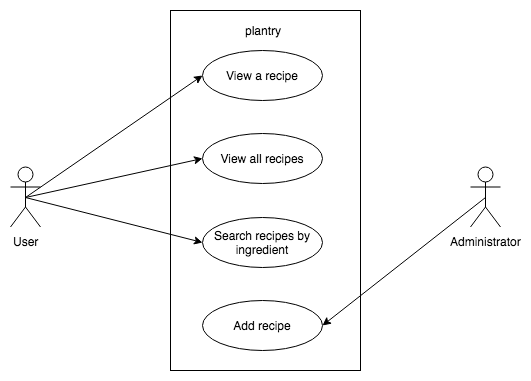
**Evidence for Analysis and Design Unit.**

Marta Beveridge

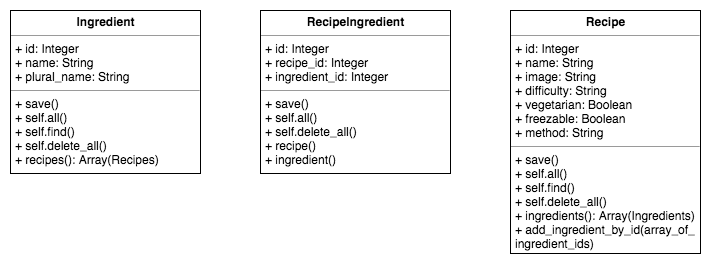
Cohort E20

**A.D.1 Use case Diagram**



Evidence for unit

**A.D.2 Class diagram**



Evidence for unit

**A.D.3 Object diagram**



Evidence for unit

**A.D.4 Activity diagram**



Evidence for unit

**A.D.5 Inheritance diagram**



Evidence for unit

|  |  |  |
| --- | --- | --- |
| **Webapp project: plantry** | | |
|  | **Constraint and possible effect** | **Solution** |
| **Hardware and software platforms** | Working with an old Macbook Air. | Keep code streamlined and computations as necessary. |
| **Usability** | Website should be accessible for people with disabilities. | Ensure all best practices are used for accessibility such as proper labelling of forms. |
| **Persistent storage and transactions** | Users may be able to enter invalid data when interacting with site. | Add edge casing to ensure meaningful error messages are displayed. |
| **Budgets** | There is no budget for this project. | Use open source software, and royalty free images and content. |
| **Time** | There is one week to complete the project. | Ensure a clear MVP is defined and complete it. Keep a list of future features in order not to get carried away. |

**A.D.6 Implementations Constraints**