Fotoball

CSC509: Conceptual Models

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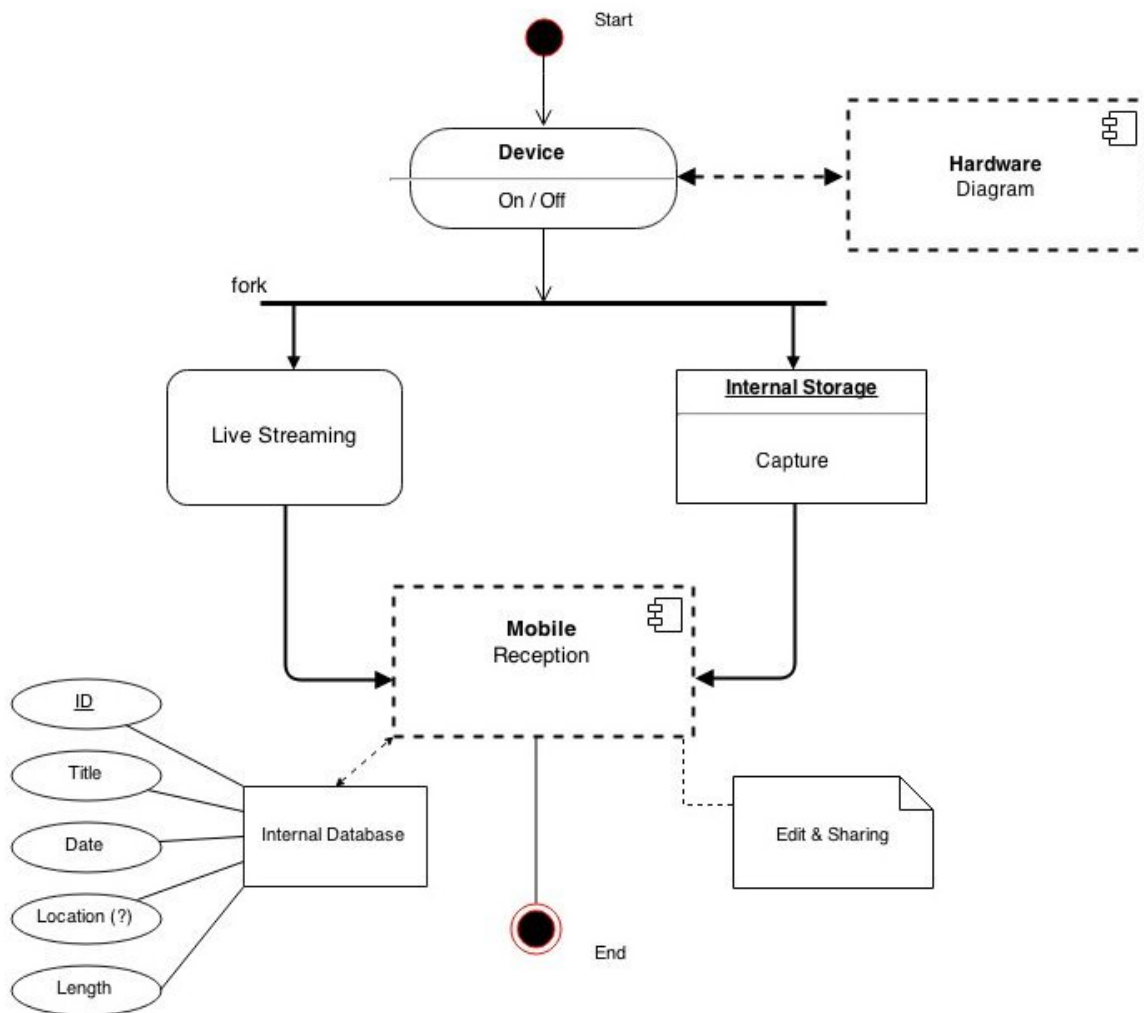# Fotoball
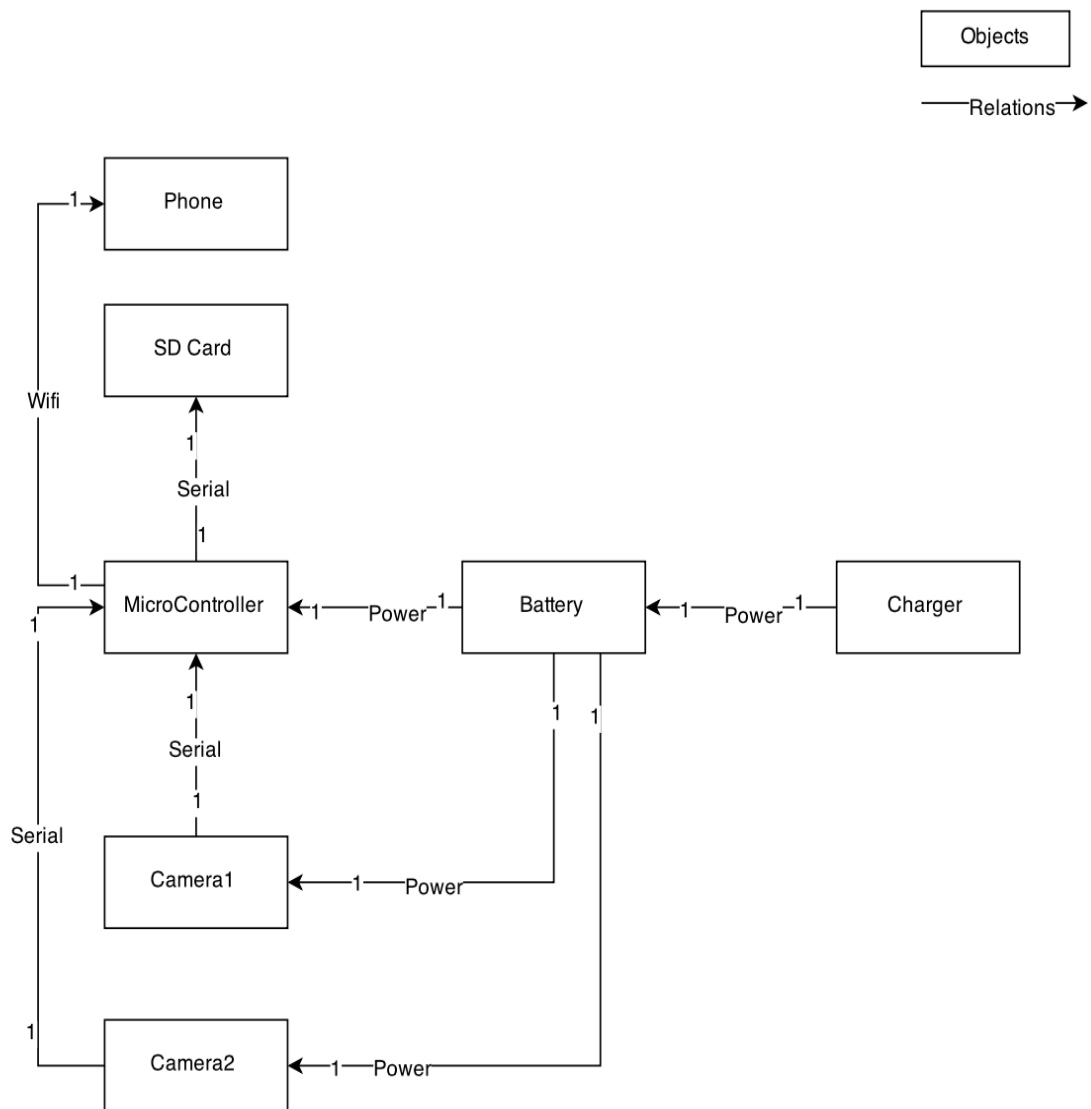
CSC509: Conceptual Models

Contents

Overview Model

The following represents the overall flow of the system. From the Fotoball hardware, to the users mobile device, to the internal database.
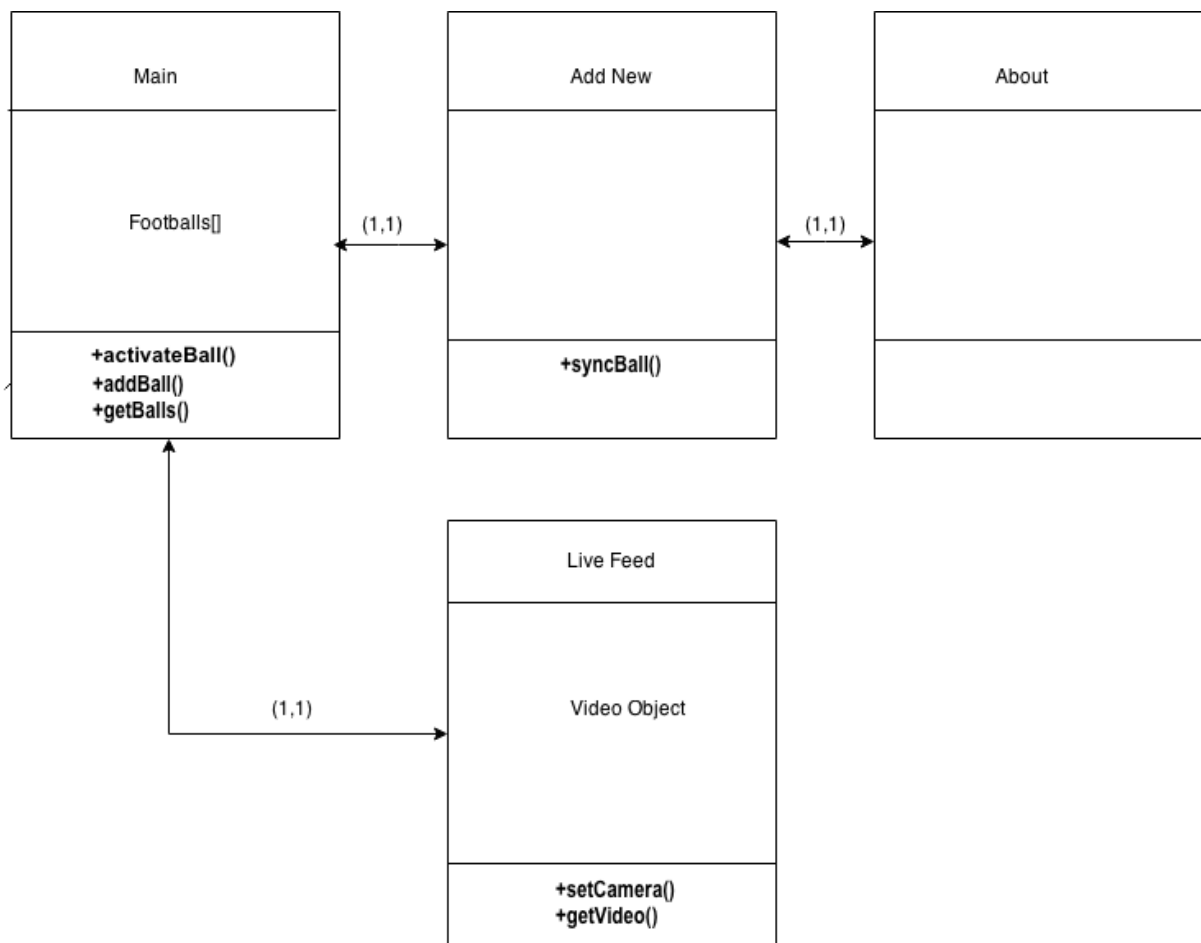
Hardware Conceptual Model

Basic flow of the hardware system showing which components will connect to which other components.
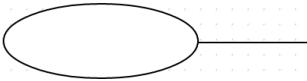
Software Conceptual Model

The main classes and views that make up the application are shown here, with each class's objects represented in the middle and each class's major methods represented in the bottom.
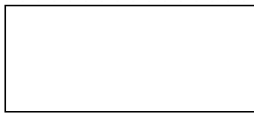
Main		About
Footballs[]	Add New	
+activateBall() +addBall() +getBalls()	+syncBall()	

(1,1)   (1,1)

Live Feed
Video Object
+setCamera() +getVideo()

(1,1)

LEGEND

Note

Attribute

Key Attribute

Entity

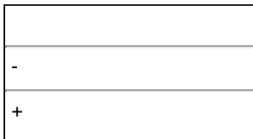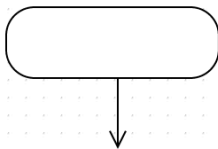**Interface**
- Screen output
+ Actions

Activity

Association

Sub-activity

State