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

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

generateMap()

updateMap()

drawPath()

drawIcons()

animateIcons()

* + 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 SCORM wrapper wrapper.

* + 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()

saveTotalHours()

* + 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()

updateEntry()

saveEntries()

* + 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 saveInformation() and getInformation().

* + 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