

# Advanced Programming

## Season 2024-I

### Partial Project Definition

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Remember, here you had been hired as a software engineer team member. You have been working on a project of monolith platform and you have been asked to deliver a partial document with some specifications described as follows:

1. Write the description of your project. Define the *stakeholders*, business model, tools to use, anything you consider relevant.

2. Make the list of user stories related to your project, this is your project scope definition.  
*Hint: You can use the user stories template*

*As a \_\_<role>\_\_, I want \_\_<action>\_\_, so what \_\_<purpose>\_\_.*

3. Create the conceptual model of your project. So, you have to build next *UML diagrams*: **deployment diagram**, **activity diagrams**, **sequence diagrams**, and **state diagrams**.

*Hint: You can use the **draw.io** tool to create these diagrams.*

4. Create the CRC cards and the Class Diagram (if you need to separate by components create several ones), to define the backend architecture of your project.

*Hint: Go through each UML diagrams and define entities, data structures, relations, a system analysis related with your business model .*

5. Define what information will have your application since the beginning to apply tests.

*Hint: You can use the **faker** library in Python to generate data. Documentation here*

In addition, you must start to write a draft of both an IEEE formatted paper and a poster to explain your project and how it adds value to the company.

**Deadline:** April 10th, 2024, 10:00

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Any comment or concern related to this document could be send to Carlos A. Sierra at e-mail: *cavirguezs@udistrital.edu.co*