Contract

1. Introduction
   1. Purpose

The purpose of this document is to lay out everything that will be in the Daily Time Log product. This is intended to be read by the current developers and any future developers.

* 1. Definitions, Acronyms, and Abbreviations

1. References
2. Attributes of Design Entities
   1. Entity
      1. Identification

Main

* + 1. Type
    2. Purpose

This for connecting other modules together. It will handle how to start off the application and how to exit the application.

* + 1. Function
    2. Subordinates
    3. Dependencies
    4. Interface
    5. Resources
    6. Processing
    7. Data
  1. Entity
     1. Identification

Map Handler

* + 1. Type

This is a module.

* + 1. Purpose

This is for generating the map given the current grade. It will also allow dynamic updates to happen to the map, every time a new entry is entered.

* + 1. Function
    2. Subordinates

updateMap() – This will be called every time a new entry is entered in. It is also called initially for all the entries that already exist.

drawMap() – This will draw the map and will call drawIcons.

drawPath() – This will draw the path on the map following a SVG set path.

drawIcons() – This will draw the icons in the initial desired locations. This will be a private function.

animateIcons() – This will be called every time the mouse goes over an icon.

* + 1. Dependencies
    2. Interface
    3. Resources
    4. Processing
    5. Data
  1. Entity
     1. Identification

SCORM Handler

* + 1. Type
    2. Purpose

This is for handling saving and getting any SCORM information.

* + 1. Function
    2. Subordinates
    3. Dependencies

This has no dependencies.

* + 1. Interface
    2. Resources

This will use the scromSuspendData module.

* + 1. Processing
    2. Data
  1. Entity
     1. Identification

Screen Chooser

* + 1. Type
    2. Purpose

This is for examining the settings and SCORM information and determining which screen needs to be displayed. It will then communicate this information to the view.

* + 1. Function
    2. Subordinates

sceneSelector() – This will be called on load in order to load in the right page. This will decide based on the information from the SCORM handler which screen it needs to go to.

saveTotalHours() – This will save the user’s total number of hours chosen. It will be called if switching from the initial screen to the main screen.

switchScreens() – This will switch to the other screen.

* + 1. Dependencies

This entity depends on SCORM handler.

* + 1. Interface
    2. Resources
    3. Processing
    4. Data
  1. Entity
     1. Identification

Entry Handler

* + 1. Type
    2. Purpose

This is for evaluating the current grade and evaluating it every time a new entry is inputted as well. It will also handle how many entries should be currently displayed on screen.

* + 1. Function
    2. Subordinates

createNewEntry() – This will be called whenever the user clicks on the “Add Entry” button. This will add the entry to the main list of entries. It will not save the entry.

updateEntry(id, hours, date) – This will be called whenever the user updates an existing entry. Updates happen when the user clicks on the “Update” button next to the entry. This means that each button is most likely a form. For every entry that is out of date will have a red star next to it.

saveEntries() – This will be called when the user unloads the screen. This will call saveEntries() from the SCORM handler to save the entries to SCORM.

* + 1. Dependencies

This is dependent on the SCORM handler.

* + 1. Interface

This will send information about the current grade and entries to the SCORM handler and it will get that information every time the product is loaded. It will do this by calling saveEntries() and geEntires().

* + 1. Resources
    2. Processing
    3. Data
       1. entries
       2. grade

1. Decomposition Description
   1. General Structure
   2. Procedural Approach
      1. Module Decomposition
      2. Data Decomposition
   3. Object-Oriented Approach
      1. Use Case Diagrams
      2. Class Diagrams
      3. Sequence Diagrams
      4. Statechart Diagrams
      5. Activity Diagrams
2. Dependency Description
3. Interface Description
4. Detailed Design

scormHandler

entryHandler

screenChooser

mapHandler