

PDA: Software Development

Analysis and Design

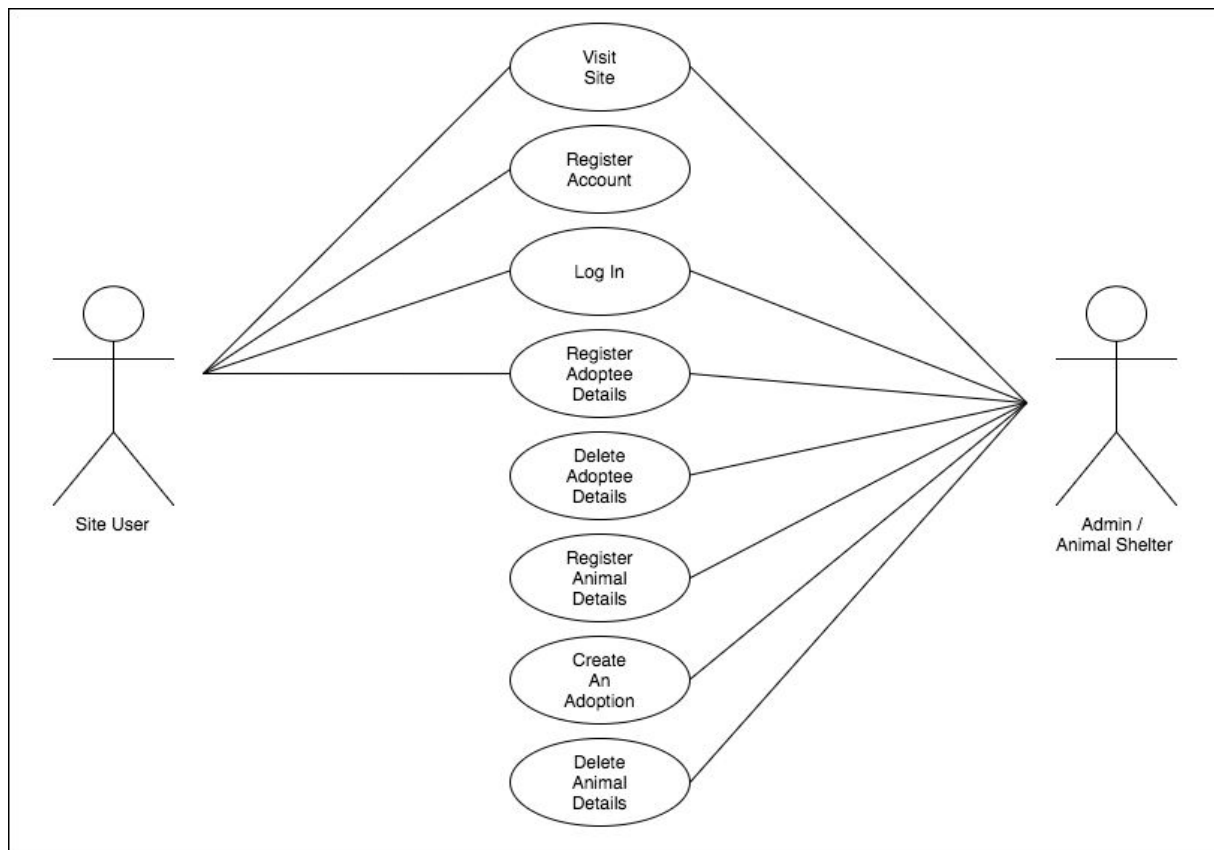
Level 8

Iain Paterson

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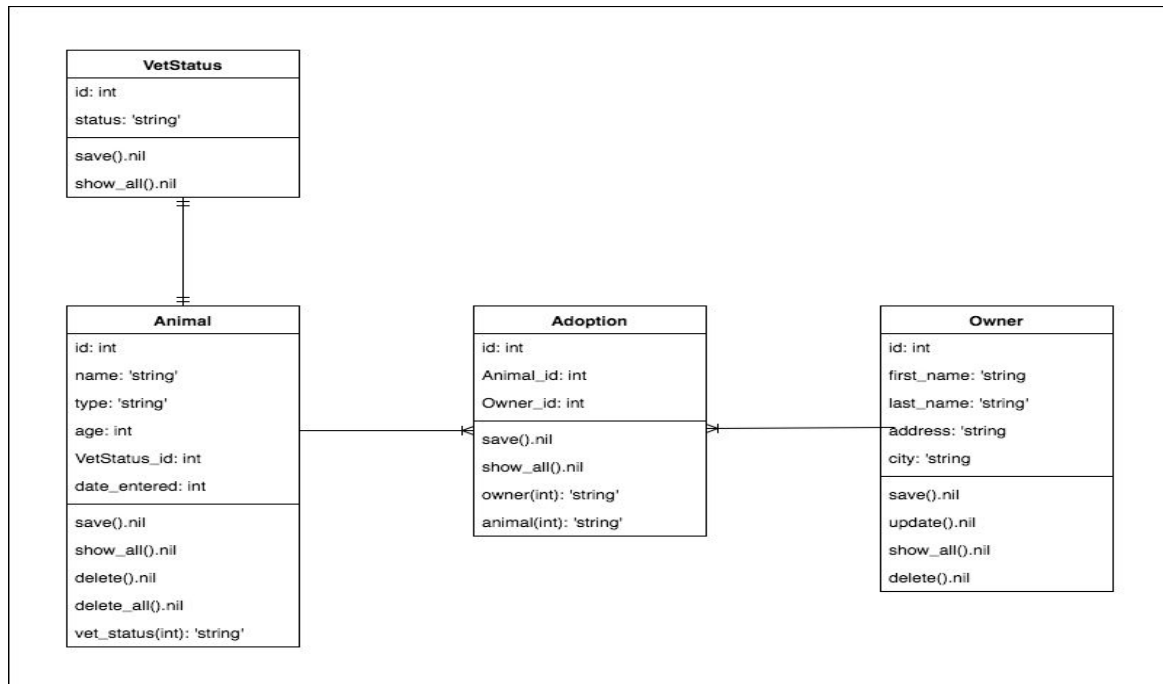
A.D 1

Use of a 'Use Case Diagram'



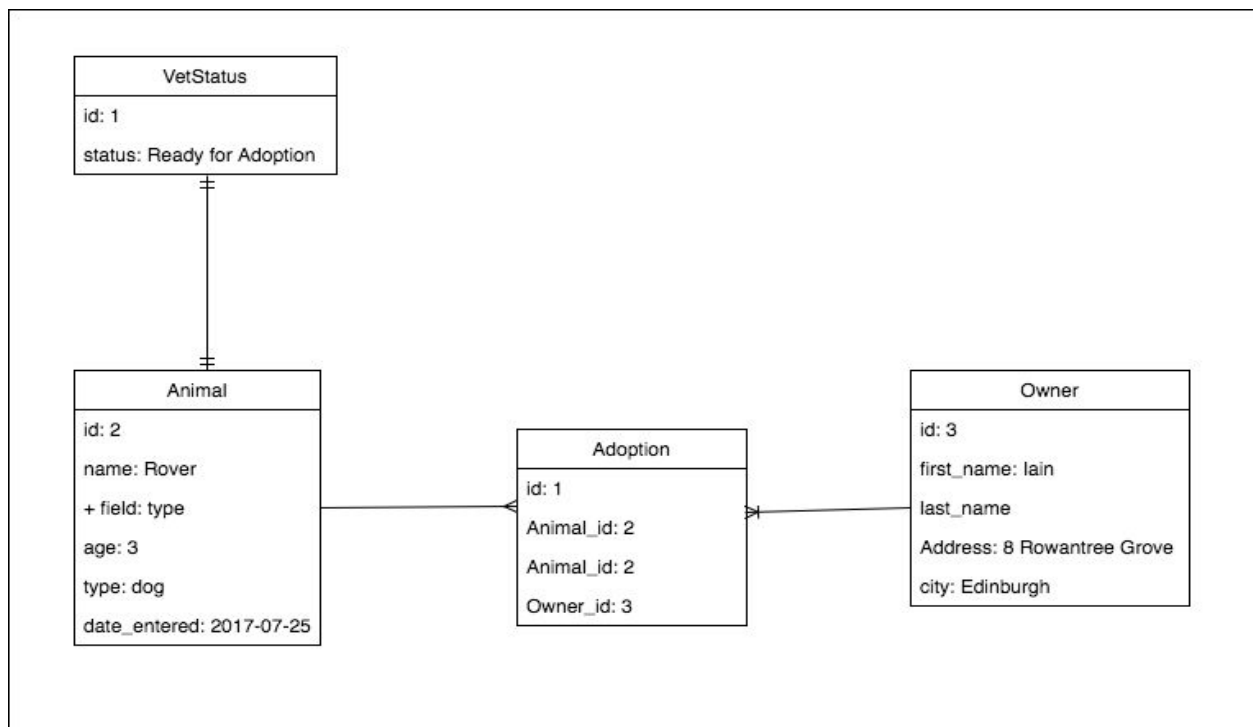
A.D 2

Use of a 'Class Diagram'



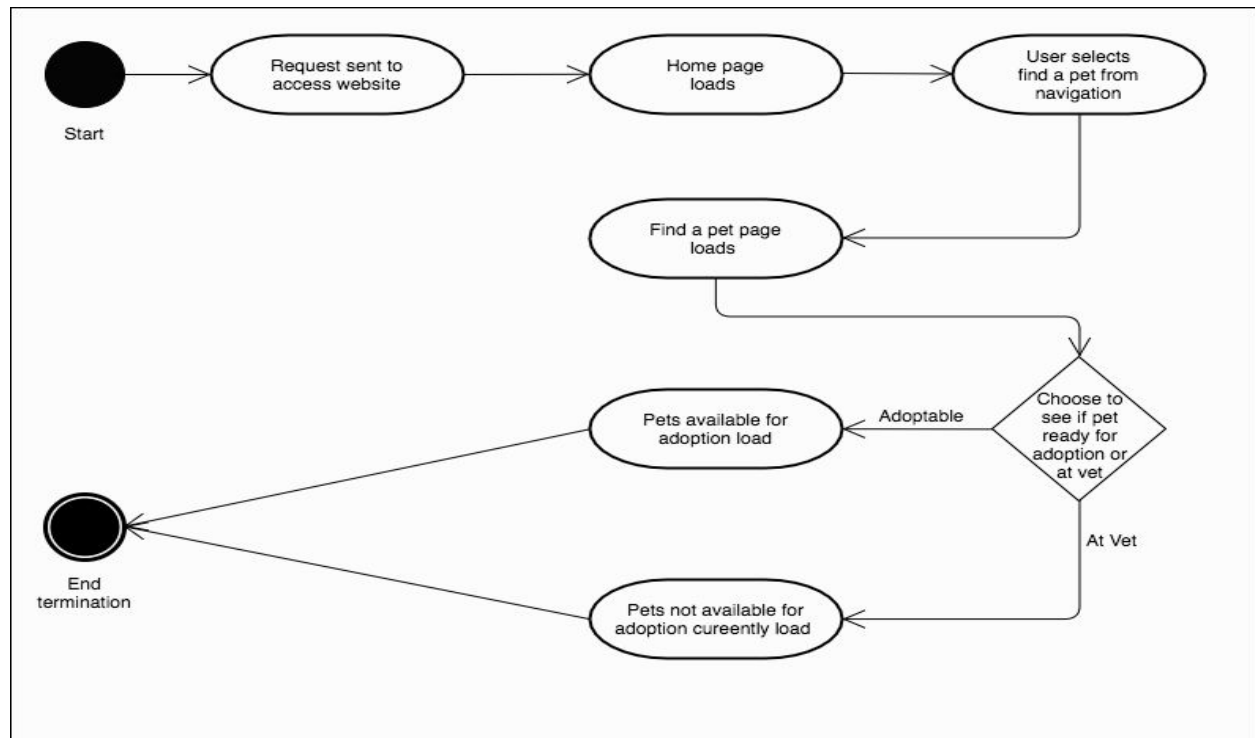
A.D 3

Use of an 'Object Diagram'



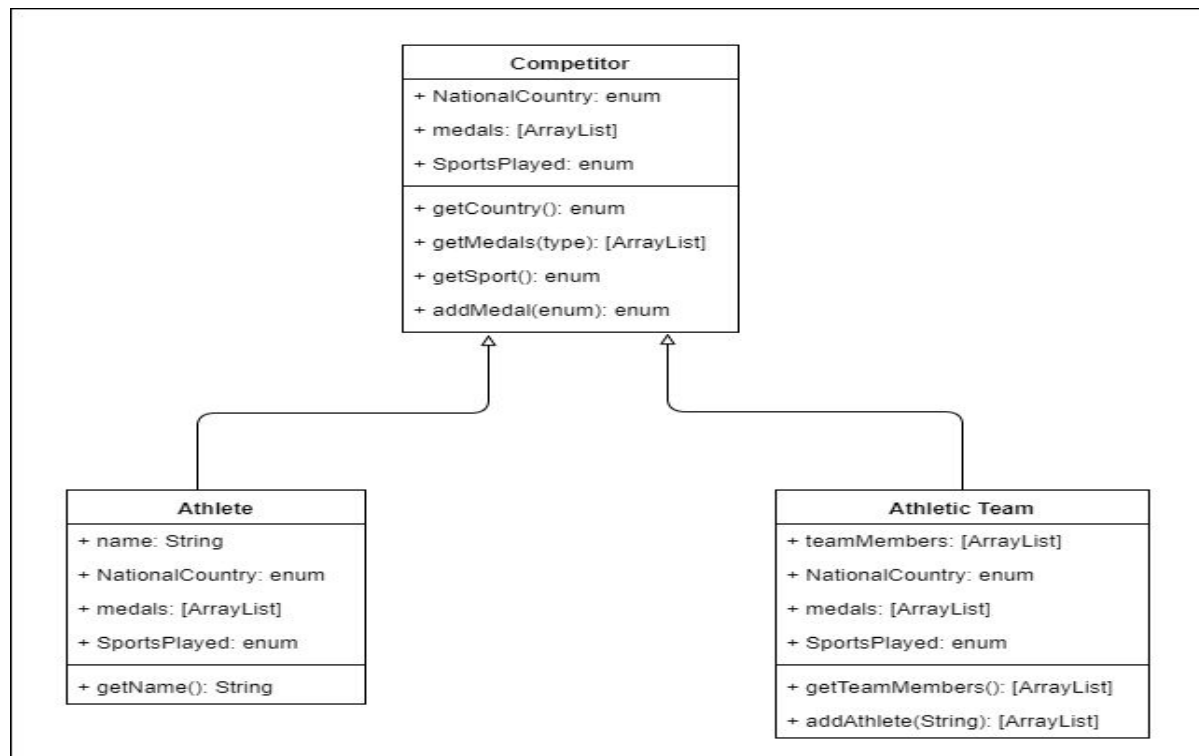
A.D 4

Use of an 'Activity Diagram'



A.D 5

Use of an 'Inheritance Diagram'



A.D 6

Implementations Constraint Plan

Constraints	Possible effect of constraints	Solutions
Hardware and Software platforms	The web app may display differently across different browser platforms. This may leave a feeling of inconsistency and confusion with the customer, leading on to them not using the app in the future.	Do thorough browser testing across multiple browser platforms. Especially the more common browsers such Safari, Chrome, Firefox, IE and Edge.
Performance Requirements	The performance may suffer due to lack of memory. If this were to happen the web app may crash or run extremely slowly. Customers will then not wish to use the product as it is unreliable, which will lead to a loss of business.	Refactor code within the app to limit memory use and enable app to run as efficiently as possible
Persistent storage and transactions	The backend database of the web app may require a substantial amount of memory to save information. If sufficient storage isn't available then the app could slow down considerably or may not work. If app doesn't work then customers won't use it.	Have data be stored in as efficient way as possible
Usability	Users with disabilities such as blindness or vision impairment may not be able to use the web app appropriately. Not all potential customers may be able to use the product sufficiently and are unable to conclude their business.	Make web app adhere stringently to accessibility standards such as alt text on images and using proper syntax within code. This will give screen readers better access to the content.
Budgets	Tight budget may limit the	Meet the desired mvp of the

	<p>amount of features and functionality available to the web app. A tight budget may also lead to employees not receiving pay on time or at all which could lead to legal ramifications for the company. Work may grind to a halt on the app leaving it unable to be released.</p>	<p>client brief. If budget doesn't allow for expansion, leave out additional features and functionality. Thus allowing to staff to receive wages.</p>
Time	<p>Time scale may also affect features, functionality and styling. The MVP may not be met by the deadline for the app launch. The app may be unfinished and basic functionality could be severely limited giving the customer a bad impression of what is on offer. Usability of the app may be rushed and not all customers catered for.</p>	<p>Thorough planning at the beginning of the project will remove some of the risk involved and give the team a direction to pull in.</p>