Design of a Simple Rolodex Tool

1. Introduction

The following pages are excerpts of files relevant to the design of a simple rolodex system. The system was originally presented in CSC 510 in a formal specification primer. The primer presented the requirements and specification for the rolodex tool. Here we briefly review the requirements specification, and then present the design that derives from them.

2. Excerpts from the Requirements

Figures 1, 2, and 3 are snapshots of the simple rolodex tool GUI.

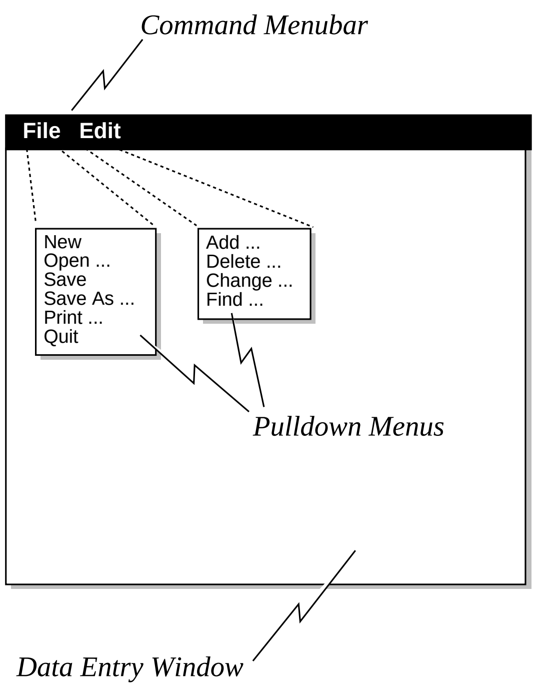

Figure 1: Top-Level Rolodex Interface.

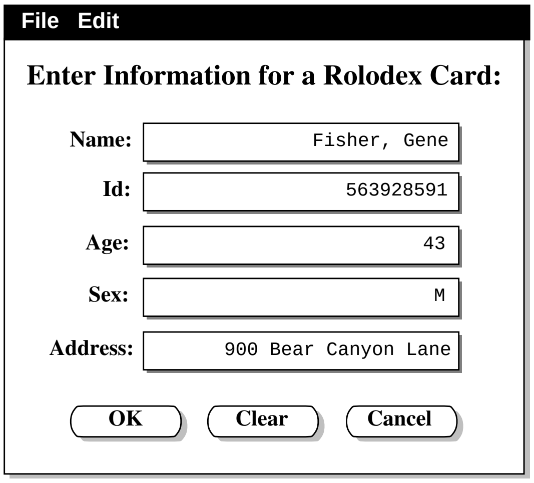

Figure 2: Dialog for Adding a Rolodex Card.

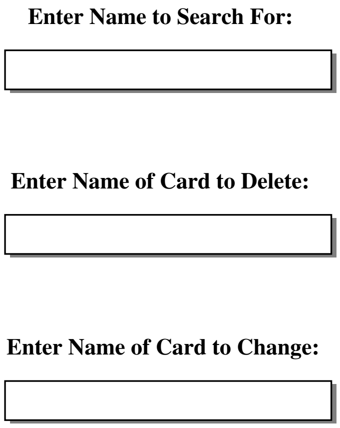

Figure 3: Dialogs for Finding, Changing, or Deleting a Card.

3. Excerpts from the Specification

The following pages are the formal specification of primary module for the rolodex system, defining the main rooldex objects and the operations that appear on the Edit pulldown menu. Another modulre (file.rsl) defines the operations on the File menu.

4. Excerpts from the Design

The following pages show the der

5. Design Suppor Classes

The following pages are the design of the

6. Design Diagrams

Figures 4, 5, and 6 are three high-level design digrams that show the top-level RolodexTool model and view classes.

Function Diagram for Rolodex main Function

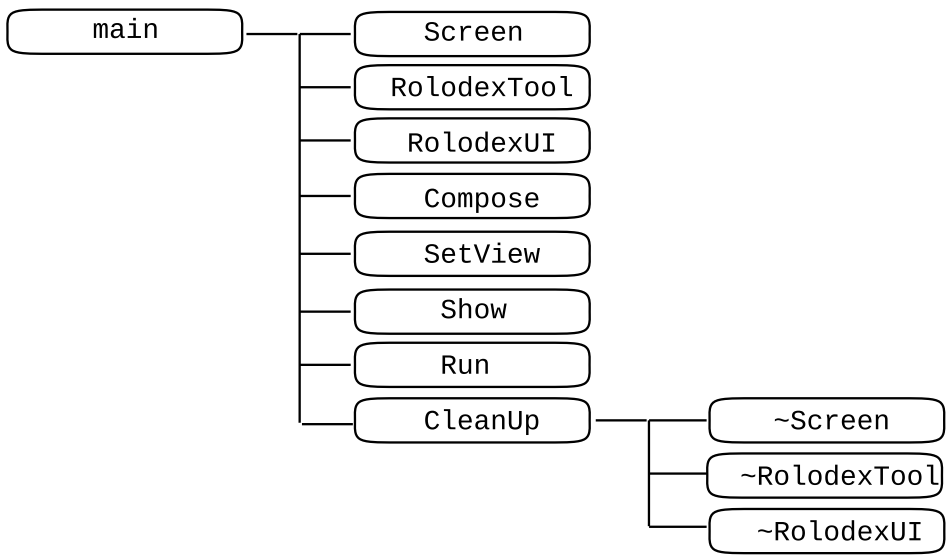

Figure 4: Top-Level Rolodex Interface.

Function Diagram for RolodexMenuUI::Compose

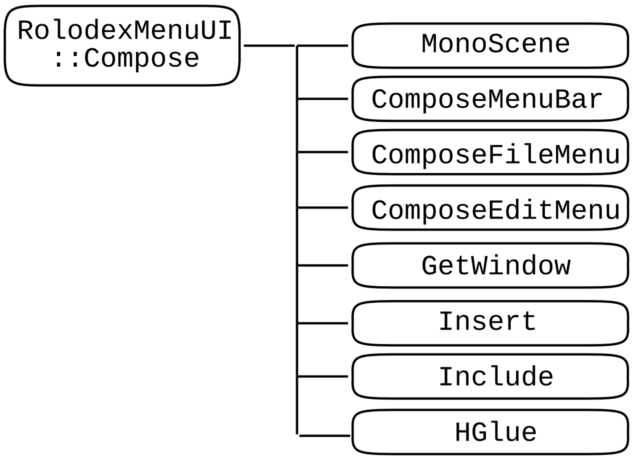

Figure 5: Dialog for Adding a Rolodex Card.

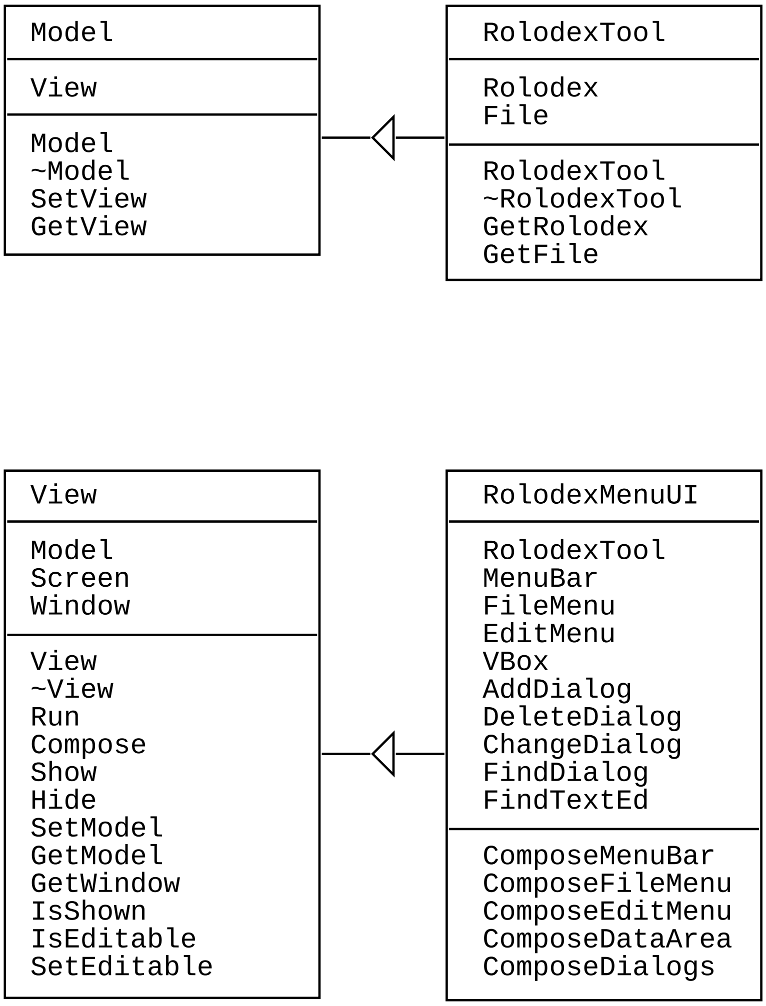

Figure 6: Dialogs for Finding, Changing, or Deleting a Card.