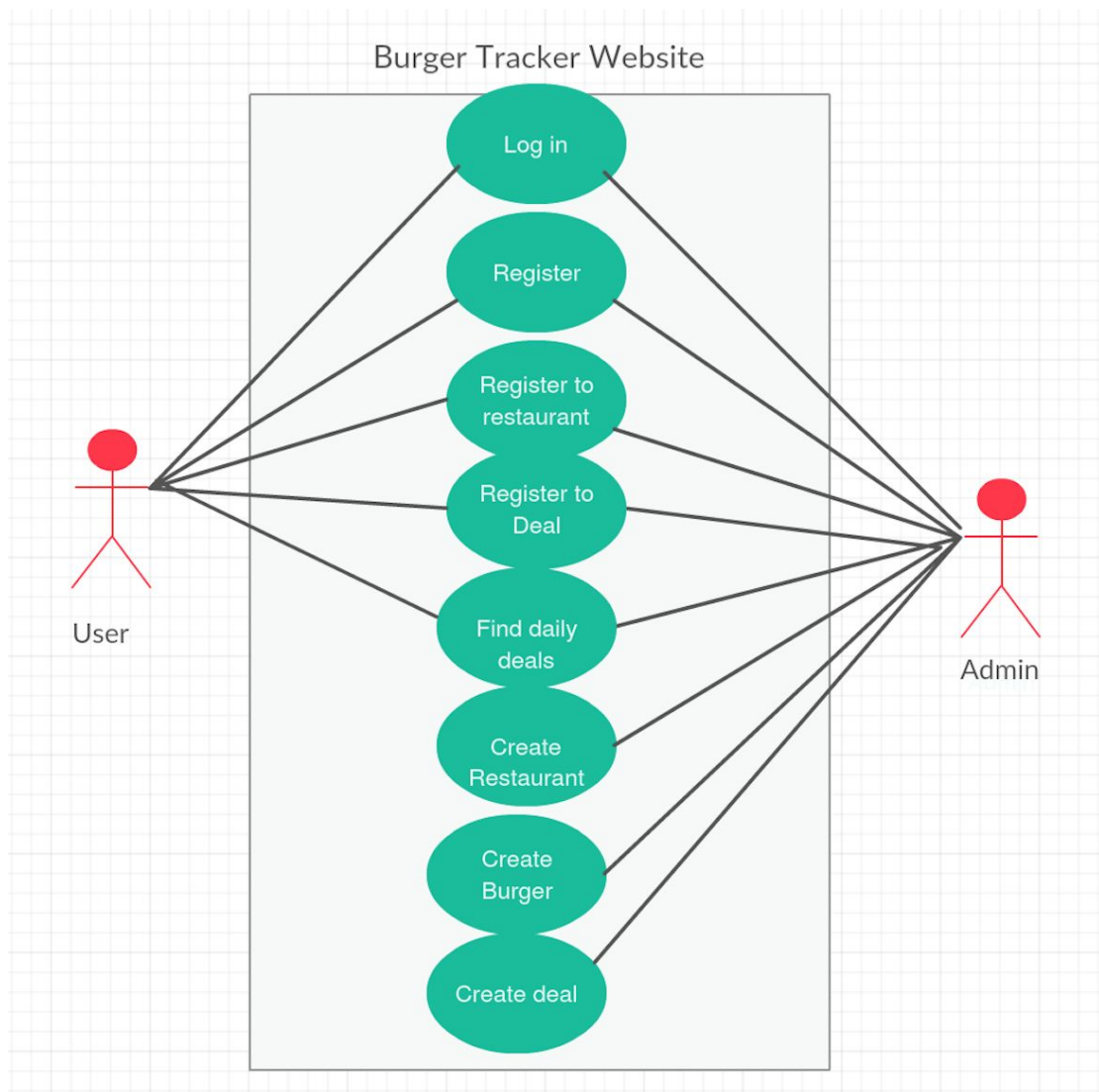


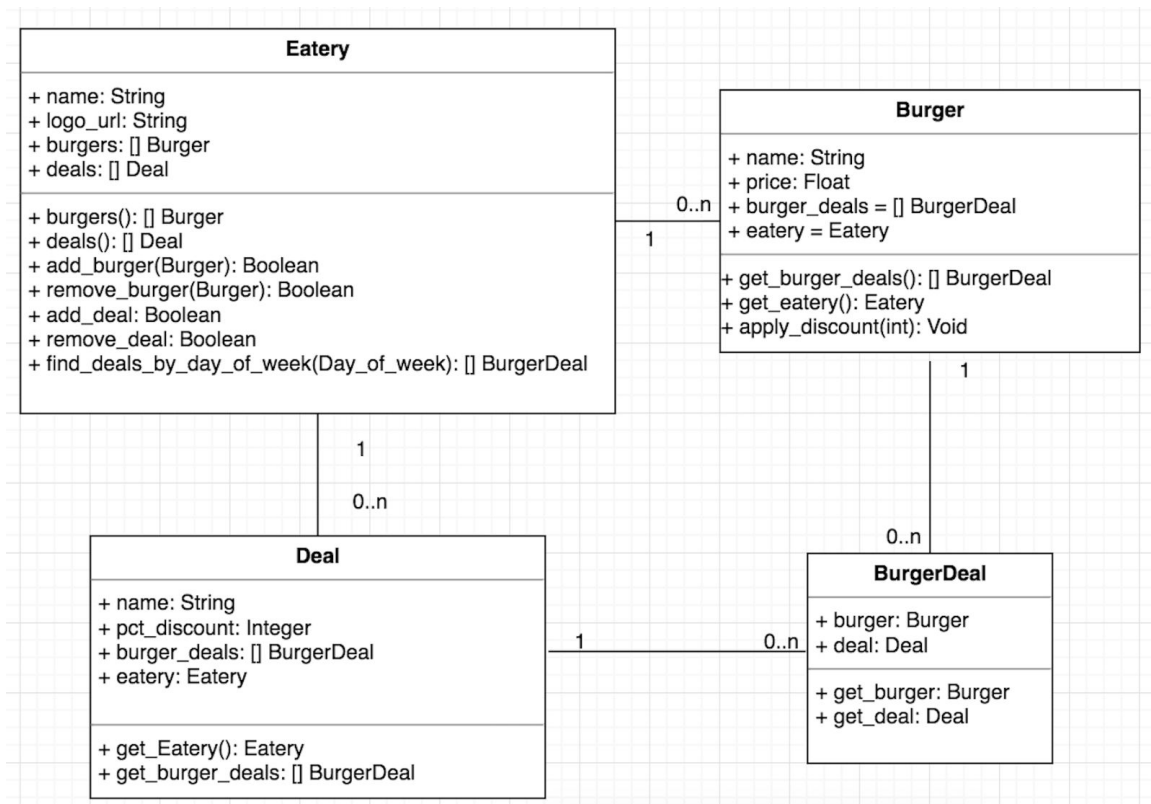
Evidence for Project Unit

Raul Ruiz
Cohort 15
17/09/17

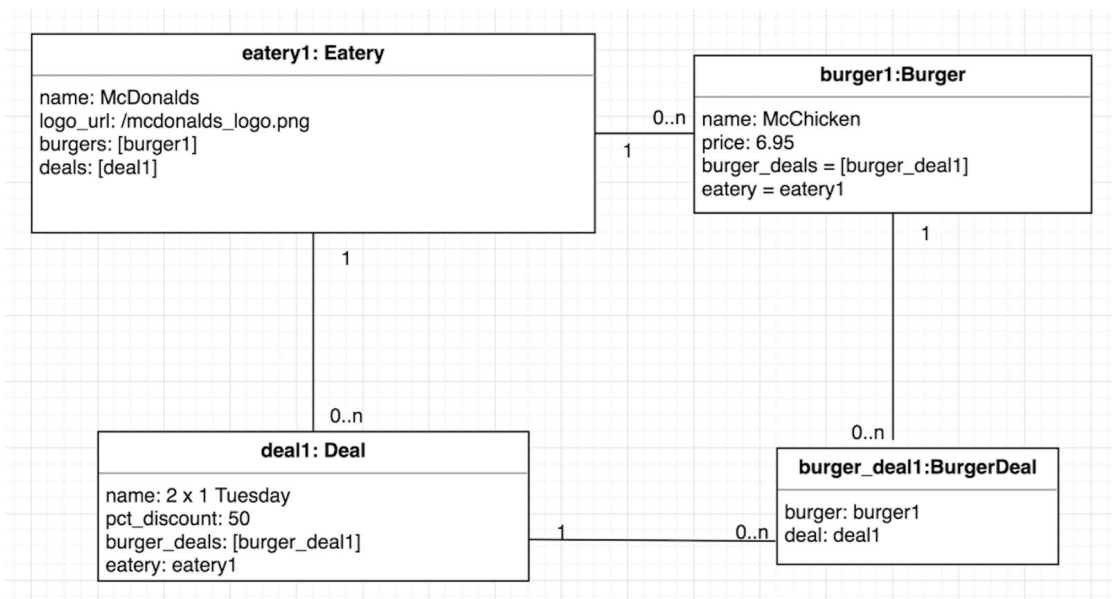
AD - 1 Use case Diagram



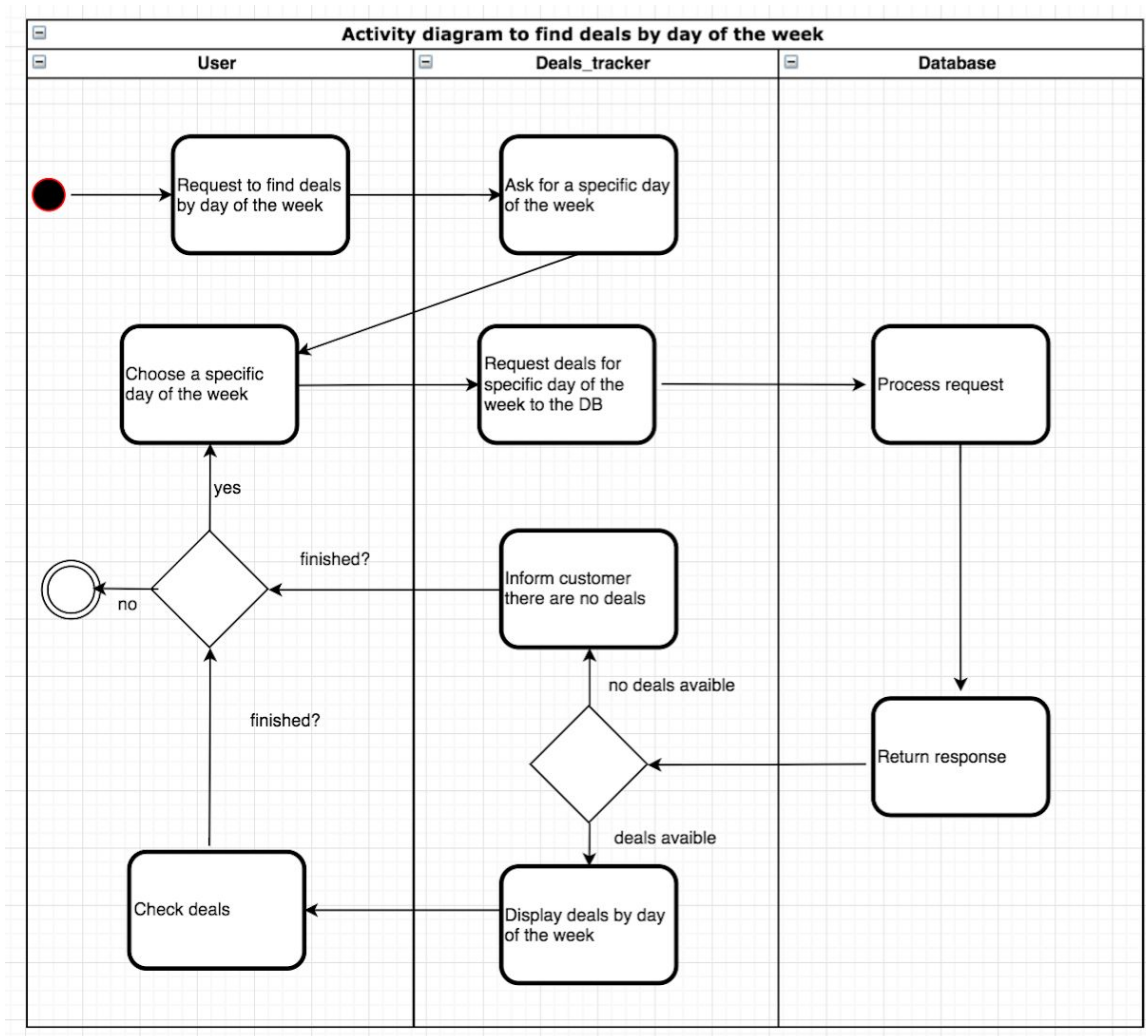
AD - 2 Class diagram.



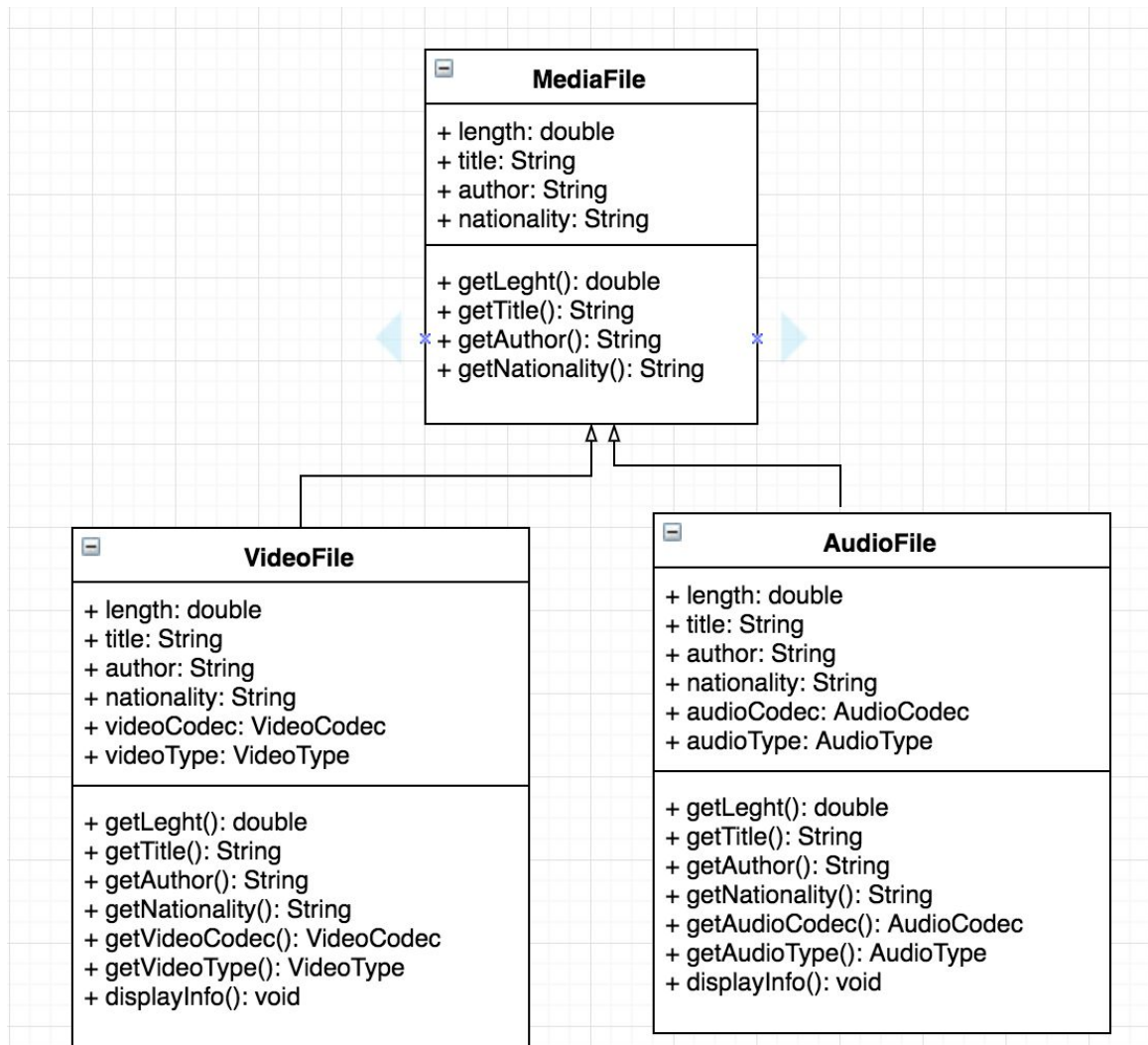
AD - 3 Object diagram



AD - 4 Activity diagram



AD - 5 Inheritance diagram



AD - 6 Implementations Constraints

My Burger deals tracker webApp implementation constraints

Constraints	Possible effect of constraint	Details
Hardware and software platforms	My webApp is not compatible with the oldest browser versions. Many potential customers will not be able to use it. We are limiting our potential customers because of this reason.	Gather information about what technologies are available in the most used browsers and adapt my implementation
Performance requirements	The website load time is greater than 5 seconds. This might make the app not usable by many users. Loading times are important when it comes to web usability and scalability	Implement some testing method that allows me to measure the loading times and research into performance improvement techniques
Persistent storage and transactions	The website uses local storage for testing purposes. User cannot add its own data to the webapp. For users to keep using the app, data should be persistent.	Implement and test a SQL database
Budgets	The app does not count with any external budget resources. If the app is to scale, we will need some funds added to it.	Look for free or cheap resources to host my app
Time	We need to launch this app before the competence launches a similar version. Otherwise, we might not be the first ones in the market hence losing may potential customers	Try to launch a working MVP and then move onto adding extra functionality