EasyChoice Diagrams
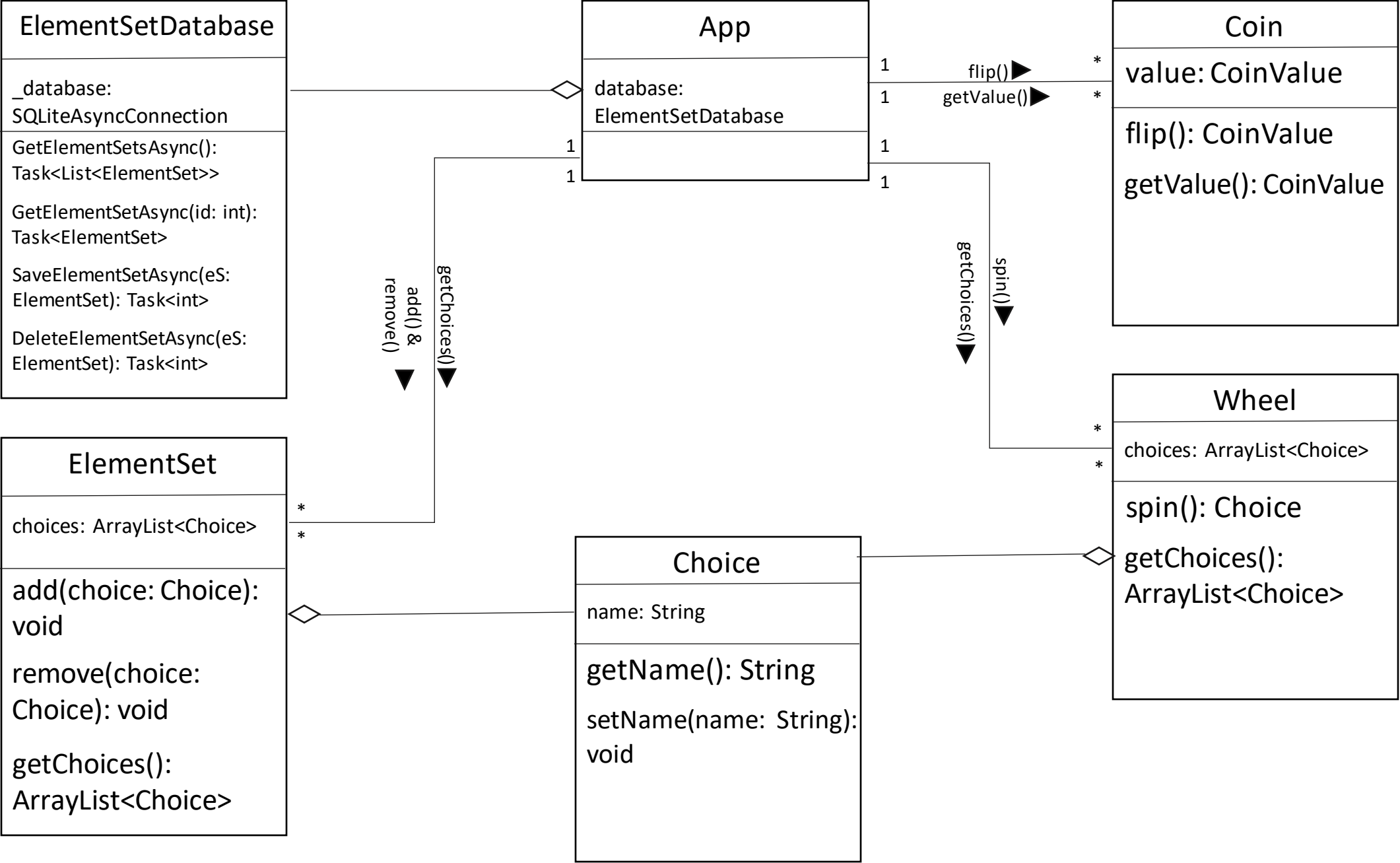
By Christian Cox and Kyle Daniel Kirkpatrick

Analysis Model
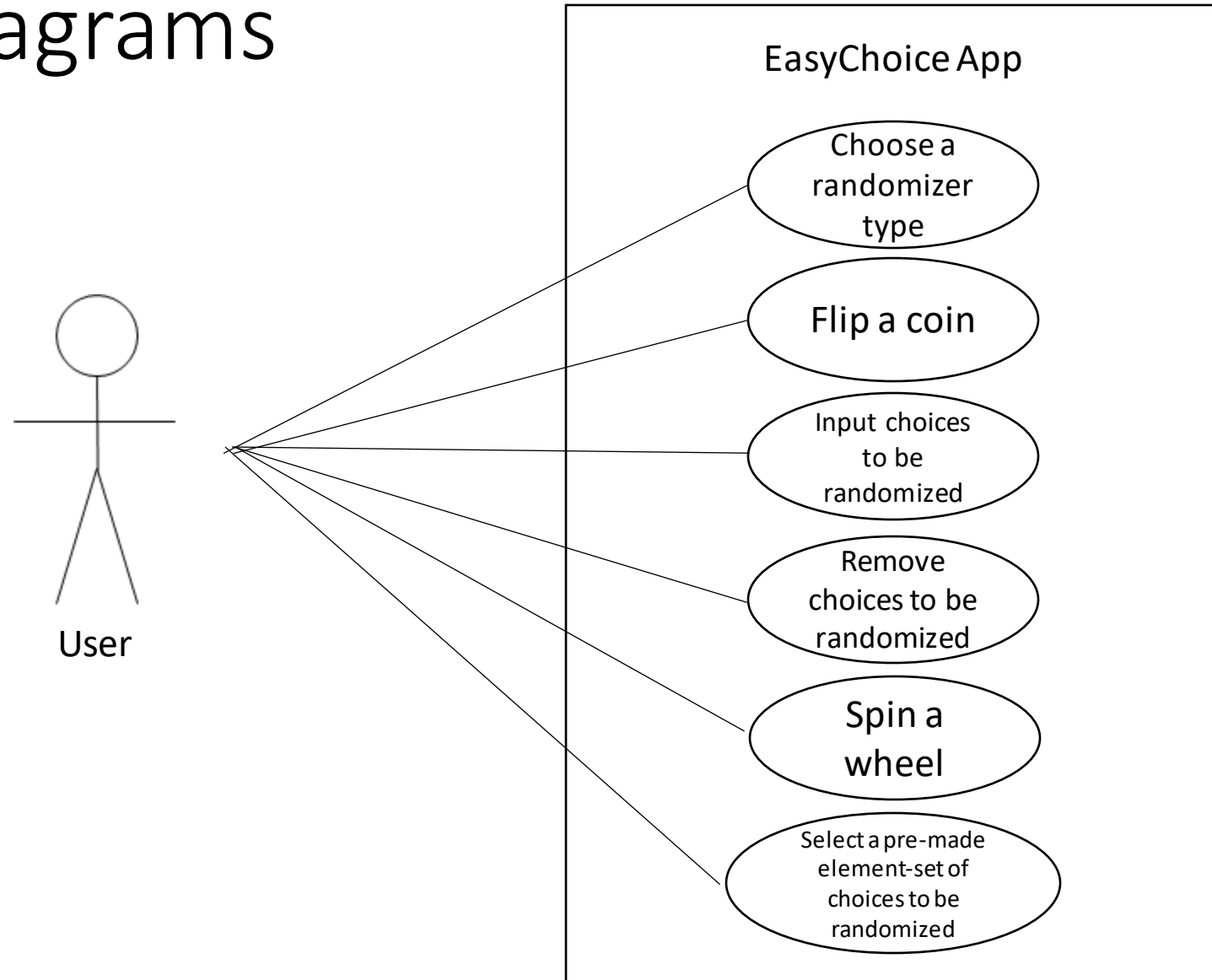
Class Diagrams

ElementSetDatabase

_database:
SQLiteAsyncConnection

GetElementSetsAsync():
Task<List<ElementSet>>

GetElementSetAsync(id: int):
Task<ElementSet>

SaveElementSetAsync(eS:
ElementSet): Task<int>

DeleteElementSetAsync(eS:
ElementSet): Task<int>

App

database:
ElementSetDatabase

Coin

value: CoinValue

flip(): CoinValue

getValue(): CoinValue

1 — flip() ▶ — *
1 — getValue() ▶ — *

1
1

1
1

getChoices()

spin() ▼

ElementSet

choices: ArrayList<Choice>

add(choice: Choice):
void

remove(choice:
Choice): void

getChoices():
ArrayList<Choice>

*
*

add() &
remove() ▼ getChoices() ▼

Choice

name: String

getName(): String

setName(name: String):
void

Wheel

choices: ArrayList<Choice>

spin(): Choice

getChoices():
ArrayList<Choice>

*
*

Package Diagram

gui

+App
+MainMenu
+ChooseRandomizerTypePage
+ElementSetEditPage
+ElementSetsPage
+ChoiceEntryPage
+FlipCoinPage
+SpinWheelPage

<<import>>

controllers

+WheelController
+CoinController
+ElementSetController

<<import>>

<<import>>

database

+ElementSet Database

<<import>>

models

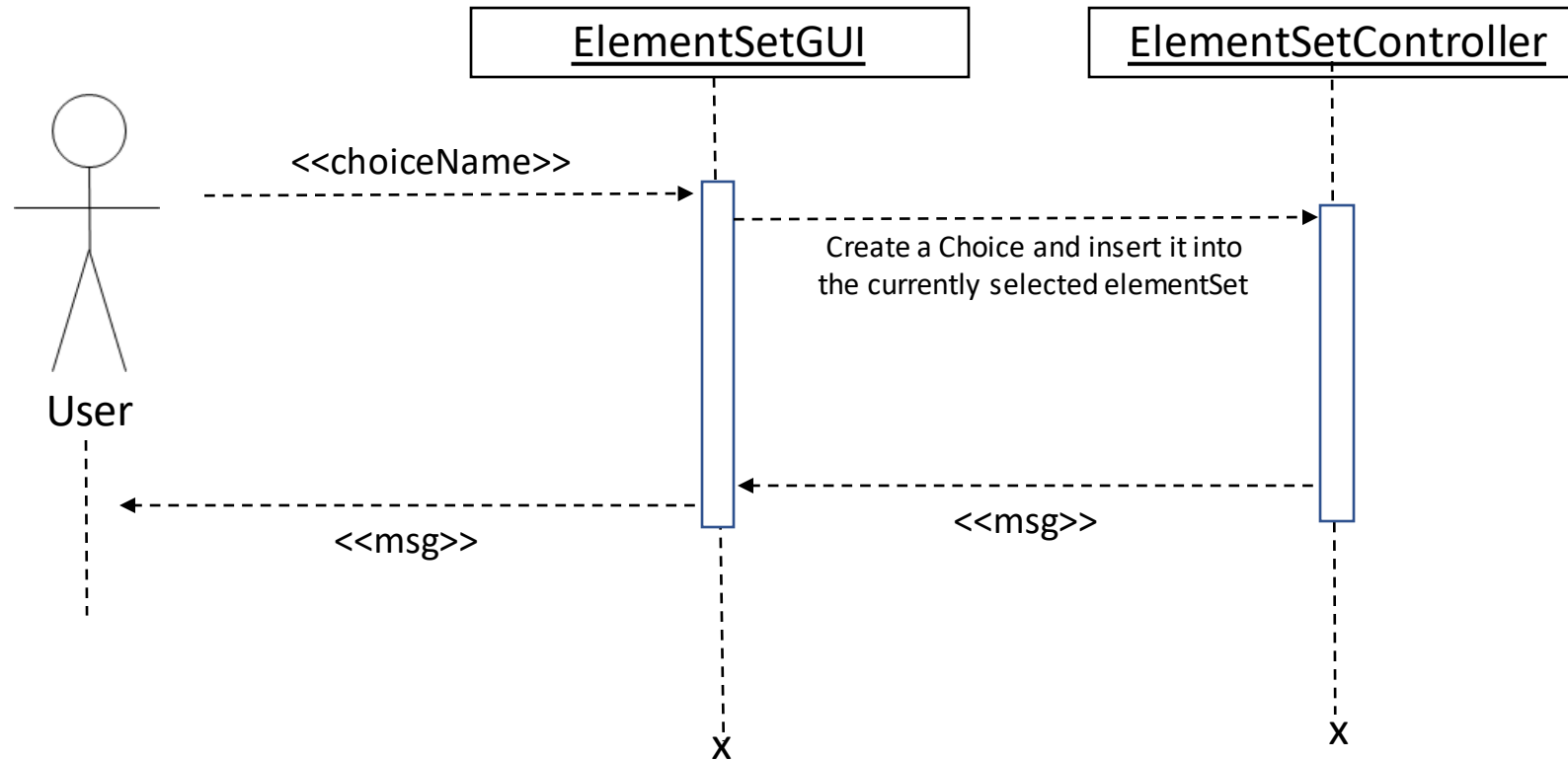+Wheel
+Coin
+Choice
+ElementSet

Use Case Diagrams

EasyChoice App

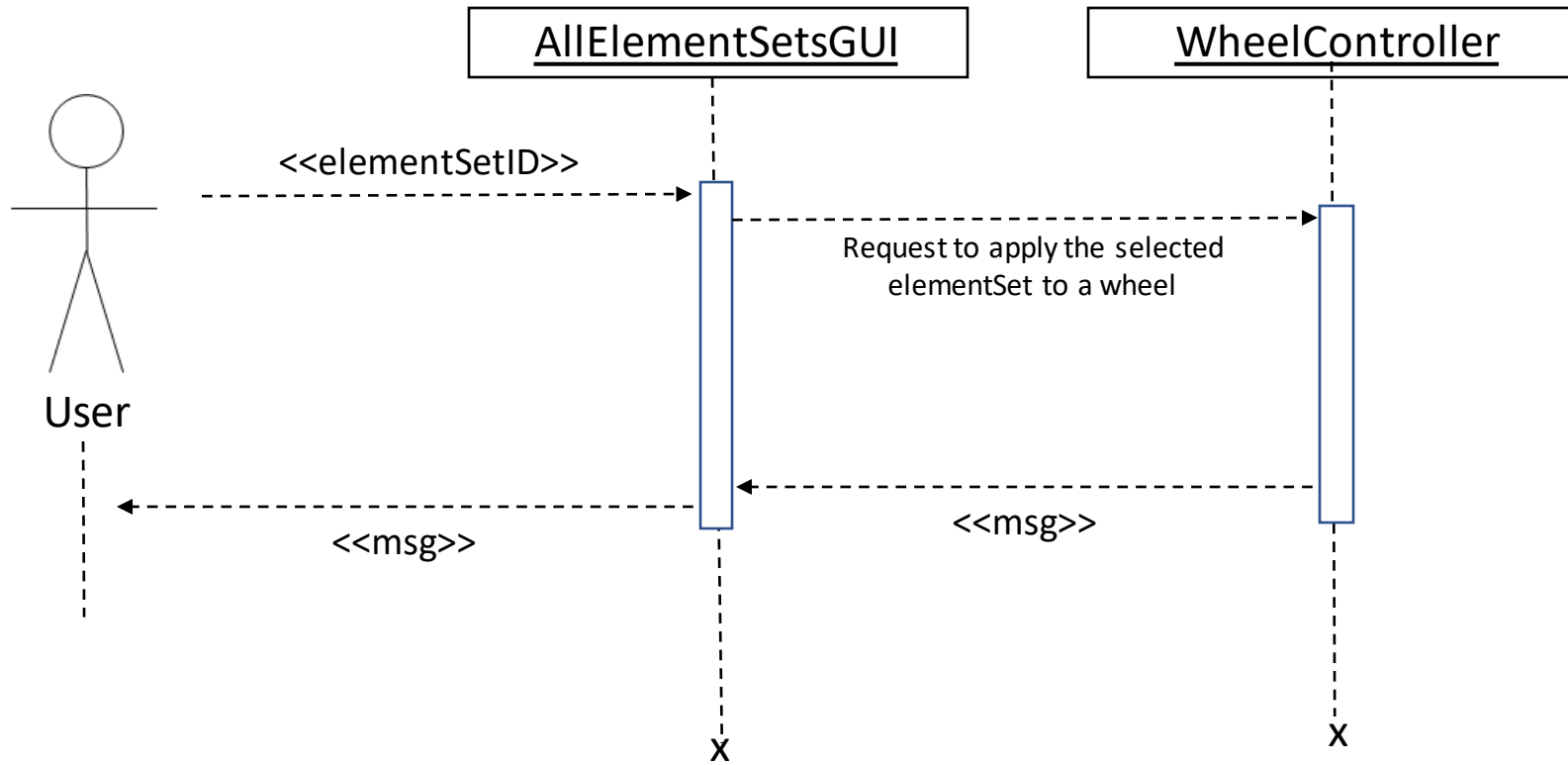- Choose a randomizer type
- Flip a coin
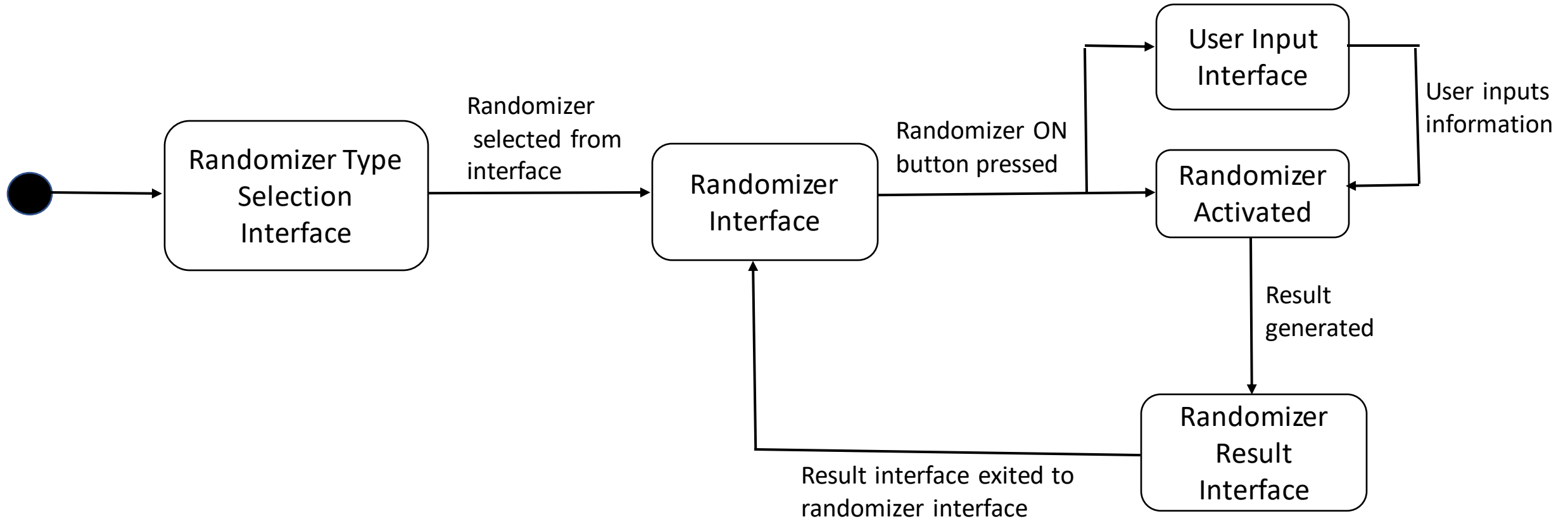- Input choices to be randomized
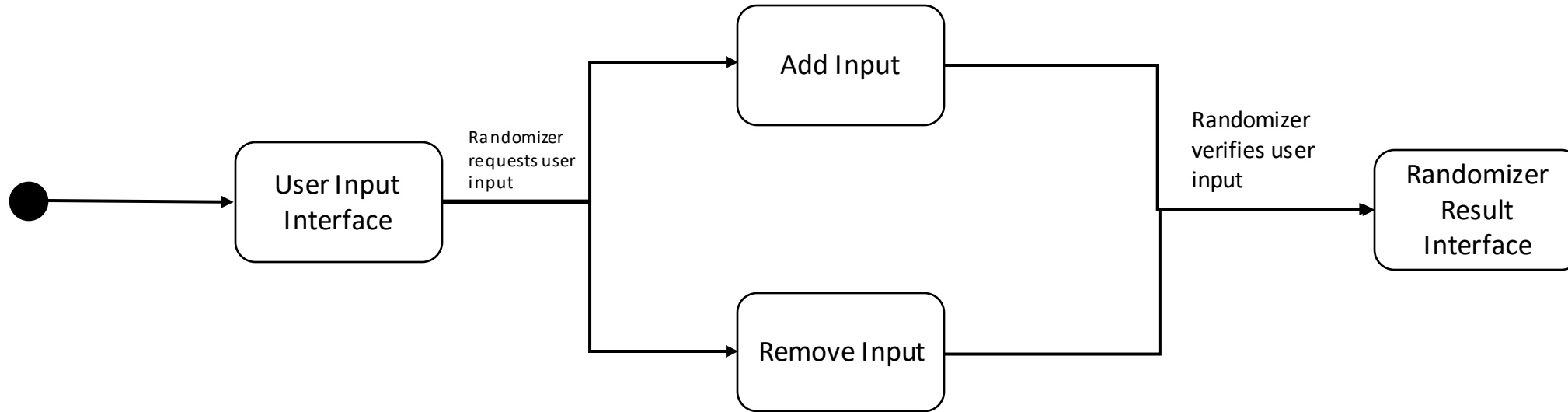- Remove choices to be randomized
- Spin a wheel
- Select a pre-made element-set of choices to be randomized

User

Analysis Sequence Diagrams
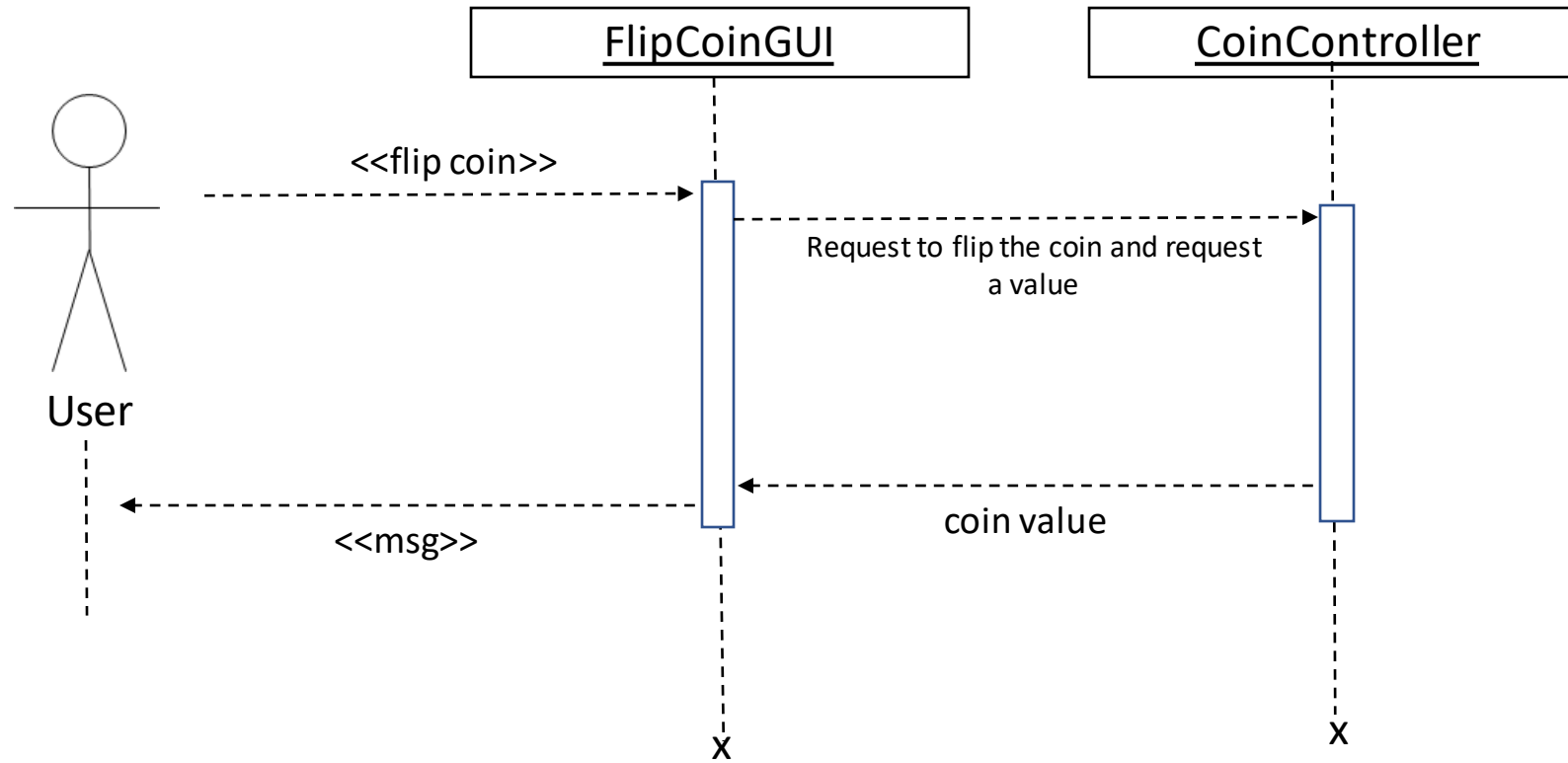
1) Choose a Randomizer Type

2) Flip a Coin

User

FlipCoinGUI

CoinController

<<flip coin>>

Request to flip the coin and request a value

coin value

<<msg>>

3) Input Choices to be Randomized

4) Remove Choices to be Randomized

5) Spin a Wheel

6) Select a pre-made element-set of choices to be randomized
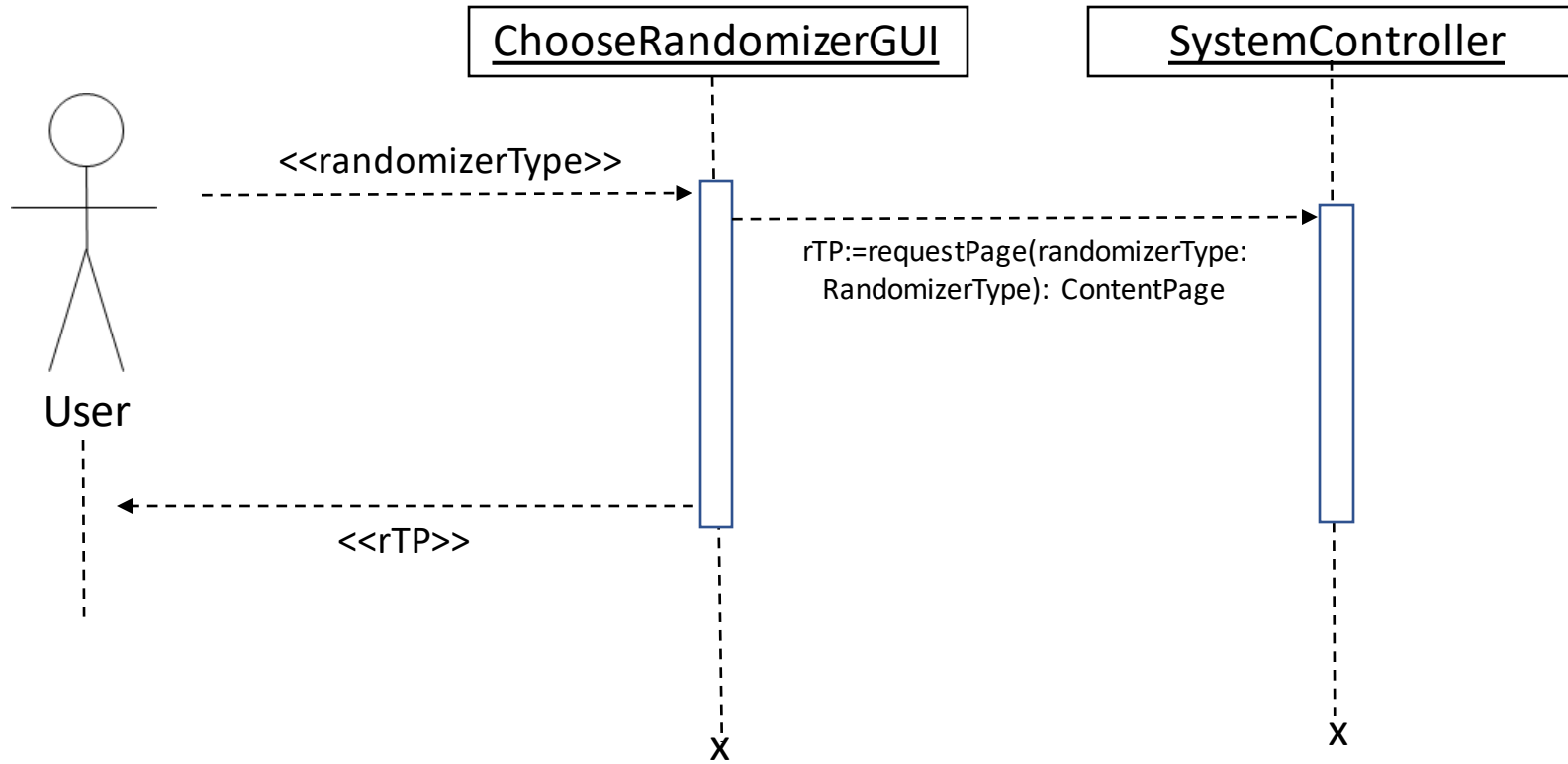
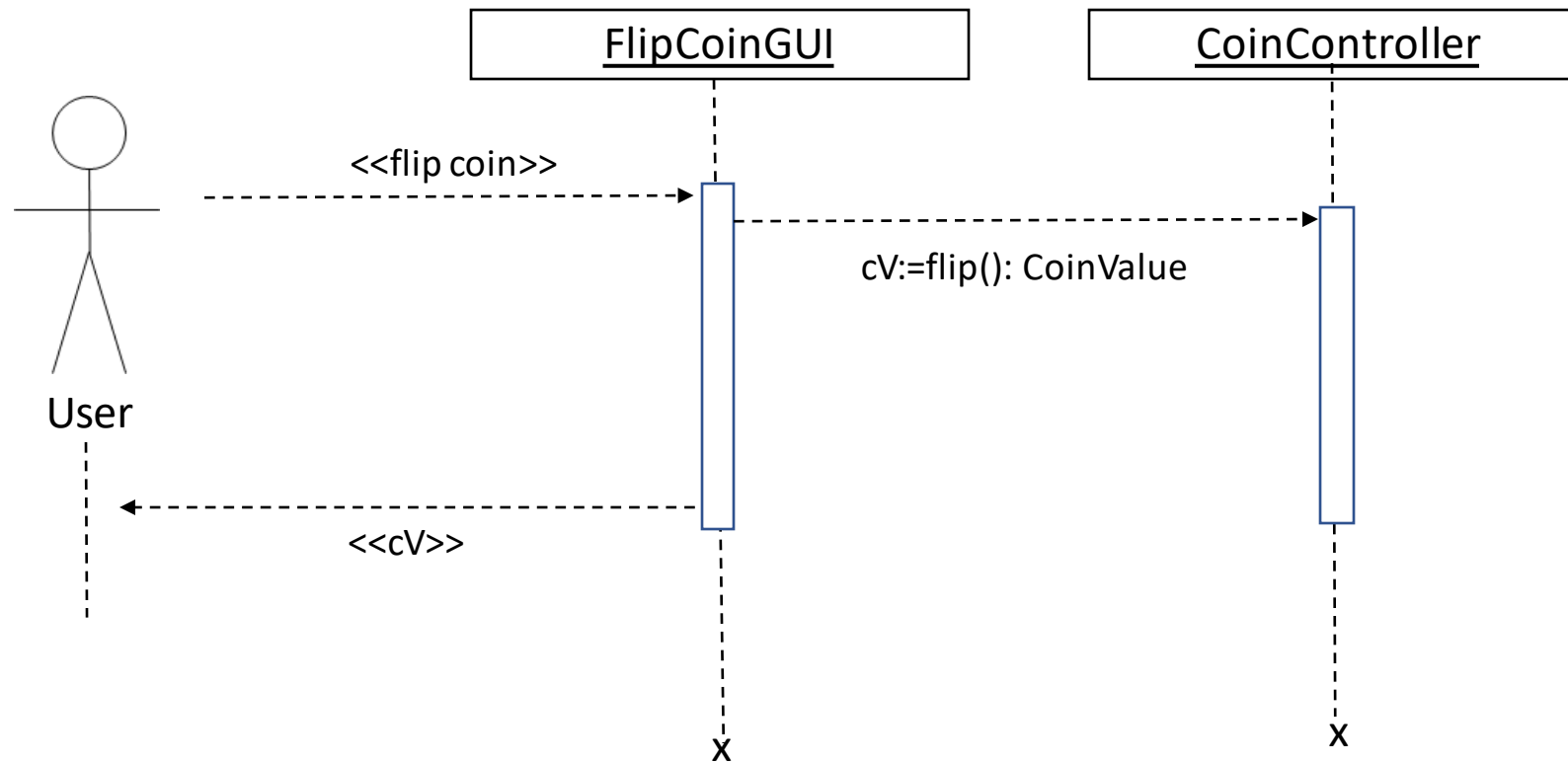# Analysis State Diagrams

Analysis State Diagrams (cont.)
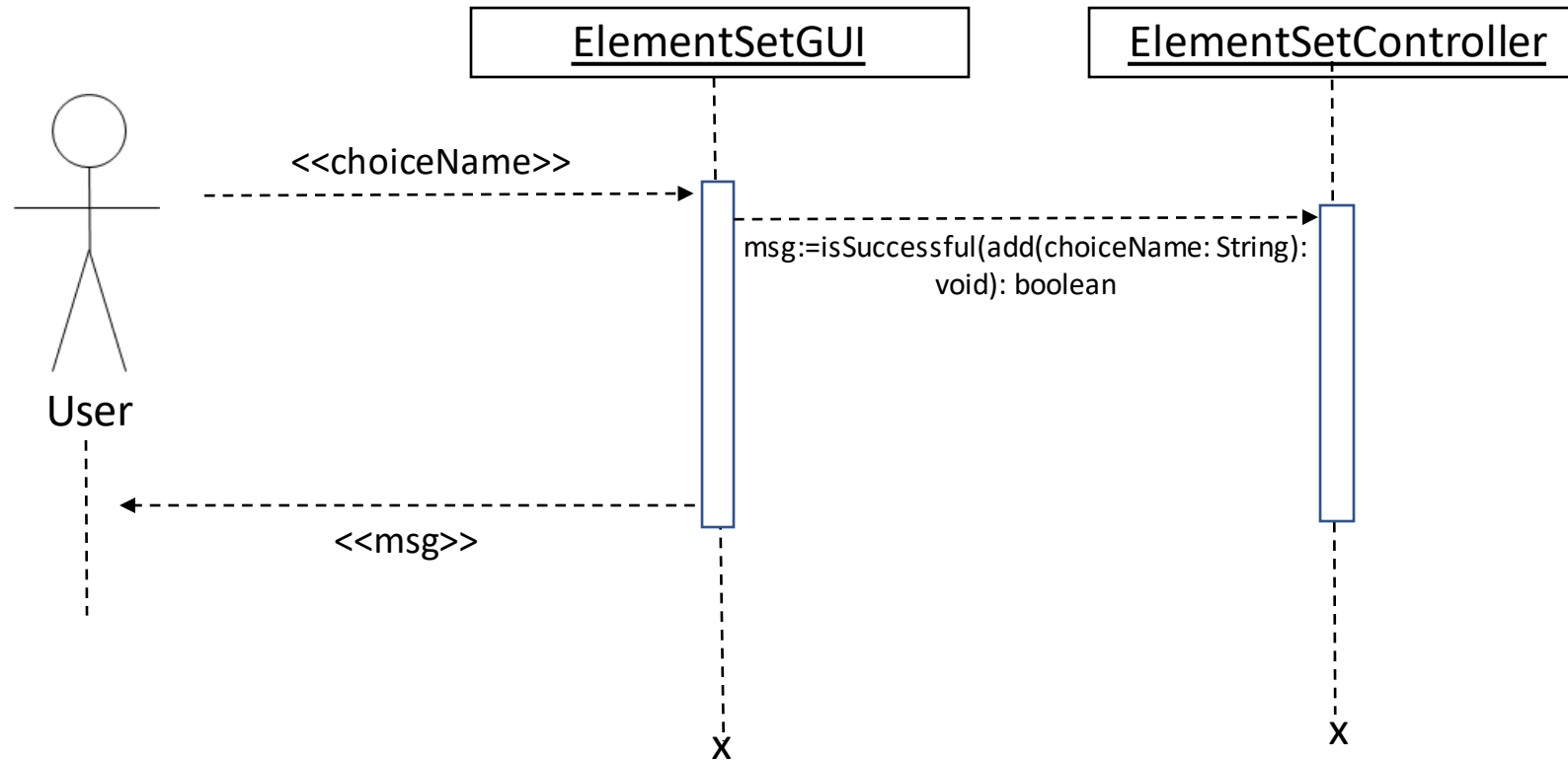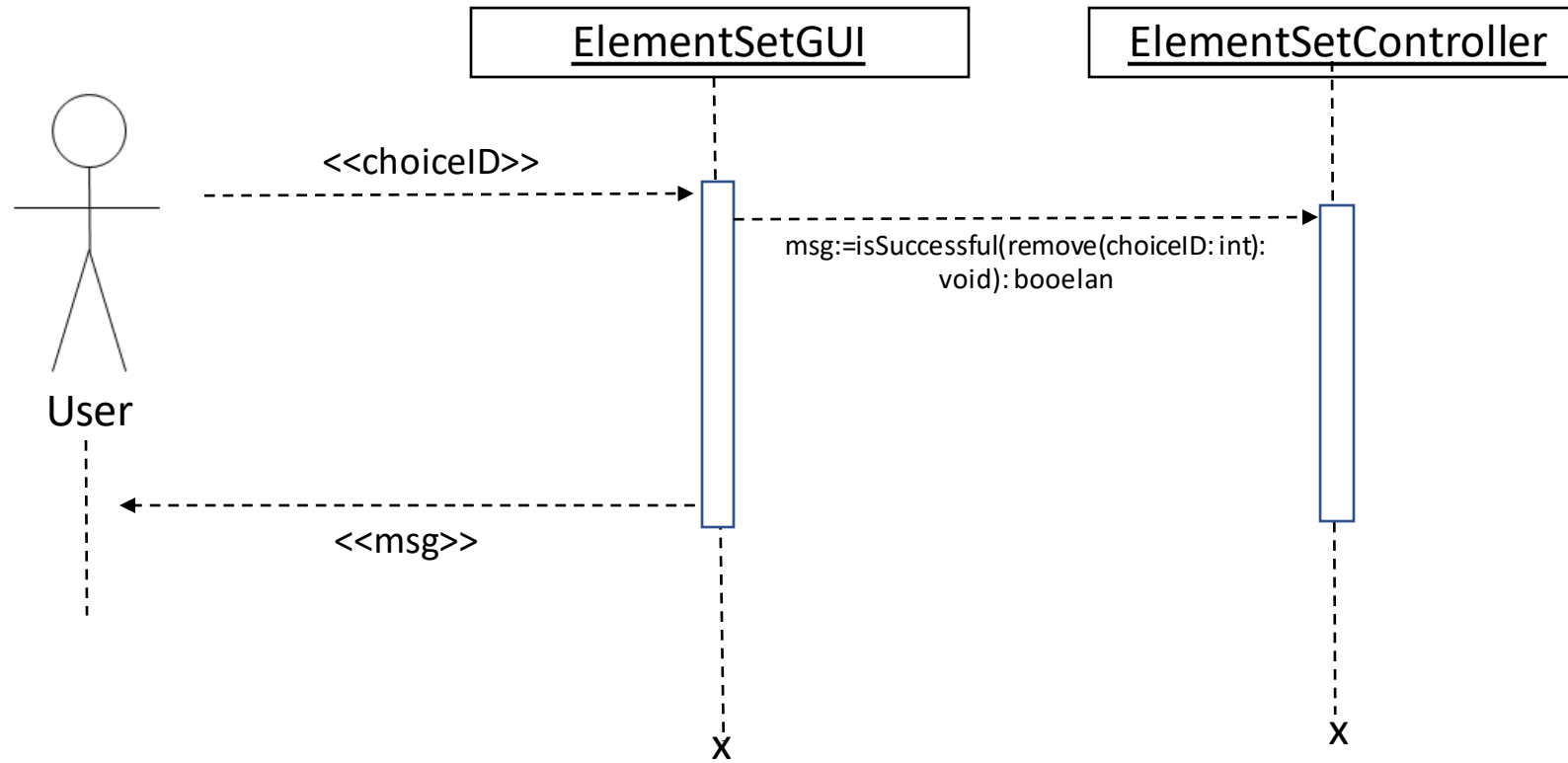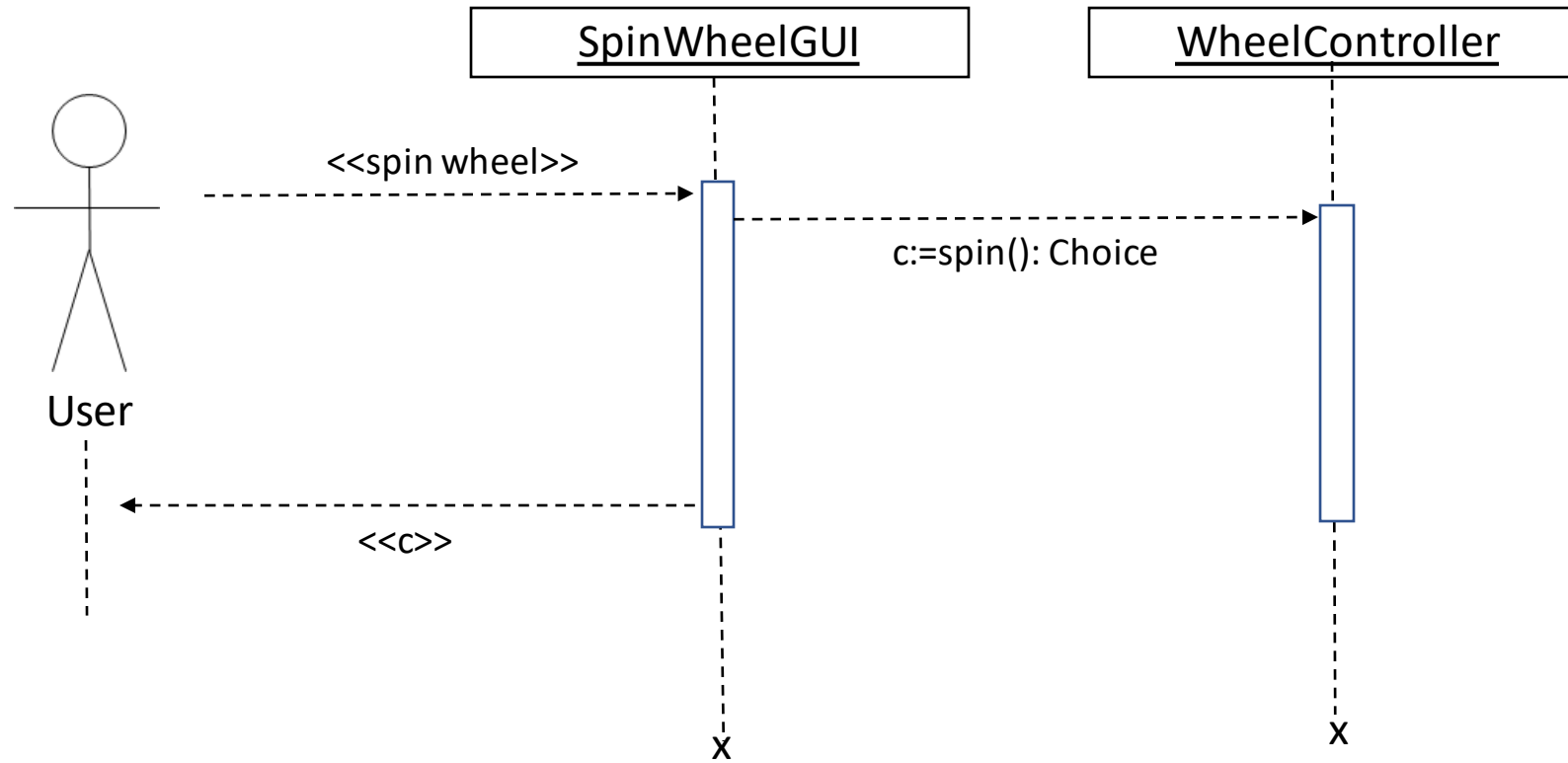
Design Model

Design Sequence Diagrams

1) Choose a Randomizer Type
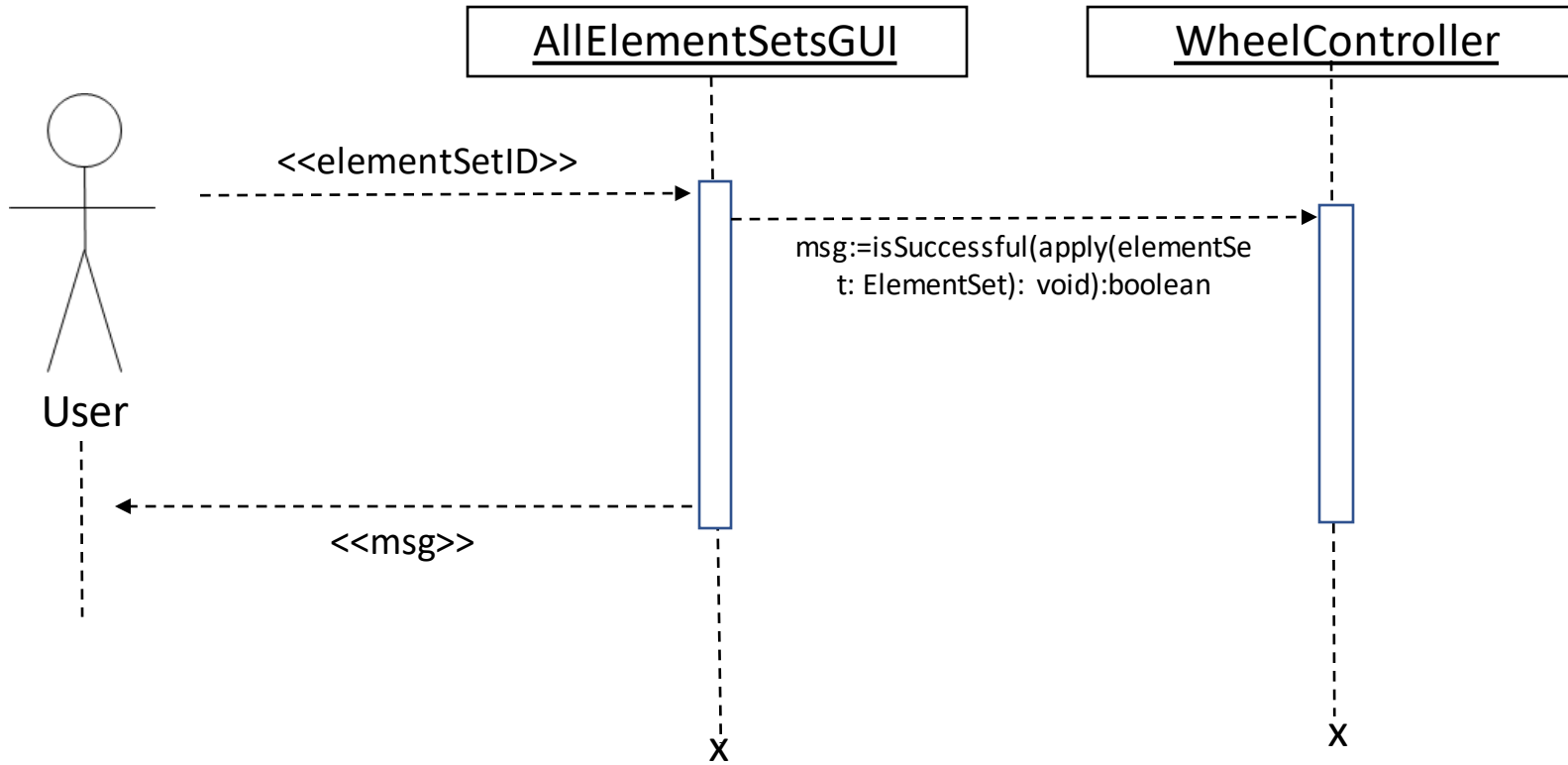
2) Flip a Coin

3) Input Choices to be Randomized
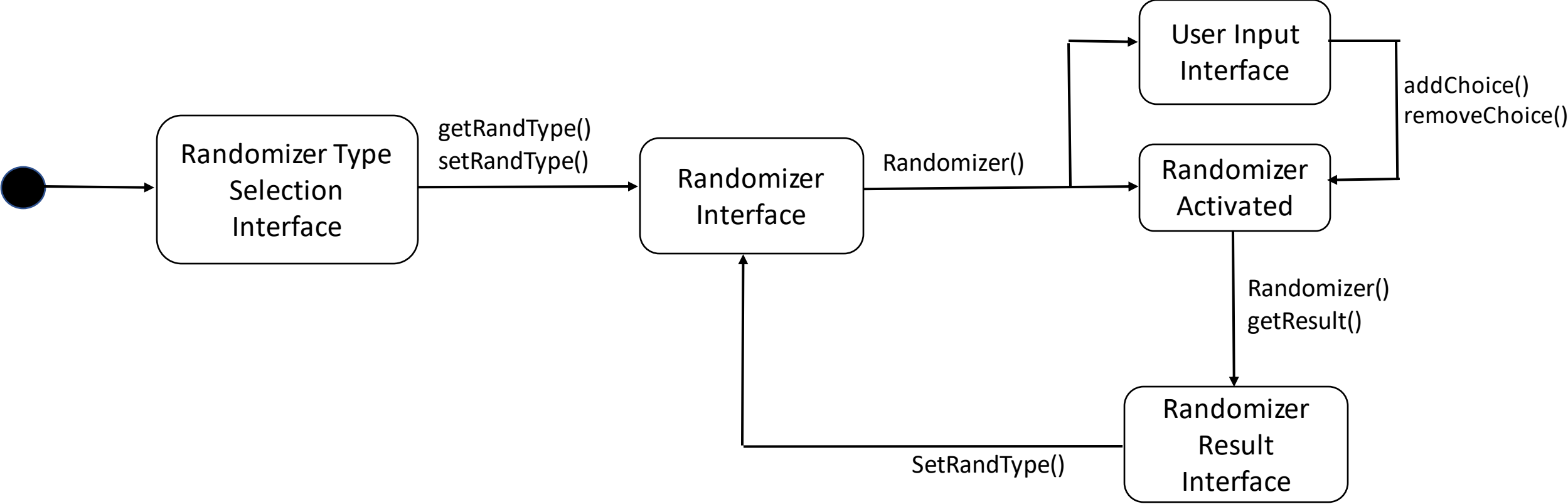
4) Remove Choices to be Randomized
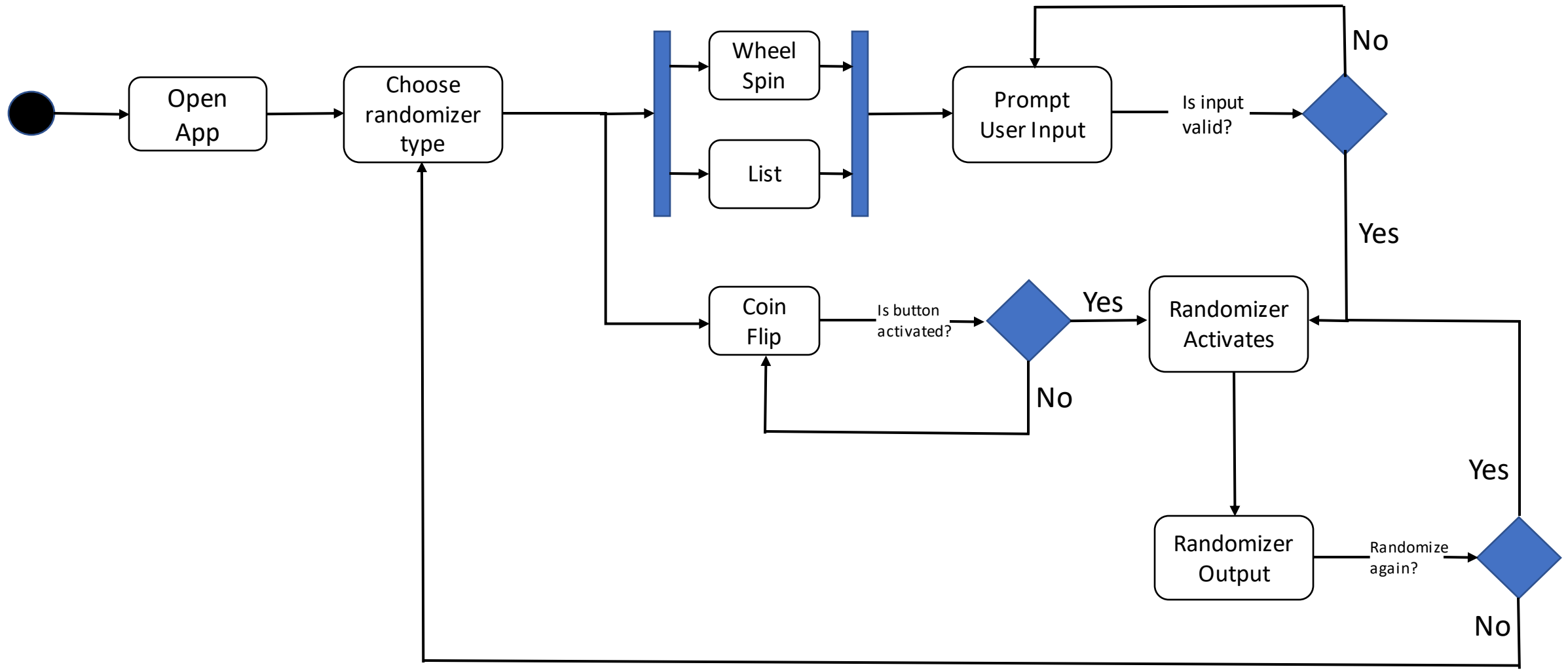
5) Spin a Wheel

6) Select a pre-made element-set of choices to be randomized

Design State Diagrams

Activity Diagrams

Object Diagrams