Report

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# Program architecture description

## Include a section for every class in your application, describing each one at a high level, talking about its methods and how it interacts with other classes

## Draw attention to object-oriented design concepts where they are used, e.g.:

## When classes that inherit from a shared parent are used to enable dynamic functionality, this is **polymorphism**

## Draw attention to design patterns when they are used, e.g.:

## If a class is part of the **observer** pattern, mention this

## If it helps, you can use a class diagram

## Unit tests are **not** to be documented in this report

# Class diagram

## Not necessary, but you may find it useful in writing your report

## Search for ‘class diagram’ for inspiration

# GUI test report

## This is a 2-5 page (or longer- make this as long as you need) report showing every item of functionality, using screenshots to assist

## Show both normal behaviour and abnormal behaviour- e.g.:

## What happens if you load a file that isn’t in the correct format?

## What happens if the sales log is greater than your inventory?

## (Hint: on Windows use Alt+Printscrn to take screenshots of individual windows. If you need to get multiple windows in the one screenshot, take a fullscreen screenshot with Printscrn and crop it in a paint program like MsPaint)

## In the Git Bash shell, or from a terminal in Linux / Mac, navigate to your repository and issue the following commands:

## git shortlog > repo.log

## git log --graph --oneline >> repo.log

## git log --shortstat >> repo.log