Project Title

by

Phillip Anerine

panerine@stevens.edu

September 21, 2023

panerine@stevens.edu

Project Title

Phillip Anerine
panerine@stevens.edu

This document provides the requirements and design details of MyProject. The following table (Table 1) should be updated by authors whenever changes are made to the architecture design or new components are added.

Table 1: Document Update History

Date	**Updates**
01/30/2023	Initials: • A list of important updates to the document. • Added the introduction (Chapter **??**).
01/30/2023	DDM: • Added a section in the introduction (Section 1.1).

Table of Contents

List of Tables

List of Figures

Chapter 1

Team

– Phillip Anerine

1.1 My Section

Hello! I am Phillip Anerine, a 4/4 Computer Science Major with a minor in Software Engineering. I have a large interest in Fullstack development on the web. I'm hoping to learn more about developing Software Architecture and scalable documentation systems for larger scale Software projects.

Chapter 2

Git Homework

– Phillip Anerine

2.1 Homework Assignment 1

This is my git homework

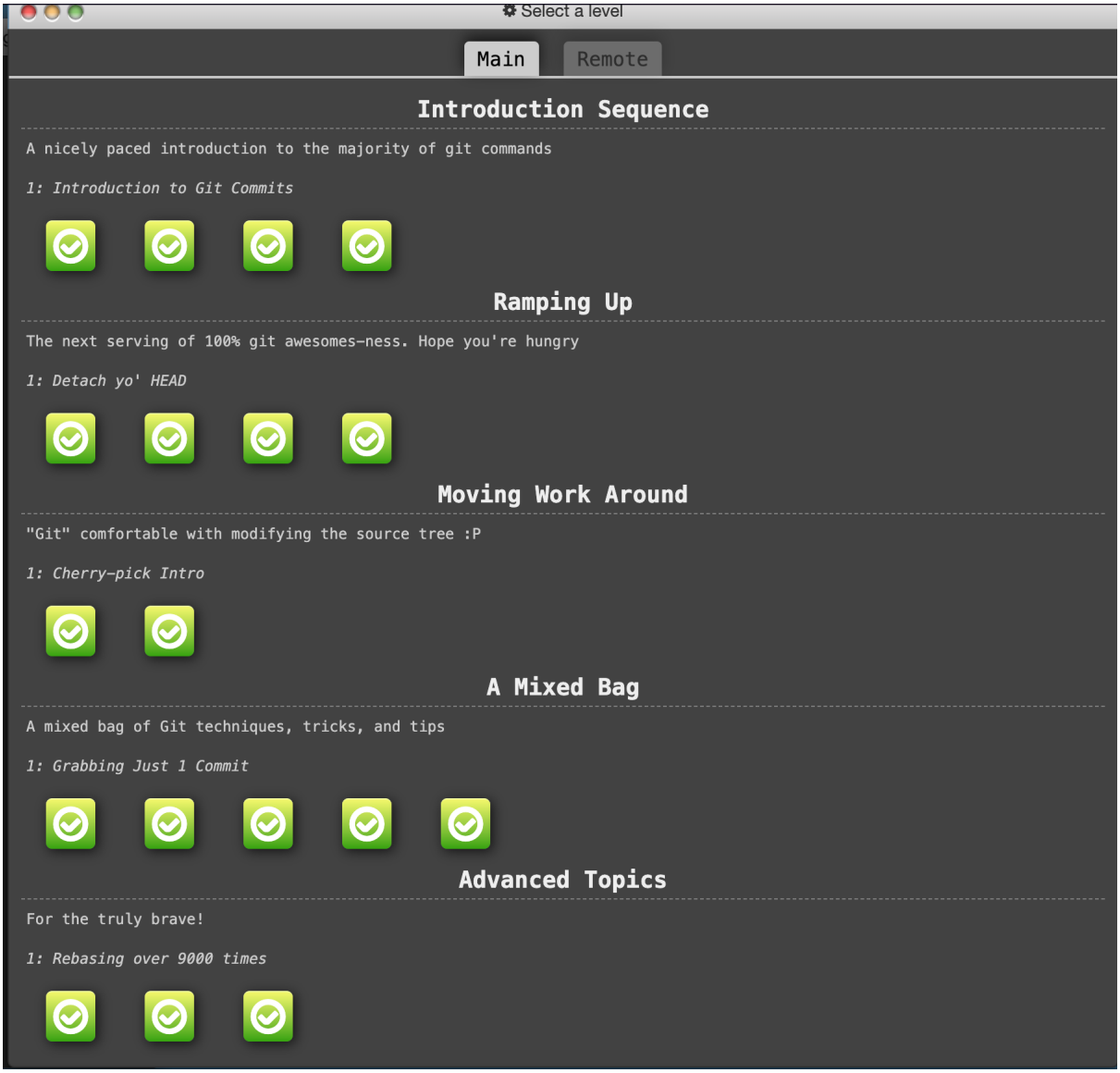


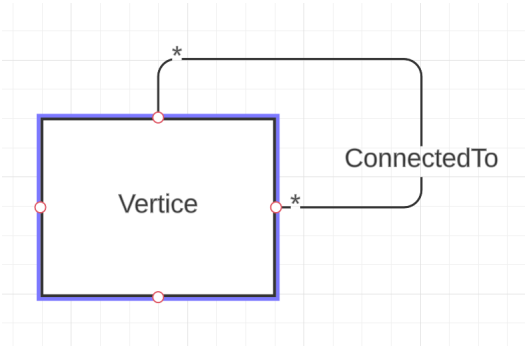
Figure 2.1: Screenshot of me doing all the levels.

Chapter 3

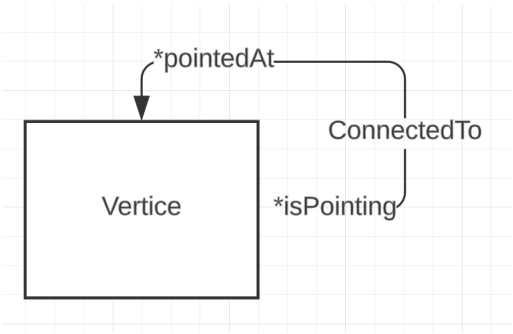
UML Class Modeling

– Phillip Anerine

3.1 Undirected Graph



3.2 Directed Graph



3.3 Window System

A window has 4 coordinote, x1, x2, y1, y2, with a few different methods display, undisplay, raise, and lower. There are a few different type of windows.

3.3.1 Scrolling Window

A scrolling window has an xOffset and yOffset. It also has a scroll method. There are two different types of scrolling Window, a text window that has a string, and methods insert and delete. There is also a scrolling canvas, which is also a type of Canvas. The details of which I'll get into.

3.3.2 Canvas

Canvas windows have cx1, cx2, cy1, cy2 attributes, and methods addElement and deleteElement. The other type of Canvas is a ScrollingCanvas, which also inherits the attributes and methods from ScrollingWindow.
Each canvas can have any amount Shape elements in it, and each element is only assigned to one Canvas. Shapes have color and lineWidth attributes. There are two types of shapes, Line and Closed Shape. Lines have x1, x2, y1, y2 attributes and the draw method. Closed Shapes has fillColor and fillPattern. There are two different types of Closed Shapes, Polygon and Ellipse.
Polygons have some amount of points, that are its vertices, and the points are only part of one polygon. Points just have x and y coordinate attributes. Polygons have a draw method.
Ellipses have x, y, a, and b attributes and the draw method.

3.3.3 Panel

Panels are the last type of Window. They have at most 1 panel item. A panel item has x, y, and label attributes. There are a few different types of panel items.
Button is a type of panel item that just has string and depressed attribute.
Choice Item is a type of panel item. It has different choice entries, but has at most one specific choice entry that is its current choice. The choice entry has string and value attributes.
Lastly there is the text item which is a type of panel item. It has attributes maxLength and currentString. There can be any amount of text items as part of an event when a keyboard event activates, and one event can notify any amount of panel items.

3.4 Credit Card System

A credit cart account has one mailing address that is held by any amount of customers. It is also connected to an institution via an account number. Statements are connected to credit card accounts via statement dates. Transactions are connected to Statements through transacitonNumbers. There are a few different types of transactions: Adjustments, Fees, Interest, and CashAdvances, and Purchases. Purchases have one merchant, and merchants can be part of any amount of Purchases.

Bibliography

Index