Bills Reminder
Data Design Document

Submitted to:

Asst. Prof. Ma. Rowena C. Solamo
Faculty Member
Department of Computer Science
College of Engineering
University of the Philippines, Diliman

Submitted by:
Dacoco, Anthony Cornell M.
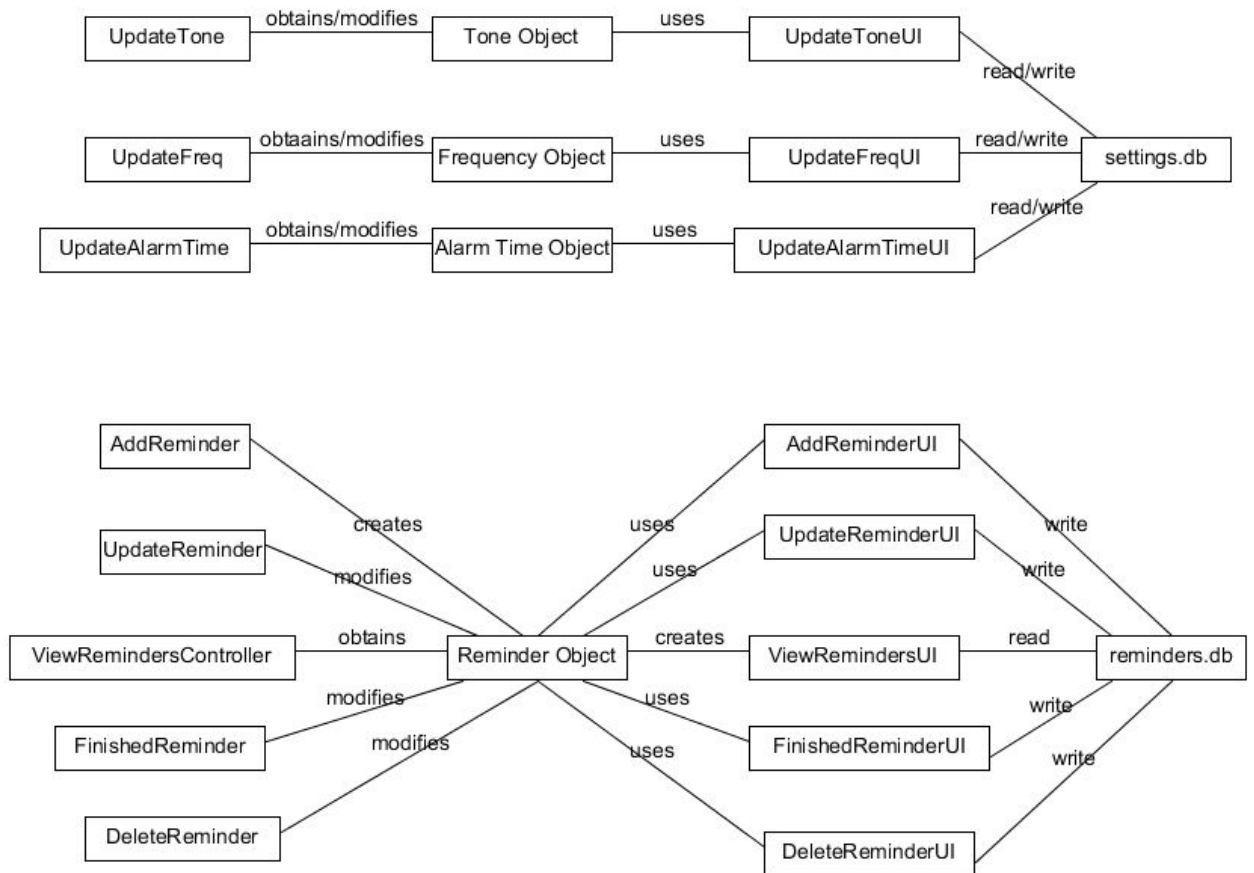Sason, Paul Matthew L.
Yiu, Arthur Kevin N.

In partial fulfillment of Academic Requirements
for the course
CS 191 Software Engineering I
of the
1st Semester, AY 2016-2017

Revision Control

History Revision:

Revision Date	Person Responsible	Version Number	Modification
11/16/16	Anthony Dacoco	1.0	Initial Document; Class Diagram; Data Sources
11/16/16	Arthur Yiu	1.1	Data Access Object classes and Transfer Object classes along with descriptions

Data Design:


```
UpdateTone ──obtains/modifies── Tone Object ──uses── UpdateToneUI
                                                              \ read/write
UpdateFreq ──obtaains/modifies── Frequency Object ──uses── UpdateFreqUI ──read/write── settings.db
                                                              / read/write
UpdateAlarmTime ──obtains/modifies── Alarm Time Object ──uses── UpdateAlarmTimeUI
```

```
AddReminder            AddReminderUI
         \ creates    uses /           \ write
UpdateReminder          UpdateReminderUI
         \ modifies   uses /             \ write
ViewRemindersController ──obtains── Reminder Object ──creates── ViewRemindersUI ──read── reminders.db
         / modifies   uses \             / write
FinishedReminder        FinishedReminderUI
         / modifies   uses \           / write
DeleteReminder          DeleteReminderUI
```

Data Access Object (DAO) Classes:

Class Name	Description
UpdateToneUI	Accesses the database and creates Tone Object
UpdateFreqUI	Accesses the database and creates Frequency Object
UpdateAlarmTimeUI	Accesses the database and creates Alarm Time Object
AddReminderUI	Accesses the database and creates Reminder Object
UpdateReminderUI	Accesses the database and creates Reminder Object
ViewRemindersUI	Accesses the database and creates Reminder Object
FinishedReminderUI	Accesses the database and creates Reminder Object
DeleteReminderUI	Accesses the database and creates Reminder Object

TransferObject Classes:

Class Name	Description
Tone Object	Stores the data read from the database
Frequency Object	Stores the data read from the database
Alarm Time Object	Stores the data read from the database
Reminder Object	Stores the data read from the database

List of Data Source:

Data Source Name: reminders.db
Description: Will store all the information about reminders. Will be a CSV file and each reminder will be separated by a new line. The first line of the file will denote how many reminders will be read

Sample Source File:

<number of reminders (int)>
<reminder name (str)>,<description (str)>,<amount due (float)>,<due date (date)>
*all str should have no special characters (',','!','/','\',etc)

```
5
Globe,last payment na yey,2440.34,11/22/2016
Manila Water,report yung leak sa katipunan street,1129.35,11/22/2016
Meralco,,6945.40,11/26/2016
PLDT,downgrade after this payment,3960.40,11/30/2016
Metrobank,,6898.78,11/30/2016
```

Data Source Name: settings.db
Description: Will store all the information about the application settings. Will be a CSV file and each app setting will be separated by a new line.

Sample Source File:

<alarm frequency (choice of '1','2','3','4')>
<alarm tone (choice of '1','2','3','4','5')>
<alarm time (time)>

```
3
5
6:45
```