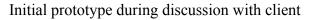
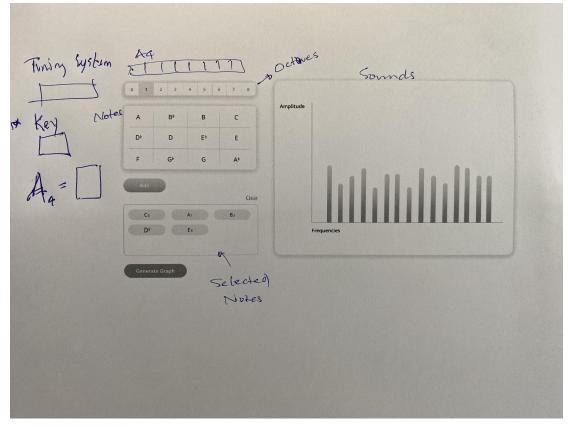
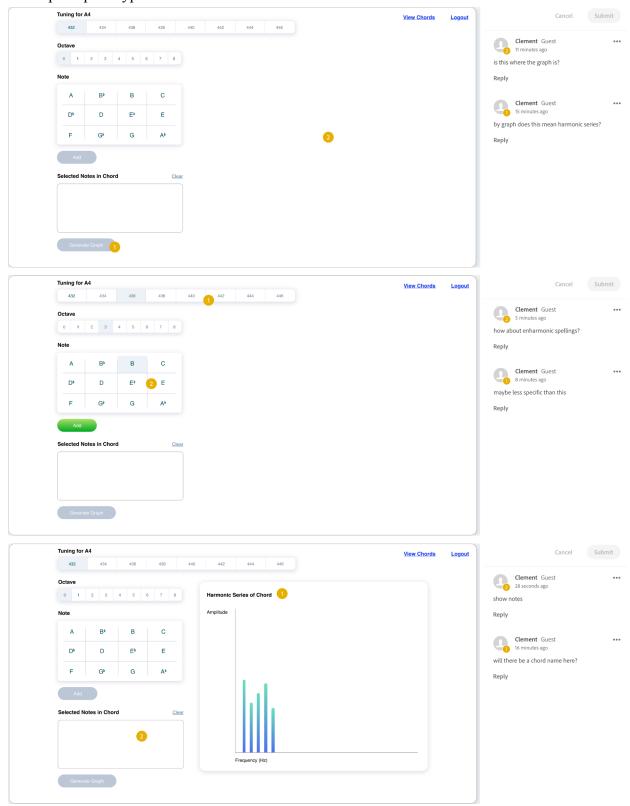
Criterion B: DESIGN

Prototype and Annotation

As it is not possible to meet face to face with the client during the Covid-19 pandemic, I researched prototyping tools that can be used to share the prototype with the client. I opted to use Adobe XD as my prototyping tool. After designing the first prototype, a link to the interactive prototype was shared with the client where he may also provide feedback in his own time. We have had several discussions regarding the prototype. Below are some interactions.







Subsequent prototype and online interaction

Final Prototype:

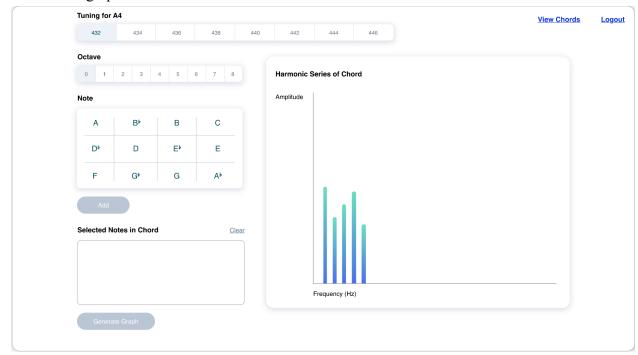
Before option selection

432 434 Octave	436 43	8 440				View Chords
Octave			442	444	446	
0 1 2 3 4	\$ 5 6 7	8				
Note						
A B⊧	в	>				
D⊧ D	E, I					
F G ^b	G A	b				
Add						
Selected Notes in Chord		Clear				

After option selection

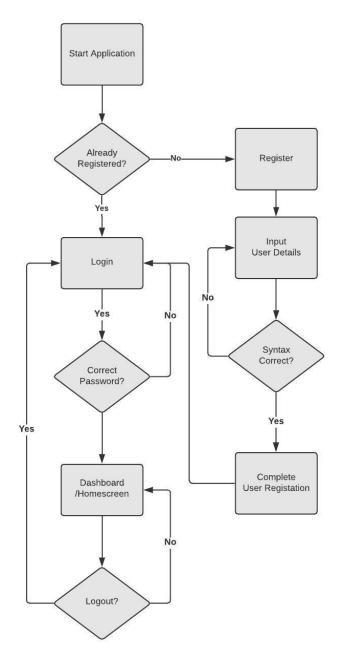
Tuning for a	44								View Chore
432	434	436	438	440	442	444	446		
Octave									
0 1	2 3	4 5	6 7 8						
Note									
А	B⊧	в	С						
D⊧	D	E٩	Е						
F	G⊧	G	A۴						
Add									
Selected No	otes in Chor	d	C	ear					
P		D3							
D3		D3							
Genera	te Graph								

Result with graph

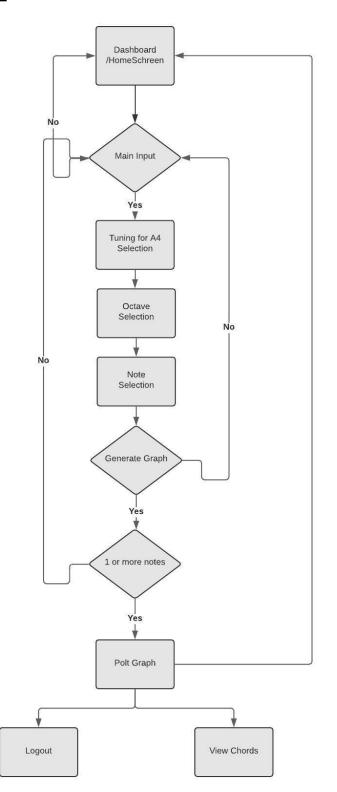


Processing Flowchart

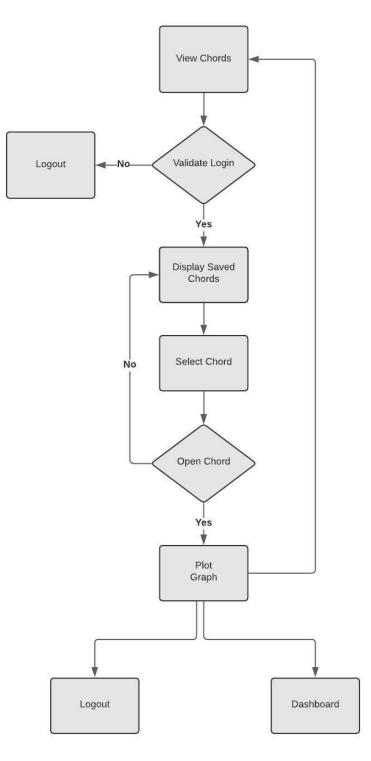
The flowcharts outline the overall logic of the program. <u>Account ownership diagram</u>



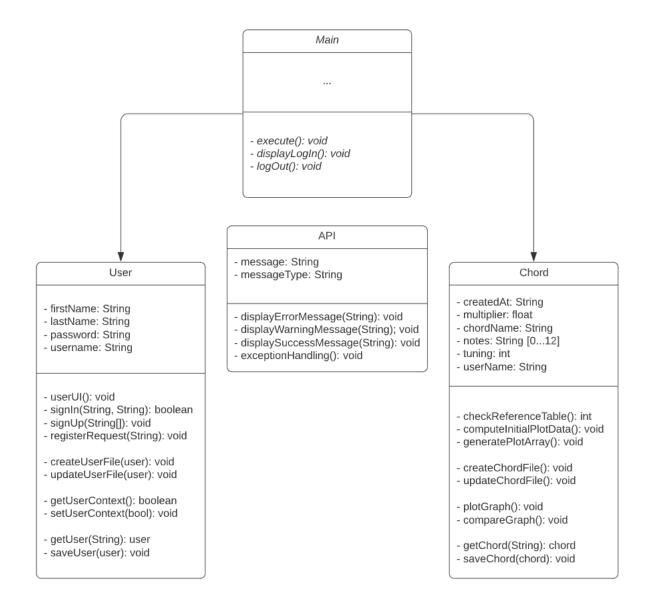
Dashboard Flow diagram



Data Retrieval Flow diagram



Class Diagram



Pseudocode

The following pseudocode methods are written to understand the basic functionality of the main methods that are needed in the development of the program.

Compute Initial Plot Data

```
//computes data for plot based on notes in chord and reference table
void computeInitialPlotData
    var plotData
    accept multiplier, tuning, octave, notes
    validate user inputs
    if valid = true:
        check corresponding reference table
        retrieve reference data
        for each user input:
            calculate plot data using reference data and user input
            //if values have same frequency, stack
        append to plotData
    else if valid = false:
            display error
Show dashboard, compare, logOut
```

Generate Plot Array

```
//preparing to generate graph by creating a plot array
void generatePlotArray
    var plotArray
    accept plotData
    calculate range of plot
    prepare plotArray //generate empty array with range of plot
    for each data in plotData:
        insert into plotArray
//ready to pass plotArray to plotGraph
```

Plot Graph

```
void plotGraph:
      accept plotArray
      prepare graph:
            set x axis = frequency
            set y axis = amplitude
            set legend
            //assign colors to legend according to different notes
            set title
            provide options for zoom, save
      plot graph
      if zoom = true:
            set x axis = frequency
            set y axis = amplitude
            set legend
            //assign colors to legend according to different notes
            set title
      if save = true:
            save graph
```

Retrieve Chord

```
Boolean UserLoginStatus = true //to keep track of current user
display list of saved chords data
accept chord selection from user
if syntax validation = true:
    display notes in array
    plot graph
else if file open validation = false:
    display file open error;
else if generate graph = true:
        compute plotting data and graph
Show Dashboard, Logout
```

Save Chord

```
Boolean UserLoginStatus = true //to keep track of current user
accept chord selection from user
if syntax validation = true:
    format chord data
    save chord data to file
else:
    display file save error;
Show Dashboard, Logout
```

Chronological Development Plan

- Develop UI/UX based on mockup design (1 week)
 - Develop UI/UX components
 - Develop UI/UX classes
 - Implement comments for understandability and extensibility
- Develop code for input functions (2 weeks)
 - Develop for frequencies
 - Acquire reference table convert to useable data file format
 - Develop data retrieval
 - Develop data formatting
 - Develop input configuration
 - Develop for Octaves
 - Develop for Notes
 - Develop for Array of Notes
 - Store array of notes in chord
 - Display array of notes as selected
 - Clear array of notes
- Develop code for chart (2 weeks)
 - Import plotting library
 - Data retrieval from file
 - Develop graphic design code
 - Configure font, colors, other appearance settings
- Develop file save and retrieve features (2 weeks)
 - Develop Save function
 - Develop Retrieve function
 - Interaction with json CSV filetype

Testing Plan

- Unit Testing
 - Test UI/UX functionality
 - Click buttons debug GUI code if not functioning
 - Check for successful actions fix malfunctioning methods
 - Try invalid inputs in texts fields implement try/catch
 - Null inputs
 - Special/illegal characters
 - Test reference table functionality
 - Correct file format if not being read properly
 - Debug code if file not being read
 - Test chart drawing functionality
 - Use known values to compare against an externally created "correct" graph. Check graph plotting code if inaccuracies are found.
 - Test file storage and retrieval functionality
 - Ensure file generation
 - Check for version of file interaction libraries if an error occurs
 - Ensure data is appended to user and chord files as intended
 - If shown otherwise, debug saving and retrieval code
 - Test math functionality
 - Validate output values. check algorithms if unexpected results occur
 - Negative values
 - Unexpectedly large values
- Integrated Testing
 - Test all the functionality together with known data
 - Compare to known results calculated externally using said known data. Review code if inconsistencies occur
 - Test all the functionality together at datapoint extremes
 - Test functionality at maximum and minimum values. Fix code if errors occur. If maximum and minimum values are not sensible, a sensible result should not be expected; these cases are not errors.
- Functionality Testing
 - Check interaction between GUI and backend. If this is a communication error, review code. Otherwise, check if code files are in correct directories.
 - Registration
 - Login
 - Graph Generation
 - Save and retrieve functionality
 - Chords
 - Users

- User Acceptance Testing
 - Ensure that features requested by the user are provided.
 - Review user feedback and adjust code accordingly.