EECS 448

Team #2
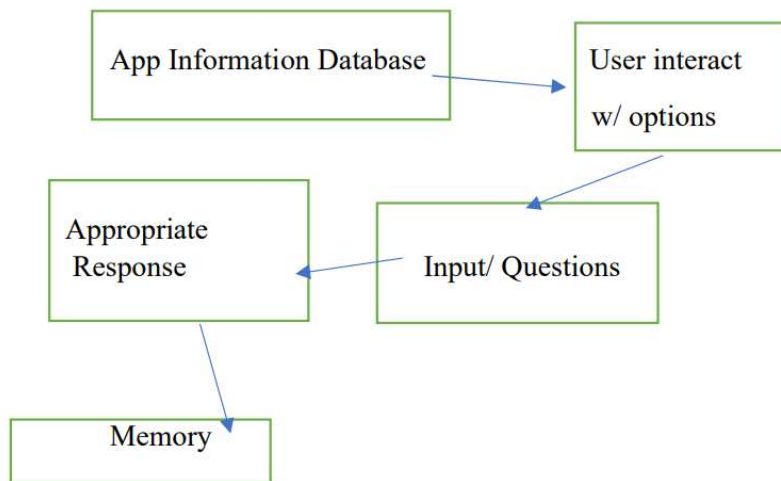
Use one or more of the UML modeling diagrams to design your prototype (5%).

Component Diagram:

App Information Database → User interact w/ options

Appropriate Response ← Input/ Questions

User interact w/ options → Input/ Questions

Appropriate Response → Memory

Activity Diagram:

App → Welcome page

Welcome page → Check in Details

Check in Details → Input/ Questions

Input/ Questions → Question w/ preemptive responses (memory)

Welcome page → Settings

Settings → change username/ etc

Welcome page → Motivational Interface

Motivational Interface → Give inspiring quote

Welcome page → History

History → Displays Information gathered through time from previous day