Object Design Description
for the
Track and Control System

Version 1.0

Robert Moss, Aaron Periera, Matthew Shrago

February 28, 2014

Contents

1 Introduction

1.1 Object Design Trade-offs

1.1.1 Buy vs. Build

1.1.2 Space vs. Speed

1.1.3 Delivery Time vs. Functionality

1.1.4 Delivery Time vs. Quality

1.1.5 Files vs. Databases

1.2 Interface Documentation Guidelines

1.3 Definitions, Acronyms, and Abbreviations

2 Packages

2.1 Package Diagram

2.2 Package Definition

3 Class Interface

3.1 Class Diagram

3.2 Class Definition