

Description about the two main diagrams

1. Separated Class Entity Diagram - This diagram separates each class, showing no relation between them. This allows the user and creators to analyze each class on a specific basis, with all focus on the class in question. With no outside references or relationships being shown, it is easier to see what the class is, and does, clearly.

2. Class Diagram with Relationships - The Class Diagram (with relationships) was used after the creation of the Separated Class Entity Diagram. Creating this after the Entity diagram ensured that we already had a clear understanding of each class. Since this individual understanding was already in place, we were then able to clearly show how each class acted with the others. This allowed us to show the classes in a hierarchical form to clearly show the reader the process thinking of our classes.

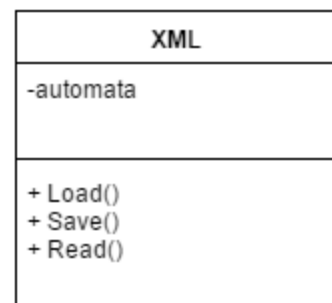
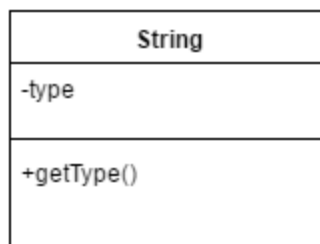
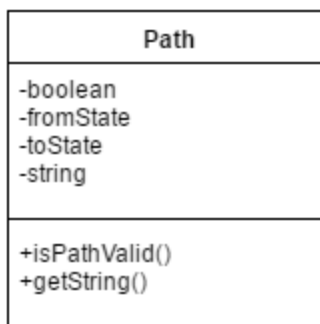
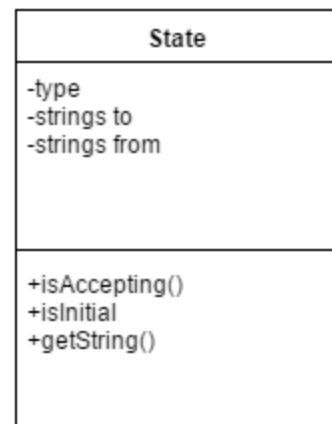
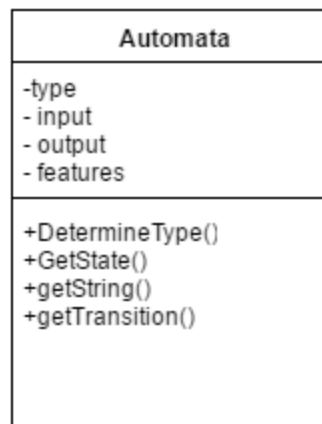
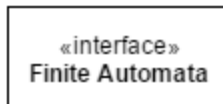
Conclusion:

Git-lucky members met up together to figure out which classes are needed to make a finite state automaton. Devon and Jomar created the class entities and Mat did a big part of the code. After collaborating and brainstorming on the class, Devon created the UI class, Jomar did the automaton and its attributes. Mat then added the file location classes.

Potential Classes:

Potential Class ▼	Class Description ▼
Automata	Structures; a set of states connected by paths
States	object, Attributes of automata
Path	object, Attributes of states
String	object, Attributes of Path
Type of state	not object, Attributes of state
File location	Thing
Tester	Roles or external entity
User	Roles or external entity
initial,accepting	not object, attribute of state
Valid string	event

Class Entities:



Class Diagram

