Design Paradigm

Group 17

      We choose an Object Oriented approach to our design. We choose this design for many reasons. First, JavaScript is an object oriented program, which makes using a diagram built around that quality a logical choice. It also gives us a more visual representation of the objects we are creating and their inheritance and hierarchy and how they interact with each other. We are making an object for each type of user entry: i.e workouts, water intake, mood, soreness, to-do list, and journal entries. The days of the week will also be their own object and will be the top object in the hierarchy of objects. With so many different kinds of objects, it can be difficult to visualize how they interact with each other, and which ones depend on others. This design shows the methods that each object has and how the lower objects' methods and the higher object's method interact with each other.

      We started with a basic html display to get a visual representation of what the user will see. We took that visual display and applied it to the Object Oriented design of the JavaScript. We used this design to apply the data we are looking to manipulate and place it into the object it works best with. Another reason why we choose Object Oriented Design is its focus on data and its manipulation. Our program is primarily focused on user input data and its storage, therefore a design that focuses on this aspect makes the most sense for our program.

Our Object Oriented Design: