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Introduction

For this assignment, a software system for managing a tool library system was built. This system allows for a number of different types of tools to be stored, and lets members of the library keep track of their borrowed tools digitally. There is also a section in the program for staff of the library to manage the contents of the library, for example by adding new tools or modifying the stock of existing tools.

The implementation of the system into a C# program was fairly simple, and there were no major problems in implementing the required functionality. However, some restrictions due to the interfaces which the program had to utilise were limiting, as these interfaces could not be modified. This was an issue since some of them did not contain all of the required functionality, most notably the ToolLibrarySystem interface, which did not contain some essential functions which were needed to complete some of the requested functionality. These issues could be circumvented by creating a database class which holds the program's data. This meant that the program could interact with the data to complete any functionality which was outside the scope of the given ToolLibrarySystem interface.

In the future, with the ability to modify the interfaces, a better solution than to expose the program's data as public would be to fully flesh out the ToolLibrarySystem interface and class with more methods for accessing and manipulating the data in the system. This would remove the need to do so directly from the program's code, ensuring the data cannot be incorrectly manipulated.

This report was written as a technical description of the program, providing extra information on algorithms and testing. The report will go through the key algorithms used in the program, with an explanation and justification of each algorithm's design, a pseudocode version of each algorithm, and an analysis of each algorithm's efficiency. It will also contain a test plan for the program, which will go over and validate all the functionality of the program.

Design and Analysis of Algorithms

Top Three algorithm

Introduction

An algorithm was required to retrieve the top three most-borrowed tools in the system. The algorithm chosen was one which loops through the tools once and gets the most-borrowed tools while looping through. This was chosen rather than a sorting algorithm as it is a more efficient solution, since most sorting algorithms would have to sort the whole array before the top 3 most-borrowed tools could be selected. However, if the heap sort algorithm was used the sorting could have stopped after the three highest values were sorted. There were no challenges implementing the chosen algorithm as it was quite simple, and there are no bugs present.

Pseudocode

```
ALGORITHM TopThree(A[0..n-1])// Given an array A containing the amount of times each tool has been borrowed,// returns the top three most-borrowed tools.topBorrowed \leftarrow []for i \leftarrow 0 to n-1 dofor j \leftarrow 0 to 3 doif not topBorrowed[j] or A[i] > topBorrowed[<math>j] dofor x \leftarrow 2 to j dotopBorrowed[x+1] \leftarrow topBorrowed[x]topBorrowed[j] \leftarrow A[i]break
```

Algorithm description

This algorithm takes in an array *A* containing the number of borrows for each tool in the system. The algorithm then creates an array *topBorrowed* which will store the top three most-borrowed tools. Then it loops through each tool in the array *A* and iterates three times to check against each place in the *topBorrowed* array. Then, it checks if either there's nothing in the current place, or if the times the tool has been borrowed is greater than the tool in the *topBorrowed* array at the given place. If one of these things is the case, this tool will take the current place. To do this, the tools in the *topBorrowed* array from the current place to the end of the array are shifted down one place to make room for the new value. Then, the new value is inserted at the current place. The loop then breaks, since a place has been found for the tool. This repeats until all of the tools have been looped through, and then the *topBorrowed* array is returned.

Efficiency analysis

Time complexity

Since the algorithm only loops through the tools once, it has a time complexity of O(n). The basic operation in the algorithm is the comparison between A[i] and topBorrowed[j]. The worst case scenario for this algorithm would be when every tool has the same or a lower borrowed amount than the last.

This would result in the basic operation not being called for the first tool, since the first element is null, the operation being called once for the second tool, since the second element is null, twice for the third tool since the third is null, and three times for every subsequent tool. Therefore, the time complexity of the algorithm is t(n) = 1 + 2 + 3 * ((n - 1) - 2), which simplifies down to O(n).

Empirical analysis

For a sample worst-case scenario run of the algorithm, 5 tools were added to the system with the borrowed amounts being the same for each tool, and the implemented version of the algorithm was called with them as the input. The number of times the basic operation was called was then collected, giving a value of 9. Checking this against the formula $\mathbf{t(n)} = \mathbf{1} + \mathbf{2} + \mathbf{3} * ((\mathbf{n-1}) - \mathbf{2})$ gives $1 + 2 + 3 * ((\mathbf{5} - 1) - 2) = 9$, which matches. This confirms the time complexity of the algorithm being $\mathbf{O(n)}$.

Further validation of the time complexity of the algorithm was done by creating a test program which calls an implentation of the algorithm for increasing amounts of tools. As visible in the graph below, the execution times collected from this program confirm that the algorithm is of linear complexity.

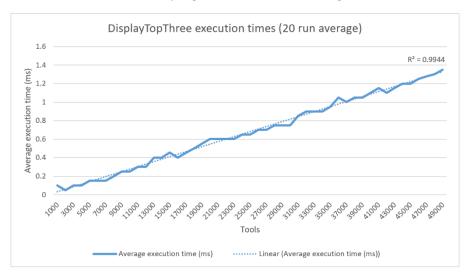


Fig 1: Execution times for the implemented top three algorithm

Space efficiency

The only variable which is created and stored in this algorithm is the *topBorrowed* array. This means the algorithm has a constant space complexity, or a space complexity of **O(1)**.

Software Test Plans and Test Results

Unit Tests

A number of unit tests were made to confirm the functionality of the system programmatically. These unit tests consisted of testing all of the functions in the ToolLibrarySystem which involved modifying data. A screenshot of the results from these tests can be seen below.

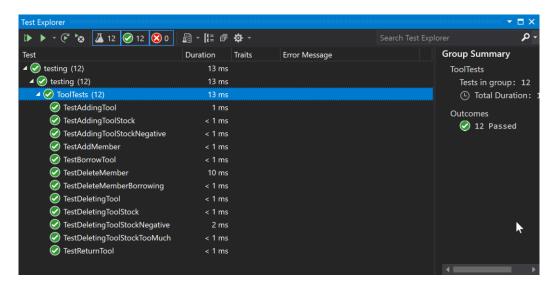


Fig 2: Results of unit tests

Tests of functionality

Screenshots for each test scenario can be found in the appendix under Test Images.

Test scenario	Test data	Expected result	Result	
Menu pages				
Staff login	Username: staff	User is logged in as staff	Pass	
	Password: today123			
Staff failed login	Username: staff	User is not logged in and	Pass	
	Password: password	a message is displayed		
Member login	Username: KoyGrayson PIN: 1234	Member is logged in	Pass	
Member login wrong	Username: KovGrayson	Member is not logged in	Pass	
username	PIN: 1234	and a message is		
		displayed		
Member login wrong	Username: KoyGrayson	Member is not logged in	Pass	
PIN	PIN: 2549	and a message is		
		displayed		
Staff pages				
Adding a new tool	Tool name: New tool	The tool is added to the	Pass	
	Tool quantity: 10	system		
	Category: Gardening Tools			
	Type: Lawn Mowers			
Adding a new tool of	Tool name: New tool	The existing tool of the	Pass	
the same name	Tool quantity: 20	same name is found and		
	Category: Gardening Tools	the extra quantity is		
	Type: Lawn Mowers	added to it		

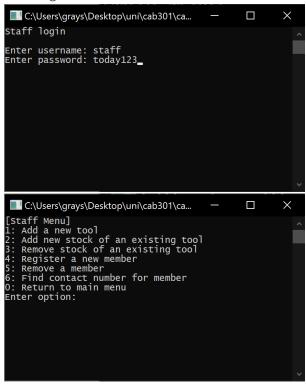
Adding tool stock	Category: Gardening Tools Type: Lawn Mowers Tool: New tool Additional stock: 12	The stock is added to the tool	Pass
Adding a negative amount of tool stock	Category: Gardening Tools Type: Lawn Mowers Tool: New tool Additional stock: -10	The stock is not added to the tool and a message is displayed	Pass
Removing tool stock	Category: Gardening Tools Type: Lawn Mowers Tool: New tool Stock to remove: 12	The stock is removed	Pass
Removing a negative amount of tool stock	Category: Gardening Tools Type: Lawn Mowers Tool: New tool Stock to remove: -10	The stock is not removed and a message is displayed	Pass
Removing too much tool stock	Category: Gardening Tools Type: Line Trimmers Tool: Bad Line Trimmer Stock to remove: 200	The stock is not removed and a message is displayed	Pass
Member registration	First name: Frank Last name: Walker Mobile number: 1300733000 PIN: 4832	The member is added	Pass
Member registration with the same name as an existing member	First name: Frank Last name: Walker Mobile number: 13007330T00 PIN: 4832	The member is not added and a message is displayed	Pass
Member removal	User: Bob Jeff	The member is removed	Pass
Finding member contact phone number	First name: Grayson Last name: Koy	The member is found and their contact number is displayed	Pass
Finding member contact number with non-existent name	First name: Grayson Last name: Jeffingtons	The member is not found and a message is displayed	Pass
Going back to main		Goes back to the main	Pass
menu	Momber	menu	
Display tools by	Member pa Category: Gardening Tools	The tools in the selected	Pass
category	Type: Line Trimmers	category of the selected type are displayed	. 433
Borrow tool from library	Category: Gardening Tools Type: Line Trimmers Tool: Bad Line Trimmer	The tool is borrowed	Pass
Trying to borrow a tool when 3 are already borrowed		A message is displayed saying you cannot borrow any more tools	Pass
Borrowing the same tool more than once	Category: Gardening Tools Type: Line Trimmers	The tool is borrowed	Pass

	Tool: Bad Line Trimmer		
Return tool to library	Tool: Bad Line Trimmer	The tool is returned	Pass
List borrowed tools		The member's borrowed	Pass
		tools are listed	
List borrowed tools		A message saying that no	Pass
with no borrowed tools		tools have been	
		borrowed is displayed	
Display most		The top 3 most frequently	Pass
frequently borrowed		borrowed tools are	
tools		displayed	
Display most		A message saying that no	Pass
frequently borrowed		tools have been	
tools when no tools		borrowed is displayed	
have been borrowed			
Display most		The top 3 most frequently	Pass
frequently borrowed		borrowed tools are	
tools when only 2 tools		displayed, with the third	
have been borrowed		tool with no borrowings	
		still being shown.	
	User input va		
Incorrect page is	Page number: 4	A message is displayed	Pass
selected in menu		telling the user to input a	
		valid option, and input is	
		requested again	
Incorrect entry in list	Selected index: 100	A message is displayed	Pass
selector is selected		telling the user to input a	
		valid option, and input is	
		requested again	_
Entering a string into	Int input: gdfdg	A message is displayed	Pass
an int input		telling the user to input a	
		valid number, and input is	
		requested again	
Entering a mobile	Mobile number:	A message is displayed	Pass
number with letters	4239asadsd453	telling the user to input	
when registering		only numbers, and input	
		is requested again	
Entering a PIN of	PIN: 12345	A message is displayed	Pass
incorrect length when		telling the user to input a	
registering		4-digit pin, and input is	
		requested again	

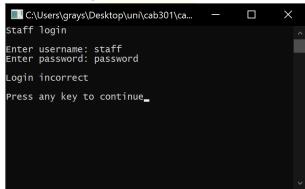
Appendix

Test images

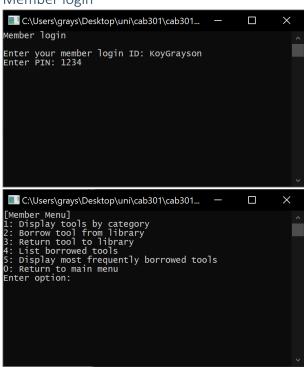
Staff login



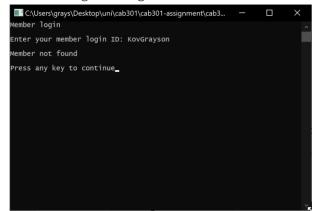
Staff failed login



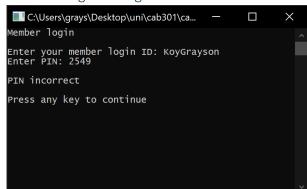
Member login



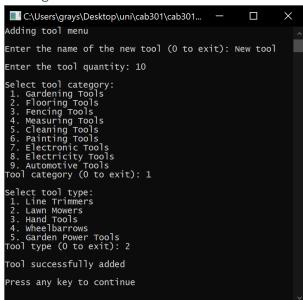
Member login wrong username



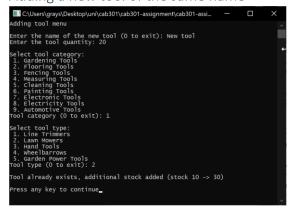
Member login wrong PIN



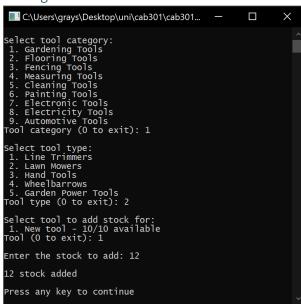
Adding a new tool



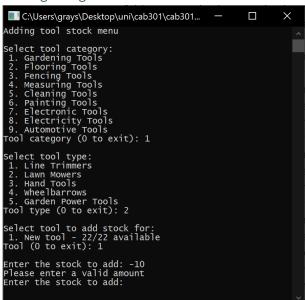
Adding a new tool of the same name



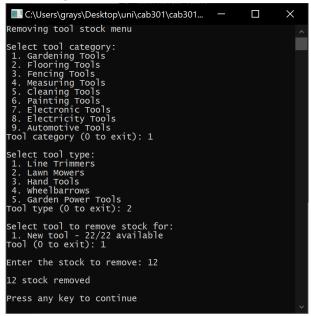
Adding tool stock



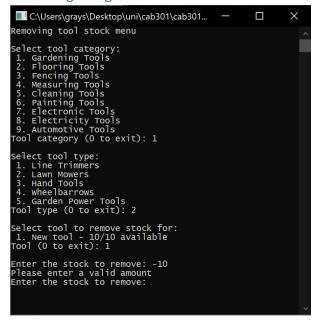
Adding a negative amount of tool stock



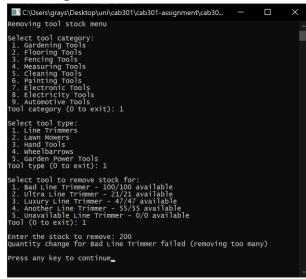
Removing tool stock



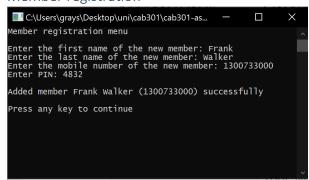
Removing a negative amount of tool stock



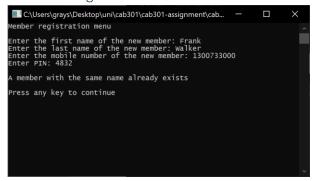
Removing too much tool stock



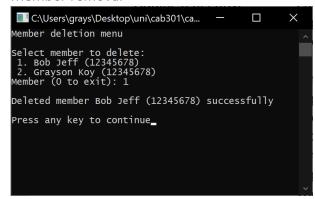
Member registration



Member registration with the same name as an existing member



Member removal



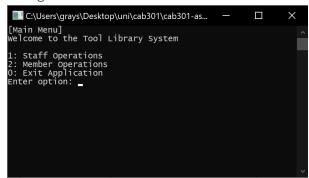
Finding member contact phone number



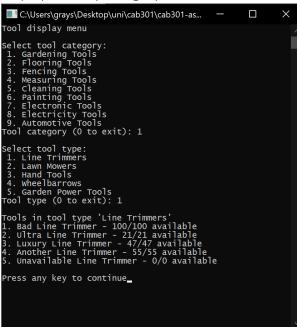
Finding member contact number with non-existent name



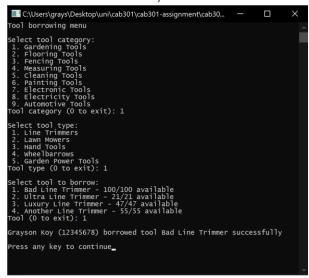
Going back to main menu



Display tools by category



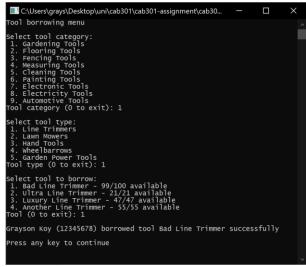
Borrow tool from library



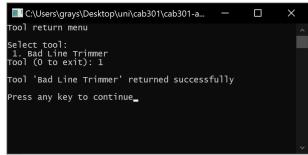
Trying to borrow a tool when 3 are already borrowed



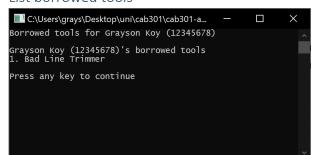
Borrowing the same tool more than once



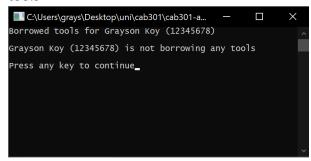
Return tool to library



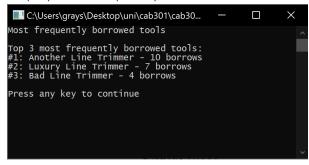
List borrowed tools



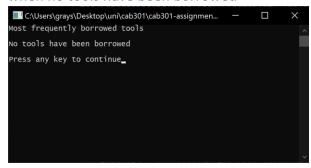
List borrowed tools with no borrowed tools



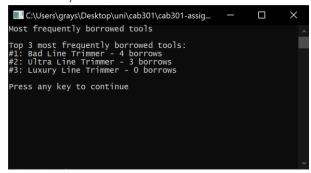
Display most frequently borrowed tools



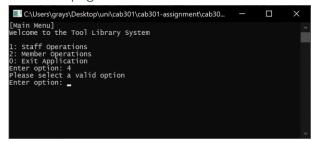
Display most frequently borrowed tools when no tools have been borrowed



Display most frequently borrowed tools when only 2 tools have been borrowed



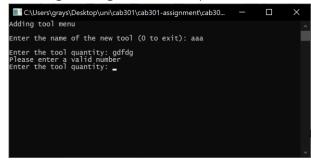
Incorrect page is selected in menu



Incorrect entry in list selector is selected



Entering a string into an int input



Entering a mobile number with letters when registering

```
C\Users\grays\Desktop\uni\cab301\cab301-assignment\cab301-assignme... — X

Member registration menu

Enter the first name of the new member: jeff
Enter the last name of the new member: jeff
Enter the mobile number of the new sember: 4239asadsd453

Please enter only numbers
Enter the mobile number of the new member:
```

Entering a PIN of incorrect length when registering

```
C:\Users\grays\Desktop\uni\cab301\cab301-assignment\ca... — X

Member registration menu

Enter the first name of the new member: jeff
Enter the last name of the new member: jeff
Enter the mobile number of the new member: 1234567890
Enter PIN: 12345
Only 4-digit pins are allowed
Enter PIN:
```