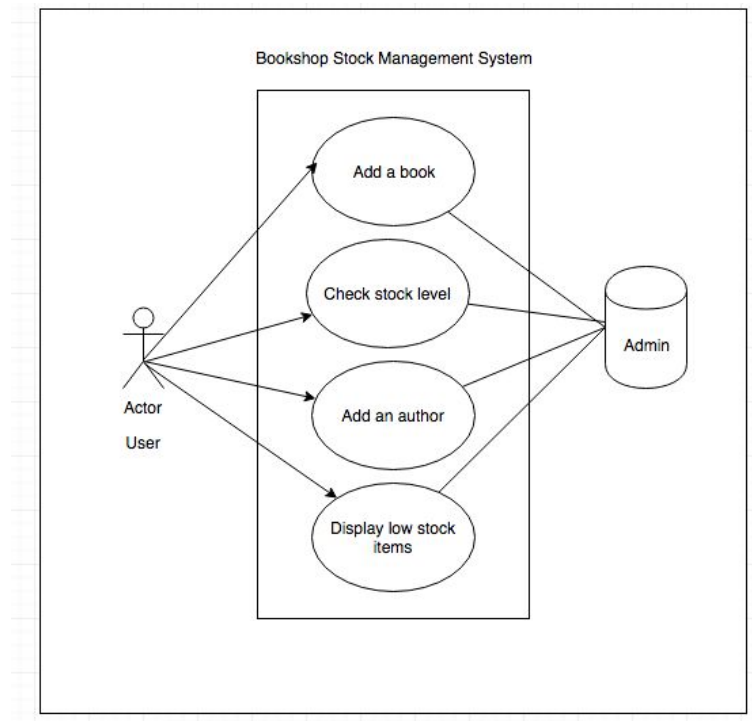**Evidence for Analysis and Design Unit.**

Your name here Marta Dabrowka
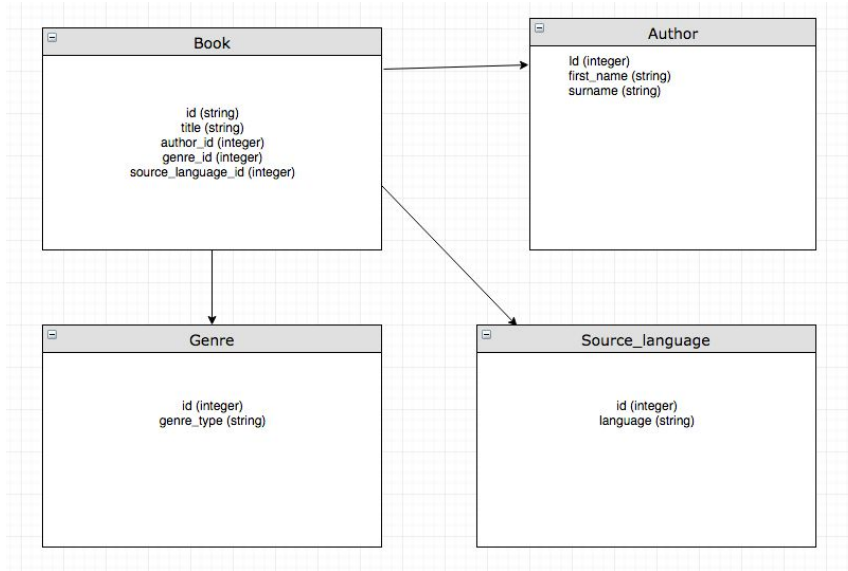Your Cohort E16
Date here: 25.01.2018
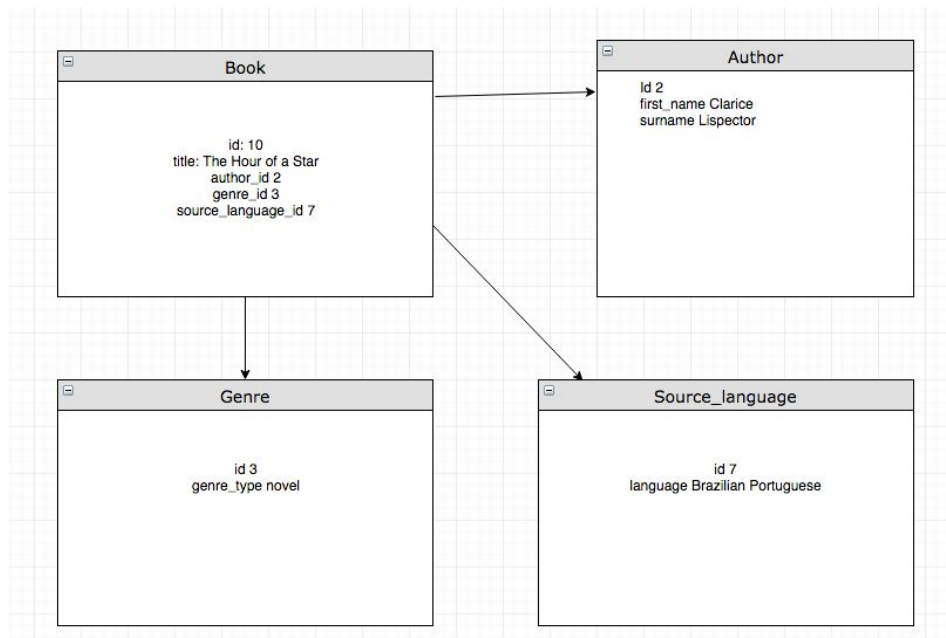
AD - 1 Use case Diagram

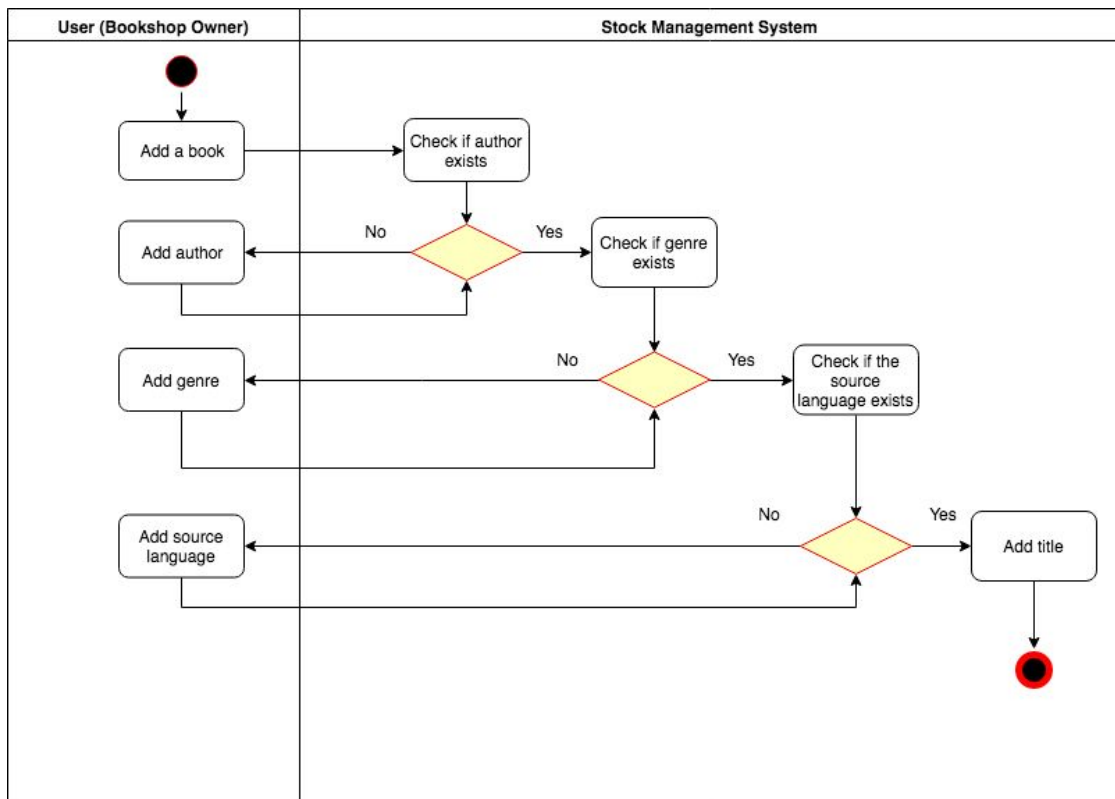**AD - 2 Create a Class diagram using your Use case diagram.**

Book

id (string)
title (string)
author_id (integer)
genre_id (integer)
source_language_id (integer)

Author

Id (integer)
first_name (string)
surname (string)

Genre

id (integer)
genre_type (string)

Source_language

id (integer)
language (string)

AD - 3 Object diagram

Book

id: 10
title: The Hour of a Star
author_id 2
genre_id 3
source_language_id 7

Author

Id 2
first_name Clarice
surname Lispector

Genre

id 3
genre_type novel
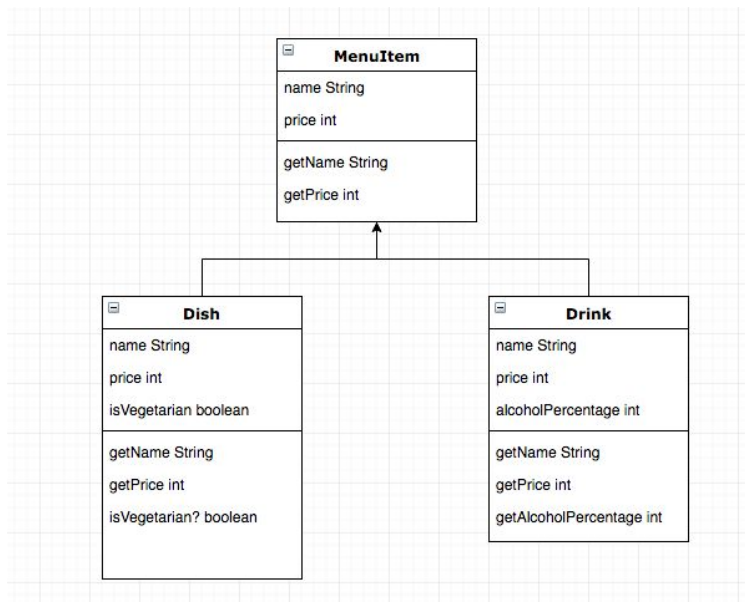
Source_language

id 7
language Brazilian Portuguese

AD - 4 Activity diagram

AD - 5 Inheritance diagram

AD - 6 Implementations Constraints

	Constraint and possible effect	Solution
Hardware and software platforms	The interface is not designed with a platform agnostic approach in mind - it works well in the browser, but mobile users might be put off	Rewrite CSS in a flexbox or grid model
Performance requirements	With every addition to the database, the page needs to reload rather than display dynamic content, which takes quite a lot of time and could be a constraint on users	Introduce a visual cue for the user to notify them that the content is loading
Persistent storage and transactions	With the growth of items in stock, with require an image of the book's cover, the storage might fill up and disallow from more book covers to be added, instead defaulting to the the placeholder image. This will result in worse user experience as the books in the table are not instantly recognisable	Using urls linking to images rather than saving the images to the database
Budgets	In order to host the project on a paid server, a paid plan will need to be introduced. It may discourage users from using the platform	Release a free and a paid-for version of the app
Time	The project had to be completed within 7 days, which was to include planning, development and implementation. For that reason, there was limited time for users' feedback and certain features need to be worked on in terms of user experience.	Facilitating user feedback through surveys after the product has been deployed and making the adjustments in the following sprint