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1. Introduction

1.1 Project overview

Laze is an application containing a live and dynamic GPS map overview of Wilfrid Laurier University. It allows users to pin points of interest, such as study spaces, restaurant lines, parking spots, etc - all of which is visible to all other users of the application. These pins enable users to view indicated information such as the length of a line or the availability of a parking spot nearby. Users have the ability to support the validity of an active pin or flag to decrease its time before expiry.

1.2 Purpose

This document shows how the objects in our program interact with each other as well as each entity object's listed attributes. This document also serves as a framework for our development team to use when creating objects and classes.

2. Object Classification

2.1 Entity Objects

- *Administrator*: A user from the Laze application, may suspend users, Delete pins and create permanent pins.
- *Guest*: A user of the Laze Application that may see the map and pins
- *Map*: A Visual aid letting Admin, user and guest see where pins and locations are.
- *Pins*: An object used to describe and rate a certain area/location
- *User*: A user from the Laze application

2.2 Boundary Objects

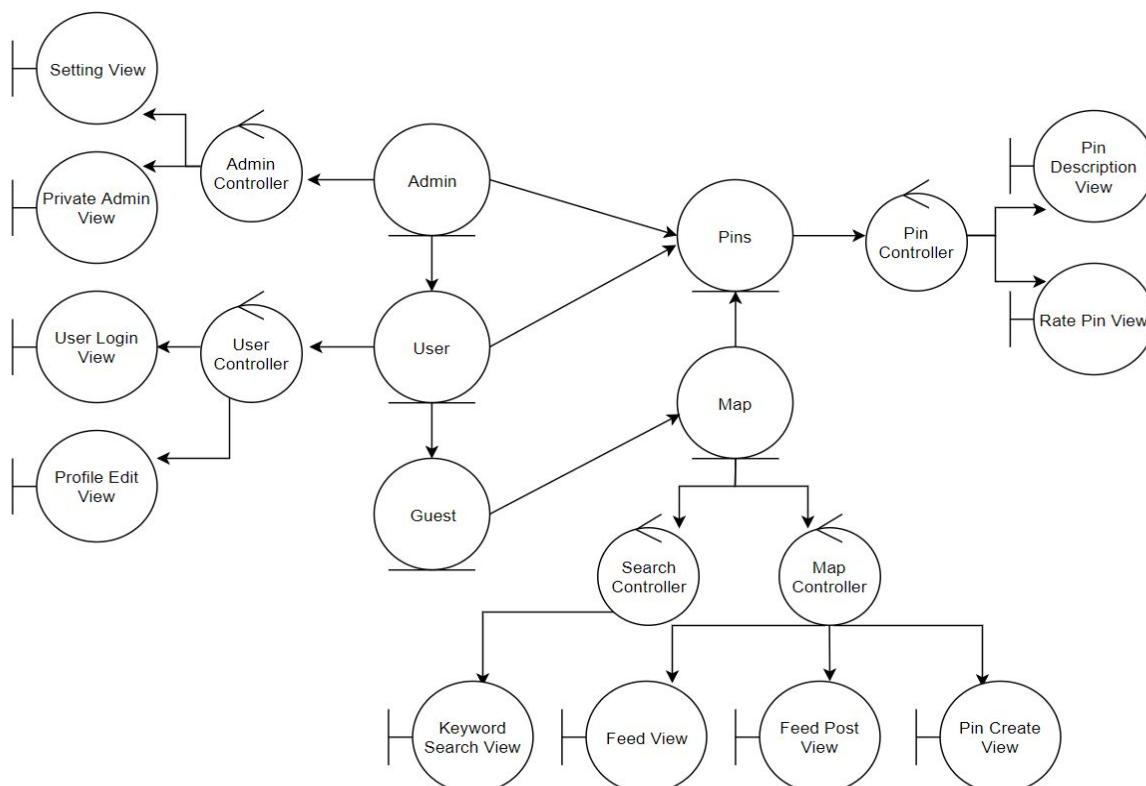
- *Feed Post View*: Where the user can go to update the feed
- *Feed View*: Where the user can go to see populated and unpopulated areas
- *Keyword Search View*: Where the user can go to type in a location
- *Pin Create View*: Where the user can go to create a new pin
- *Pin Description View*: Where a user can place a description of the pin
- *Private Task View*: Where an admin can perform private tasks
- *Profile Edit View*: Where the user can go to change their username or Profile Photo
- *Rate Pin View*: Where a user rates their pin on a setting
- *Setting View*: Where a Admin selects where they are on the map
- *User Login View*: Where the user can login into their account

2.3 Control Objects

- *Admin Controller*: Controls all matters related to admin data
- *Map Controller*: Controls all matters involving the overall map
- *Pin Controller*: Controls and stores all data related to pins
- *Search Controller*: Controls all matters related to searching for pins and location
- *User Controller*: Controls all matters related to User Data

3. Diagram

3.1 Boundary/Control/Entity Diagram



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