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**Title:** CU Engage

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**Question 1:** What features were implemented? Include a class diagram showing the final set of classes and relationships of the system. Discuss what changed in your class diagram and why it changed, or how it helped doing the diagrams first before coding if you did not need to change much.

**Question 2:** Did you make use of any design patters in the implementation of your final prototype? How?

One of the design patterns that we used in our project was the Composite Pattern. In our project, we have various organizations, each of which works with a number of other organizations. This list of affiliated organizations is something that we wanted to keep track of, and we found that the Composite Design pattern very nicely took care of this problem for us.

**Question 3:** Discuss how the final system changed from the design presented in Project part 2. Include both the original, and the updated class diagrams. Compare and contrast the two.

**Question 4:** What have you learned about the process of analysis and design?

The big lesson that we learned was not to jump right into coding. This is the path that we originally took, and we ended up going the complete wrong direction with this project because of that. It took a long time to come up with not a lot product, and the road to getting to that product was rocky at best. We hit a wall, and decided to start the project again from square 0. We made ourselves step through the design process and did not concern ourselves with the specifics, and in the end, we found that the design process was actually quite a bit smoother, and quite a bit easier the second time through. It was nice to actually have a full design for our project before we even wrote a single lick of code because it gave us a fantastic guideline to follow when we actually started coding. Essentially, what we learned was that it is essential to design the program to the fullest extent possible (at that juncture) before you start coding.