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November 30, 2015

Project X
Object Oriented Design and Analysis

Simple Use Case 1:

- Project is assigned to the entire class and teams are formed. It is up to the individual members of the team to share contact information and find a way to communicate with one another. The application allows you to gather the information about the team and share with the individuals.

Simple Use Case 2:

- List of projects are assigned to each team. Each team member is responsible for one of the assigned projects. Any member of the team can assign projects and can communicate the assignment via the app.

Expanded Use Case:

Scope: Collaboration Application

Level: User Goal

Primary Actor: Students

Stakeholders and Interests

- Students: Ability to share and assign projects to individual members on the team.

- Teacher: Understand the shared responsibility of the team and project submission.

- Class: Equally divided team that can share projects.

Success Guarantee:

Team members are assigned equal number of projects and can share the information with the teacher.
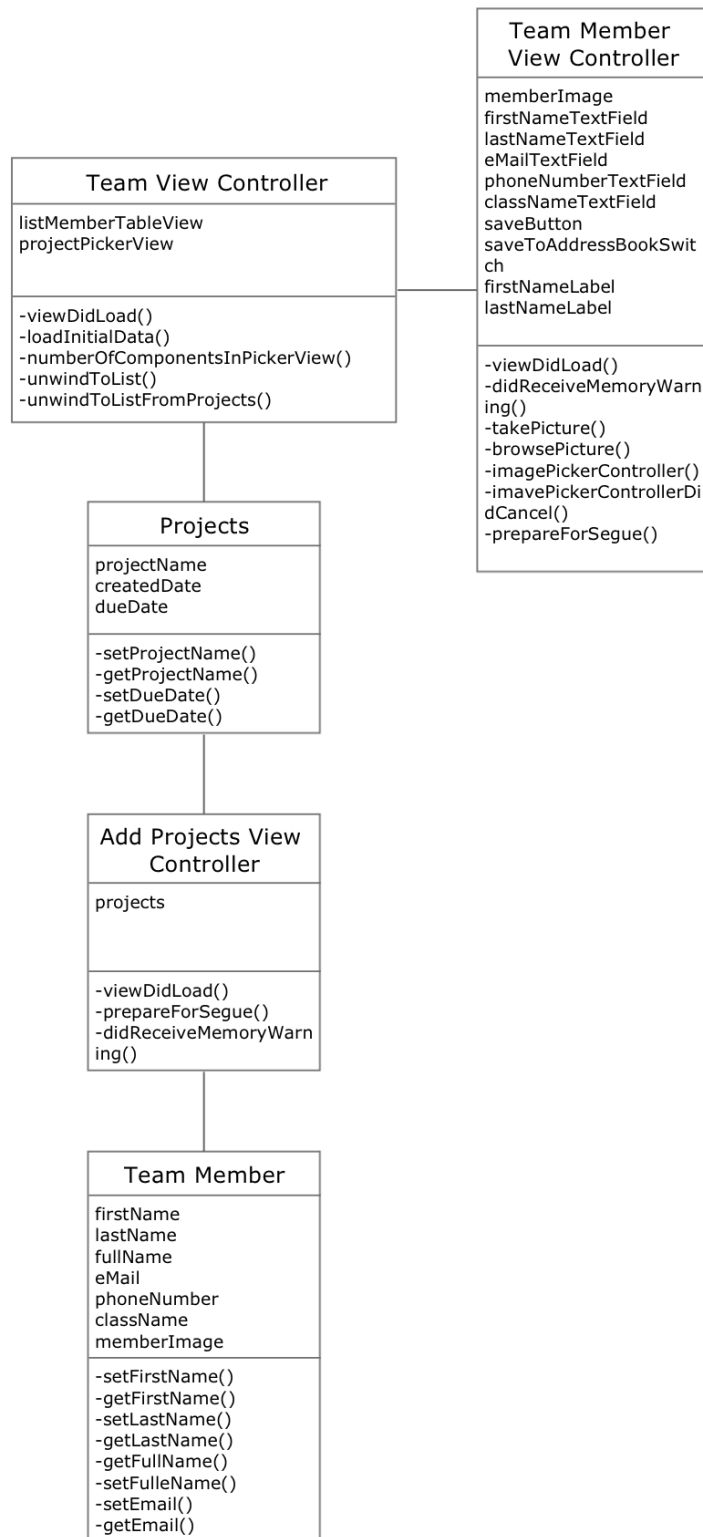
Main Success Scenario:

1. Student install the application from the Apple App Store.

2. Open the application and click on the Add Button.

3. Fill out the pertinent information such as First Name, Last Name, eMail, Phone Number and Class Name.

4. User has an option to either take a picture of browse for a picture in the photo library to associate the newly created record.

5. User also has an option of saving the new into the Address Book.

6. Clicking the Save button saves the record and the screen returns back to the main screen.

7. The new student information is shown in the list.

8. After adding all the team members, user clicks on Add Project to add a new project.

9. Project screen will require some basic information such as Project Name, Due Date.

10. Upon hitting the save button, Project will show on the main screen below the students.
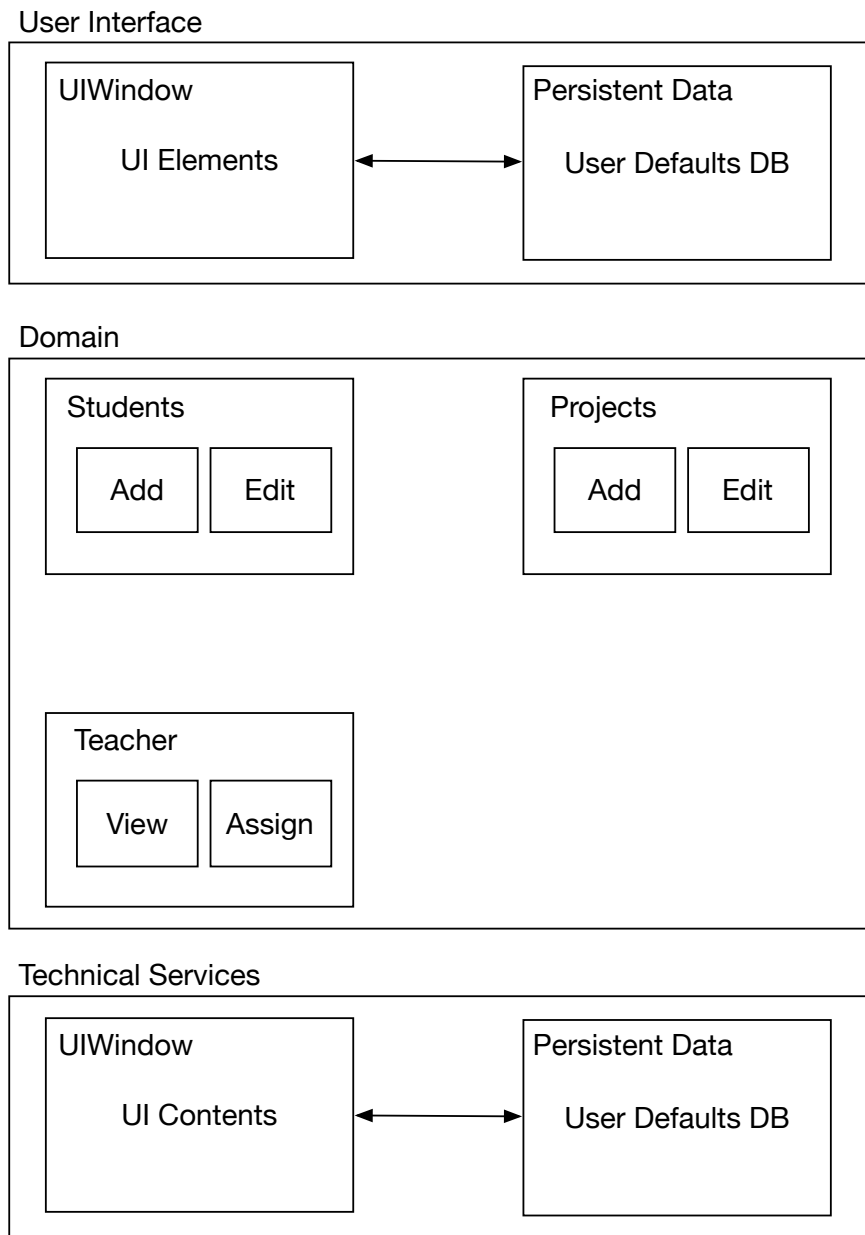
Alternate Flow:

1. Student needs to edit one of the student information because the team change or student's information changed.

2. Click on the student name which will take you into the edit screen.

3. Edit the necessary information and click on save.

4. The main screen now reflects the newly updated information.

UML Diagram:

Team Member View Controller

memberImage
firstNameTextField
lastNameTextField
eMailTextField
phoneNumberTextField
classNameTextField
saveButton
saveToAddressBookSwit
ch
firstNameLabel
lastNameLabel

-viewDidLoad()
-didReceiveMemoryWarn
ing()
-takePicture()
-browsePicture()
-imagePickerController()
-imavePickerControllerDi
dCancel()
-prepareForSegue()

Team View Controller

listMemberTableView
projectPickerView

-viewDidLoad()
-loadInitialData()
-numberOfComponentsInPickerView()
-unwindToList()
-unwindToListFromProjects()

Projects

projectName
createdDate
dueDate

-setProjectName()
-getProjectName()
-setDueDate()
-getDueDate()

Add Projects View Controller

projects

-viewDidLoad()
-prepareForSegue()
-didReceiveMemoryWarn
ing()

Team Member

firstName
lastName
fullName
eMail
phoneNumber
className
memberImage

-setFirstName()
-getFirstName()
-setLastName()
-getLastName()
-getFullName()
-setFulleName()
-setEmail()
-getEmail()

Architecture Diagram:

User Interface

UIWindow		Persistent Data
UI Elements	⟷	User Defaults DB

Domain

Students

Add	Edit

Projects

Add	Edit

Teacher

View	Assign

Technical Services

UIWindow		Persistent Data
UI Contents	⟷	User Defaults DB

Interaction Diagram: