CS 446 / ECE 452 / CS 646 – Spring 2013

Course Project Part3 – Software Implementation Demo

(each group gets up to 30 minutes for their demonstration)

Group Members:

System Implementation Overview • You can use presentation slides for this part of your demo	
System Overview Clearly described the system scope and key use cases Explained the underlying technical complexity, such as the use of networking for communication or interfacing with a DBMS	/4
Implementation Process Described the process and tools used to map design elements to code, such as IDE usage and code generations tools Specified what was accomplished and what still requires attention	/4
Subsystem Design Indicated how important subsystems were implemented in code using code examples Explained how the important connectors between components were implemented and used using code examples	/4
Control Flow Implementation Described how the important modules for control flow, such as modules that manage base processes, were implemented using code examples Explained how the boundary use cases, such as system initialization, termination, and failure, were implemented using code examples	/4
Comments	

Detailed Design Demonstration

- You need to demonstrate two or more complete use cases that are crucial to the operation of your software system
- You should ensure that your software is ready to run, including any servers or peripheral devices, as setup time will be counted as part of the demo
- You should submit your source code (excluding resource and database files) on LEARN

Use Case 1 Demonstration Demonstrated a complete use case that is important and unique to the system; showed all of the important steps from the initiating event to the use case completion	**/6**
Use Case 2 Demonstration Demonstrated a complete use case that is important and unique to the system, and that is significantly different than Use Case 1	**/6**
Demonstration of Nonfunctional Requirements Showed scenarios that demonstrate specific quality attributes important to the system, such as robustness or performance	**/4**
Comments	

Overall Grade (out of 32) /32

Marking Legend (scaled where appropriate):

4 out of 4 marks
Completed all of the goals (more than 90%) of the marking rubric

3 out of 4 marks
Completed most of the goals (more than 75%) of the marking rubric

2 out of 4 marks
Completed minimum number of goals (50% or more) of the marking rubric

1 out of 4 marks
Attempted but failed to complete the goals (less than 50%) of the marking rubric

0 out of 4 marks
Did not attempt to complete the goals of the marking rubric