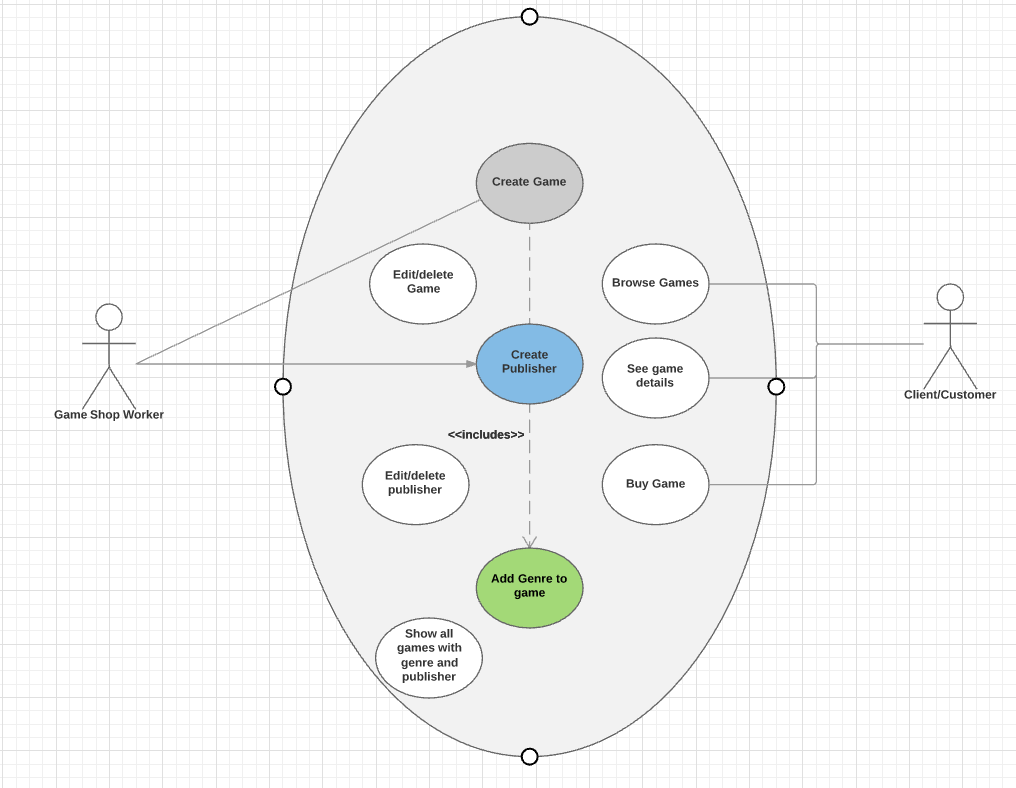
**Evidence for Analysis and Design Unit.**

Pedro Everett

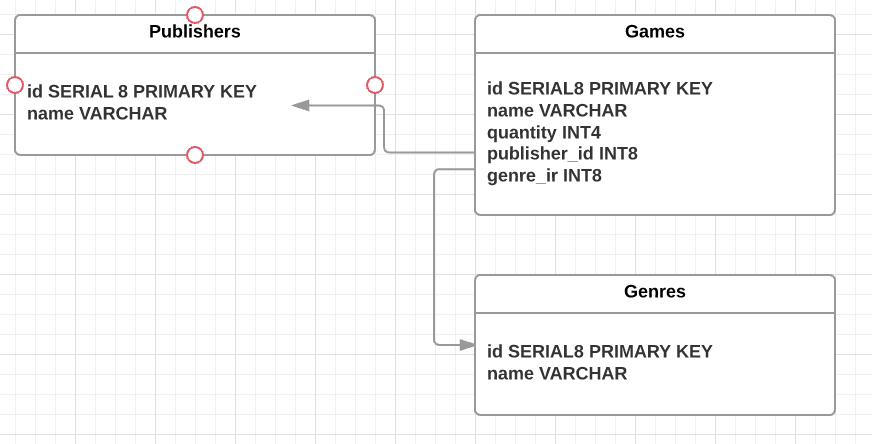
Cohort 13

5/9/2017

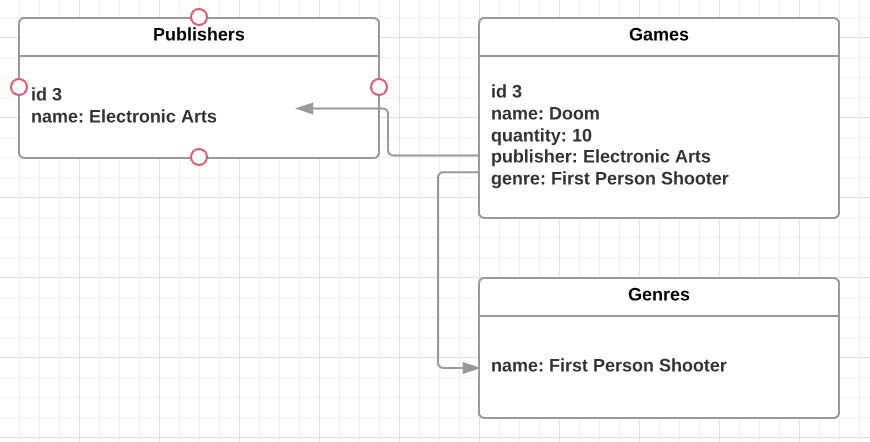
**AD - 1 Use case Diagram**



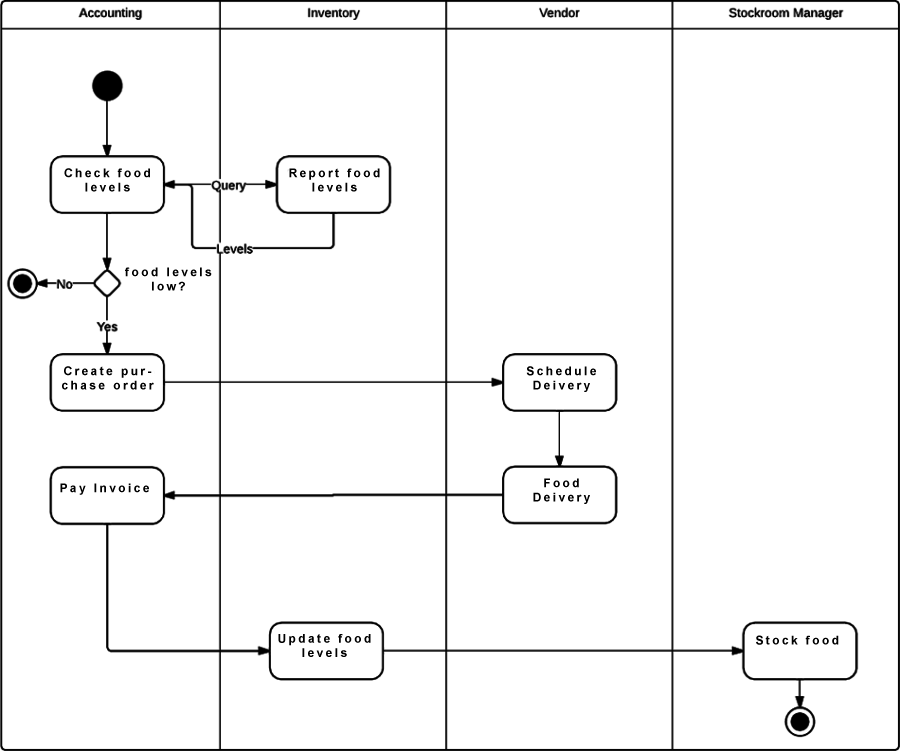
**AD - 2 Create a Class diagram using your Use case diagram.**



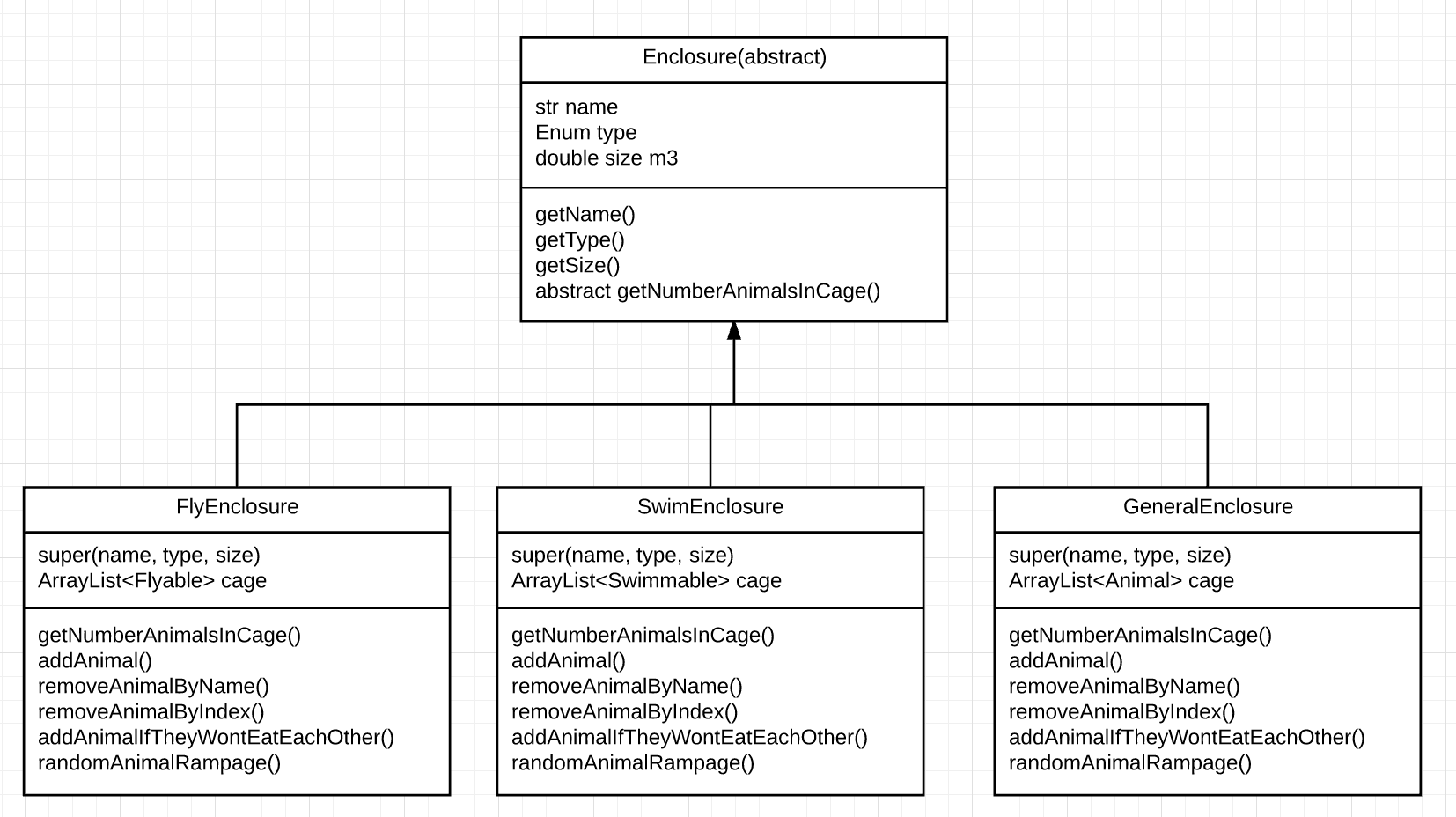
**AD - 3 Object diagram**

****

**AD - 4 Activity diagram**

****

**AD - 5 Inheritance diagram**

****

**AD - 6 Implementations Constraints**

|  |  |  |
| --- | --- | --- |
| **Constraints** | **Possible effect of constraint** | **Details** |
| **Hardware and software platforms** | **It only runs on Chrome and Safari. This could be a problem to the user as if it does not have one of these browsers he wont be able to use several important functions.** | **Taking more time to implement the CSS depending on the browser used. This will enable the website to run on all browsers and deliver similar experiences.** |
| **Performance requirements** | **We just need Mac/Pc/Android machine to run this app.** | **This can be run at any machine with a browser, but we are aware that machines with older browser versions might have different experiences.** |
| **Persistent storage and transactions** | **10 mb local storage is enough for code and database inputs.** | **I would not change this as I want to keep it simple. Although for older machines or mobile phones this can be a problem.** |
| **Usability** | **User input available and UX designed to regular use of app, taking in account more recent display values..** | **Add developed with UX in mind. Older or smaller machines with lower screen resolution, may have different experiences.** |
| **Budgets** | **There was no budget used in this project. If there was a budget I could have had more developers working on other features.** | **Personal project for the course of codeclan.** |
| **Time** | **We had a week to work on this project, time was short to add other features that I wanted to** | **I have decided to continue working on it on my own time and had the features that I feel will improve the UX and functionalities of the app.** |