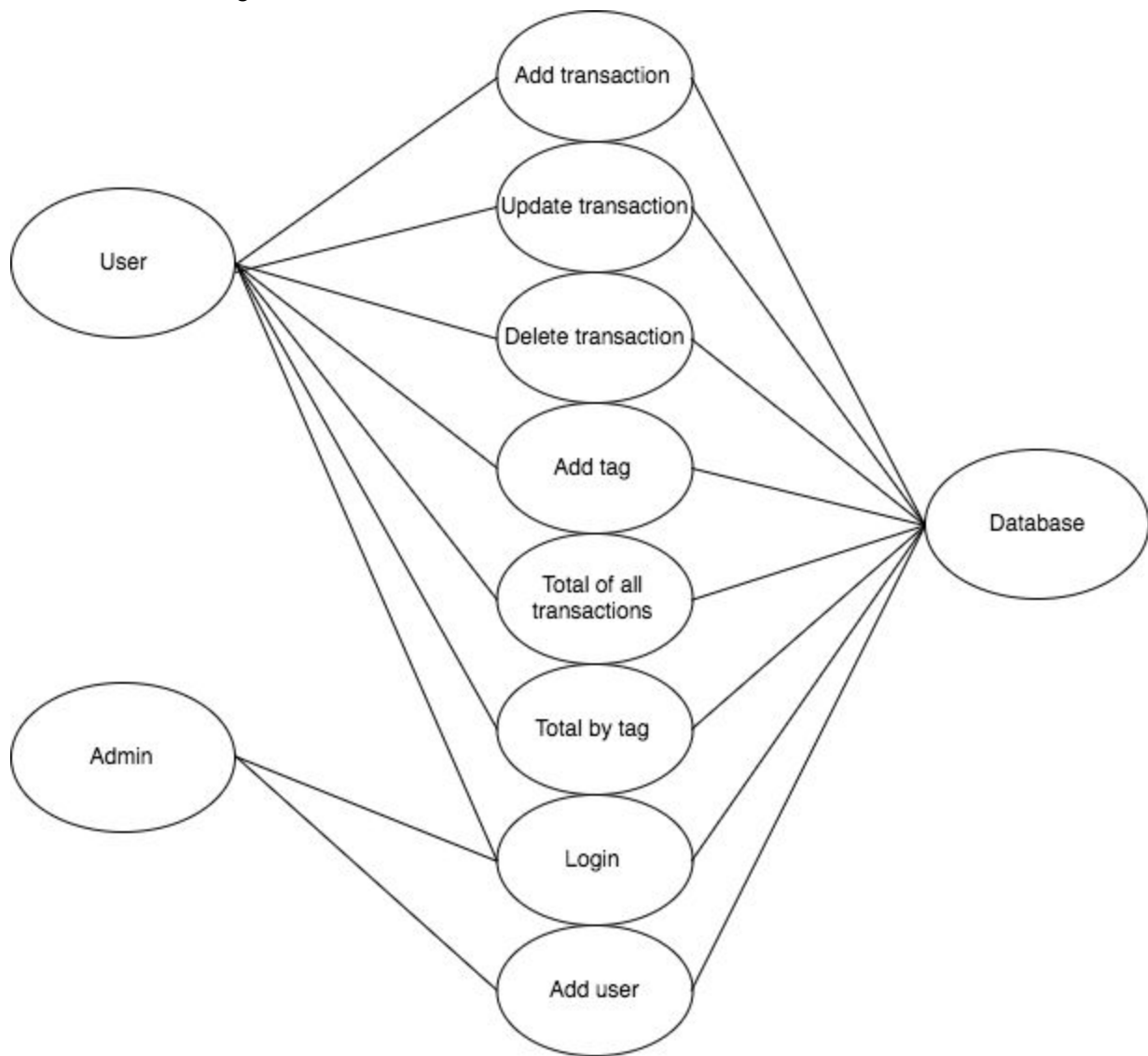
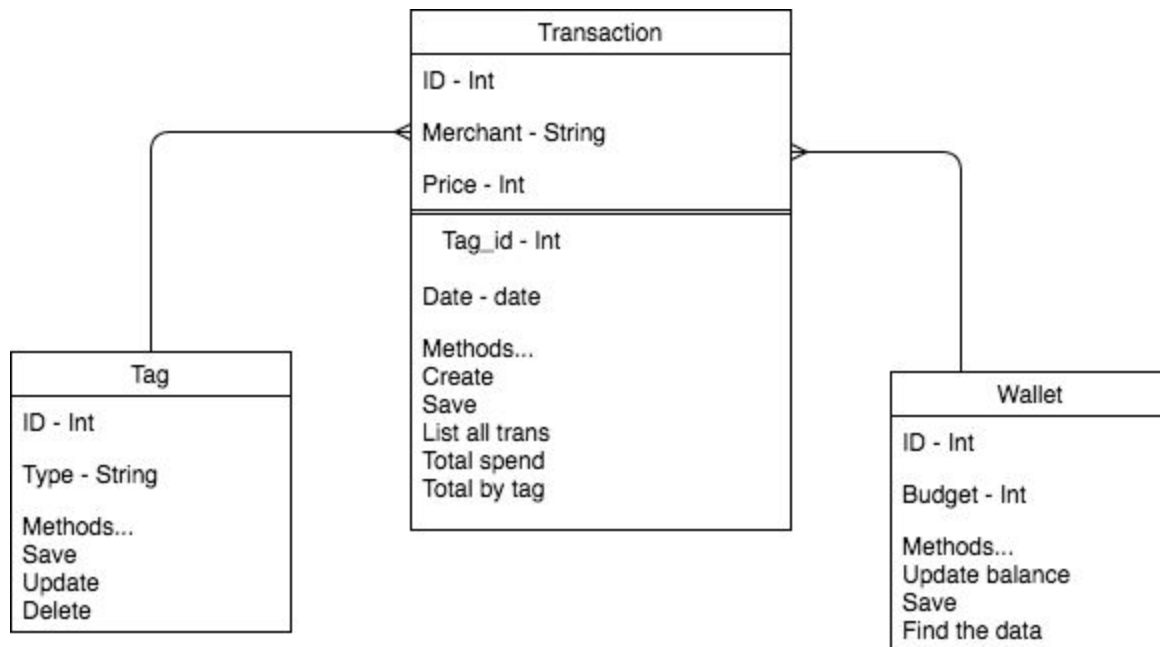


## Stacey Napier Analysis and Design PDA Evidence

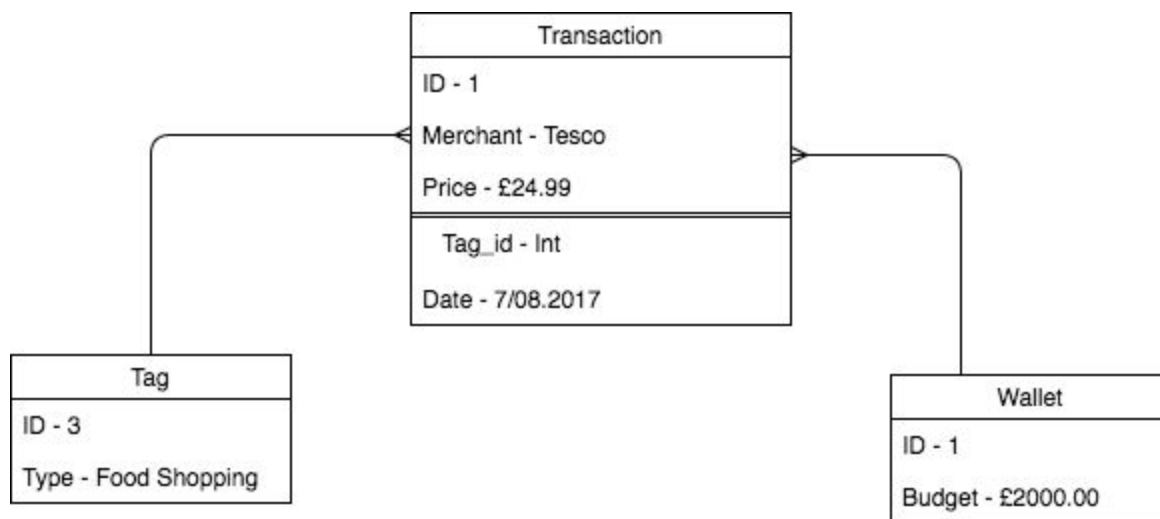
### AD1 Use Case Diagram



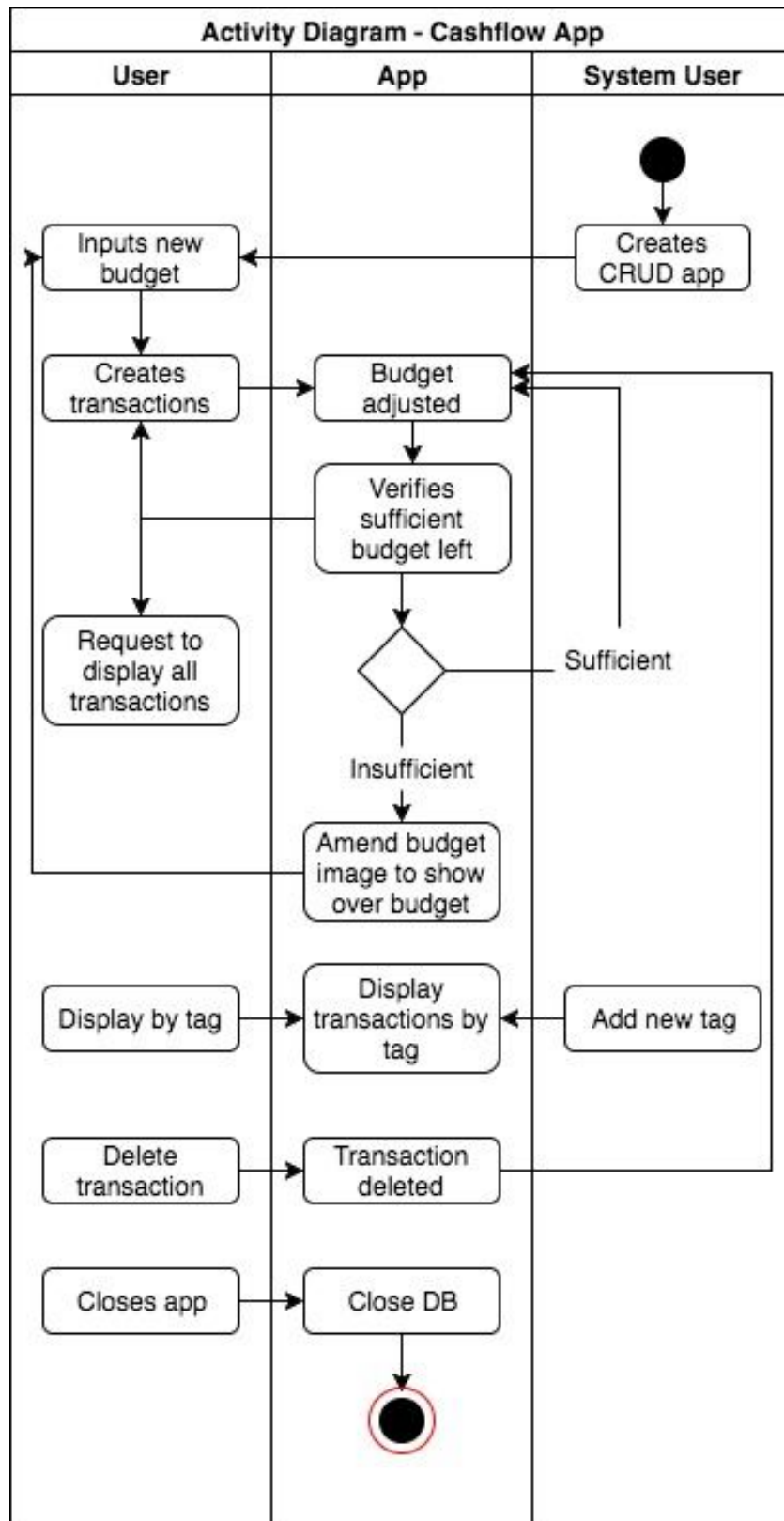
AD 2 Class Diagram



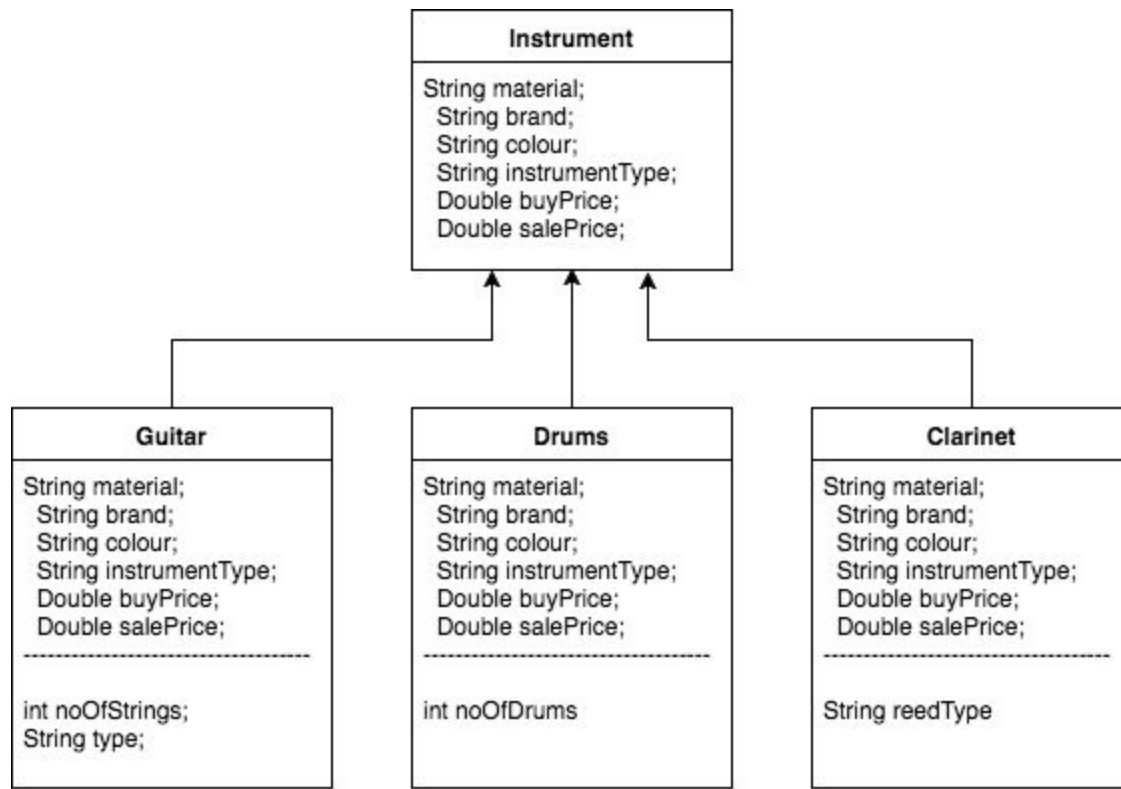
AD 3 Object Diagram



# AD 4 Activity Diagram



## AD 5 Inheritance Diagram



## AD 6 Implementations Constraints Plan

Constraint	Possible Effect of constraint on product	Solution
Hardware and software platforms	May not be compatible with all devices. Page may not work or it may run slowly - users may not use again as a result	Ensure compatible with older browsers
Performance requirements	If requirements are not met, product may run slowly or crash	Ensure minimum requirements are presented (if necessary) to users
Persistent storage and transactions	If considerable memory is required to save the data, it may slow down the device / product, may stop working.	Use preventative techniques for SQL injection. Ensure that data is stored as efficiently as possible.

	Unless SQL injection is prevented, product open to attack.	
Usability	If not intuitive or accessible to all, users may have difficulty using product - may choose not to use again.	Ensure that consideration is given at design stage and throughout to the usability of the product and accessibility for all prospective users (design for all).
Budgets	Product may not reach completion if over budget. May not be maintainable in future if not.	Stick to given budget and review progress regularly.
Time	Additional functionality may not be created if time runs out. The product may not be as good for the customer as a result. Product may not be as user friendly as a result of time pressures.	Plan the creation process as much as possible and regularly iterate over the work completed to ensure completed on time.