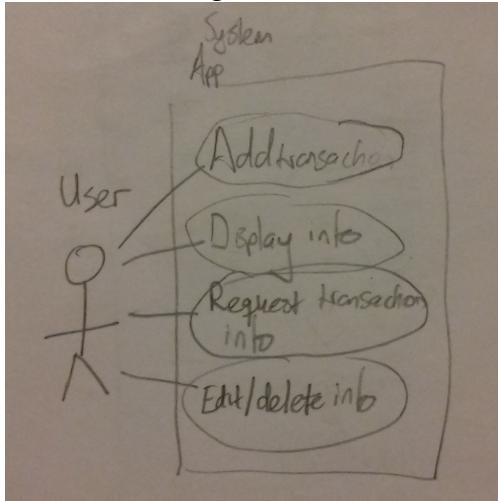


Evidence for the PDA in software development
A & D - Analysis and Design Unit

Benjamin Bowen
Cohort E17

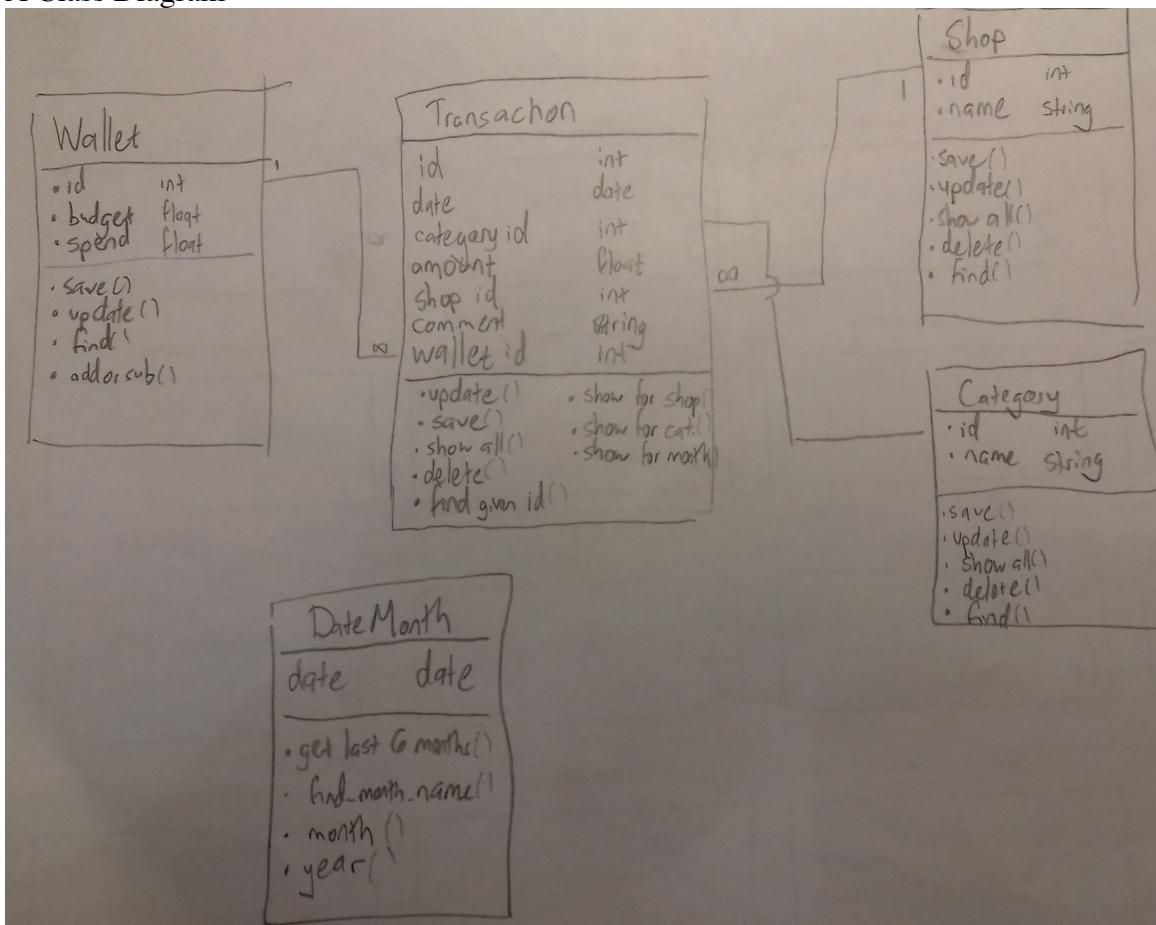
A.D. 1

A Use Case Diagram



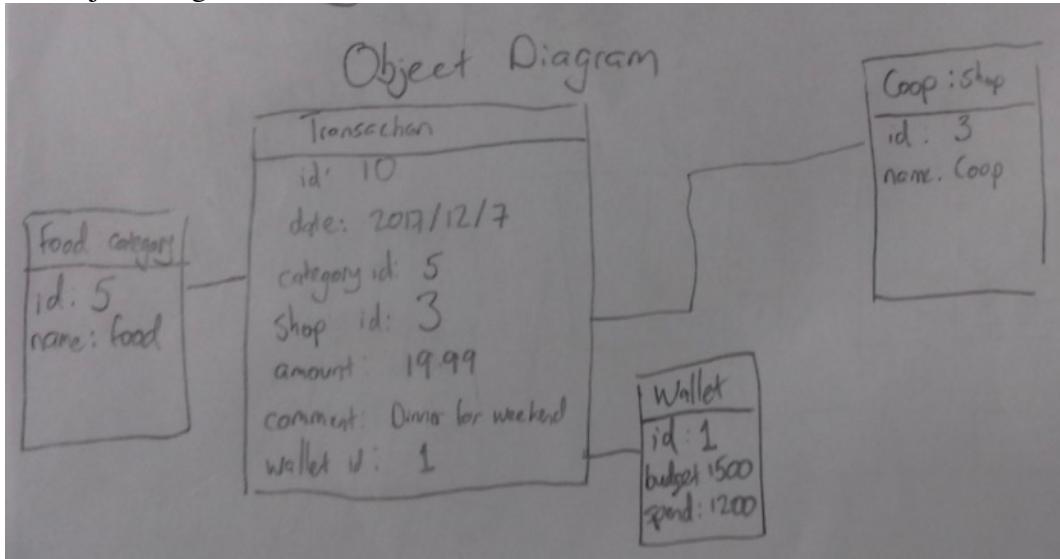
A.D. 2

A Class Diagram



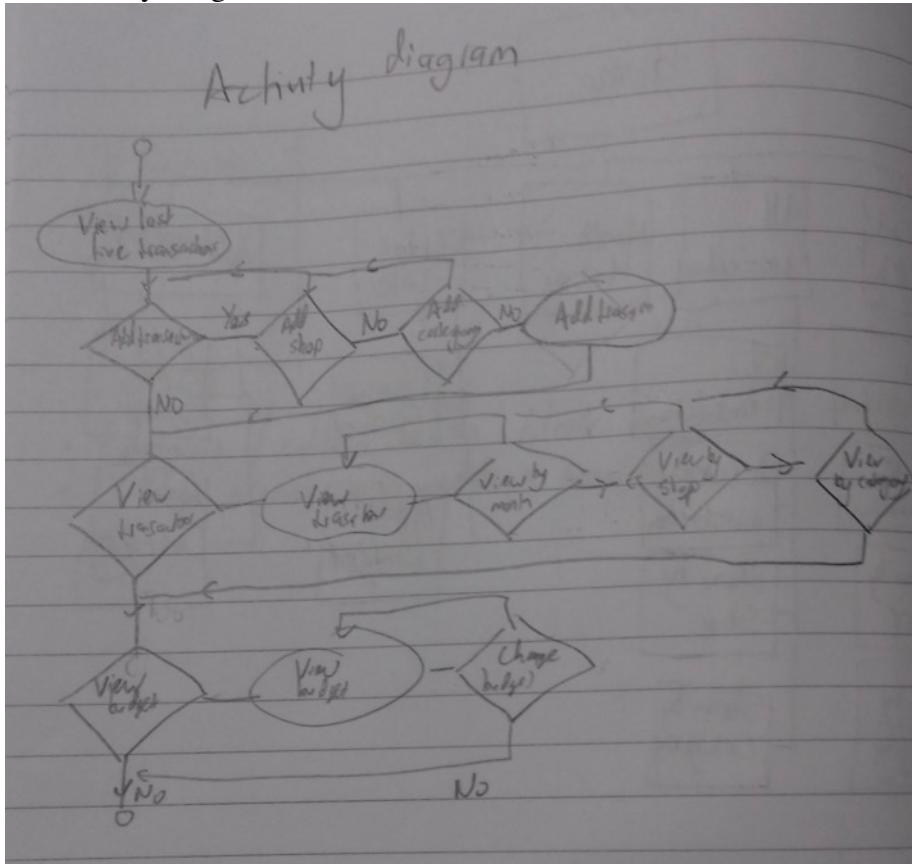
A.D. 3

An Object Diagram



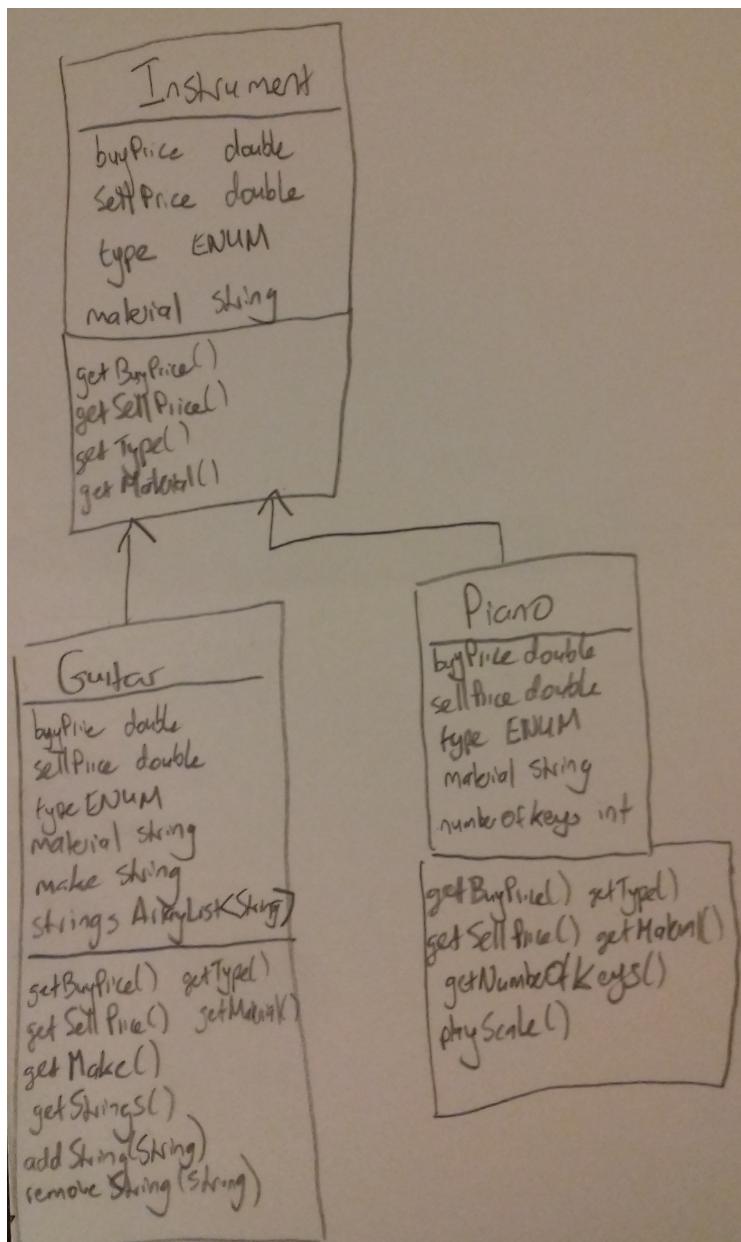
A.D. 4

An Activity Diagram



A.D. 5

An Inheritance Diagram



A.D. 5

Produce an Implementations Constraints plan detailing the following factors:

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

Topic	Constraint	Solution
Hardware and software	The app does not show properly on a mobile phone screen, which would limit the use of the product as users cannot use unless they	Use media queries in css to change layout if width/height is less than a set value.

	have access to a computer. This would limit the number of users who buy the app to use on the go.	
Performance requirements	Has to run in all commonly used browsers, if someone is using an older version of a browser certain features may not render correctly and therefore stop using the app.	Check e.g. with https://caniuse.com/ if unsure about recent css/html.
Persistent storage and transactions	Data needs to persist when app is closed as the user will want to input data/use the app and then close it. If data does not persist the app would be obsolete and nobody would use it.	Using PostgreSQL to store data in a database.
Usability	User needs to be able to quickly recognize and log a transaction, as if they cannot find the correct way to input data then they will stop using the app.	Different colour of 'Add a transaction' button. Large font and clear spacing on input data page.
Budget	Cannot buy new software and must use a free hosting site. This means that photoshop cannot be used for app logo and there are limits on the amount of data that can be saved.	Use software already installed on computer. Must stick to size limit of hosting site.
Time	Project to be completed in a week. If the app is not functional at this point, feedback cannot be given and corrections and improvements can not be made.	Limit the amount of functionality. Have a clear well defined MVP and break down tasks into sprints.