Department of Computing

Graduate Diploma in Information and Communication Technologies
Bachelor of Information and Communication Technologies
Diploma in Information and Communications Technology

BCSE102– Software Engineering 1B

Assignment 1

Semester Two 2018

Due date: Friday 7 September 2018

Time: 5.00 pm

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Submissions received late will be subject to a penalty of 10% of the student's mark per working day.

This assignment is worth 25% of the total marks for BCSE102.

This paper has three (3) pages including the cover sheet.

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Introduction:

This assignment combines both the 10% Dynamic Modeling assignment and the 15% Programming Assignment.

This assignment involves extending the model answer for the 2018 semester one assignment (Please refer to the Model Answer folder that is provided separately).

The following iterations may be worked on.

- Make it “pretty “ like https://results.gc2018.com/en/netball/event-schedule-women.htm
- Make it even prettier with lots of Commonwealth Games legends and other styling https://results.gc2018.com/en/rugby-sevens/medal-standings.htm
- Read the data for results from a .csv file – so it will work for any/all sports and matches. Controller.js becomes much smaller.
- Build it as a Single Page Application so only one .html https://en.wikipedia.org/wiki/Single-page_application
- Dynamically generate the .html elements as needed.
- Write automated tests for methods so there is no need to visual inspect that it is working all the time (like the Jasmine and Mocha-Chai unit tests that marked the SE101 practical test)
- Research and add extra ES6 features
- Other iterations as approved by lecturer (Check with Amit)

Note that the possible marks adds up to more than 100%. If you get more than 100% according to these weightings, you will be awarded 100% for the assignment. Marks will be carried forwards to the term 4 assessment. (And marks from the term 4 assessment can carried back to this assessment if they total more than 100%).

Though we encourage you to work in group but it is possible to do this assignment individually. If you work in a group your marks will be divided by the number of group members. ie an individual completing one iteration and all the paperwork correctly will be awarded 20%. Each member of a group of two completing one iteration and all the paperwork correctly will be awarded 10%.

MARKING GUIDE

1. WHERE?

- ❒ UML Class Diagram(s) of the starting system OR
- ❒ A UML class diagram of the 'before' and the 'after' parts of the system that you work on in an iteration

[2 marks]

2. WHAT?

- ❒ A plan for the work of an iteration. This must state:
  - The goal of the iteration
  - The planned tasks in sequence [planning, analysis, design, coding, testing]
  - A time estimate for each task [30 minute blocks]
  - The planned 'product' of each task
  - A record of the actual time each task took

[3 marks]

3. HOW?

- ❒ A 'Planning A Complex Algorithm' worksheet for the iteration

[5 marks]

- ❒ A plan for how the program feature you are working on will work [UML dynamic diagram, story-boards, wireframe, pseudocode]

[5 marks]

4. EVALUATION!

- ❒ A report showing nil style defects in your code according to JavaScript Standard Style https://standardjs.com/index.html

[1 mark]

- ❒ **Mistakes were made!** A description and analysis of the mistakes made in the iteration

[2 marks]

- ❒ **Lessons were learned?** A plan for doing ONE thing differently in the next iteration.

[2 marks]