Evidence for Analysis and Design Unit.

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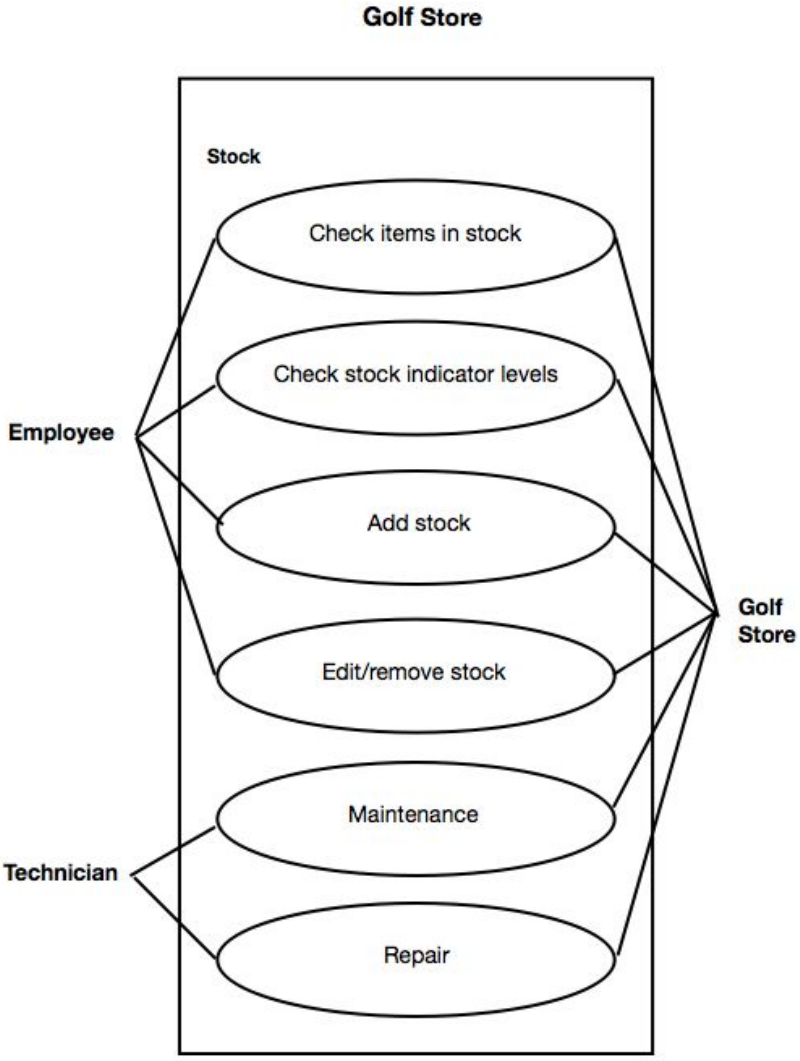
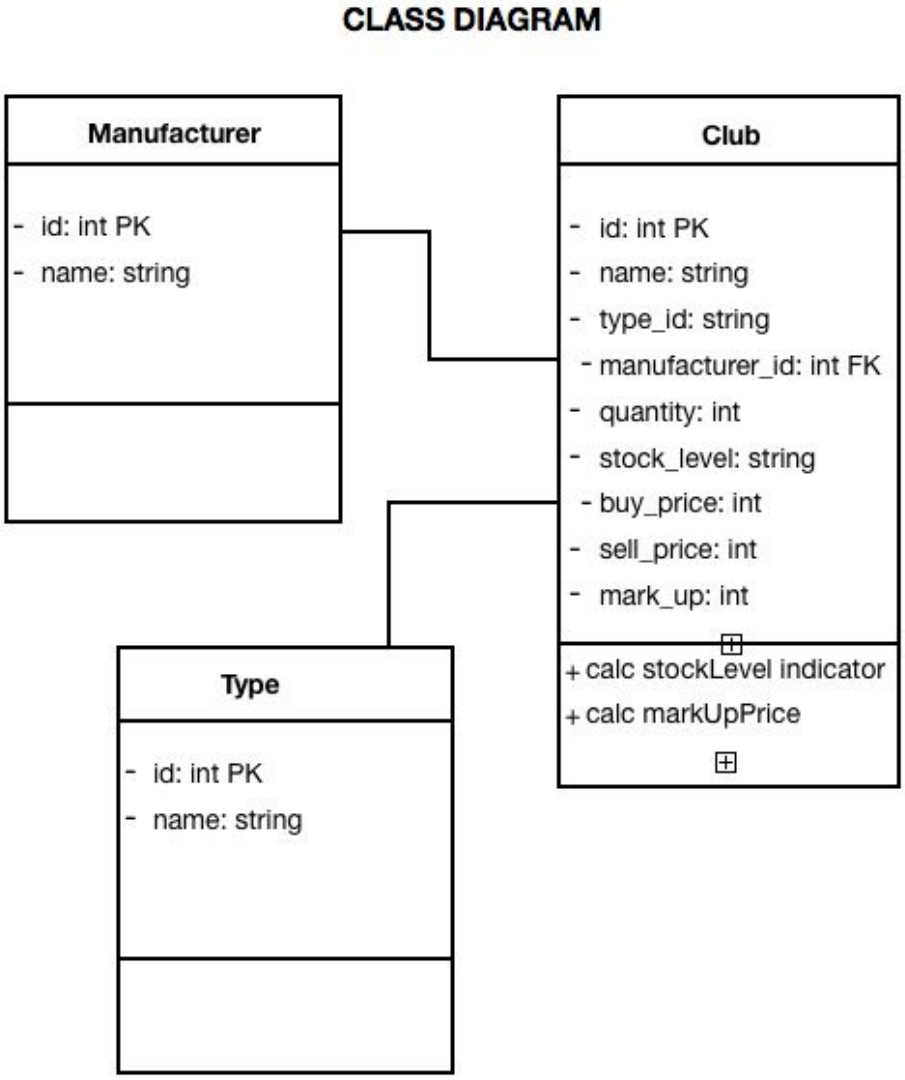
E19

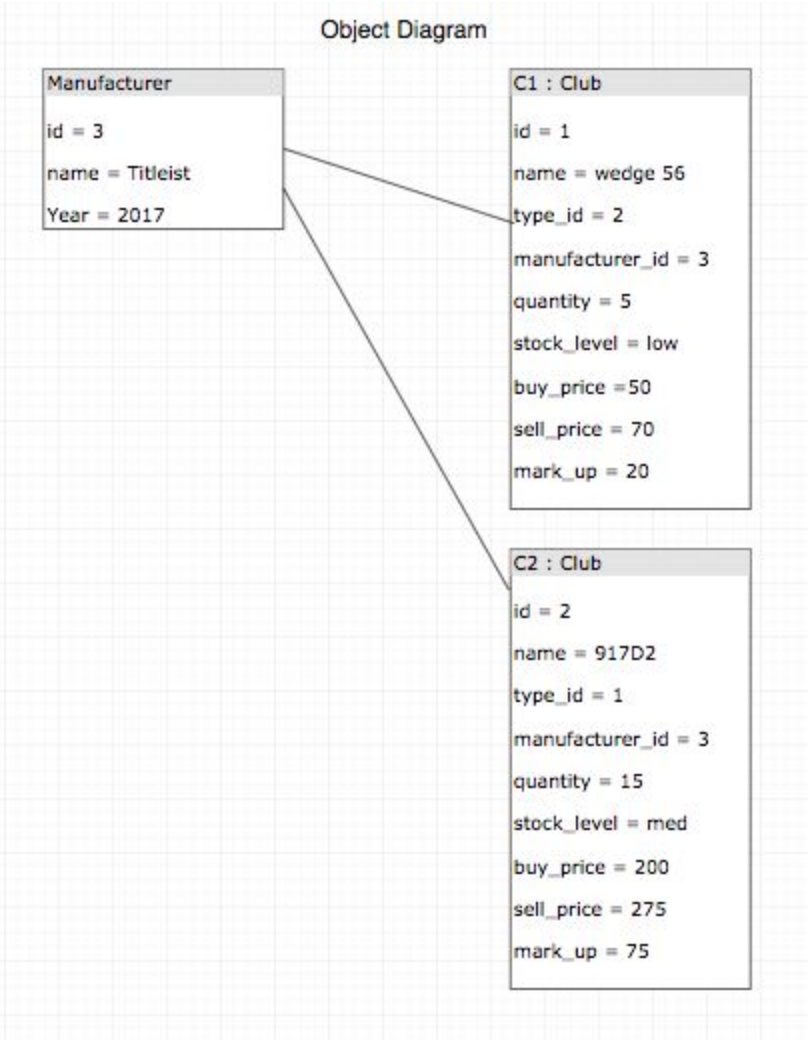
A.D.1 Use case diagram



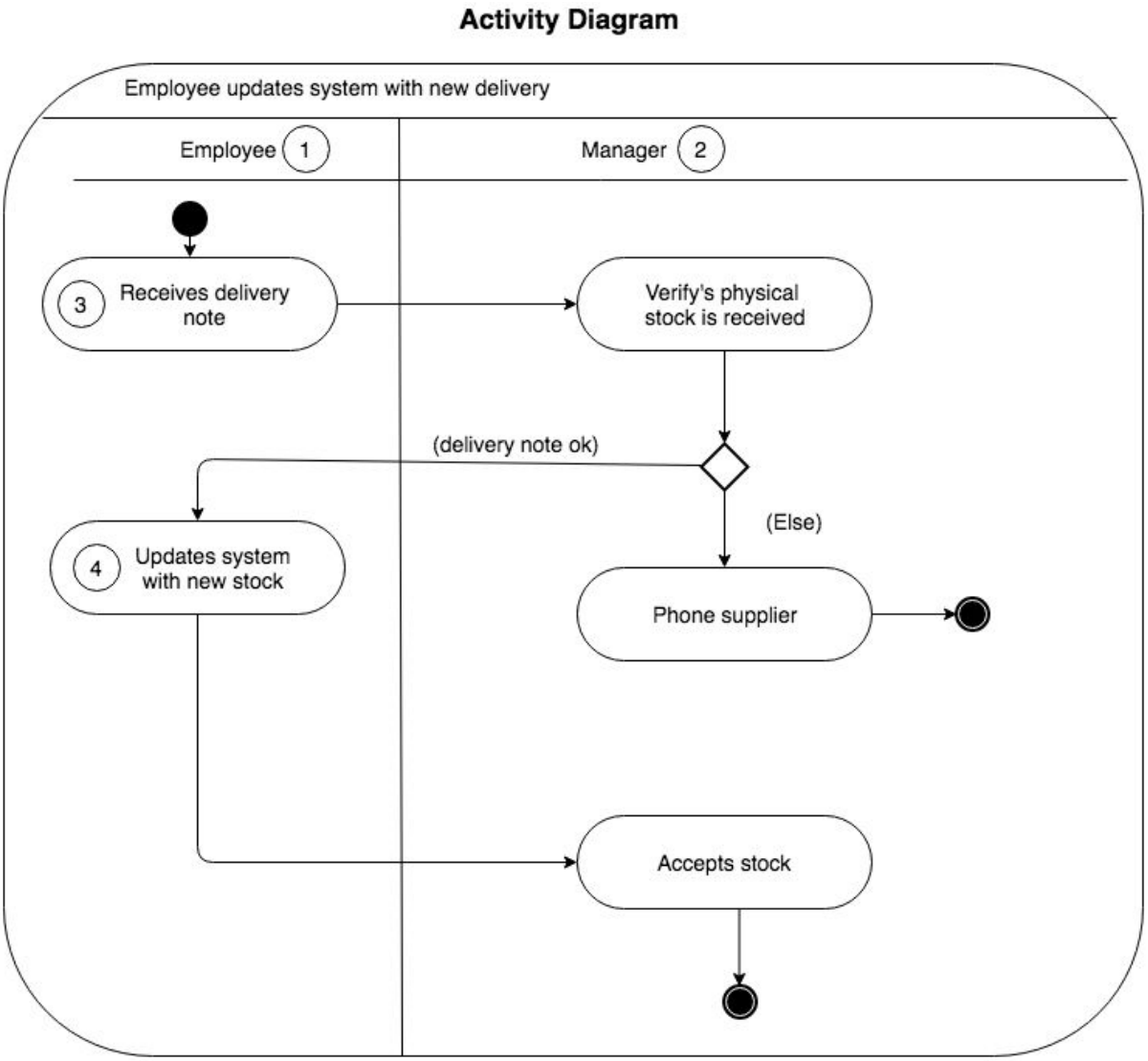
A.D.2 Class diagram



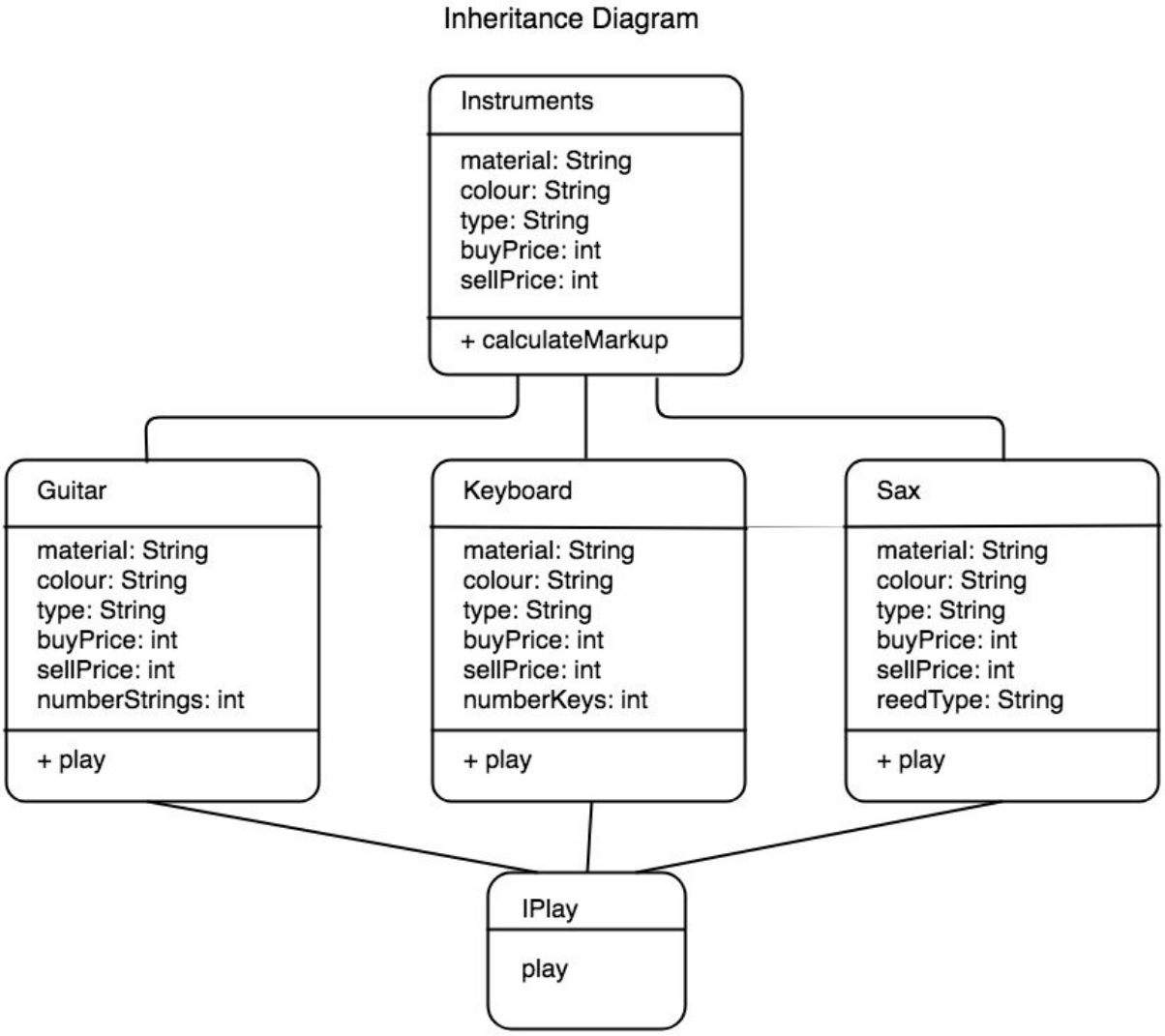
A.D.3 Object Diagram



A.D.4 Activity diagram



A.D.5 Inheritance diagram



A.D.6 Implementations Constraints

Implementation Constraints Plan

Topic	Possible Effect of Constraint on Product	Solution
Hardware and software platforms	Product developed for a MacBook, may not be optimised for ipads/tablets, this may limit usability. The app may be designed for chrome browser and not display properly of Firefox, limiting usability.	Design the app to be used on mobile devises as well as laptops. The app should be designed to be used over multiple platforms.
Performance requirements	App is slow to respond when user is updating stock. User may become frustrated and stop using system.	Improve code efficiency to speed up performance in data storage.
Persistant storage and transactions	Enough memory in the computer to store data over time and run the app without slowing performance. Otherwise system will become to slow and unusable.	Make sure system spec is high enough to store data and continue to perform over its shelf life.
Usability	If the apps design has a poor user interface, that isn't easy to navigate, the user is slow in finding information making app unusable.	Design the app with usability in mind, making the design simple and easy to manoeuvre through. Navigation bar to help moving from each page.
Budgets	The budget isn't enough to develop app further at this stage. App doesn't have a user login function possible security issue.	Develop main functions so as app can be used, as more money becomes available add a secure login credentials to allow multiple users.
Time limitations	Any delays to the agreed completion date of the app could cost the company money.	Produce a working app focussing more on functionality than UX, this can be improved after initial release.