جامعة مصر للمعلوماتية
EGYPT UNIVERSITY
OF INFORMATICS

FACULTY OF COMPUTING
& INFORMATION SCIENCES

C-SW312: Introduction to Software Engineering
Fall 2014

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, together with the respective UML project (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 and (optionally) on the diagrams in the form of comments**.
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. Prepare your Jira timeline and share your work with your group on Github.
6. **Plagiarism will be treated strictly.**
7. **NO LATE Submission will be accepted, and NO EXCEUSES**
8. **Any late submission will take ZERO.**
9. 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.
10. 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 the Bonus Deliverable and Final Implementation Project Submission:

Deadline of submission: Thursday 9th of January 2025 at 11:59 pm

Software Design Patterns (5 marks bonus)

1. Self-study the Strategy and Observer Behavioural Design patterns. As a starting point, I would advise to consider this playlist. You may watch the Introductory video to understand the concepts, and then jump to the videos of Strategy and Observer Behavioural Design patterns.
2. There are many other videos and resources online with lots of examples, so, feel free to do your own research. I would also recommend geeksofgeeks to get java examples of the implementation of design patterns in Java
3. Based on your project idea, identify:
   a. A case/problem that requires the application of the Strategy pattern
   b. A case/problem that requires the application of the Observer patter
4. For each Design pattern case/problem identified in point#3 above:
   a. Develop a UML class diagram that conceptually defines your solution (a short report should be submitted for this part)
   b. Implement your solution in Java inside your working project (Walking Skeleton: the automatically generated implementation project automatically generated from your final design class design diagram as illustrated by Shereen last week). You don’t have to write down the code in your report. Only the actual coding is needed.

Final Implementation Project Submission (Obligatory)

1. Submit your implementation project, which should:
   a. be automatically generated from your final Design Class Diagram
   b. integrate your Software Engineering and Database courses projects
   c. optional: integrate the bonus design patterns implementation (as illustrated above)