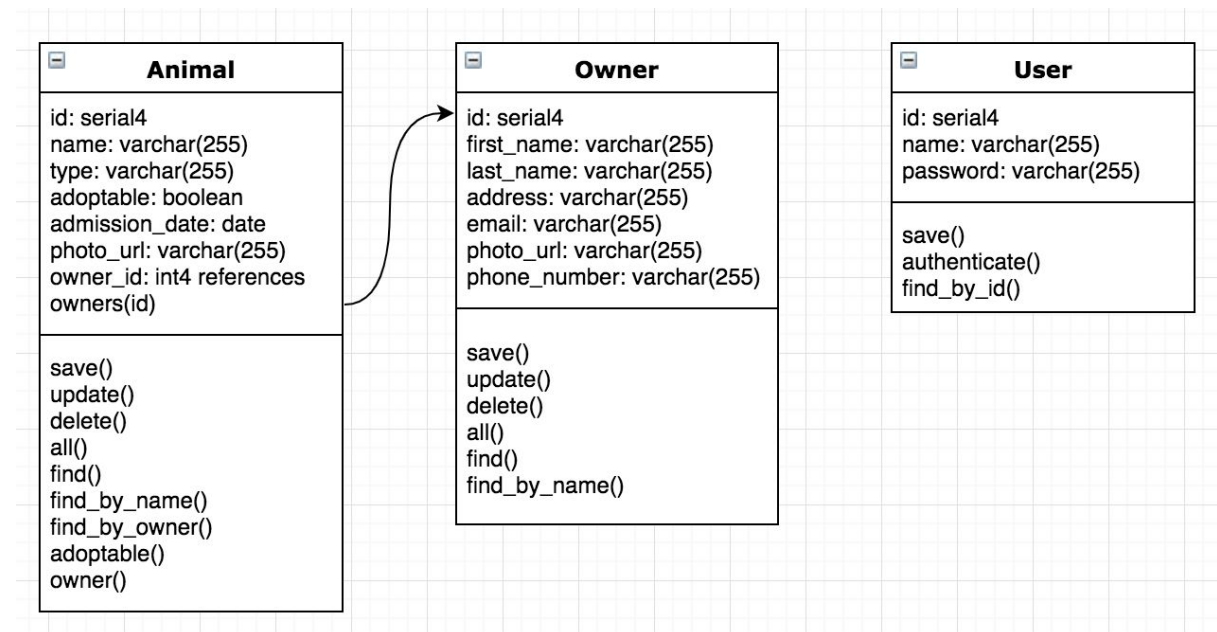Week 5 - Reference A.D 1

A use case diagram - below is the use case diagram for the two levels of users on my animal shelter project.
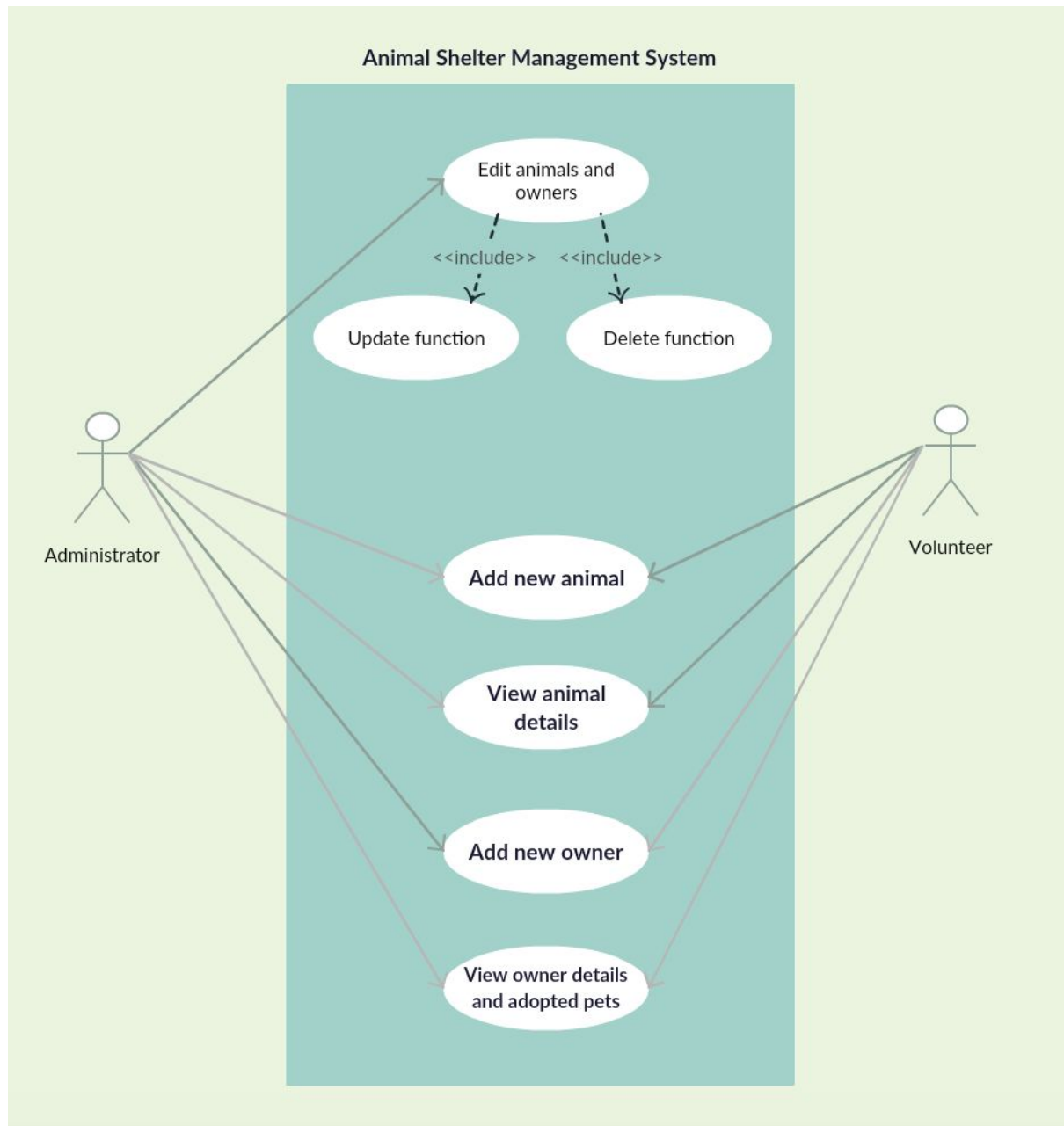
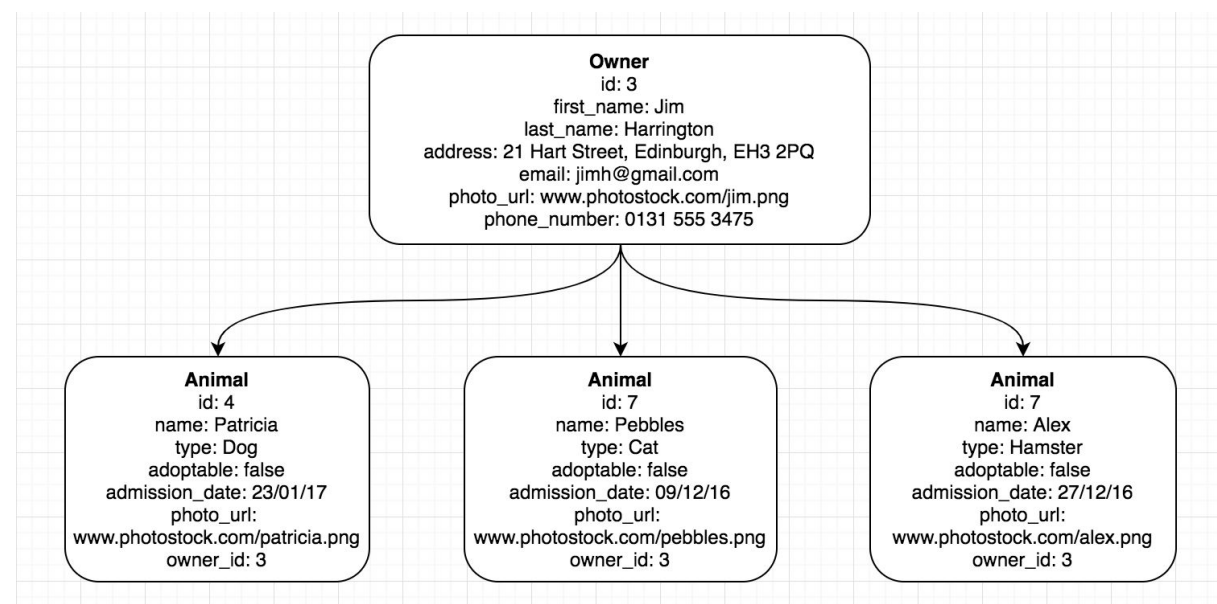**A class diagram** - this diagram displays the planned classes for the project.

Animal
id: serial4 name: varchar(255) type: varchar(255) adoptable: boolean admission_date: date photo_url: varchar(255) owner_id: int4 references owners(id)
save() update() delete() all() find() find_by_name() find_by_owner() adoptable() owner()

Owner
id: serial4 first_name: varchar(255) last_name: varchar(255) address: varchar(255) email: varchar(255) photo_url: varchar(255) phone_number: varchar(255)
save() update() delete() all() find() find_by_name()

| User |
| --- |
| id: serial4
name: varchar(255)
password: varchar(255) |
| save()
authenticate()
find_by_id() |

Week 5 - Reference A.D 3

An object diagram - The below shows an object diagram of a snapshot of the animal shelter web app, where an owner has adopted three animals and they have gained that owner's id as an attribute.

Owner
id: 3
first_name: Jim
last_name: Harrington
address: 21 Hart Street, Edinburgh, EH3 2PQ
email: jimh@gmail.com
photo_url: www.photostock.com/jim.png
phone_number: 0131 555 3475

Animal
id: 4
name: Patricia
type: Dog
adoptable: false
admission_date: 23/01/17
photo_url:
www.photostock.com/patricia.png
owner_id: 3

Animal
id: 7
name: Pebbles
type: Cat
adoptable: false
admission_date: 09/12/16
photo_url:
www.photostock.com/pebbles.png
owner_id: 3

Animal
id: 7
name: Alex
type: Hamster
adoptable: false
admission_date: 27/12/16
photo_url:
www.photostock.com/alex.png
owner_id: 3

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.
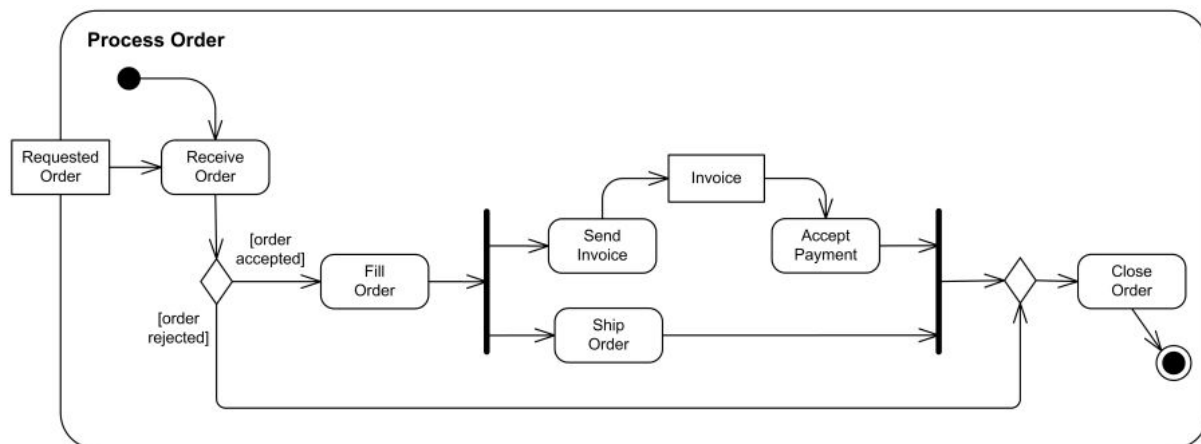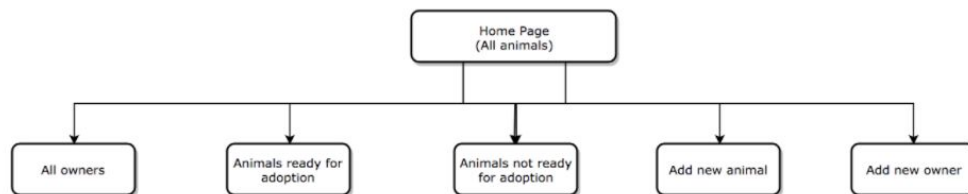

Week 5 - Reference A.D 6

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.

|	A	B	C
1	**Factor**	**Description**	**Deduction**
2	Hardware capabilities	Acquire new server	Will allow the game to host multiple lobbies
3	Browser compatibility	Test across multiple browsers	Makes the game more widely accessible
4	Time limits	One week to complete the project	Put together a working, expandable prototype
5	Budget constraints	Codeclan project so no direct cost	No budget requirements needed
6	Broad usability	Test for usability across a range of different users	Will make the game playable by disabled users
7	Persisting data across a game	Make sure the code can persist a player's data	Allows the win condition for the game and tracking each players's status i.e. username, score

Week 5 - Reference P 5

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

Site Map

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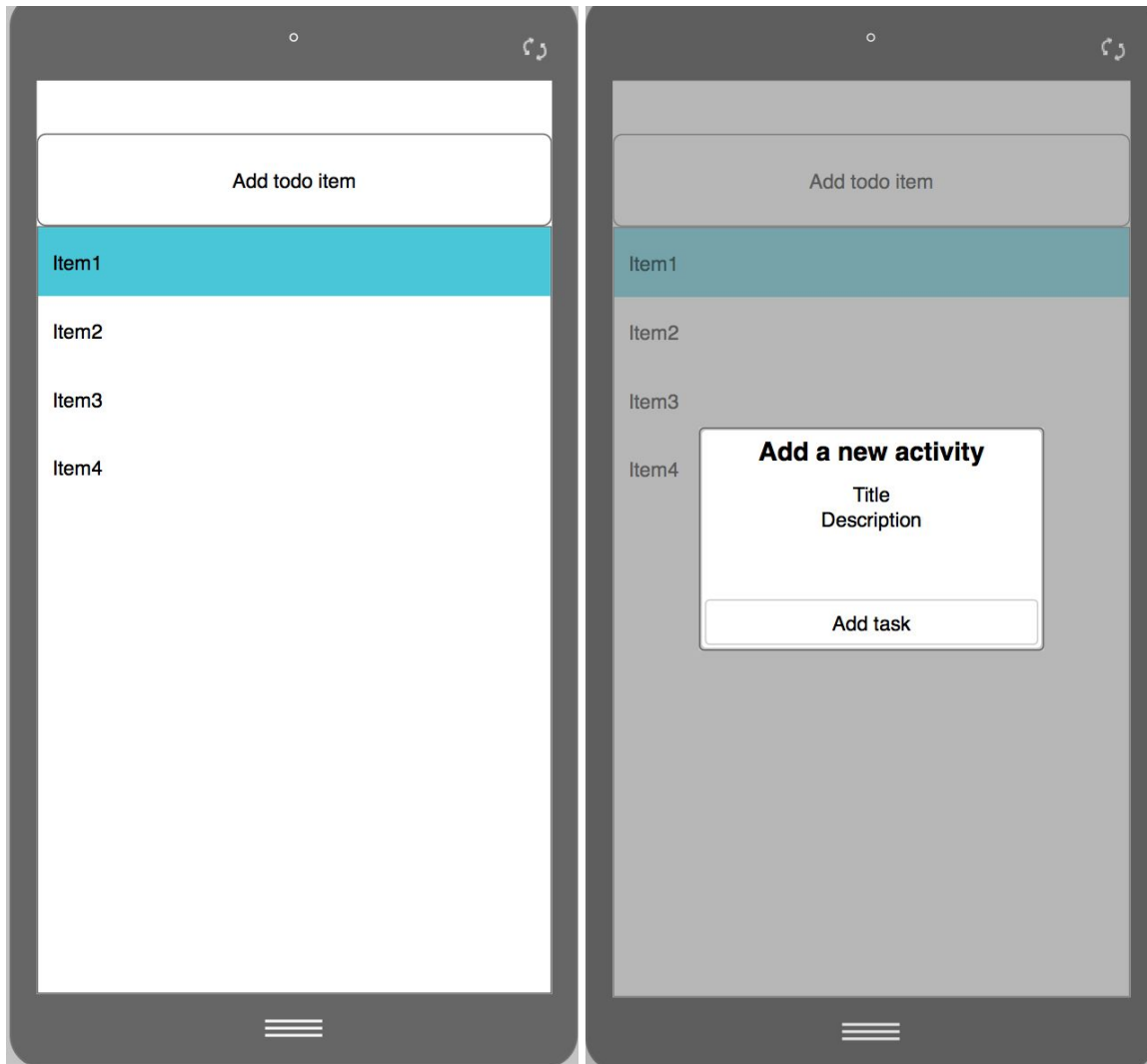

Week 5 - Reference P 10

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.

<u>Week 5 - Reference P 14 & 15</u>
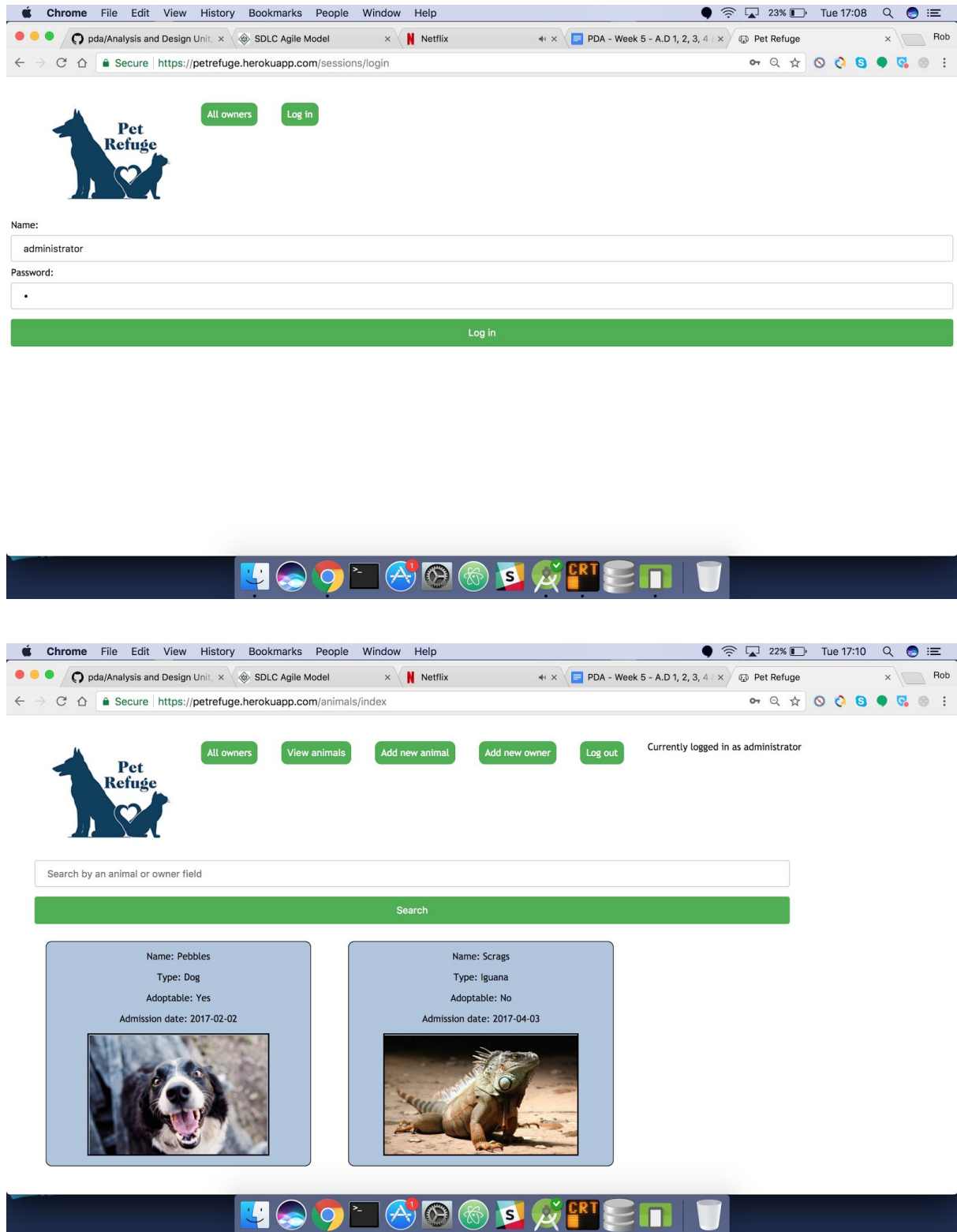
Show an interaction with data persistence & the output of results to the user - The below screenshots show a new task being added to my ToDo list then being saved into the home page's list view. The user can then click on the list item to display full information in a pop-up box.