

# PDA: Software Development

## Level 8

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### Ref: I.T 5

*Array in program*


	i_t_5.rb	i_t_6.rb
1	football_teams = [	'Rangers', 'Juventus', 'Manchester United',
2		'Bayern Munich', 'Barcelona', 'Benfica' ]
3		
4		

*Function that uses array*

```
def get_team(array)
  return array.reverse
end
```

```
puts get_team(football_teams)
```

*Result of function*



The screenshot shows a terminal window with a title bar that includes three colored window control buttons (red, yellow, green) and a folder icon followed by the text "week\_2 — user". The terminal has a tab bar with three tabs: "ruby", "ruby app...", and "psql". The "ruby" tab is active. The terminal content shows a prompt character followed by the command "week\_2 ruby i\_t\_5.rb". The output of the script is a list of football clubs: "Benfica", "Barcelona", "Bayern Munich", "Manchester United", "Juventus", and "Rangers". Below the output, there is another prompt character followed by "week\_2" and a grey rectangular cursor block.

```
week_2 — user
ruby  ruby app...  psql
[→ week_2 ruby i_t_5.rb
Benfica
Barcelona
Bayern Munich
Manchester United
Juventus
Rangers
→ week_2 █
```

**Ref I.T 6**

## Hash in a program

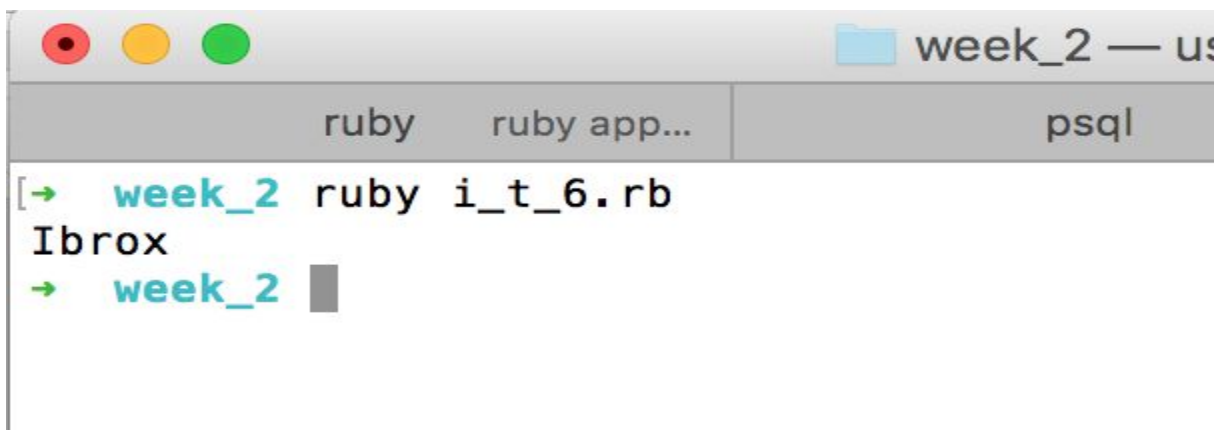
```
i_t_5.rb | i_t_6.rb
1 teams_stadiums = { :rangers => 'Ibrox',
2                   :juventus => 'Juventus Stadium',
3                   :manchester_United => 'Old Trafford',
4                   :bayern_Munich => 'Allianz Arena',
5                   :barcelona => 'Camp Nou',
6                   :benfica => 'Estadio da Luz'}
7
```

*Function that uses hash*

```
def rangers_stadium(hash)
  return hash[:rangers]
end

puts rangers_stadium(teams_stadiums)
```

*Result of function*



A terminal window titled "week\_2 — us" with tabs for "ruby", "ruby app...", and "psql". The prompt is "[→ week\_2". The user enters "ruby i\_t\_6.rb", and the output is "Ibrox". The prompt then shows "→ week\_2" followed by a cursor.

### Ref I.T 3

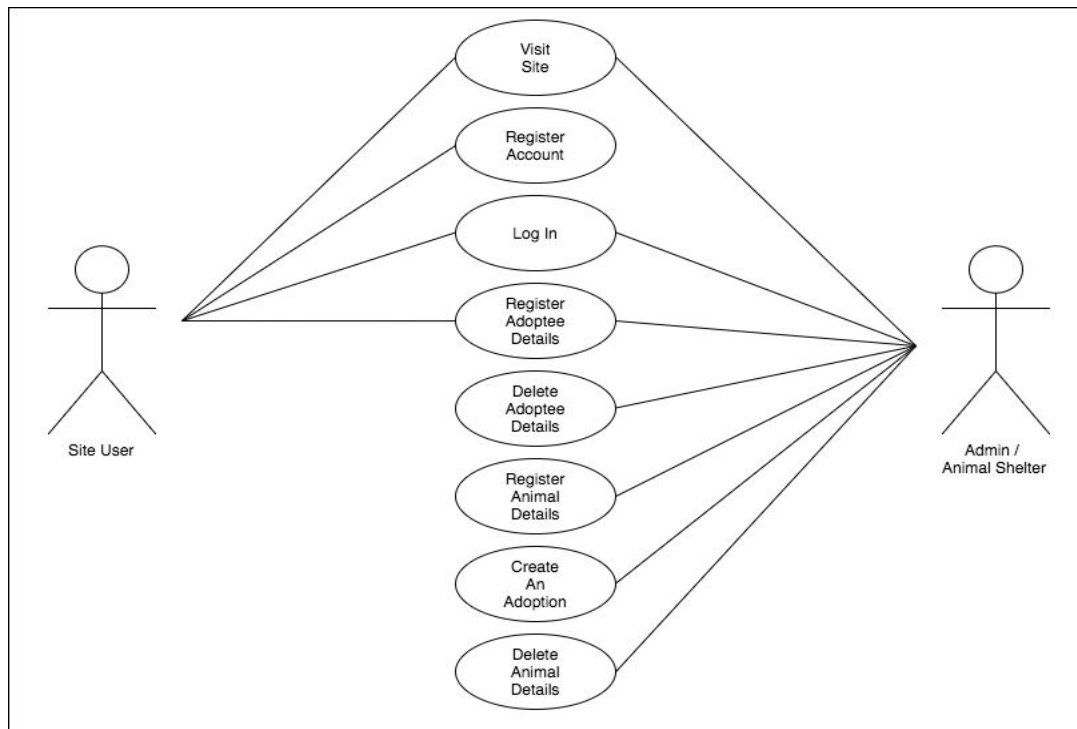
*Function that searches data*

```
def self.find( id )
  sql = "SELECT * FROM animals
  WHERE id = $1;"
  values = [id]
  found = SqlRunner.run( sql, values )
  return found.map{ |animal_type| Animal.new( animal_type )}[0]
end
```

### Ref I.T 4

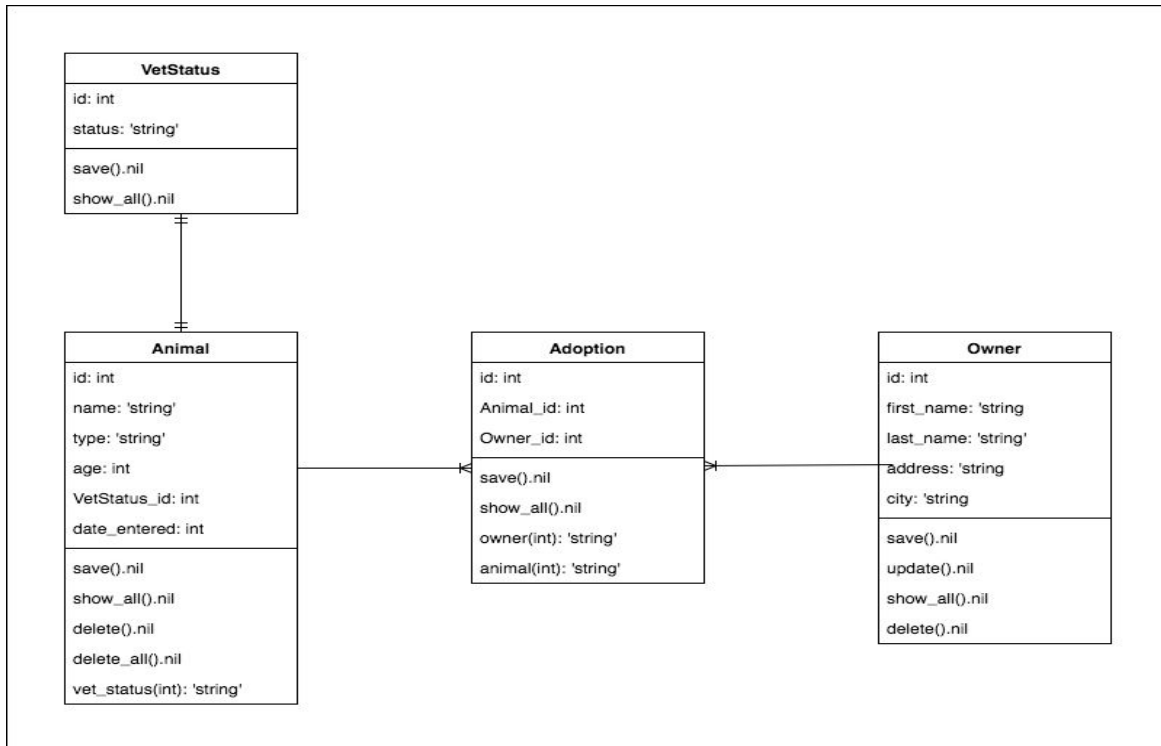
## A.D 1

*Use of case diagram*



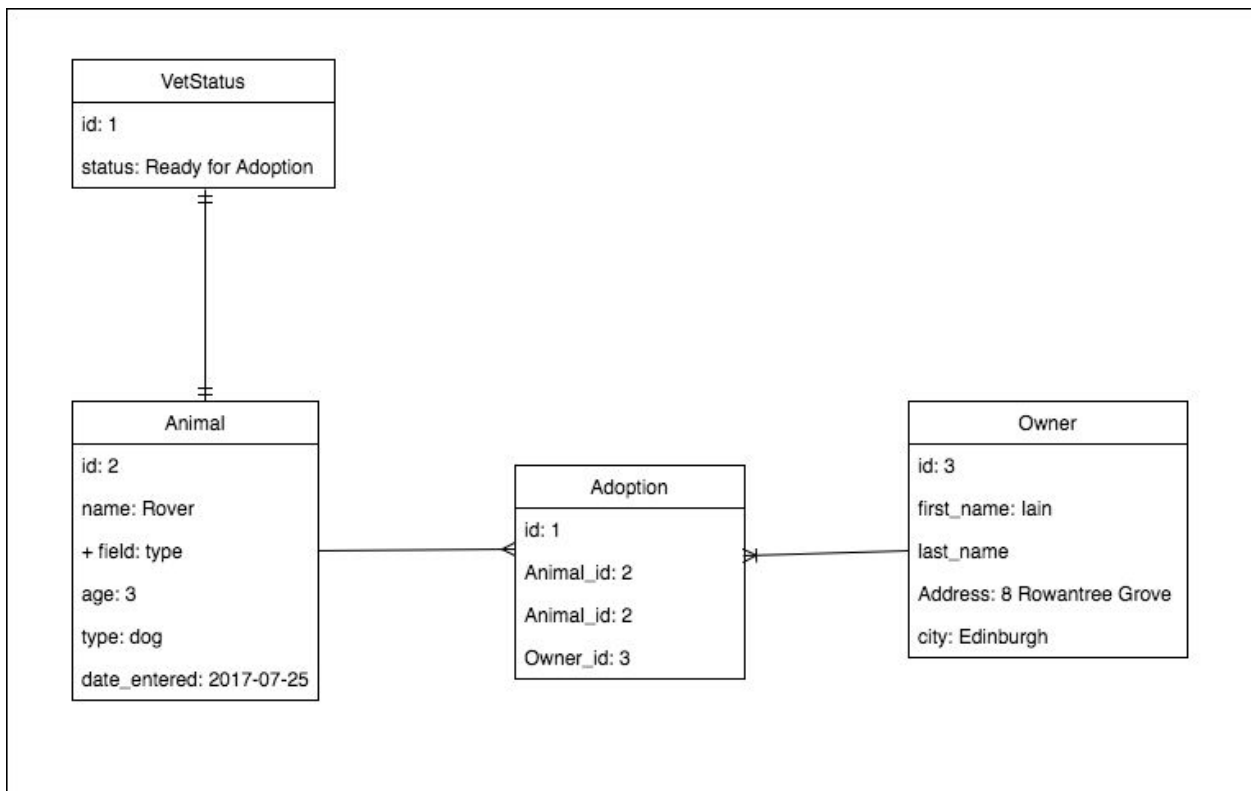
## A.D 2

*Use of Class diagram*



### A.D 3

#### Use of object diagram



## **A.D 4**

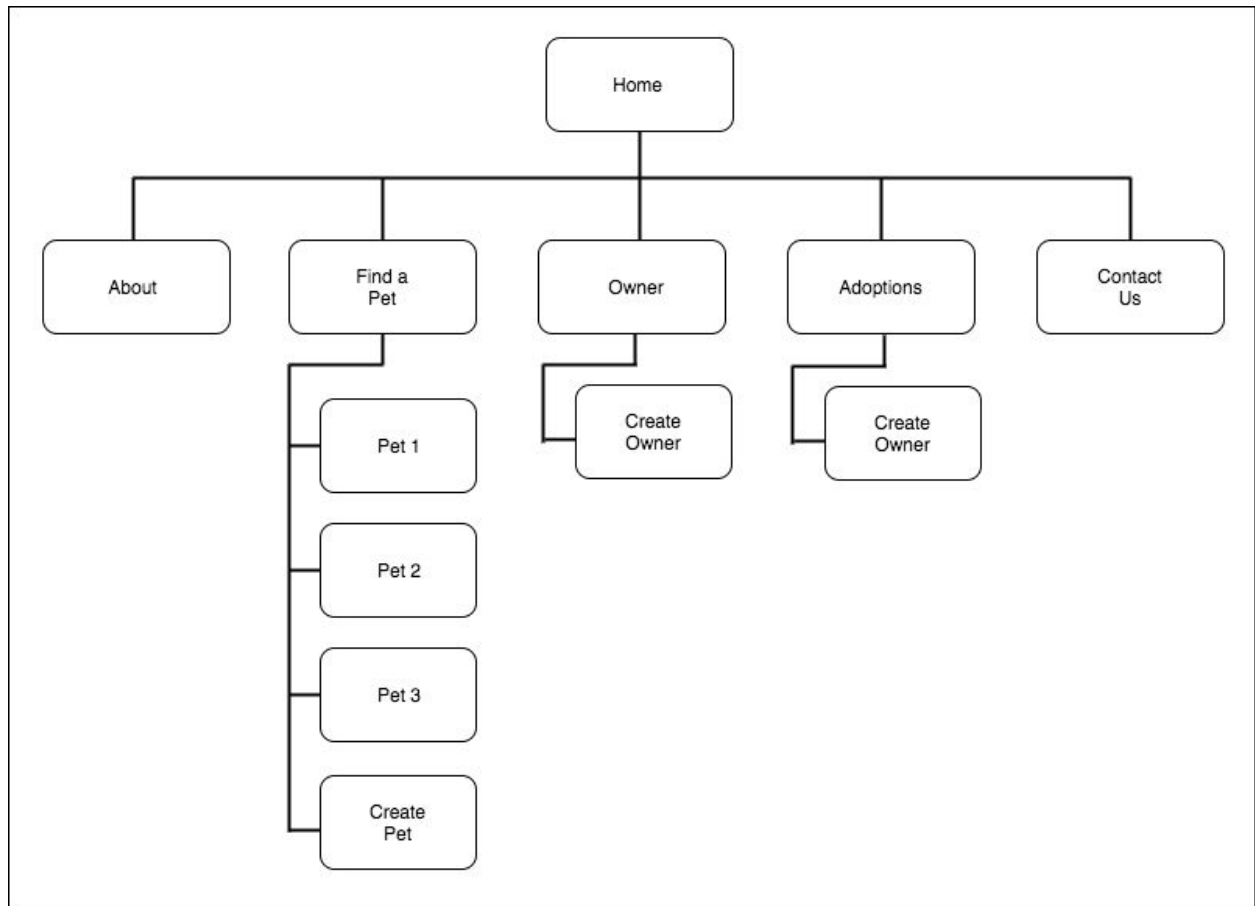
*Activity Diagram*

## **A.D 6**

*Implementations Constraints Plan*

## **P 5**

*Use of Sitemap*



## P 6

*Wireframes*





## P 10

*Pseudocode*

```
def owner
  # select all entries from the owners table in database
  # select theses entries from the id assigned by the database
  # return all data about the owner from the assigned id
  # display the owner data by using the owner function
end
```

## P13

*User input being processed*

### Register pet details

Name:

Type:

Age:

Select Adoption Status:  

At vets. Unavailable for adoption


✓ Ready for adoption

Date:

dog.jpg

*User input being used*

## More Info



**Name: Alfie**

Type: Dog

Age: 7

Adoptable: Ready for adoption

Date: 2017-09-09

Delete

## P14

*Interaction with data persistence*

## Register your details

First Name:

Last Name:

Address:

City:

Register

*Conformation of data being saved*

## Registered Potential Owners

Register Owner

- Iain Paterson  
8 Rowantree Grove  
Edinburgh

- Colleen Strachan  
32 Foxknowe Place  
Livingston

- Tommy Richmond  
7 Somewhere Street  
Somewhere

- Heather Rae  
12 Somewhere Upnorth  
Aberdeen

- Craig Morton  
16 Codeclan Place  
Edinburgh

- Harrison Booth  
11 Codeclan Way  
Aberdeen

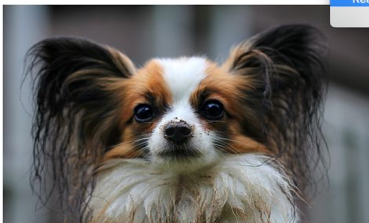
- Test Person  
10 Test address  
Test City

## P15

*The user requesting information*

✓ At vets. Unavailable for adoption  
Ready for adoption

Filter



**Rover**

[More Info](#)



**Kiera**

[More Info](#)



**Coisty**

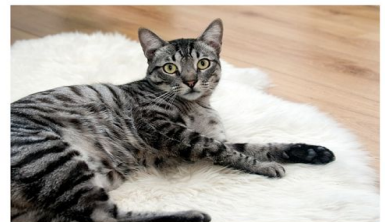
[More Info](#)



**Willow**

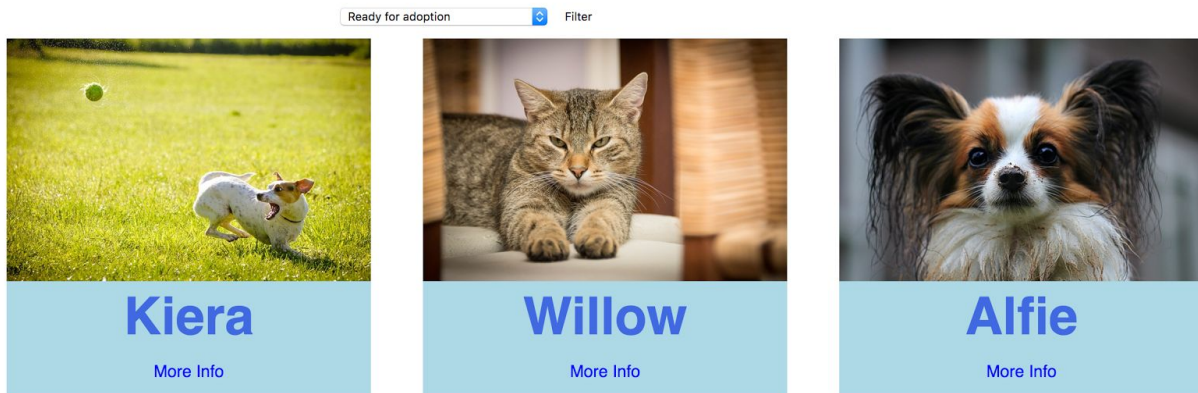


**Rex**



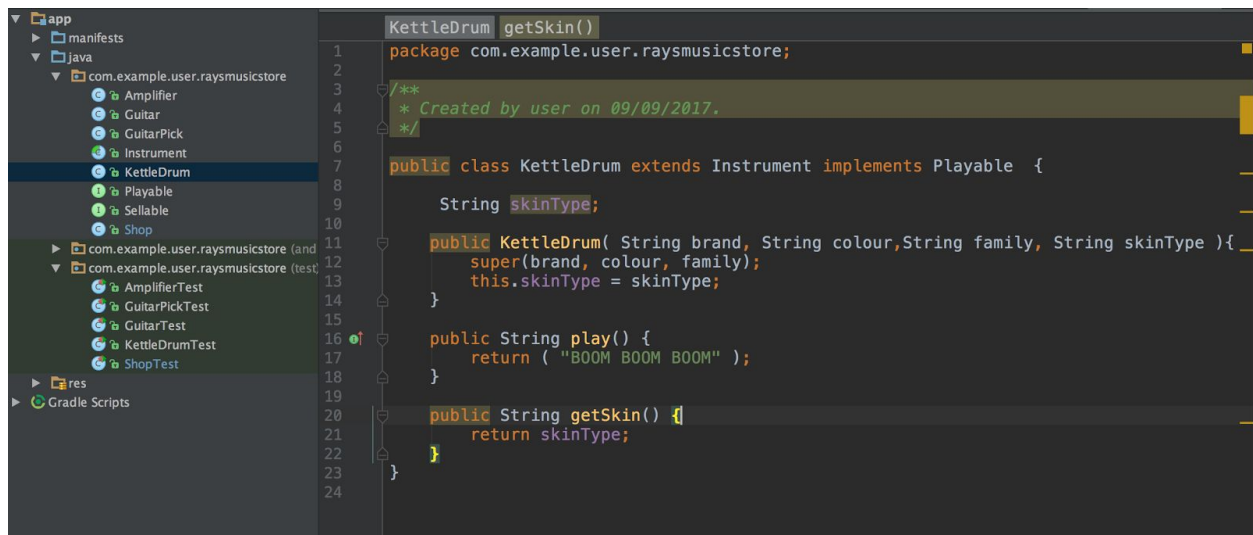
**Garfield**

*The user request being processed*



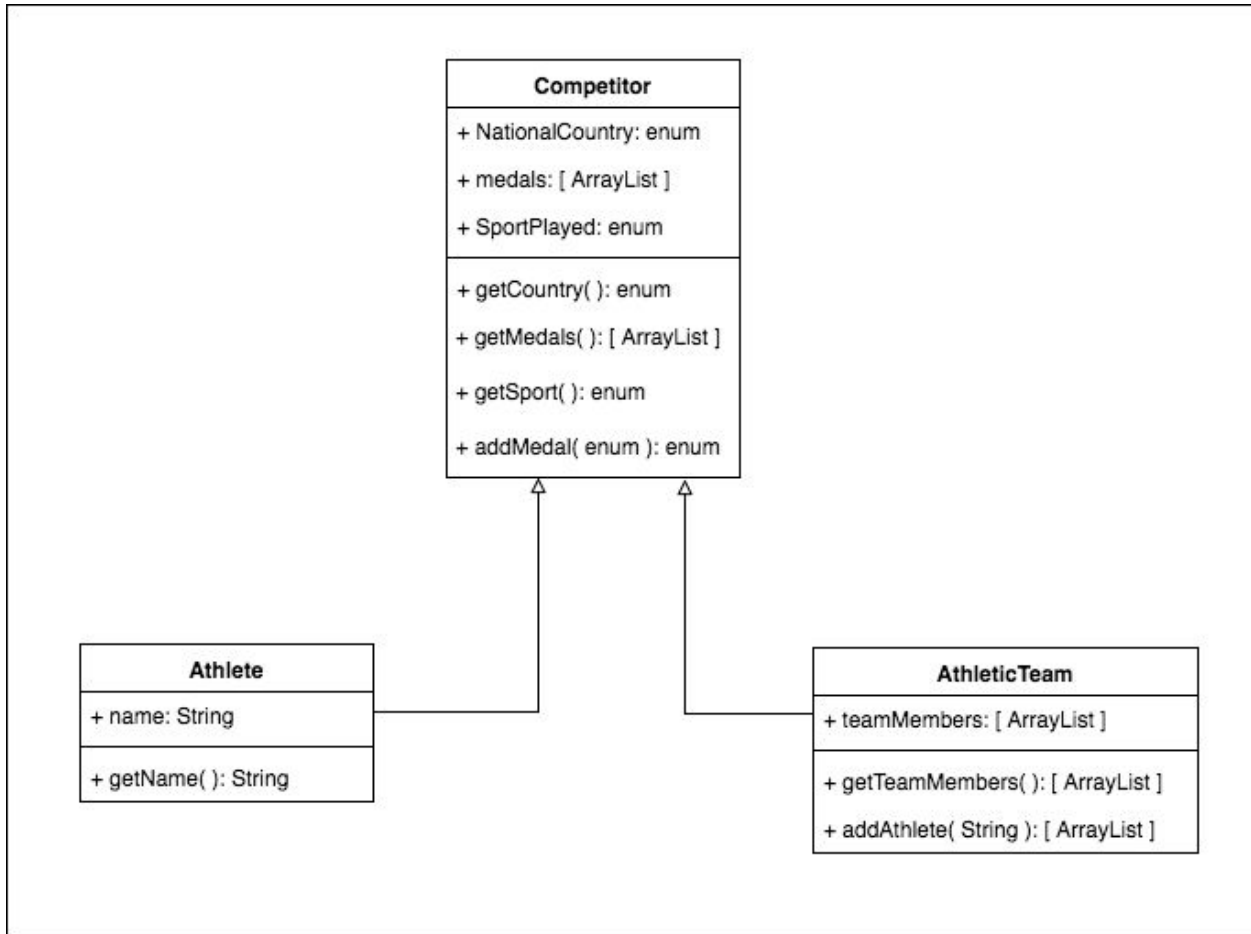
## I.T 7

*Polymorphism in a program: KettleDrum implements Playable interface.*



## A.D 5

### Inheritance Diagram



## I.T 1

### Screenshot of encapsulation

```
public abstract class Competitors {  
    private NationalCountry country;  
    private ArrayList<Medal> medals;  
    private SportPlayed sport;  
}
```

## I.T 2

### A Class that uses inheritance

```

public abstract class Competitors {
    private NationalCountry country;
    private ArrayList<Medal> medals;
    private SportPlayed sport;

    public Competitors(NationalCountry country, SportPlayed sport) {
        this.country = country;
        this.sport = sport;
        this.medals = new ArrayList<>();
    }

    public NationalCountry getCountry() {
        return country;
    }

    public ArrayList<Medal> getMedals() {
        return medals;
    }
}

```

*A Class that inherits from previous class.*

```

public class AthleticTeam extends Competitors {
    private ArrayList<Athlete> teamMembers;

    public AthleticTeam(NationalCountry country, SportPlayed sport) {
        super(country, sport);
        this.teamMembers = new ArrayList<>();
    }

    public ArrayList<Athlete> getTeamMembers() {
        return teamMembers;
    }

    public void addAthlete(Athlete athlete) {
        this.teamMembers.add( athlete );
    }
}

```