
DESIGN DOCUMENT

for

Personal Dietary Application

Version 1.0

by Craig Boucher
Tanveer
Fan
Osman
Xin

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1 Introduction

The project undertaken in this COMP 5541 course involves creating an application that keeps track of dietary records for the user. This diet app has been designed to use the border pane layout for the main window.

This design document will provide details for the type of software architecture used to develop the software and explain the design for the user interface. The architectural component illustrates the abstraction of the software classes involved and how they relate to each other to manipulate and process data that the user interacts with. The interface design section will assess the process for the states the user goes through to interact with the personal dietary application.

1.1 Purpose

oh... purpose of the design document, not the software.

1.2 Scope

hard to get a feel for scope. seems to be intent, who will use it, and why.

1.3 Definitions and Abbreviations

1.3.1 Definitions

Term	Definition
Model View Controller	Software architecture that renders functionality between three components. The view is the user interface. The model stores the data and the controller mediates data transfer between the view and model.
Date	Allows user to enter day and month of an entry for an item.
Consumed	The user will be able to mark a food item as consumed (eaten) or not.

1.3.2 Abbreviations

Abbreviation	Term
MVC	Model View Controller
GUI	Graphical User Interface
UML	Unified Modeling Language
PDA	Personal Dietary Application

1.4 References

1.5 Overview

2 Architectural Design

2.1 Rationale

2.2 Software Architecture Diagram

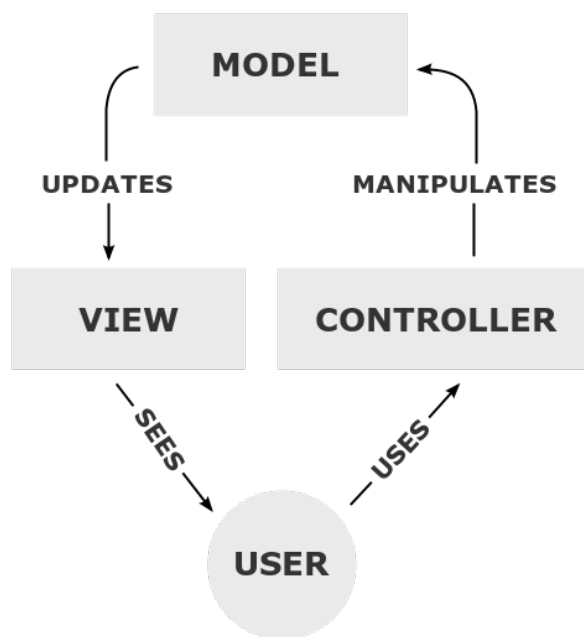
2.3 System Topology

3 Software Interface Design

3.1 System Interface Diagrams

3.1.1 User Interface

3.2 Module Interface Diagrams



3.2.1 View Interface

DiningTableRow

FXApp

FXController

content.fxml

Model Interface

Controller Interface

3.3 Dynamic Models of System Interface

3.3.1 Add Food Item Scenario

3.3.2 Remove Food Item Scenario

3.3.3 Set Food Item as Consumed Scenario

3.3.4 Set Food Item as Unconsumed Scenario

3.3.5 Hide Consumed Diet Scenario

3.3.6 Unhide Consumed Diet Scenario