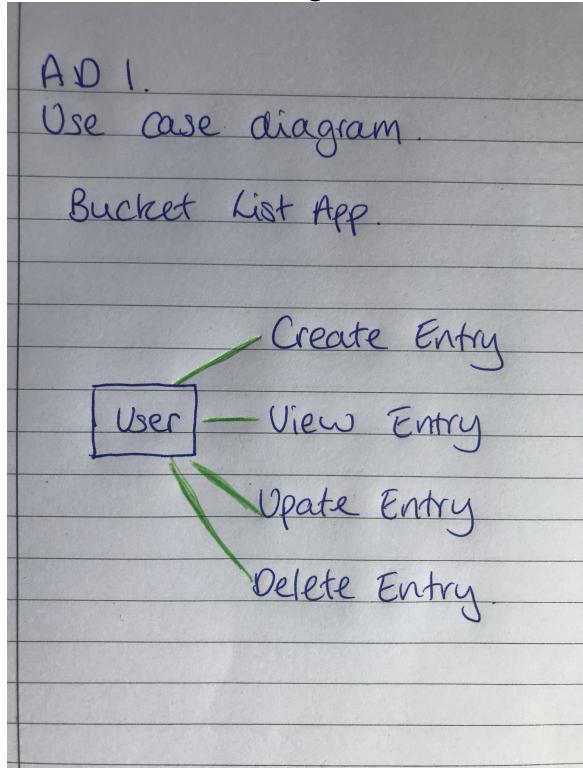
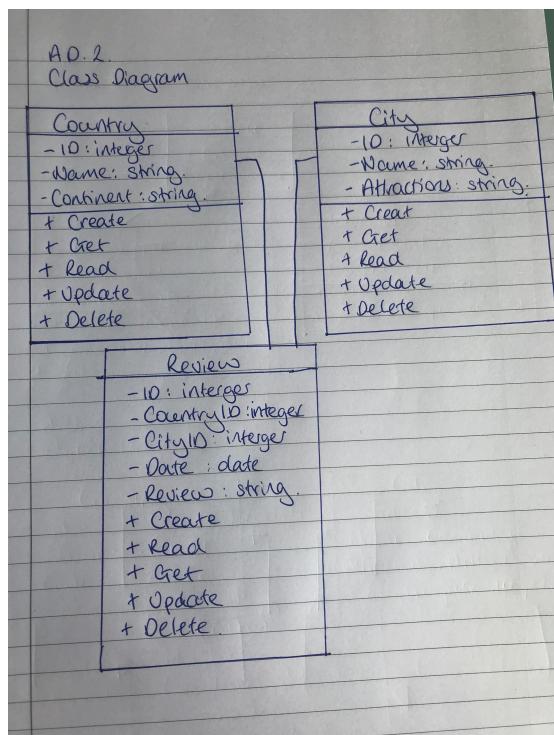


Hannah Green  
E21  
A & D - Analysis and Design Unit

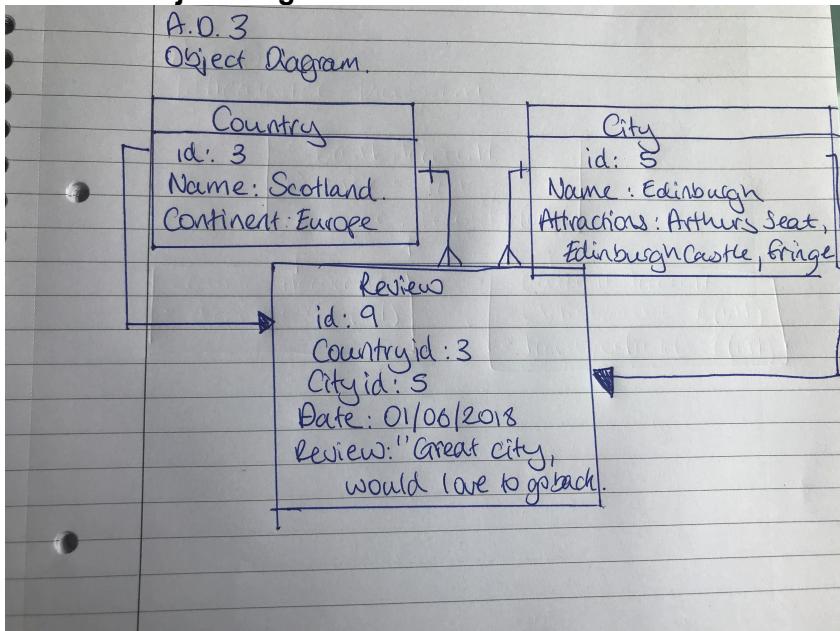
#### A.D 1 A Use Case Diagram



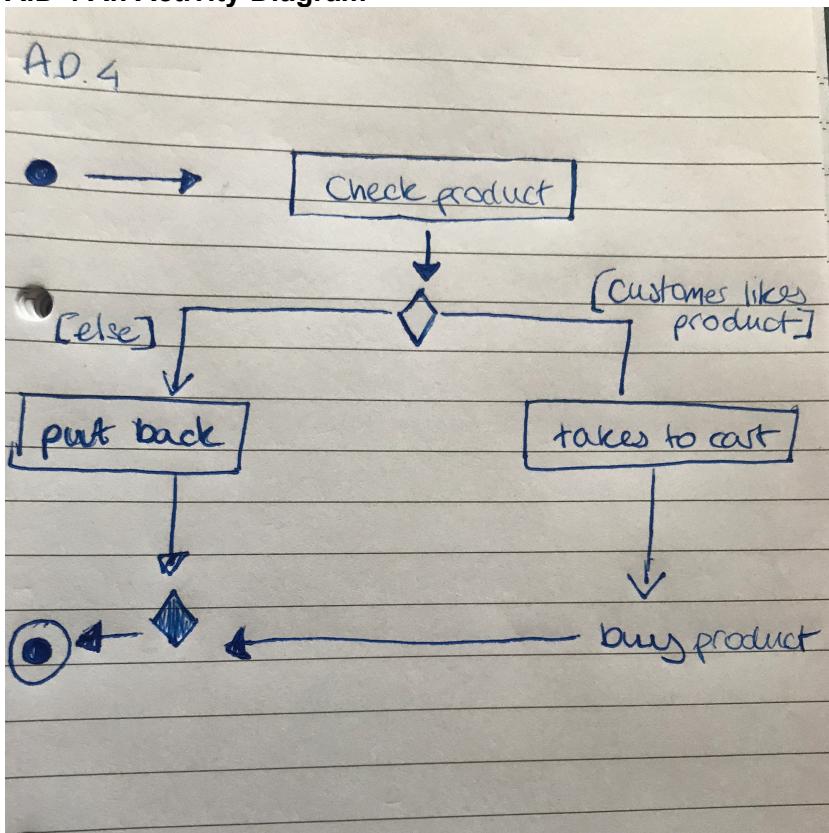
#### A.D 2 A Class diagram.



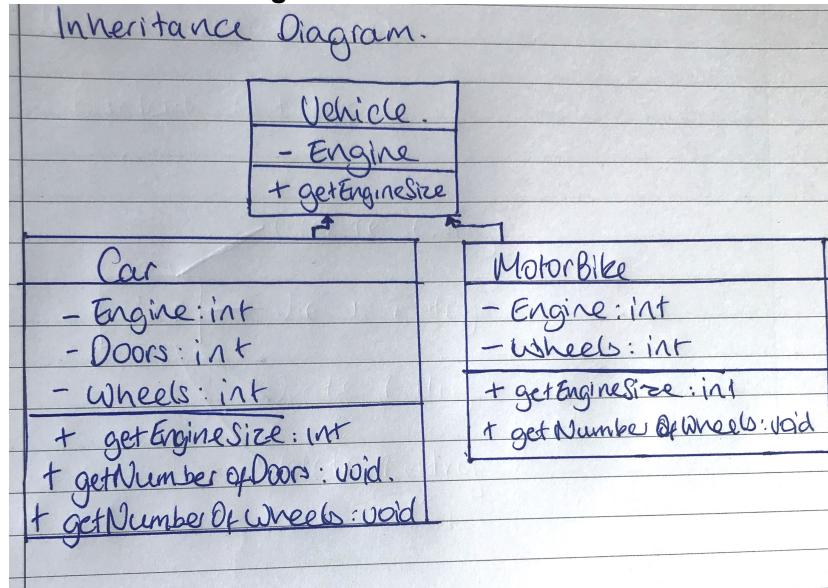
### A.D 3 An Object diagram.



### A.D 4 An Activity Diagram



#### A.D 5 An Inheritance Diagram



#### A.D 6 Produce an Implementations Constraints plan detailing the following factors:

Topic	Possible Effect of Constraint on the Product	Solution
Hardware and software platforms	Server with less than 8GB RAM – Could slow the app's performance speed	Renting an online server which meets the minimum requirements
Performance requirements	The app does not open in every browser, making accessibility challenging	Using semantic HTML to make clear to the browser the content and meaning of the page
Persistent storage and transactions	Data stored locally could be affected by a possible server failure	Storing data externally
Usability	If the information is not displayed in a clear and user friendly way, the user will not use the app	Investing time and energy in User Experience design, it will help provide the tools and technique to make the app more functional.
Budgets	A reduction of the initial budget before start of the app build, could compromise the success of the project	Focus on a basic and functional design, to achieve MVP
Time	Running out of time before finishing the project could affect meeting the user requirements and needs.	Work on a time-based schedule and apply TDD to ensure meeting MVP.