# Software Design - Project GUI and Use Case Diagram

**points:** 50

Design: 20 points

Implementation: 20 points

Meeting: 10 points

**due dates:**

* Tuesday, September 13 - GUI Picture and Use Case diagram and descriptions (on paper, not on blackboard)
* Monday, September 19 - GUI implementation and Final Use Case diagram (Meeting is due on September 19, Code and Use Case diagram should be submitted on Blackboard)

For the first stage of the project you are going to develop the client GUI and a Use Case diagram for the project. This would be a good time to clarify any system requirements that you are not sure about. You need to be implementing MY target system not YOUR target and if you think my target is wrong you need to convince me that I should change.

Here are the requirements for the design that is due on Tuesday, September 13:

1. Draw a picture of your GUI including all Frames and Dialogs you will use (you do not have to include dialogs you will bring up using JOptionPane). Indicate what swing component each piece of the window is. If you have something you think you want to do, but you don’t know what window component it is just ask. I would suggest that you walk through the use cases and think about how each use case would get accomplished in the GUI. This can be hand drawn on paper.
2. Create an initial use case diagram for the project. **This must be done electronically.** Turn in a hard copy of your diagram. **This diagram only needs to be concerned about what happens on the client! Part of your task is distinguishing what is client side and what is server side.**
3. For each of the use cases in your diagram, describe how that use case will be completed through your GUI. Your descriptions should look something like this: "The user will click the XXXX button in the XXXX window which will bring up the XXXX dialog box. In this dialog box the user will fill out the XXXX field and click the XXXX button." You may wish to do this with text boxes on the Use Case diagram (you are basically describing the triggers of the use cases).

NOTE: While implementing the ADMIN user is required for full credit, the penalty for not including ways for the ADMIN user to accomplish their tasks will be minimal.

You need to be thinking about what information you think a user needs to be able to see and how you are going to provide access to that information. This may mean bringing up other windows so developing your GUI may involve creating multiple windows, not just one. You also need to be thinking about what a user needs to do (the use cases) and how those tasks will be accomplished. Also be thinking about what information will need to eventually be passed to the server and where you will keep that information, but that is coming.