Vincent Tran

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Team Rocket Limitations

The system, for the most part, should work flawlessly. Error-checking is not performed all the time and can thus ruin usability for the user. We’re not entirely sure if we did the transaction concurrency correctly. It runs as it’s supposed to but we’re not sure if it’s proper. What can definitely be improved is the UI. It’s very barebones and, for the most part, only accepts numbers as input.

Code can definitely be optimized and look nice but it works. Finally, instead of a *three* trigger auxiliary table, we only have two. We couldn’t figure out how to make the third trigger to clear the auxiliary table.