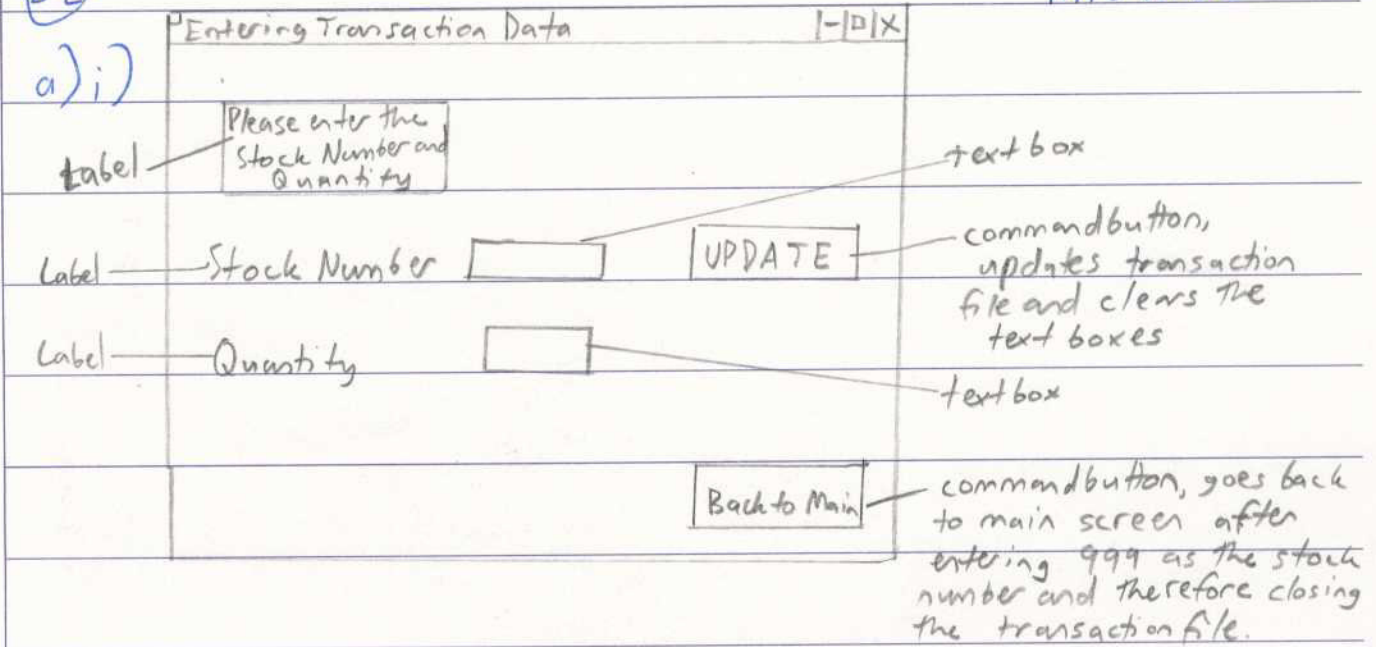


Software Design Section 2 Question 22

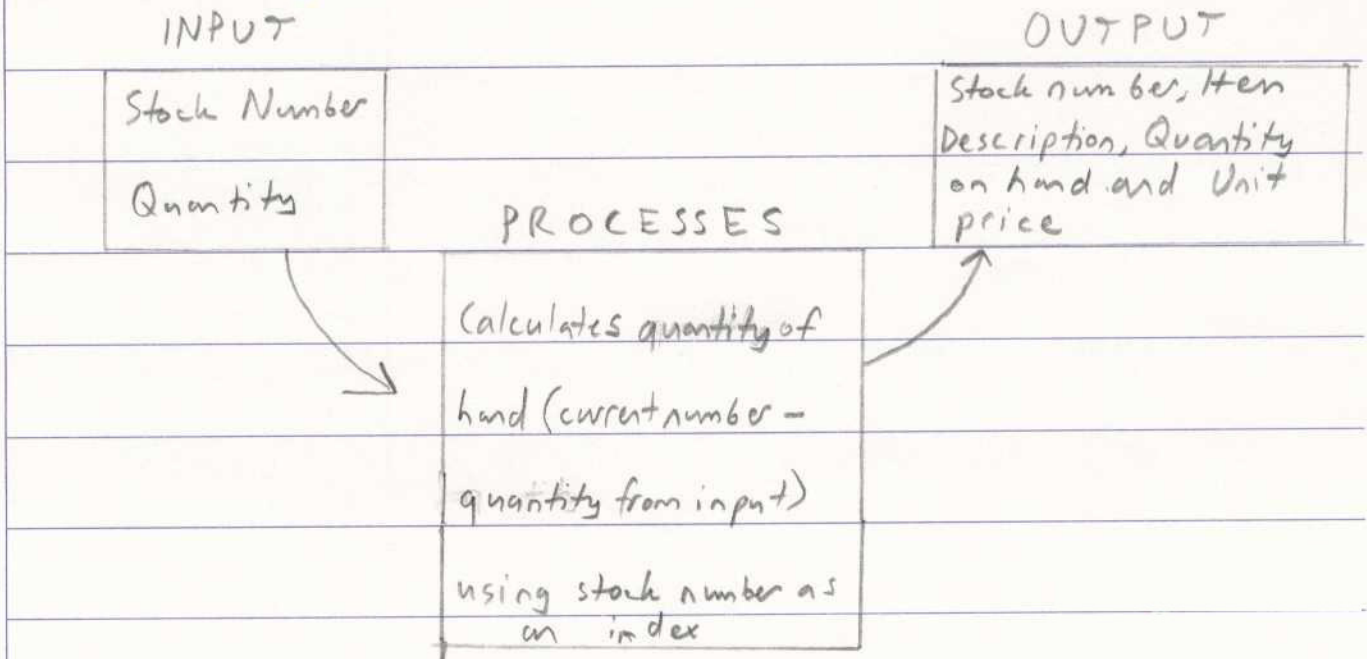
22

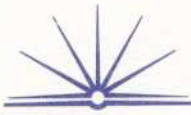
Interface

a) i)



ii) IPO Diagram





a) iii)

BEGIN Update Inventory.

Open Inventory File as ~~File~~ random

read stock number

read quantity

if stock number <> '999' then begin

~~Inventory~~ ^{current stock} Check Stock Number (stock number)

current quantity = Inventory File [Stock Number]

current quantity = current quantity + quantity

Update Inventory File

Check Quantity (current quantity)

read stock number

read quantity

end if

END

BEGIN Check Stock Number (stockno)

~~found = false True~~

if Inventory File [stockno] ~~is~~ null then

~~found = false~~ print "That stock number is not valid"

end if

END

BEGIN Check Quantity (quantity)

~~if Inventory File~~

if quantity > 3 then

print "There are less than 3 in stock"

end if

END.

6) Two types of documentation are the Gantt Chart, which is developed during the planning stage of the development cycle and using throughout, and the technical documentation which is developed during the building and testing stages and used during the modify stage.

Gantt Charts give a time line of when each aspect of the software solution must be begun and completed. These are used throughout the development cycle but particularly using the

building stage. These are useful as they keep programmers on track and within the desired time frame - which is especially important during coding.

Technical documentation includes data dictionaries and diagrams which may be needed after the program has been complete. These are useful during the modifying and maintenance stages of the development cycle because usually other programmers work on maintaining the program and may need to learn about the project through the technical documentation.