SWE30003 – 2023
Software Architectures and Design
Assignment 3 – worth 25 marks

Tutorial day and time: Names:

Area	Elements	Breakdown (in points)	Actual mark
Detailed Design, with explanation and justification of changes and non-changes to Assignment 2 Design	Presentation of Detailed Design and Justification of Changes and Non-Changes: (bad: 2; OK: 4; Good: 6; Very Good: 8; Excellent: 10) - Overall changes/non-changes (at class level) -> max 10 - Changes/no-changes to Responsibilities and Collaborators -> max 10 - Changes/non-changes to dynamic aspects (bootstrap, interaction scenarios) -> max 10	30	
Discussion of Assignment 2 Design	Quality of Assignment 2 Design - Good aspects -> max 5 - Missing from original design -> max 5 - Flawed aspects of original design -> max 5 - Level of interpretation required -> max 5	20	
Lessons learnt	Missing: 0; Bad: 2; OK: 4; Good: 6; Very Good: 8; Excellent: 10	10	

Implementation	Source code quality, including use of suitable coding standard:
	      low -> 5; medium -> 10, good 15;
	      very good -> 17; excellent -> 20
		20	

Implementation	Compilation and execution: - Explicit evidence of compilation -> 5 - Illustration of home screen -> 1 - Illustration of successful data input -> 9 - validate inputs and process inputs-> 5 - illustration of sample outputs -> 5 - exit and test screens -> 5 NOTE: 4 or more scenarios may be needed for illustration!	30	
Meeting the requirements of the assignment specification	- Cover sheet signed (penalty upto 5 points) - Work sheet (contribution document) completed and signed (otherwise, penalty up to 10 points) - Assignment 2 attached (otherwise, no reference basis for discussion; penalty upto 60 points) - Others	-xx	
Total		110	