Project Part 6: Final Report

List these questions in your document with your answers.

1. List the features that were implemented (table with ID and title).

ID	Title
UR-01	As a user, I want to login the system
UR-02	As a user, i want to logout the system
UR-03	As a user, I want to create a new reminder
UR-05	As a user, I want to add existing reminder from system
UR-06	As a user, I want to delete a reminder
UR-07	As a user, I want to update a reminder
UR-08	As a user, I want to create a group reminder
UR-09	As a user, I want to delete group related to a reminder
UR-11	As a user, I want to view rewards for my achievements
UR-12	As a system administrator, I want to add user
UR-13	As a system administrator, I want to delete user
UR-14	As a system administrator, I want to suspend user
UR-15	As a system administrator, I want to generate user log
UR-16	As a system administrator, I want to generate system log

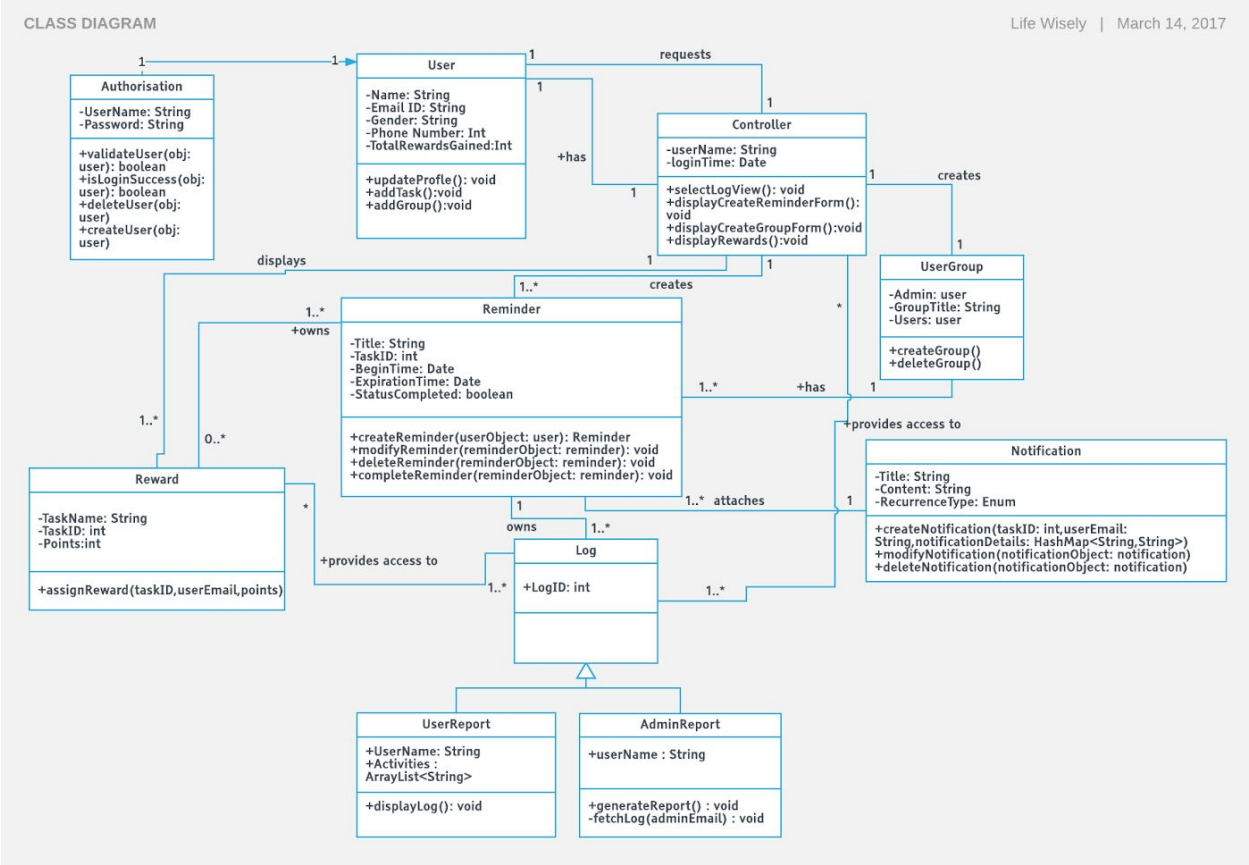
2. List the features were not implemented from Part 2 (table with ID and title).

ID	Title
UR-04	As a user, I want to customize reminder notification
UR-10	As a user, I want to view my regular activity record

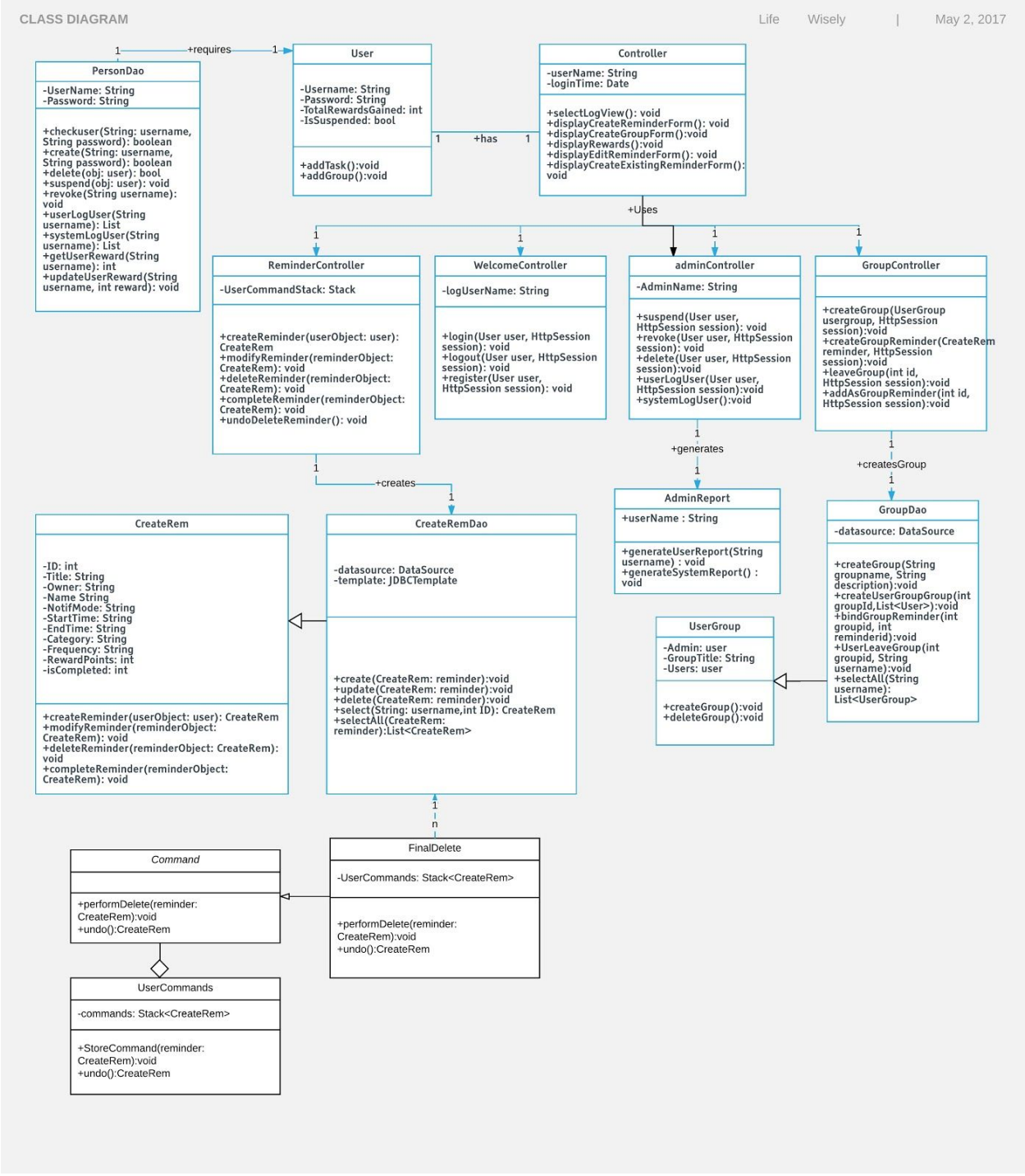
3. Show your Part 2 class diagram and your final class diagram.

What changed? Why? If it did not change much, then discuss how doing the design up front helped in the development.

- Class Diagram in Part 2



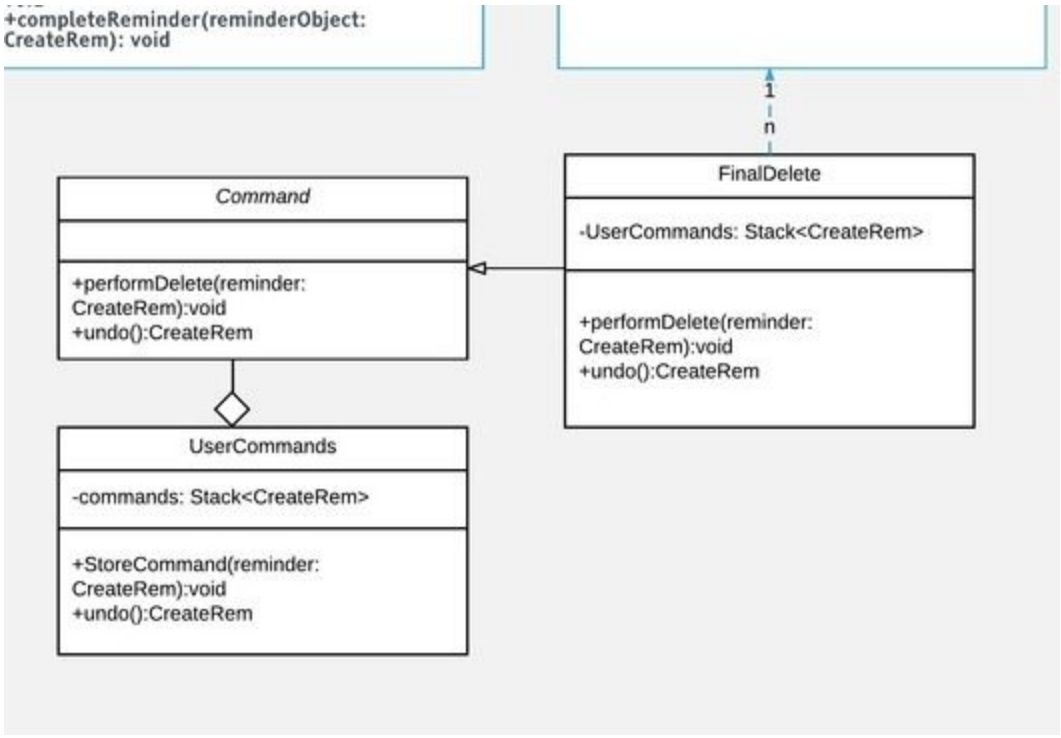
Final Class diagram



4. Did you make use of any design patterns in the implementation of your final prototype?
If so, how? Show the classes from your class diagram that implement each design pattern (each design pattern as a separate image in the .PDF).
If not, where could you make use of design patterns in your system? Show a class diagram of how you could implement each design pattern and compare how it would change from your current class diagram.

Design Pattern used : Command DP

Command design pattern is applied to Reminder class to facilitate undo operation when user deletes a reminder. The purpose is to allow undo specific delete operations where each user command is stored in a stack and necessary operations are implemented in the concrete class FinalDelete as method ‘delete(username, TaskId)’. The implementation supports undo operation for multiple deletes as each operation is stored in CommandStack.



5. What have you learned about the process of analysis and design now that you have stepped through the process to create, design and implement a system?

- The process of analysis and design gives us a clearer view of how to implement a deliverable system. As part of these initial stages of the project development, diagrams for class, sequence and activity diagrams that helped in providing clarity regarding the classes required, flow of control, actors involved and the use cases.

- Especially when we started coding and implementing our system, those diagrams played an important role in guiding the direction and made the communication much more efficient. Even though later we changed some of the diagrams based on the real implementation requirement, it really helped a lot in the developing process.
- Refactoring techniques are important to have a good readable code base and efficient implementation.