Software Design and Implementation

SOFT20091

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Contribution Page

Member A: Jonathan Perez (N0753746)

* Class Diagram
* Explanation on cohesion and coupling
* Data Structure (Stacks)
* Explanation of the Internal data structures used.

Member B: Mathew Cutler (N0741548)

* Sequence Diagram
* State Diagram
* User Interface
* Examples and screenshots of the user Interface

Member C: Harry Clarkson (N0774446)

* Component Diagram
* Deployment Diagram
* Searching and Sorting Algorithms
* Explanation on Searching and Sorting Algorithms

Description of the System

The Purpose of the system is to access and edit current film projects that have been published by TrekStar Pictures. The user can view all projects available or a particular project and the materials related to the project. One project can have many materials but only one material can have project. The reason for this is this is because a project may have a material type of DVD at a price of £5 along with other attributes and it may also have another material type of VHS at a price of £6 but another project might have a material type of DVD, but the price may be different for that in particular project with a DVD and/or other attributes.

When the System is running, on load It will write everything from the project file to a stack. The user then has the choice whether to browse projects and its materials or to enter maintenance mode where it can still view everything like it normally would, but it can also create edit and remove projects and its materials related to them.

When browsing all projects, it pops everything of the stack to then display its attributes then it looks at the Material Id’s that are related to the project and then retrieves this information from Materials file that contains them.

When editing a Project, the system requests which project then asks what it would like to change (its attributes or its materials) Depending on which it searches through the stack to find the specified project and to push it back onto the stack again with its updated data.

The same is done for remove however it isn’t pushed back on it is just forgotten about and therefor removed.

On closure of the software the items in the stack then overwrites the current Projects file and the same with materials.

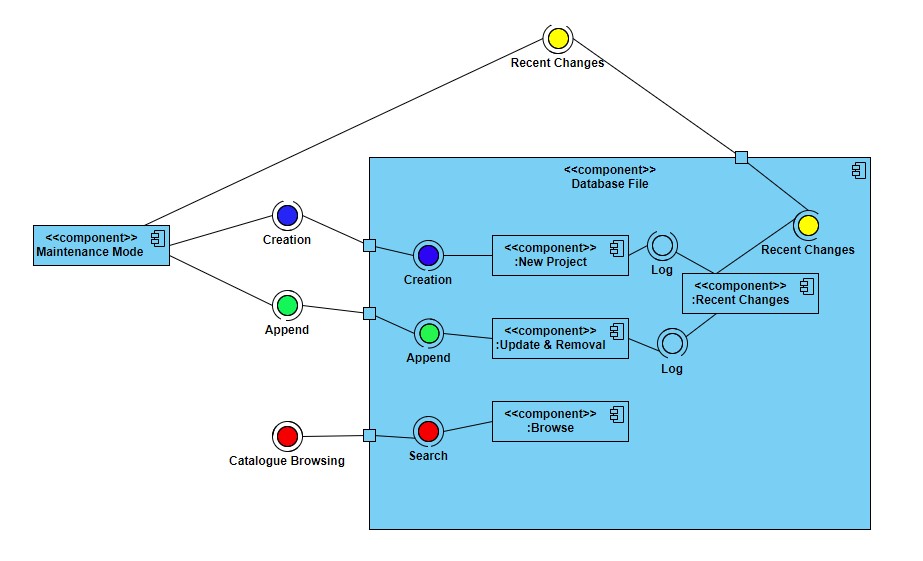
Class Diagram

Explanation of Cohesion and Coupling

Sequence Diagram

State Diagram

Component Diagram



Deployment Diagram

