SafeAssign Originality Report

SOFTWARE DESIGN • User Story Mapping (20%)

CLARENCE WEE TZE WEN -

Total Score: ⊗ High risk   100 %

Submission UUID: 878be75a-5878-e828-89f0-4ab7f0ec9dd9

Total Number of Reports	Highest Match	Average Match	Submitted on	Average Word Count
1	100 %	100 %	05/13/22	463
	College Event System for Student.docx		06:27 PM GMT+8	Highest: College Event System for Stude...

⊗ Attachment 1   100 %

Word Count: 463
College Event System for Student.docx

Institutional database (1)   100 %

① *Student paper*

Top sources (1)

① *Student paper*

Excluded sources (0)

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① INTI International College Penang School of Engineering and Technology

3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK

3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK

Coursework cover sheet

Section A - To be completed by the student Full Name: Clarence Wee Tze Wen

① CU Student ID Number: 12673140

Semester: 2

Session: April 2022

Lecturer: ① Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my)

Module Code and Title: 4067CEM Software Design

Assignment No. / Title: ① Continuous Assessment % of Module Mark: 50

① Hand out Date: 22nd April 2022 Due Date: Task 1: ① 13 May 2022, by 11.59pm

Task 2: ① 1 July 2022, by 11.59pm

Task 3: ① 17 June 2022, by 11.59pm. Task 4: ① 17 June 2022, by 11.59pm. Task 5: ① 17 June 2022, by 11.59pm.

Penalties: ① No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.

Declaration: ① I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.

Signature(s): _____

① Section B - To be completed by the module leader Intended learning outcomes assessed by this work: 1. ① Understand and apply appropriate concepts, tools and techniques to each stage of the software development

2. ① Understand and apply design patterns to software components in developing new software

3. (1)   Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

5. (1)   Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation.

Marking scheme Max Mark

1. (1)   User Story Mapping 2. Setting up a GitHub Repository 3. Creating a Class diagram and design pattern selection

4. (1)   Creating a Prototype User Interface and Usability Testing 5. Discuss the ethical issue related to the software 20

10

30

20

20

Total 100

College Event System for Student-Task 1

Vision: Maintain the College Event information between admin(lecturer) and user(students) as well as to organize the event and to implement the Student Registration time through sums with verification code to the student using application like based on Android App & Window Benefits of using College Event System -Keep track of all event information through a proper management system -Provide a networking system among students -Reduce costs of event planning -Manage events efficiently and smoothly -Take and manage bookings in minutes

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Source Matches (20)

(1) *Student paper*	100%

Student paper	Original source
INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet	INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet

(1) *Student paper*	100%

Student paper	Original source
Section A - To be completed by the student Full Name:	Section A - To be completed by the student Full Name

(1) *Student paper*	100%

Student paper	Original source
CU Student ID Number:	CU Student ID Number

(1) *Student paper*	100%

Student paper	Original source
Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title: 4067CEM Software Design	Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title 4067CEM Software Design

(1) *Student paper*	100%

Student paper	Original source
Continuous Assessment % of Module Mark:	Continuous Assessment % of Module Mark

(1) *Student paper*	100%

Student paper	Original source
Hand out Date: 22nd April 2022 Due Date:	Hand out Date 22nd April 2022 Due Date

ⓘ *Student paper*	100%

Student paper	Original source
13 May 2022, by 11.59pm	13 May 2022, by 11.59pm

ⓘ *Student paper*	100%

Student paper	Original source
1 July 2022, by 11.59pm	1 July 2022, by 11.59pm

ⓘ *Student paper*	100%

Student paper	Original source
17 June 2022, by 11.59pm.	17 June 2022, by 11.59pm

ⓘ *Student paper*	100%

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17 June 2022, by 11.59pm.	17 June 2022, by 11.59pm

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17 June 2022, by 11.59pm.	17 June 2022, by 11.59pm

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Student paper	Original source
No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.	No late work will be accepted If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension Please consult the lecturer

ⓘ *Student paper*	100%

Student paper	Original source
I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.	I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures I/we confirm that this piece of work is my/our own I/we consent to appropriate storage of our work for plagiarism checking

ⓘ *Student paper*	100%

Student paper	Original source
Section B - To be completed by the module leader Intended learning outcomes assessed by this work:	Section B - To be completed by the module leader Intended learning outcomes assessed by this work

ⓘ *Student paper*	100%

Student paper	Original source
Understand and apply appropriate concepts, tools and techniques to each stage of the software development	Understand and apply appropriate concepts, tools and techniques to each stage of the software development

① *Student paper*	100%

Student paper	**Original source**
Understand and apply design patterns to software components in developing new software	Understand and apply design patterns to software components in developing new software

① *Student paper*	100%

Student paper	**Original source**
Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production	Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

① *Student paper*	100%

Student paper	**Original source**
Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation. Marking scheme Max Mark	Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation Marking scheme Max Mark

① *Student paper*	100%

Student paper	**Original source**
User Story Mapping 2. Setting up a GitHub Repository 3. Creating a Class diagram and design pattern selection	User Story Mapping 2 Setting up a GitHub Repository 3 Creating a Class diagram and design pattern selection

① *Student paper*	100%

Student paper	**Original source**
Creating a Prototype User Interface and Usability Testing 5. Discuss the ethical issue related to the software 20	Creating a Prototype User Interface and Usability Testing 5 Discuss the ethical issue related to the software 20