

PDA - Analysis and Design Unit

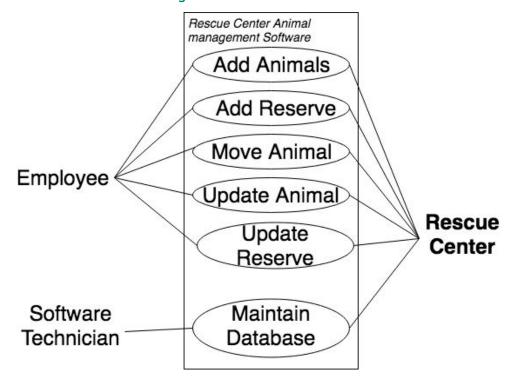
CodeClan Course Evidence

12.03.2018

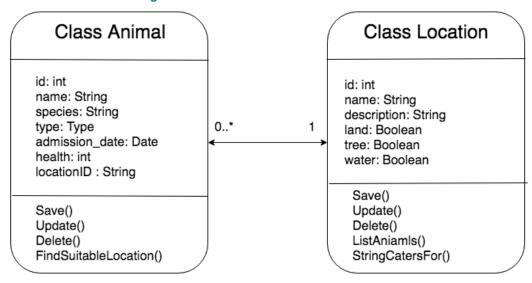
Paul Clatworthy

2 Liberton Tower Lane, Edinburgh, EH16 6TQ

A.D 1 - A 'Use Case' Diagram



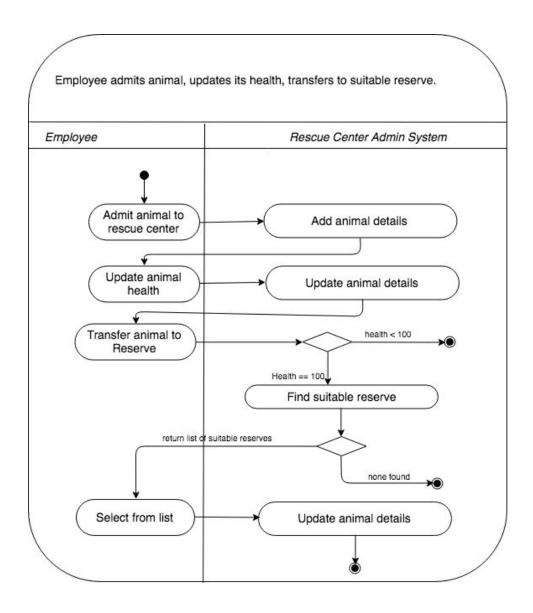
A.D 2 - A 'Class' Diagram



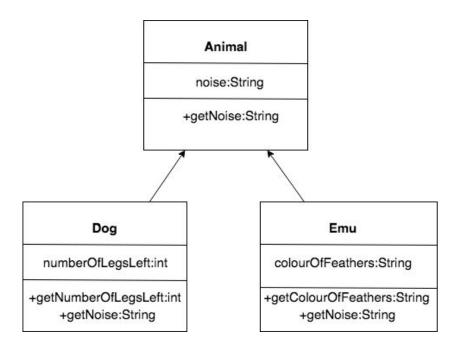
A.D 3 - An 'Object' Diagram from a project

Animal1:Animal id = 1name = Steve species = Duck Location1:Location type = Water admission_date = 2018/02/01 health = 100id = 7location_id = 7 name = Water World type = Water description = "Pond with an island" land = trueAnimal2:Animal tree = false water = true id = 2name = Jane species = Rabbit type = Land admission_date = 2018/02/03 health = 100location_id = 7

A.D 4 - An 'Activity' Diagram for a project



A.D 5 - An inheritance diagram:



A.D 6 - Produce an Implementations Constraints plan detailing the following factors

Topic	Possible Effect of Constraint on the Project	Solution	
Hardware and software platforms	a) Subscriptions needed = \$\$\$b) Limited selection of consumer goods it can run on	a) Use open source software b) Produce multiple flavours of product for all goods	
Performance requirements	Limited capability to do high end graphics.	Try different techniques to allow less intensive processing but same result	
Persistent storage and transactions	Needs constant internet	Create local database	
Usability	Can't have as high contrast colours, and crazy flashing.	Have options to allow user to turn on if they wish.	
Budgets	Limit amount of people that can work on it	Get pre-funding, outsource to cheaper developers.	

Time	Limit the number of features that can be created	Prioritise essentials, drop none essentials.
------	--	--