss both the refactorings from evolution one that needed to be done and the edits to each modules system design in order to account for the added calendar functionality–event requests and persistent until done events.

The following sections further discuss design choices and implications of those design choices for both our front end and back end teams.

# 2 Back End Design and Analysis

## 2.1 New Features and Developments

## 2.2 Benefits of Our Previous Design

## 2.3 Drawbacks of Our Previous Design

# 3 Front End Design and Analysis

## 3.1 New Features and Developments

## 3.2 Benefits of Our Previous Design

## 3.3 Drawbacks of Our Previous Design

# 4 Individual Portion

**Parker**

a) **Designing and Conducting Experiments**

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b) **Analyzing and Interpreting Data**

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c) **Designing System Components**

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d) **Dealing with Realistic Constraints**

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e) **Teamwork and Team Member Interaction**

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**Peter**

a) **Designing and Conducting Experiments**

.

b) **Analyzing and Interpreting Data**

.

c) **Designing System Components**

.

d) **Dealing with Realistic Constraints**

.

e) **Teamwork and Team Member Interaction**

.

### Brandon

a) **Designing and Conducting Experiments**

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b) **Analyzing and Interpreting Data**

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c) **Designing System Components**

.

d) **Dealing with Realistic Contraints**

.

e) **Teamwork and Team Member Interaction**

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### Wayne

a) **Designing and Conducting Experiments**

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b) **Analyzing and Interpreting Data**

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c) **Designing System Components**

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d) **Dealing with Realistic Constraints**

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e) **Teamwork and Team Member Interaction**

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