A 2d life cycle model is a flow of stages used to develop a product in software engineering. The stages of a 2d life cycle model are communication, requirement gathering, feasibility study, system analysis, software design, coding, testing, integration, implementation, operations & maintenance, and disposition. We followed this model for out project by going through each stage and working out a plan to determine how we would continue forward.

During the communication stage we receive the request from our professor. During the requirement gathering stage we got together and formulated a plan in order to figure out what our professor required from us for this project. At the feasibility study stage we came up with a outline for out project in order to determine if we could fulfill all the necessary requirements.

During the system analysis step we decided on what applications and tool we will be using in order to get our project done. We decided to go with using mySQL and netbeans in order to get the project started. During our Software design we designed how the end product will end up looking and working.

We then proceeded to the coding stage where we used java and coded in the netbeans ide to get the programming running. During the testing stage we intensely tested the code at multiple stages to ensuring its performance. At the integration stage we integrated our software to the mySQL database.

At the implementation stage we sent out software to each other to try and get it to run on other computers. At the operation and maintenance stage we confirmed that out software ran efficiently and had minimal bugs.