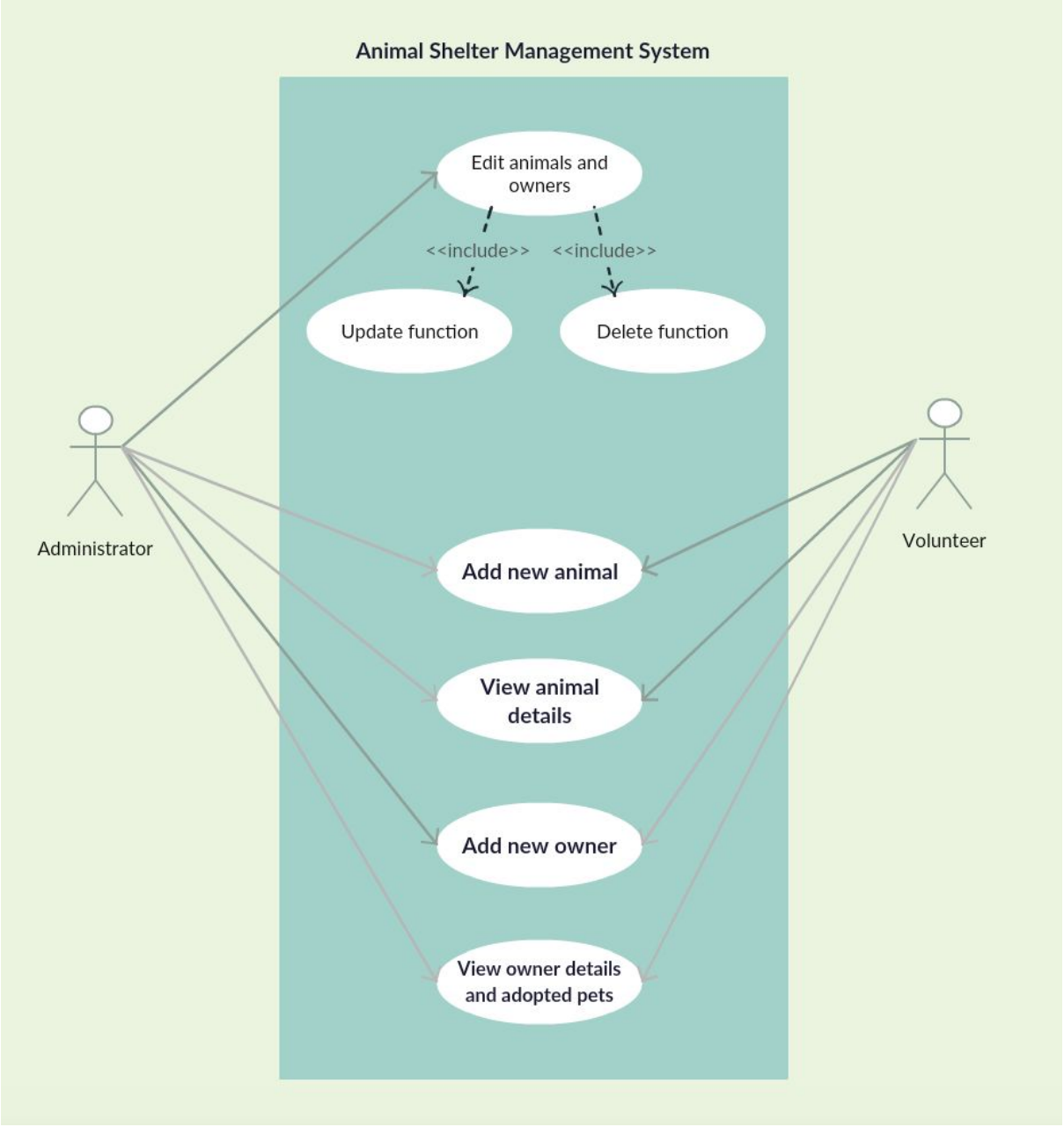
Evidence for project unit A & D / P
Rob Williams - Cohort E16

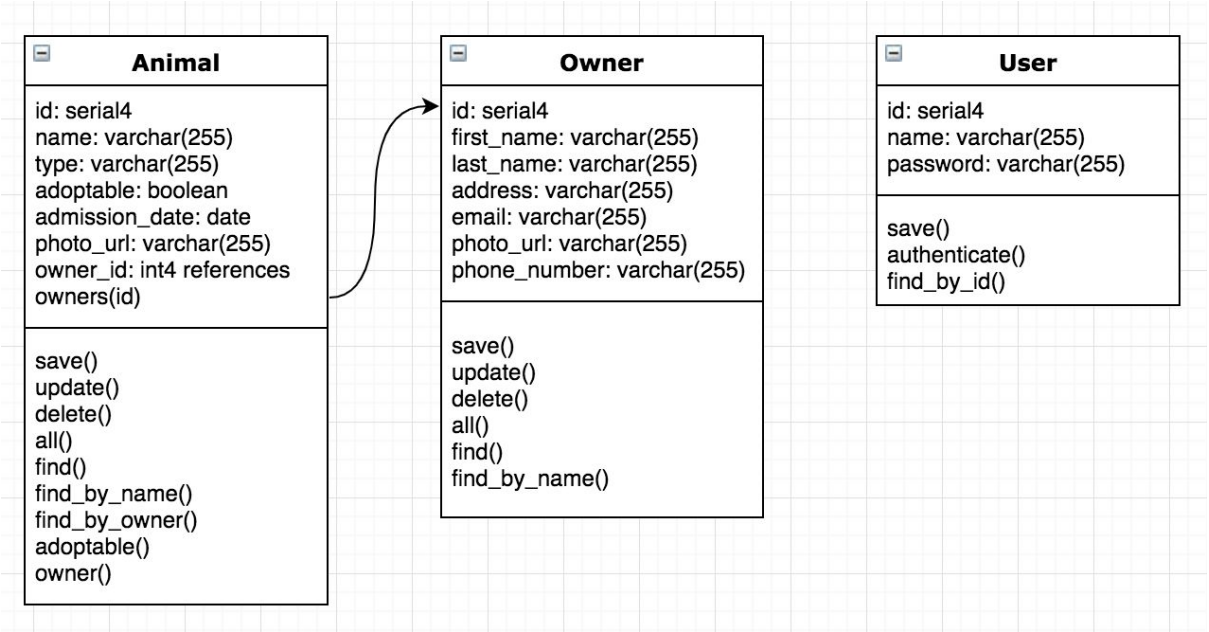
Week 5 - Reference A.D 1

A use case diagram - below is the use case diagram for the two levels of users on my animal shelter project.



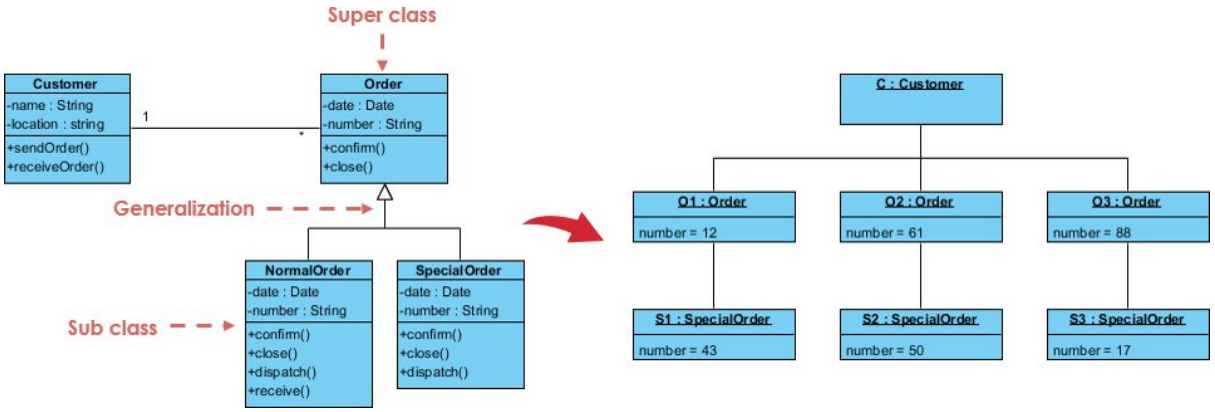
Week 5 - Reference A.D 2

A class diagram - this diagram displays the planned classes for the project.



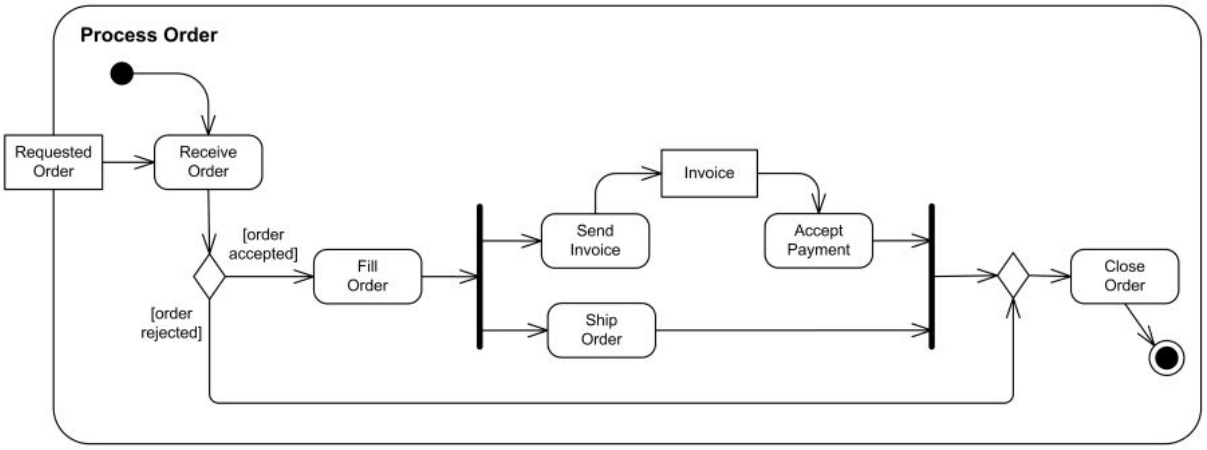
Week 5 - Reference A.D 3

An object diagram - The below shows a standard class diagram on the left, and an object diagram displaying a potential moment in time screenshot of the state of the class instances.



Week 5 - Reference A.D 4

An activity diagram - The below diagram details a layout for processing orders within a company. It details the flow from order receipt to closure, with two separate flows where the order can be processed and shipped on credit or only after payment has been accepted.



Week 5 - Reference A.D 6

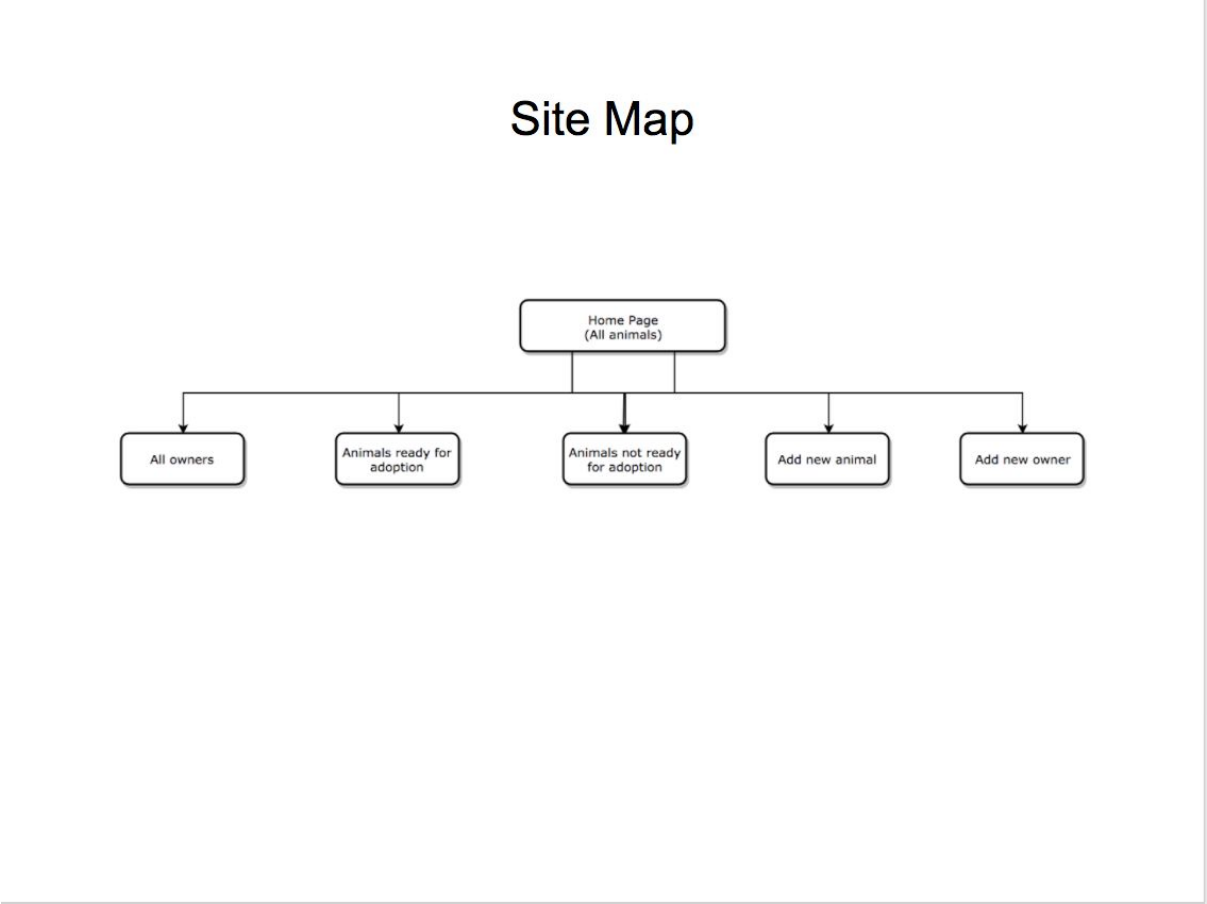
Implementations constraints plan - The below plan details potential constraints on designing and building out an app with possible actions that could be taken to prevent or remedy any issues.

Implementations Constraint Plan ☆ | Personal | Private

Factor	Description	Action
Consider a variety of hardware platforms	Will the app continue to run as computers/phones upgrade?	Futureproof as much as possible and minimise requirements
Software platforms like operating systems	In the future will the app work with updated operating systems?	Futureproofing and ongoing updates and maintenance
Performance requirements across devices	Is the app accessible for older devices with less power?	Test on a range of devices (sizes, power, age)
Persistent storage where the app needs to keep data locally	Does the device have sufficient capability for data storage?	Optimise the code or is there a possible cloud solution?
Usability needs to be looked at to make sure it is fully accessible	Is this usable by disabled, elderly or otherwise impaired people?	Make sure the UI is accessible to a large range of people
Be aware of budgetary constraints on the project	Will the allocated budget cover all features and unseen problems?	Adjust features if needed, attempt to optimise working procedures
Consider the time required to complete the full project	Can the full project be completed within time constraints?	Optimise working procedures and utilise more staff

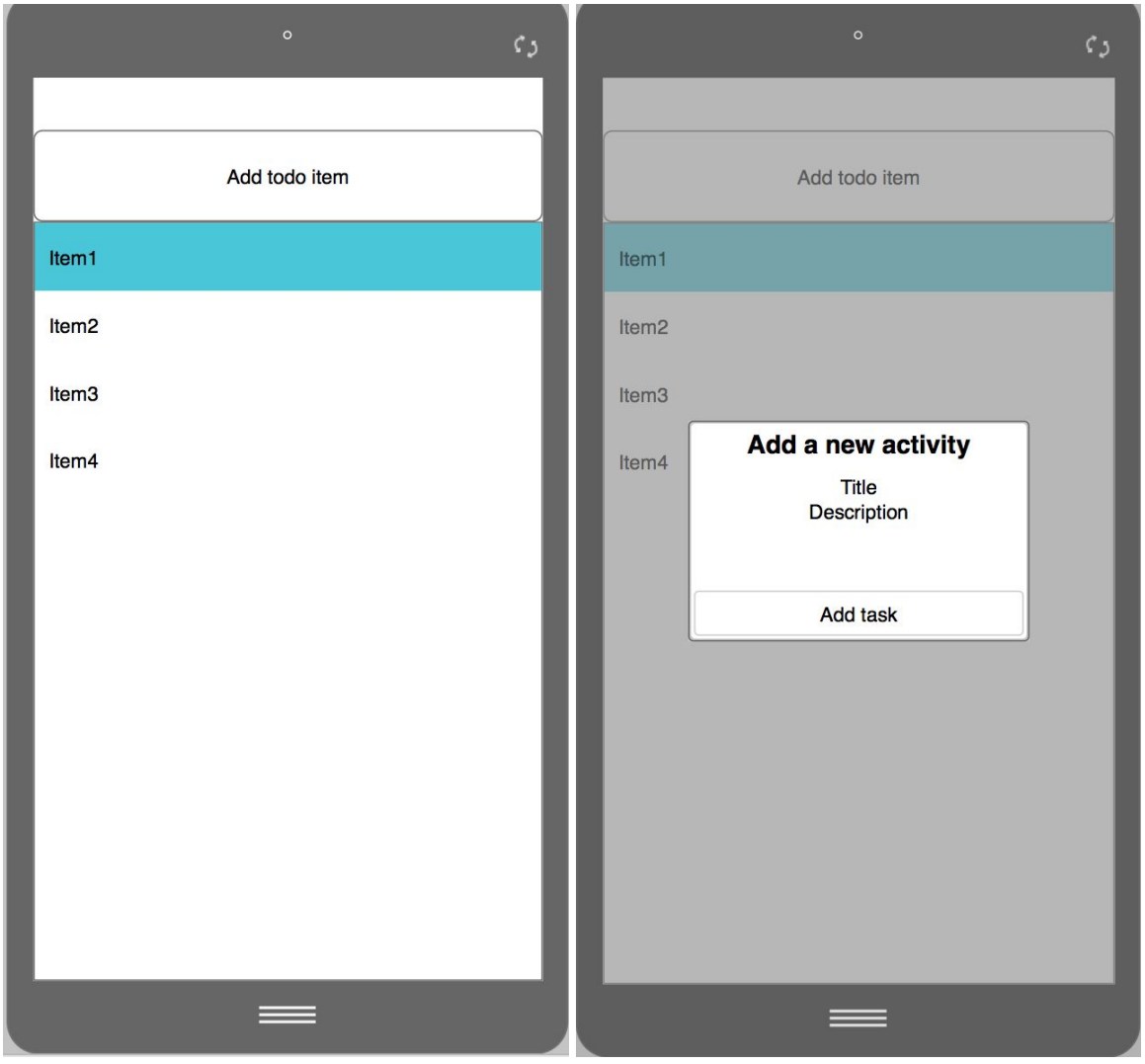
Week 5 - Reference P 5

Create a user sitemap - This is the site map from my planning for the animal shelter project.



Week 5 - Reference P 6

Produce two wireframe designs - Below are my main activity page from the ToDo list app and the page shown when adding a new task.



Week 5 - Reference P 10

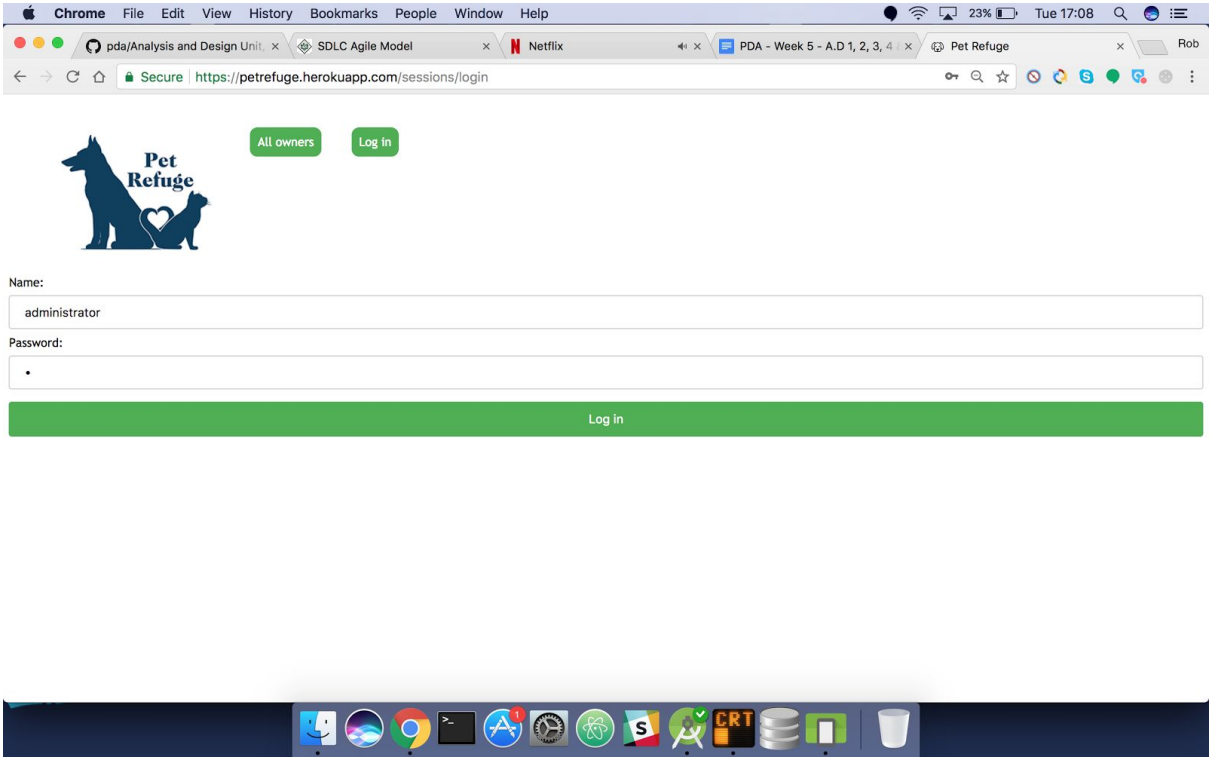
Take a screenshot of an example of pseudocode for a function - This screenshot is one of my methods from the ToDo list which changes the checkbox status in the database.

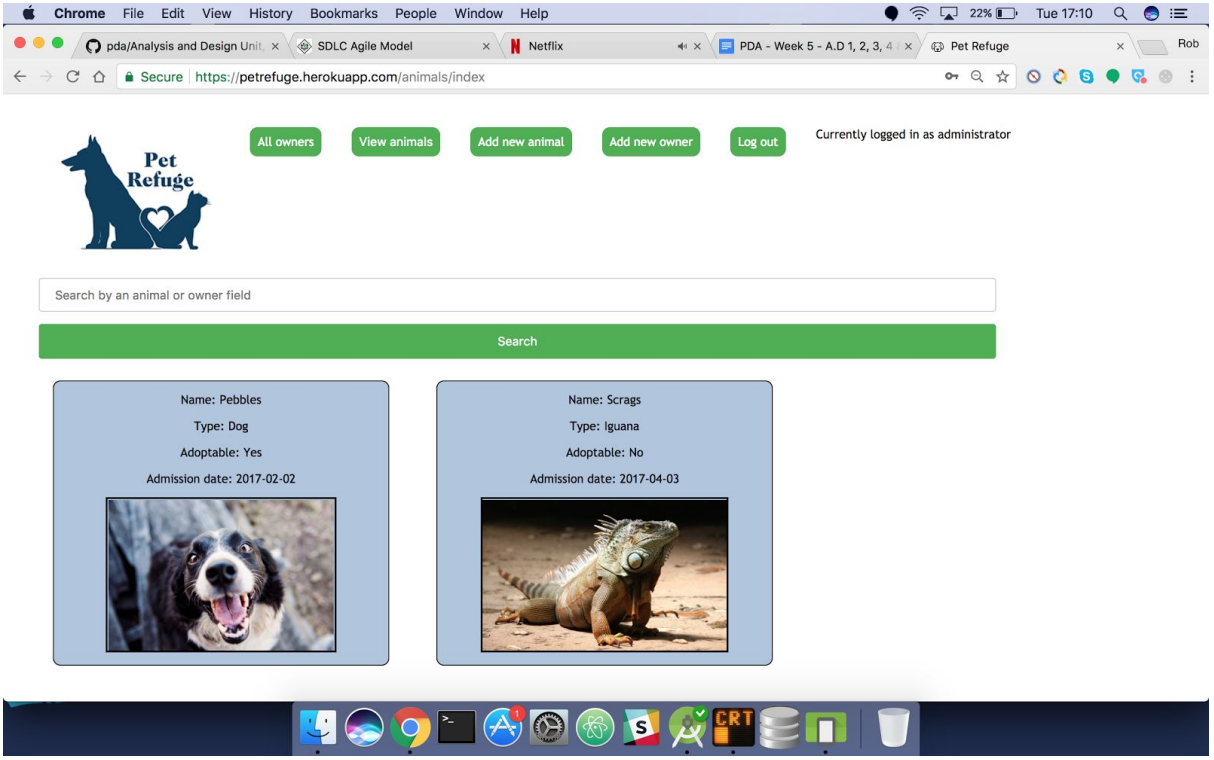
```
    public void onChecked(View view) {
//      This method will trigger when the checkbox is clicked to change the saved boolean status in the database
//      1. Initiate a new instance of the database
//      2. Initiate a new task which gets the tag identifier
//      3. Call whenChecked() method to change the value for the checkbox boolean
//      4. Call my update() method to save the value to the database

    }
```

Week 5 - Reference P 13

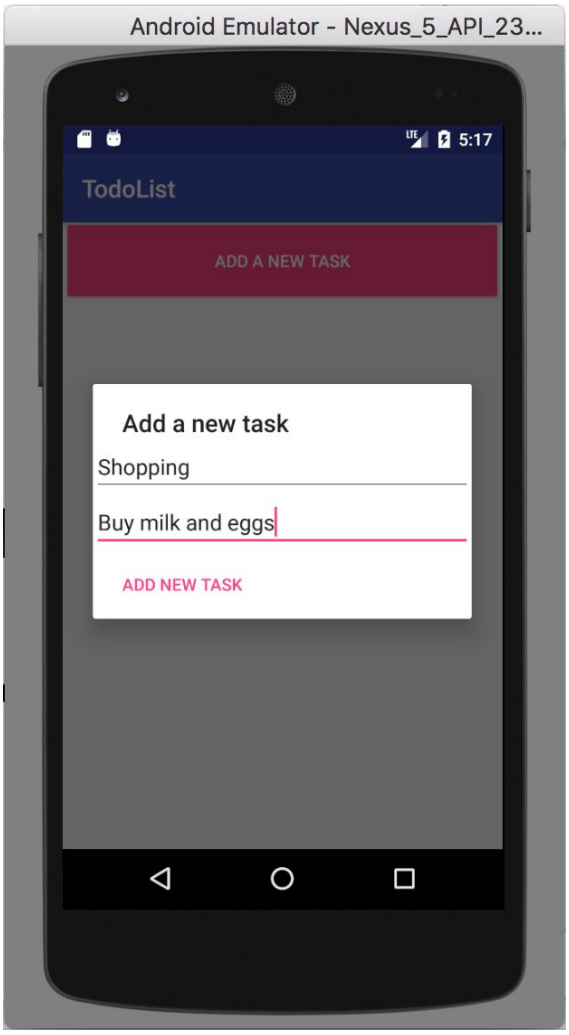
Show user input being processed according to design requirements - for the animal shelter a user has to log in to be able to see any information. Below are screenshots of the user's login screen and then the home page it redirects to, displaying the logged in user within the navbar.

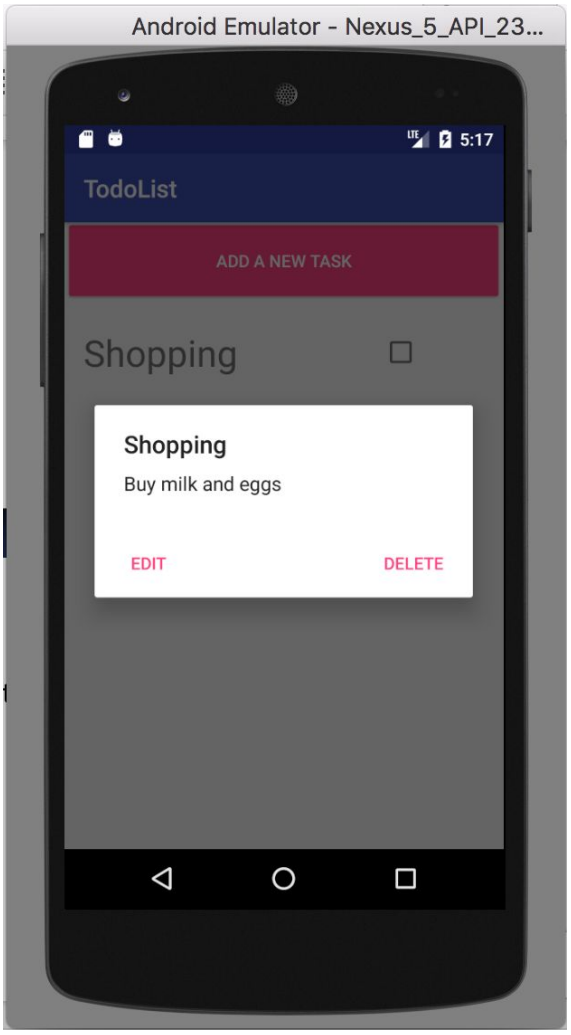




Week 5 - Reference P 14 & 15

Show an interaction with data persistence & the output of results to the user - The below screenshots show a new task being added to my ToDo list then being saved into the home page's list view. The user can then click on the list item to display full information in a pop-up box.


Android Emulator - Nexus_5_API_23...
5:17
TodoList
ADD A NEW TASK
Add a new task
Shopping
Buy milk and eggs
ADD NEW TASK


Android Emulator - Nexus_5_API_23...
5:17
TodoList
ADD A NEW TASK
Shopping
Shopping
Buy milk and eggs
EDIT
DELETE