Weekly Report #5

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INTERNAL DESIGN of the iFLOWEDIT

We explained that the project has just two diagram called 'Activity' and 'Connection'. However, we had realized that these two classes include the information of two different classes individually. Therefore we separated them into two, one by one. Activity class is separated to ActivityInstance and ActivityDefinition classes and Connection class is separated to ConnectionInstance and ConnectionDefinition classes. These maintained by using inharatence which can be seen as below figure.

ActivityDefinition class holds the information about a specific activity. In other words, that class defines an activity. For example, for an item of the E/R Diagram, let say Weak Entity, we hold the information in ActivityDefinition class and define its properties like shape, color, width and height.

ActivityInstance class holds the information that is gained in the workflow when an activity dragged from stencil set and dropped to the workflow. Most apparent example is X and Y values of activities due to top left corner of the workflow.

ConnectionDefinition class defines a connection. The information it holds is includes type of the connection, default color of the connection, default thickness of the connection, and so forth.

ConnectionInstance class holds the information that is gained in the workflow when a connection created on the workflow. Most apparent example is start activity and end activity that the connection connected in the workflow.

Except these new separated classes, we add a new class which is named as Workflow. This class holds the list of all activities and connections in the workflow. Moreover, it holds the information about the state of the workflow.

ConnectionInstance

startActivity : ActivityInstance
endActivity : ActivityInstance
startConnPointIndex : int
endConnPointIndex : int
connText : string
priority : int

setStartActivity(value:ActivityInstance) : void
getStartActivity() : ActivityInstance
setEndActivity(value:ActivityInstance) : void
getEndActivity() : ActivityInstance
setStartConnPointIndex(value:int) : void
getStartConnPointIndex() : int
setEndConnPointIndex(value:int) : void
getEndConnPointIndex() : int
setConnText(value:string) : void
getConnText() : string
setPriority(value:int) : void
getPriority() : int

ConnectionDefinition

name : string
colour : (int, int, int)
type : string
thickness : int

draw() :void

1..*

WorkFlow

activityArray : Vector<ActivityDefinition>
ConnectionArray : Vector<ConnectionDefinition>
id : int
title : string
state : boolean

changeTitle(value:string) : void

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ActivityInstance

posx : int
posy : int
activityText : string
locked : boolean
opacity : float
priority : int
angle : int

setPosx(value:int) : void
getPosx() : int
setPosy(value:int) : void
getPosy() : int
setActivityText(value:String) : void
getActivityText() : String
setLocked(value:boolean) : void
getLocked() : boolean
setOpacity(value:int) : void
getOpacity() : int
setPriority(value:int) : void
getPriority() : int
setAngle(value:int) : void
getAngle() : int

ActivityDefinition

name : string
diagramType : String
order : int
colour : (int, int, int)
connectionPoints : Vector <int,int>
shapePath : string
width : int
height : int

draw() :void