Inheritance Diagrams

EXECUTOR

DeleteExecutor

SearchExecutor

UpdateExecutor

AddExecutor

ExitExecutor

In this software, we use 1 super class which is the executor class. The main purpose of this class is to improve the simplicity of executing user’s command and manage the tracking of the commands that has been executed. We have 5 inherited class from the main executor class, which are:

* AddExecutor
* DeleteExecutor
* SearchExecutor
* UpdateExecutor
* ExitExector

UI Association Diagrams

This diagram shows the association between the Main, and UI class.

1

UI

1

Main Handler

Initializes and Controls

Logic Associations Diagram

Our Logic part comprises of quite a handful of classes. This class diagram shows the association between the Main Handler and the Logic Parts.

Storage Handler

\*

1

Creates

1

1

Has a

1

Has a

1

1

Owns

\*

Executors

Language Handler

Function Handler

Has a

1

1

Main Handler

The executors itself can be an add executor, delete executor, or any other executor inherited from the Executor super class