WORM Subject Planner Analysis Model

Submitted to:

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Submitted by: [List of Members in Alphabetical Order]

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Revision Control

History Revision:

Revision Date	Person Responsible	Version Number	Modification
12/12/14	Domingo, Patrick Leiniel H.	1.0	Initial Document;
	Camba, Jannieca P. Jimenez, Joni Marie E.		

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Description: Class Diagram: <<entity>> Subjects privateString subject public void addSubject(Subject s) <<boundary>> ViewHomeUl public void noteClick() <<entity>> Notes private String noteTitle private int noteDate private String noteContent public void addNote(Note n) <<body>
<
boundary>></br/> ViewSubjectsUI <<body>
<
boundary>> public viewSubjectClick() ViewNotesUI public void addSubjectClick() public void viewNoteClick() public void homeClick() public void addNoteClick() public void homeClick() <<bod><
boundary>> ViewAddNotesUI public String getNoteTitle() public int getNoteDate() <<control>> public String getNoteContent() ViewHomeUI public void saveNoteClick() public void noteClick() public void discardNoteClick()

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System Name:

Boundary Classes:

Class Name	Description
ViewHomeUI	The boundary class responsible for displaying the application's home screen. This will be the first class that will interact with the user at at the start of the application. It contains the buttons that will lead the user to the three main functions of the application.
ViewSubjectUI	This will be the class responsible for viewing the list of subjects available to the user. It also displays the functionality available for the subject entity, i.e. functionalities available for subjects
ViewNotesUI	The class responsible for viewing the lists of notes under a particular subject. Also contains the buttons available for the notes entity such as adding notes, and deleting.
ViewAddNotesUI	The screen that will pop-up whenever an add note button is clicked. It contains the informations that the user will need to input in order to successfully add another note.

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Control Classes:

Class Name	Description
ViewHomeUI	It is the control class under the ViewHomeUI boundary. Whenever a button in the home screen is clicked, this class will redirect the user to the respective UI of the clicked button.
SubjectUI	The control class under the SubjectUI boundary. The control that's called whenever a button in this UI is clicked. It is the bridge between the subjectUI, the notesUI, and the notes entity.
NotesUI	The control class for the lists of notes under a specific subject. It interacts with the lists of notes when the subject is clicked to a specific note inside the subject. It is also called whenever a notes functionality is clicked.

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Entity Classes:

Class Name	Description
Subjects	The class in control of the subjects. It contains attributes and functionalities of the subjects.
Notes	Contains the attributes and functionalities of the notes object.

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