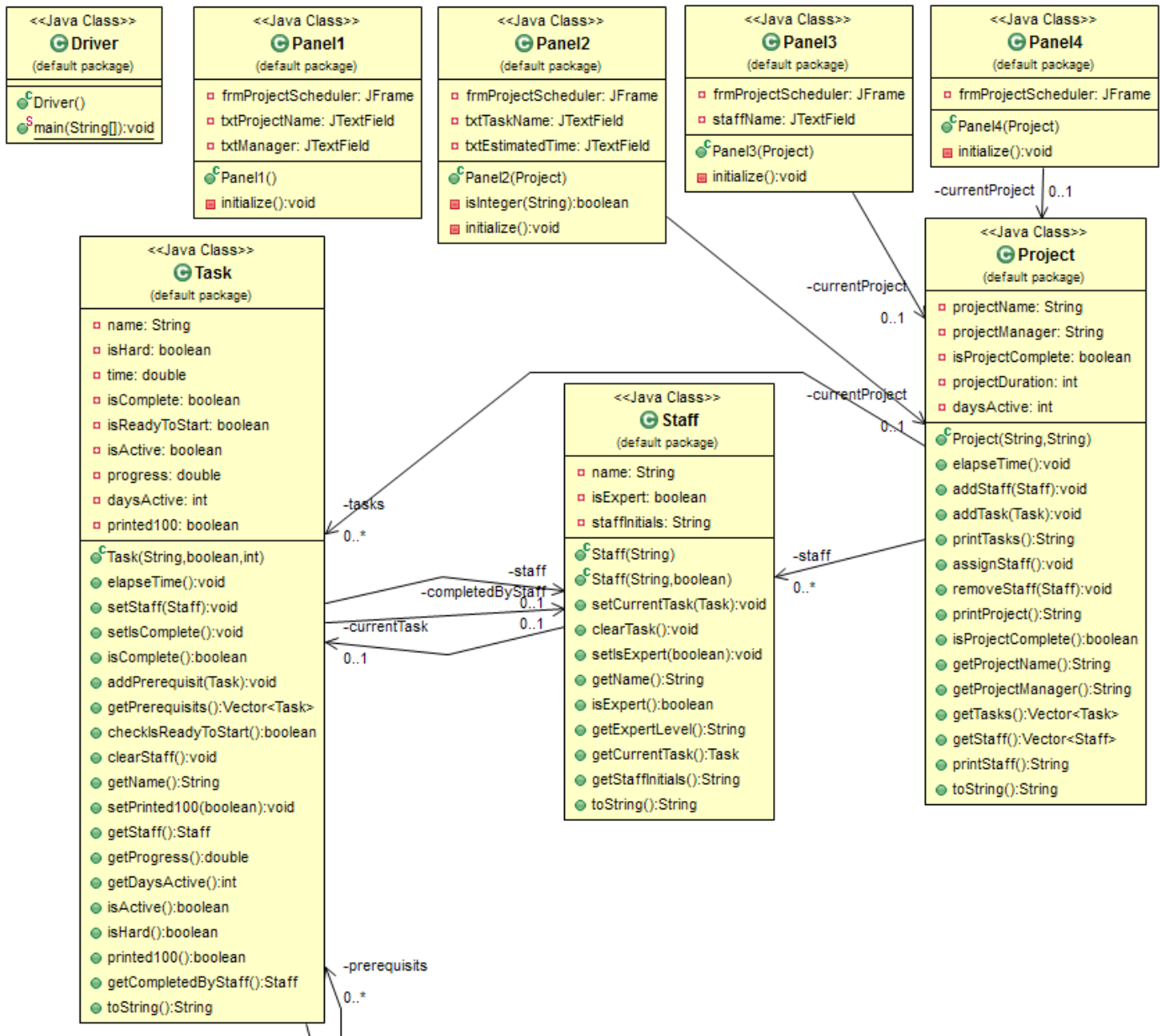
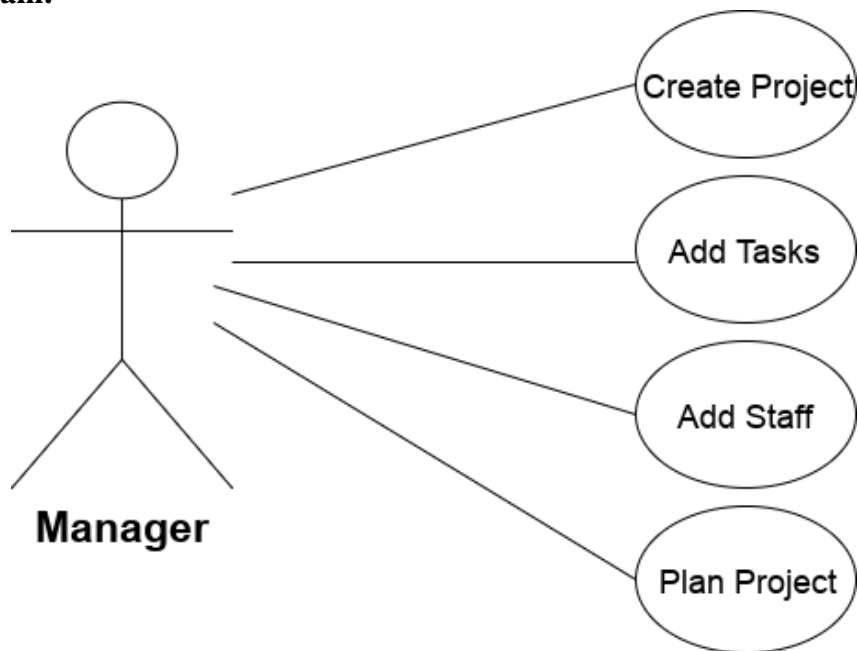


Application Design

Class Diagram:



Use Case Diagram:



Use Case Description:

Create Project:

| | |
|--------------------------|--|
| Use case name | Create project |
| Goal in context | Manager names a project and his name in order to start a new project |
| Successful end condition | Project is started |
| Primary actor | Manager |
| Trigger | When Manager launches the program |

| Use case name | Create project | |
|---------------|----------------|--|
| Main Flow | Step | Action |
| | 1 | Manager enters project name |
| | 2 | Manager enters their own name |
| | 3 | Manager presses Next button to progress to next visual GUI panel |

Add Tasks:

| | |
|--------------------------|---|
| Use case name | Add Tasks |
| Goal in context | Manager adds tasks that he would like scheduled |
| Successful end condition | Tasks are added into the system |
| Primary actor | Manager |
| Trigger | When manager presses “Add Task” button |
| Preconditions | Manager had to start a project with a name and enter his own name |

| Use case name | Add Tasks | |
|---------------|-----------|--|
| Main Flow | Step | Action |
| | 1 | Manager enters task name |
| | 2 | Manager checks box if task is difficult |
| | 3 | Manager enters a number that estimates the time task will take to complete |
| | 4 | Manager adds prerequisites for the task |
| | 5 | Manager presses button “Add Task” to add task to the system |
| | 6 | Manager presses button “Next” to progress to next GUI panel after he is done adding tasks. |

Add Staff:

| | |
|--------------------------|---|
| Use case name | Add Staff |
| Goal in context | Manager adds staff to project |
| Successful end condition | Staff are added to the project |
| Primary actor | Manager |
| Trigger | When manager presses “Add Staff” button |
| Preconditions | Manager had to add tasks, and create the project. |

| Use case name | Add Staff | |
|---------------|-----------|--|
| Main Flow | Step | Action |
| | 1 | Manager enters staff name |
| | 2 | Manager checks box if staff member is an expert |
| | 3 | Manager presses button “Add Staff” to add staff to the system |
| | 4 | Manager presses button “Plan Project” to progress to next GUI panel after he is done adding staff. |

Plan project:

| | |
|--------------------------|--|
| Use case name | Plan Project |
| Goal in context | Project's schedule is shown on the screen |
| Successful end condition | Project's schedule is shown on the screen |
| Trigger | When Manager presses “Plan Project” button |
| Preconditions | Manager had to start project, add tasks and staff to the system. |