

SWT41051: Practical for Advanced Software Engineering

Department of ICT Faculty of Technology
South Eastern University of Sri Lanka

Academic Year 2016/2017

Project Report Guidelines

Design Report Format

1. Cover Page

University logo & name, project title, student name, registration number and index no.

2. Chapter 01 - Introduction

Briefly describe about the system that you are going to design.

3. Chapter 02 – User Specification

Briefly describe user`s system specifications.

4. Chapter 03 - Design & Analysis

Include the use case diagram and briefly explain about each use case (success case only).

5. Chapter 04 - Dynamic Model

Include Activity Diagrams, Interaction Diagrams to represent the dynamic behavior of the major use cases.

6. Chapter 05 - Object State Model

Include possible state chart diagrams to represent the state changes of the classes.

7. Chapter 06 - Class Model

Include identified class diagrams.

Formatting

- The general text should be in 12-point Times New Roman font size. Chapter headings should be in 16-point size and any other title should be in 14-point size.
- Page numbers in the section 1 and 2 should be in roman index and other pages should be in Hindu-Arabic numerals.

Plagiarism

- All design work must be your own.

- All forms of plagiarism and cheating (for example downloading design models directly from the Internet or copying from another student) are regarded seriously and could result in heavy penalties (0 marks).

Submission

- You have to submit a completed project document (hard copy) before the presentation time.

Presentation

- Each student will receive 5 minutes (maximum) for the presentation and 3 minutes maximum for questioning and answering (Q&A).