جامعة مصر للمعلوماتية
EGYPT UNIVERSITY OF INFORMATICS

FACULTY OF COMPUTING & INFORMATION SCIENCES

C-SW311: Software Design and Development
Spring 2025

Submission and Discussion guidelines

Guidelines for project deliverables

1. For all diagrams, be **creative and rationale** on your assumptions about the information required, and try to include everything that is *important* for your model to be explanatory.
2. For EACH deliverable, each group must submit a well-written and organized **Technical Report document** containing ALL steps, tables and diagrams and also describing your solutions and rationales to the assignment (based on the deliverable requirements, preferably zipped or otherwise compressed). **Any assumptions you made during your work must be explicitly mentioned either in the Technical Report**.
3. Submit your **Technical Report document** in PDF format and No Handwriting will be accepted.
4. All submissions will be on Canvas and a submission link will be created for each deliverable.
5. **Plagiarism will be treated strictly.**
6. **NO LATE Submission will be accepted, and NO EXCEUSES**
7. **Any late submission will take ZERO.**
8. Please bear in mind that submission at the last minute might cause a network problem, and that would not be taken as an excuse. Therefore, you need to submit as early as possible on the submission day.
9. Discussions will be scheduled after the submission. Eng. Shereen will return the submitted reports to each group with feedback highlighted inline (in the form of embedded comments).

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Guidelines for Deliverable#4: Behavioural Design Patterns

Deadline of submission: Thursday 8th of May, 2025 at 11:59 pm.

1. **Behavioural Software Design Pattern**: based on your project, identity:
    a. **Two** case/problem that requires the application of the Template Pattern.
    b. **Two** case/problem that requires the application of the Mediator Design Pattern
    c. **Two** case/problem that requires the application of the Strategy Design Pattern
    d. **One** case/problem that requires the application of the Observer Design Pattern
    e. **One** case/problem that requires the application of the Iterator Design Pattern
2. **For each Design pattern case\problem identified in point#2 above:**
    a. Develop a UML class diagram that conceptually defines your solution.
    b. Implement your solution in Java inside your working project (you don't have to write down the code in your report; only the actual coding is needed)