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| --- | --- | --- |
| **Task** | **Max Points** | **Comments** |
| Team Report (Design Review) | 100 |  |
| **TOTAL** | **100** |  |

# Statistical Analysis Tool (SAT)

# Time Log

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Time**  **(in minutes)** | **Activities (description)** |
| Anthony Nooren | 110 | 11/3 - Class diagram  11/3 - Class diagram description  11/3 - Team Report  11/10 - Redux Team report |
| Logan Thompson | 110 | 11/2 - Class diagram  11/3 - Class diagram description  11/3 - Team Report  11/10 - Redux Team report |
| Derek Van Den Bogart | 110 | 11/2 - Class Diagram  11/3 - Team Report  11/10 - Redux Team Report |

# Why are we doing this Deliverable

Anthony - The purpose of a class diagram is to plan out what it is we are going to code and how overal classes will interact with each other. It shows some data and functions each class will hold and it better prepares us when we are going to start coding.

Derek - The purpose of this deliverable is to create and explain class diagrams. The diagrams provide a visual representation of the classes that will be included within our program. We also included the GUI backend methods and properties. As we go through the constructions of these diagrams and descriptions, it helps us plan better.

Logan - The purpose of this document was to create class diagrams. The class diagrams serve as the skeleton for our project when we enter the implementation phase. This document help us plan and connect all the different aspects of our system together.

# Project files for this Deliverable

|  |  |  |
| --- | --- | --- |
| **File Name** | **Path** | **Purpose** |
| A5-R-Group8-CD | Submitted to canvas | Class diagram |
| A5-R-Group8-CDD | Submitted to canvas | Class diagram description |
| A5-R-Group8 | Submitted to canvas | Team report |
| A5-R-Group8-CD-File | Submitted to canvas | Class diagram file |

# Method / Process

The process began with coming up with all the different classes we will include as well as a way to describe them. After this concept, creating the class diagram themselves to include the properties, methods, and associations of each of the classes to one another, assuming the tie exists. The same was mocked up for each of the pages that we will have (describing our GUI).

# Results

For this assignment we produced a class diagram and a description of those classes for our program. There were a few little components that were difficult to figure out how we will actually implement in the class. In the end we, as a group, produced a solid class diagram that will serve us well in the implementation phase of our project. As well as server as a proper visualization of our programs structure.

**7 Design Review**

Each of the files for this deliverable were reviewed and cross-examined with our existing documents to make sure all lined up as planned. In addition, the classes (and their diagrams) were updated to reflect cohesion and loose coupling. Our functions with the classes were checked for quality mnemonics. We now fully approve of our design and ready for the next phase.