



# HealthNCare App

## Team Charlie

Zaher Asad, Allan Flores, Alfred Franco, Ethan  
Gapay, Alex Tedesco, & Nolan Wira

# Table of Contents

**01**

**Final System  
Design Overview**

**02**

**The  
Good**

**03**

**The  
Bad**

**04**

**HealthNCare App  
Demo**

**05**

**Conclusion**

**06**

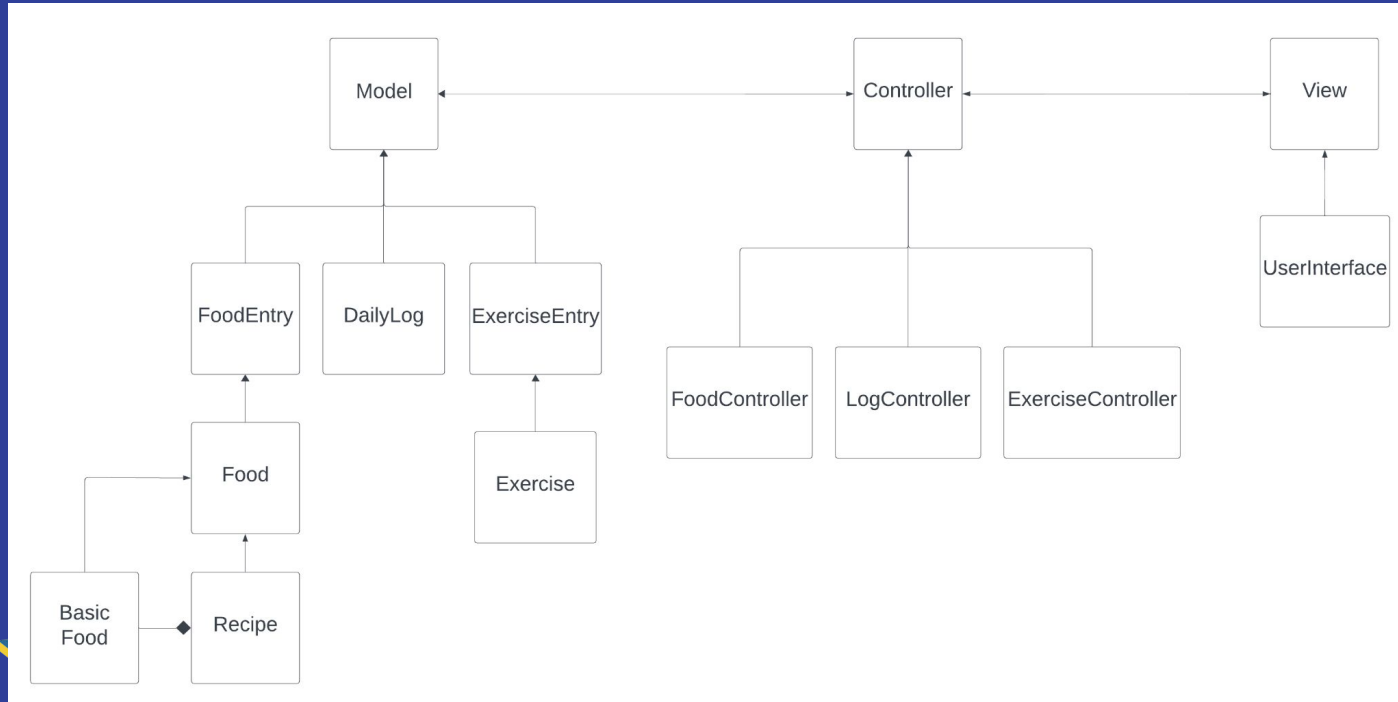
**Q&A  
Session**



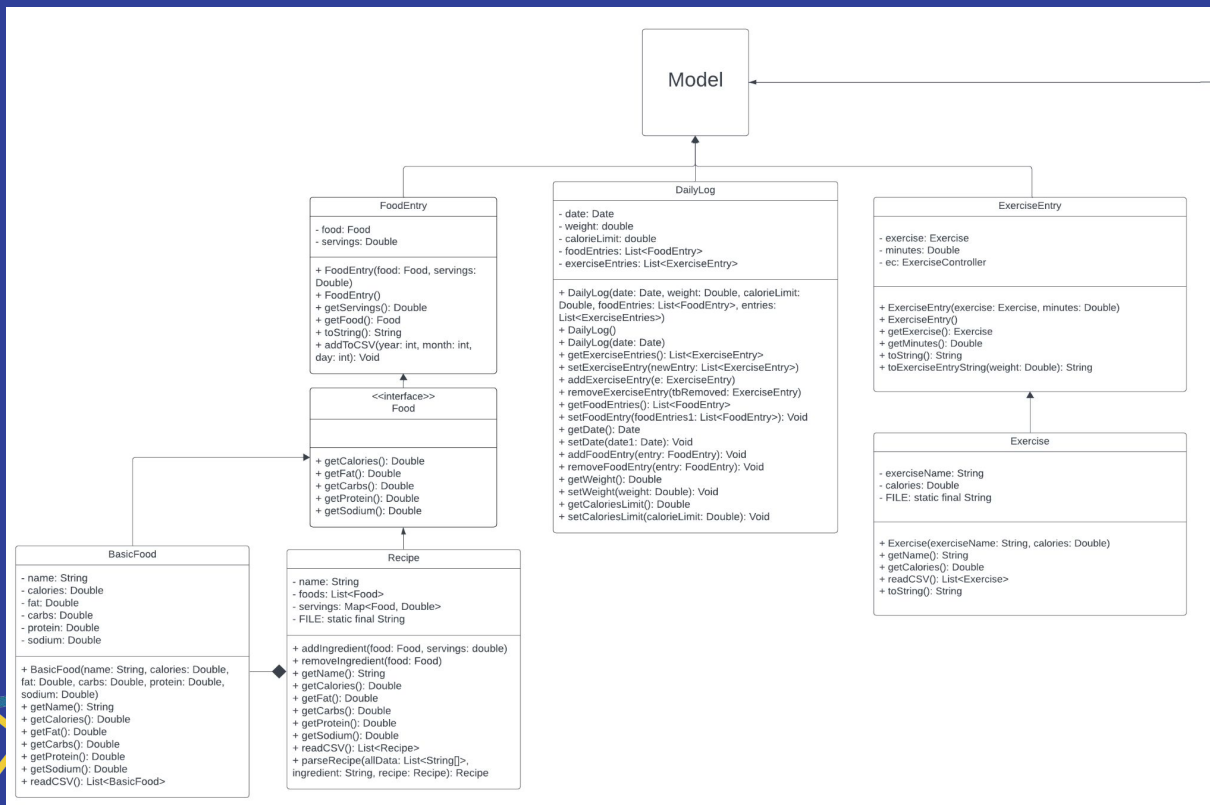
01

**Final System  
Design Overview**

# Domain Diagram



# Class Diagram - Model

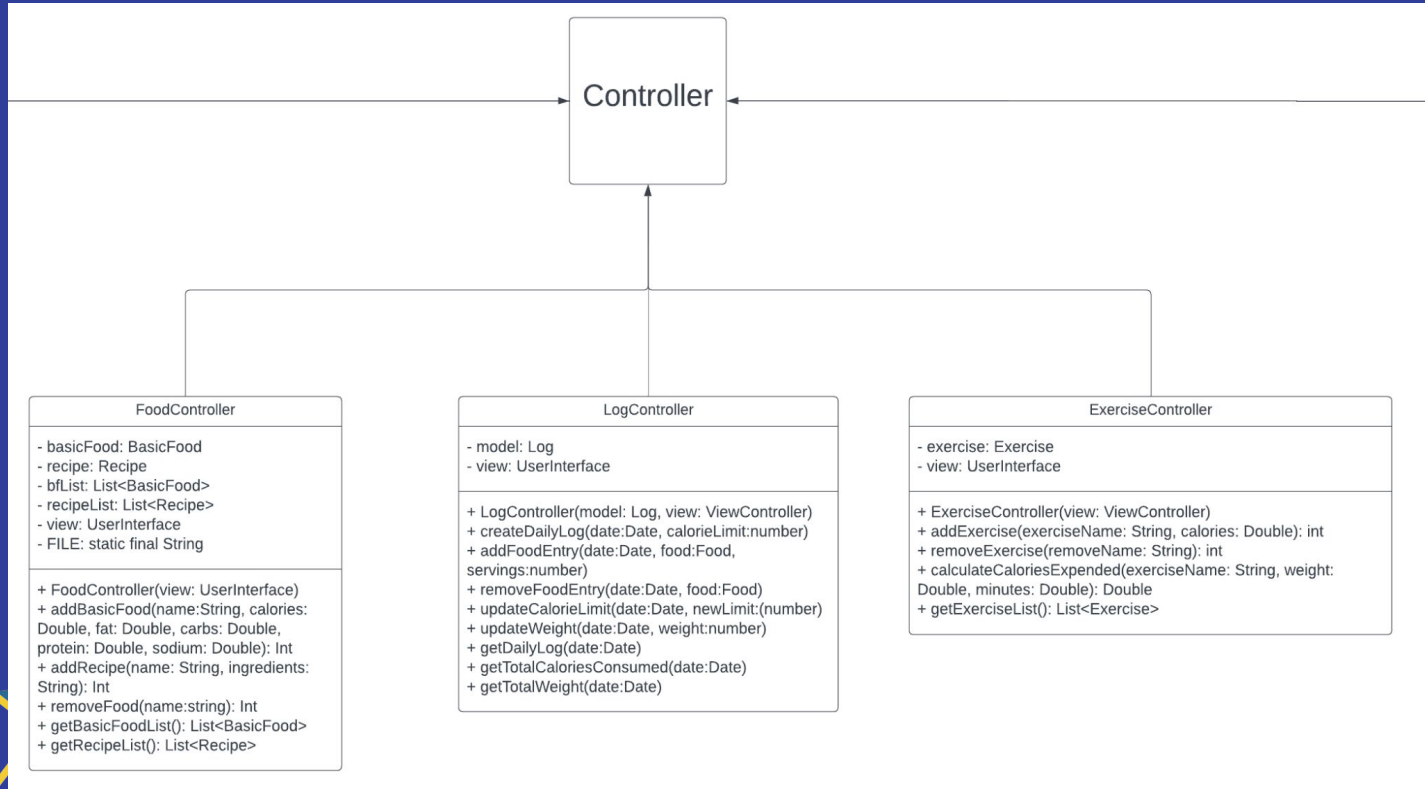


## To Controller

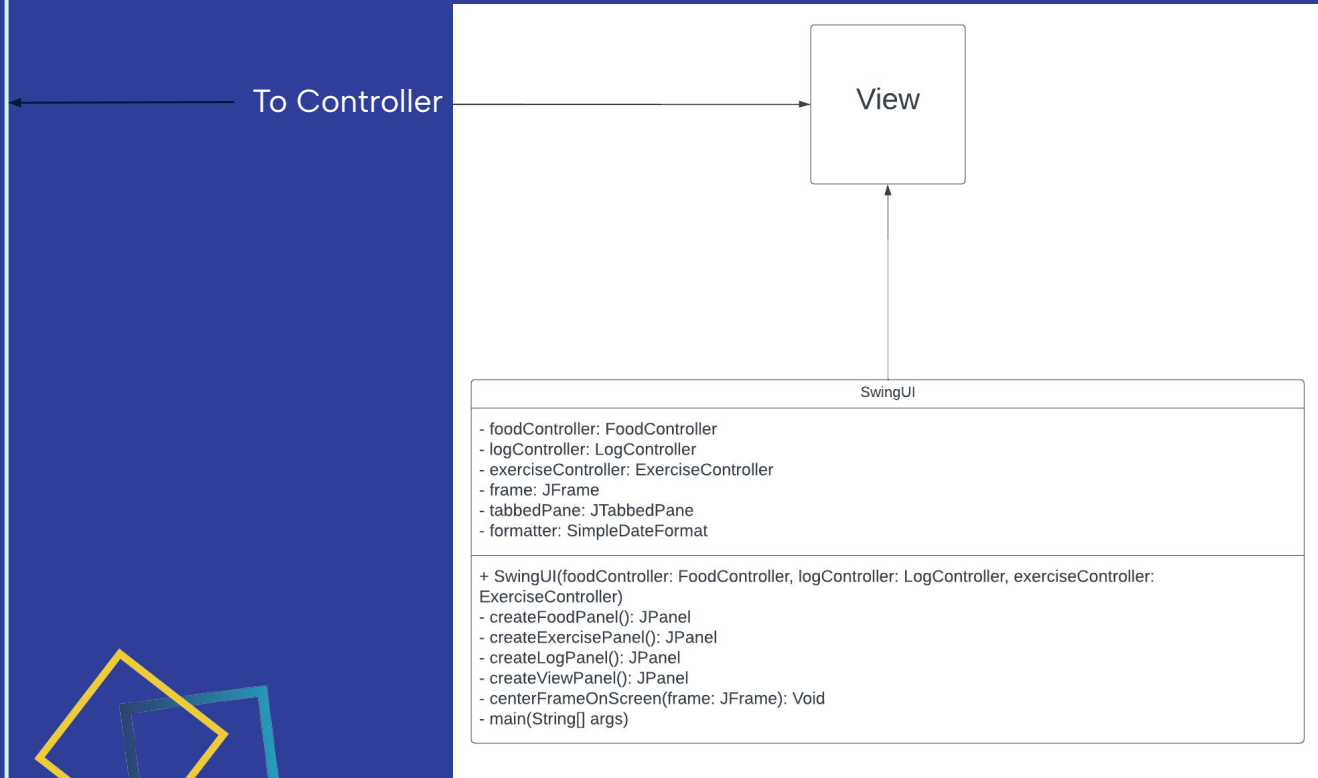
# Class Diagram - Controller

← To Model

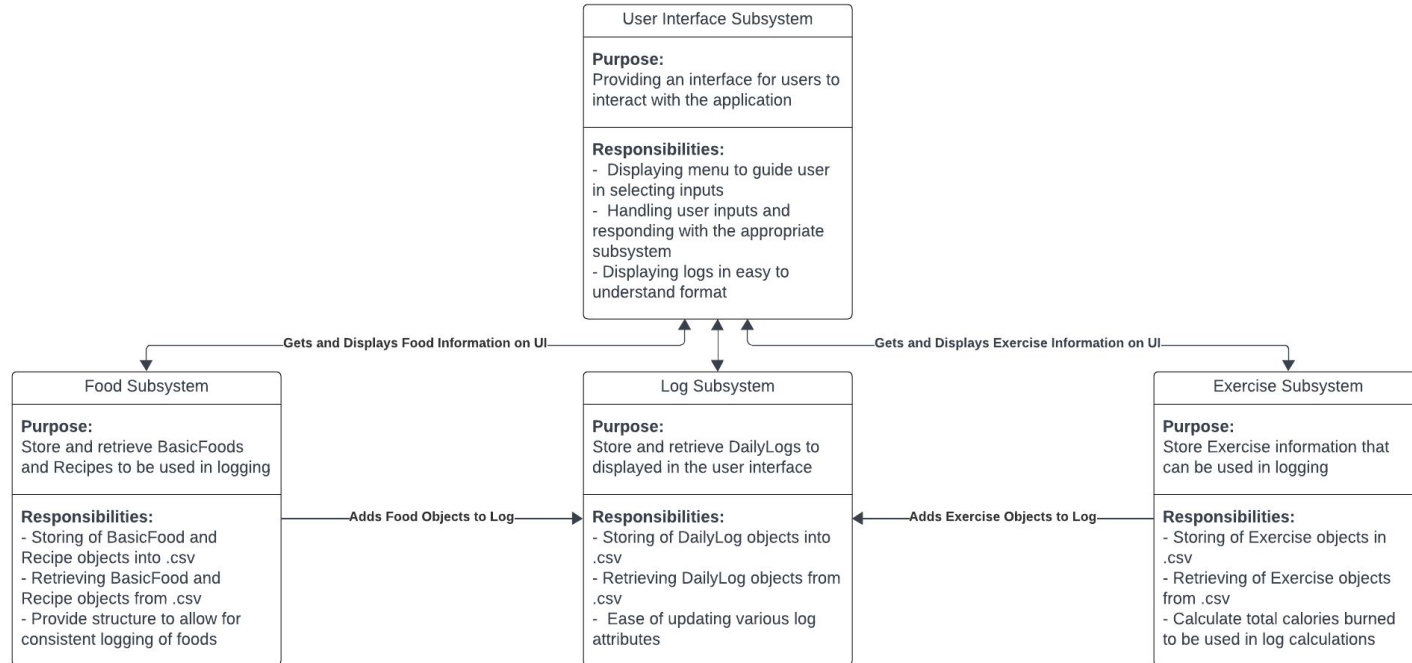
To View →



# Class Diagram - View



# Subsystem Diagram

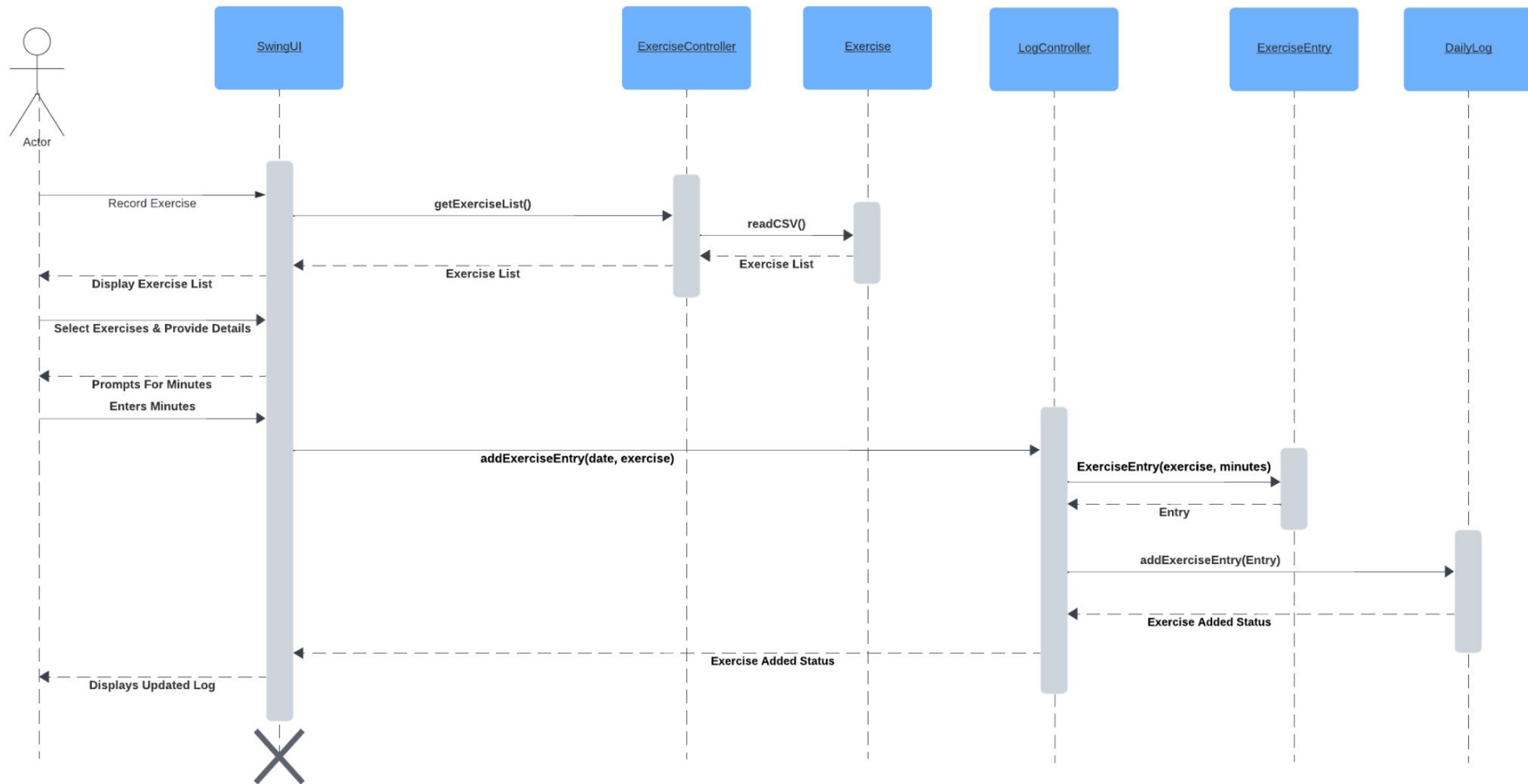






# Sequence Diagram #1

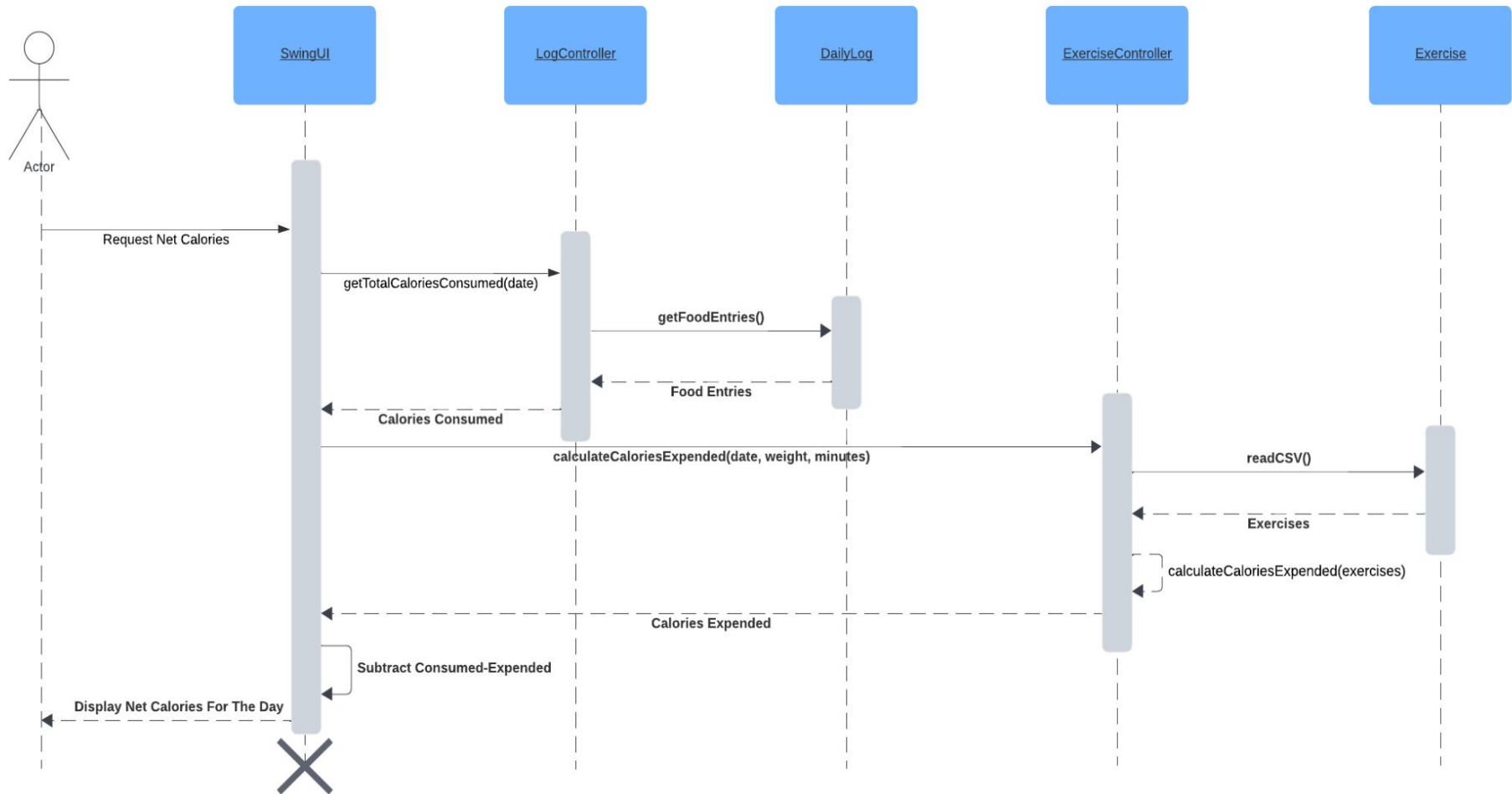
Recording  
Exercises





# Sequence Diagram #2

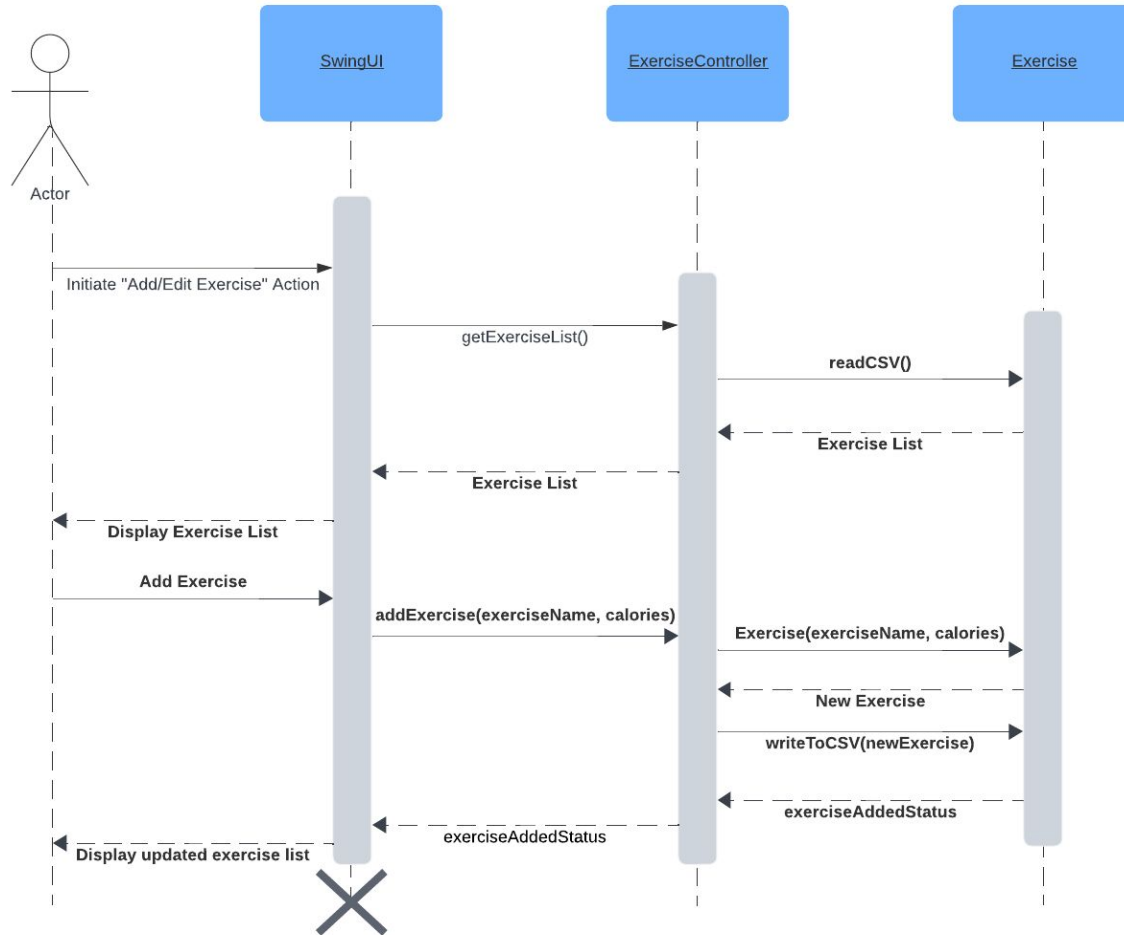
Subtracting calories depleted  
from calories consumed to  
compute net calories per day.





# Sequence Diagram #3

## Adding Exercises



# Changes From Version 1.0

## Refined Log/Food Subsystems

Log and Food subsystems redone to adhere to MVC architecture

## Exercise Subsystem

Implemented the Exercise Subsystem (Exercise.java + ExerciseController.java)

## Bar Chart Integration

Implemented BarChart for CSV data. (JFreeChart)

## Enhanced CSV Operations

Improved CSV reading and writing capabilities. (OpenCSV)

## CLI to SwingUI

Transitioned from a CLI application to Swing/AWT GUI application.

## Updated Diagrams

Made improvements to our Class and Domain Diagrams for better implementation.



02

The Good



# The Good

## Effective Use of MVC Architecture

Displaying separation of concerns,  
breaking program responsibilities up

## Easily Understandable Flow

Using the MVC architecture allowed  
for a clear understanding on where  
certain processes took place  
Helped developers easily understand  
what classes/methods to call

## High Cohesion and Low Coupling

Splitting each functionality into its  
own subsystem  
High cohesion within a subsystem  
Low coupling between subsystems

## Team Communication

Constant communication between  
developers working on different parts  
of MVC  
Team members understood what was  
to be completed





03

The Bad

# The Bad

## Poor Timing

Our group did not set deadlines for what had to be done for the project  
This led to last minute rushes to complete

## Initial Understanding

Starting of the project, team members still were unsure about how the program would flow  
Not until implementation that design started to click

## Design Implementation

After designing our initial UML, we realized that actually implementing it posed problems  
A lot of changes had to be made from the UML to the code

## Design Conflicts

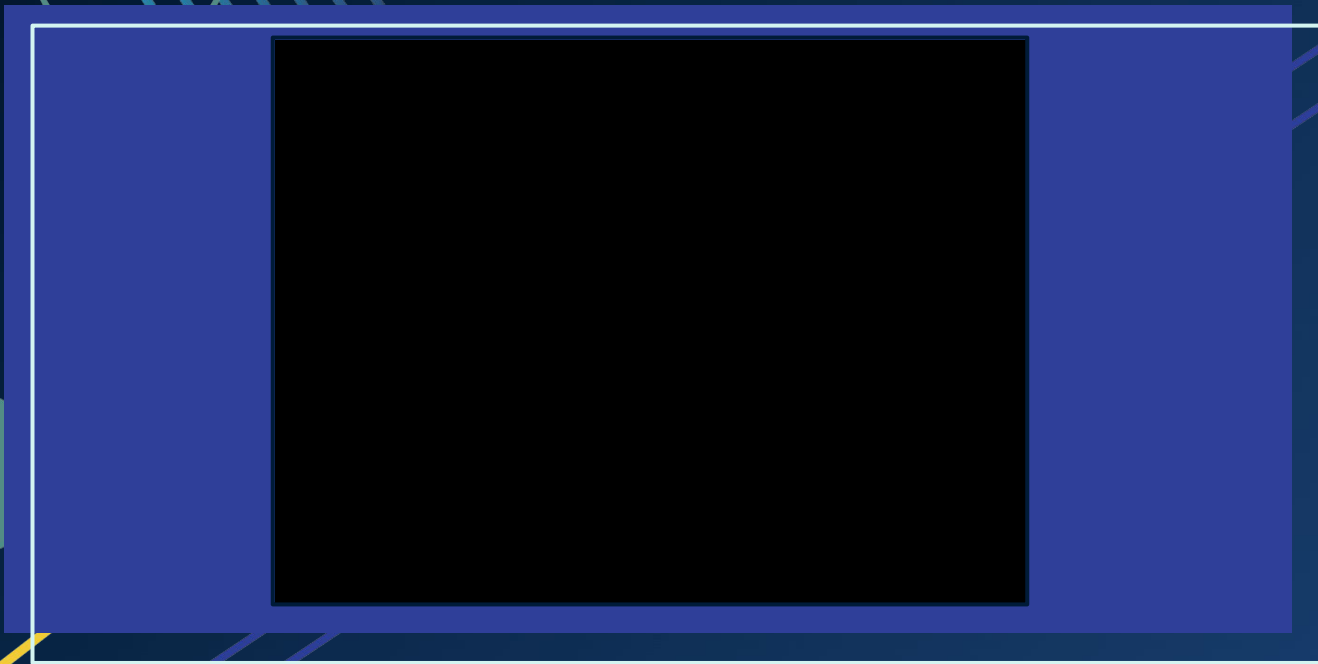
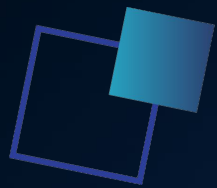
Differences in developers methodologies led to code that was logically different throughout





04

HealthNCare Demo





05

**Conclusion**

# Conclusion

Important takeaways:

- Have all team members understand the flow of the application during initial planning
- Set and enforce deadlines for each component of the application
- Keep strong communication between members for future projects
- Include code design during initial design phase



06

Q&A Session