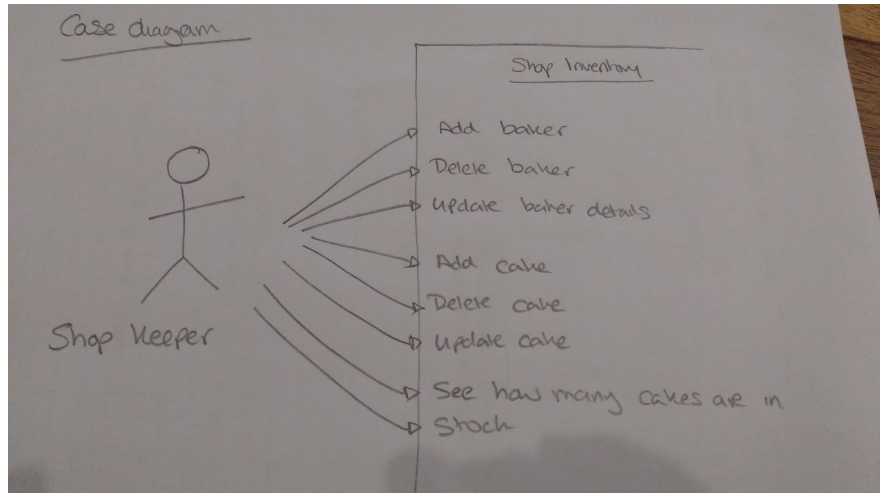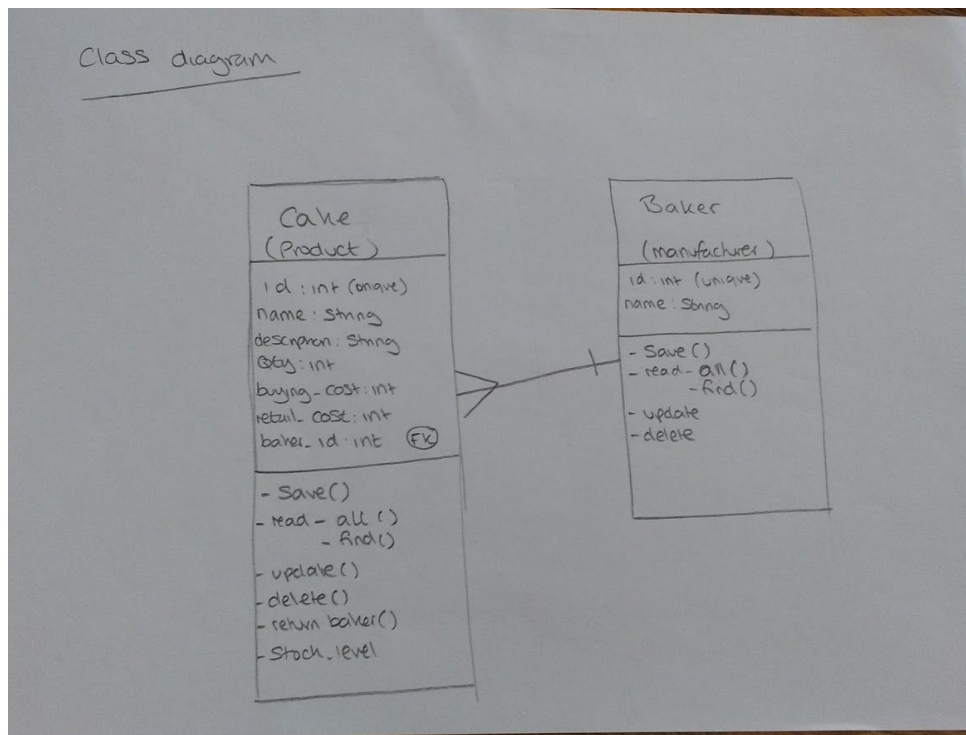**Evidence of Analysis and Design Unit**

Sarah Murphy
Cohort E21

A.D.1 - Case Diagram
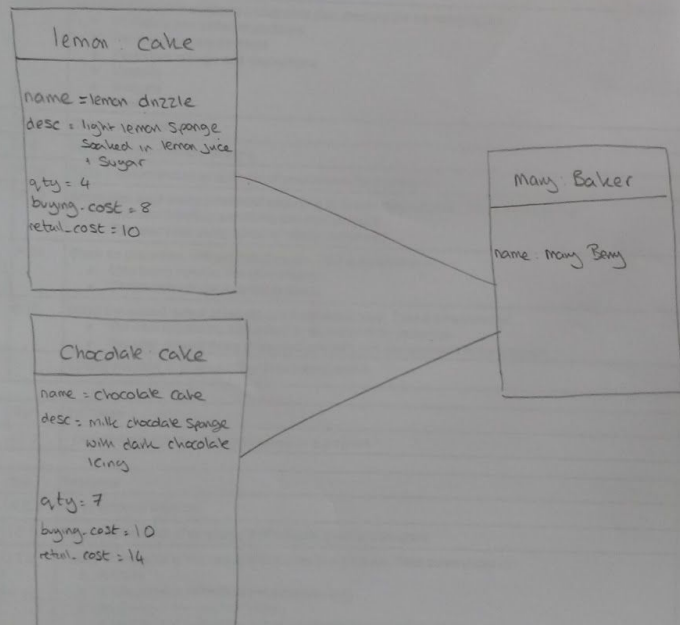

A.D.2 -Class Diagram

A.D.3 - Object Diagram

object diagram

lemon : cake

name = lemon drizzle
desc = light lemon sponge
       soaked in lemon juice
       + sugar
q ty = 4
buying. cost = 8
retail_cost = 10

Chocolate cake

name = chocolate cake
desc = milk chocolate sponge
       with dark chocolate
       icing
q ty = 7
buying. cost = 10
retail. cost = 14

Mary Baker

name : Mary Berry

A.D.4 - Activity Diagram

Activity diagram - add new product

Start

User wants to
add new
product

Checks inventory
to see if product
is on system

Is product
on system?

yes

Edit product

NO

Select add
new product

Completes product
details - i e
complete form

Clicks
add product

System displays
success message

Product displays
in inventory

end
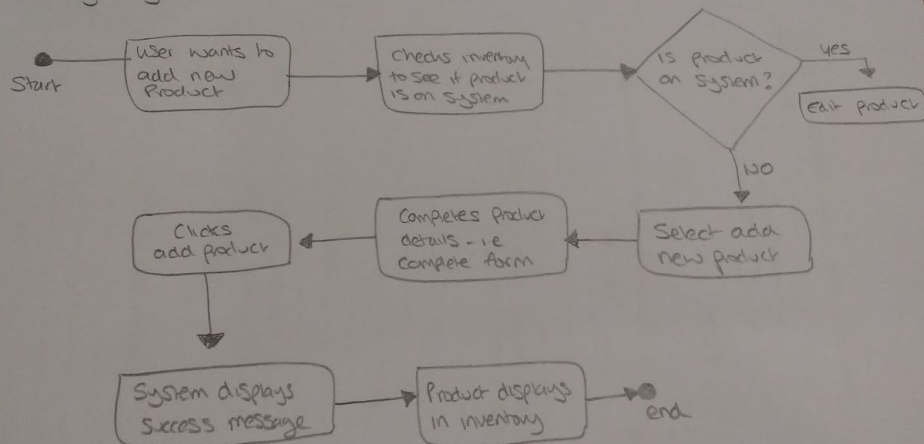
A.D.5 - Inheritance Diagram

```
┌─────────────────────────────────────┐
│   Dinosaur (abstract class)          │
├─────────────────────────────────────┤
│   Name- String                       │
│   Diet Type - Enum                   │
│   Hunger level - int                 │
│   Weight - double                    │
│   Length - double                    │
├─────────────────────────────────────┤
│   Eat()                              │
└─────────────────────────────────────┘
         ↑              ↑
┌──────────────┐  ┌──────────────┐
│  Diplodocus  │  │    T-Rex     │
├──────────────┤  ├──────────────┤
│              │  │              │
└──────────────┘  └──────────────┘
```
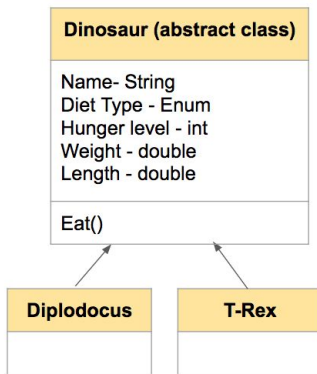
A.D.6 - Implementations Constraints plan