**Comp566: ODD Template**

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**1.2 Interface documentation guidelines**

Naming conventions make programs more understandable by making them easier to read. They can also give information about the function of the identifier-for example, whether it's a constant, package, or class-which can be helpful in understanding the code.

This section will give an insight about the Naming Convention. They are described individually in the table.

|  |  |  |
| --- | --- | --- |
| Identifier Type | Rules for Naming | Examples |
| Packages | The prefix of a unique package name is always written in capital and all lowercase ASCII letters except abbreviations like UI is User Interface so as not to make lengthy package name. We’ve not used any top-level domain names, currently com, edu, gov, mil, net, org, or one of the English two-letter codes identifying countries as specified in ISO Standard 3166, 1981. | package AmbulanceUI;  package Dispatcher; |
| Classes | Class names should be nouns, in mixed case with the first letter of each internal word capitalized. We kept our class names simple and descriptive. Nonetheless, we used whole words and avoided acronyms and abbreviations as far as possible (unless the abbreviation is much more widely used than the long form, such as DB for database and UI for User Interface). Some classes’ names also have numeral as it makes us to feel the step of execution. | class TrackerDB; class AmbulanceUIMain; |
| Interfaces | Interface names should be capitalized like class names. | interface DataInterface; |
| Methods | Our Methods are verbs, in mixed case with the first letter lowercase, with the first letter of each internal word capitalized. | insert(); createReport(); |
| Variables | Except for variables, all instance, class, and class constants are in mixed case with a lowercase first letter. Internal words start with capital letters. Variable names has no start with underscore \_ or dollar sign $ characters, even though both are allowed.  Variable names are short yet meaningful. The choice of a variable name is mnemonic- that is, designed to indicate to the casual observer the intent of its use. One-character variable names are avoided except for temporary "throwaway" variables. Common names for temporary variables are i, j, k, m, and n for integers; c, d, and e for characters. | int i;  char c;  float latitude; |