**INTI International College Penang School of Computing**

**3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK**

# Coursework cover sheet

**Section A - To be completed by the student.**

| Full Name:  **Nawa Silumelume Mubukwanu** | |
| --- | --- |
| CU Student ID Number:  **14008784** | |
| Semester:  2 | |
| Session:  **April 2023** | |
| Lecturer:  **Puteri Nursyawati Azzuri (puteri.azzuri@newinti.edu.my)** | |
| Module Code and Title:  **4067CEM Software Design** | |
| Assignment No. / Title:  **Continuous Assessment** | % of Module Mark:  **50** |
| Hand out Date:  **12 May 2023** | Due Date:  **Task 1: 02 June 2023, by 11.59pm.**  **Task 2: 07 July 2023, by 11.59pm**  **Task 3: 23 June 2023, by 11.59pm.**  **Task 4: 23 June 2023, by 11.59pm.**  **Task 5: 23 June 2023, by 11.59pm.** |
| Penalties: No late work will be accepted. If you are unable to submit coursework on time due  to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer. | |
| Declaration: I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to the appropriate storage of our work for plagiarism checking.    Signature(s): | |

# Section B - To be completed by the module leader

| Intended learning outcomes assessed by this work:   1. Understand and apply appropriate concepts, tools, and techniques to each stage of the software development. 2. Understand and apply design patterns to software components in developing new software. 3. Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production.   5. Demonstrate an awareness of, and ability to apply, social, professional, legal, and ethical standards as documented in relevant laws and professional codes of conduct such as that of  the Malaysian National Computer Confederation. | | |
| --- | --- | --- |
| Marking scheme | Max | Mark |
| 1. User Story Mapping | 20 |  |
| 2. Setting up a GitHub |  |
| Repository | 10 |
| 3. Creating a Class diagram and |  |
| design pattern selection | 30 |
| 4. Creating a Prototype User |  |
| Interface and Usability Testing | 20 |
| 5. Discuss the ethical issue |  |
| related to the software | 20 |
| Total | 100 |  |

Task 5: Ethical Issues

# 5.1 Introduction

The student business application raises important considerations in the areas of privacy concerns, intellectual property rights, and effects on society. This task discusses and critically analyses each of these aspects.

# 5.2 Privacy Concerns

Privacy is a significant concern in any application that deals with personal information. The student business application should prioritise the protection of user data, including sensitive details such as names, contact information, and transaction history. Adequate security measures, such as encryption and secure authentication, must be implemented to safeguard user privacy. It is crucial to have a clear privacy policy in place, outlining how user data is collected, stored, and shared. Transparent consent mechanisms, data minimization practices, and the ability for users to control their data should also be addressed to build trust among users.

# 5.3 Intellectual Property Rights

The student business application involves users listing and selling their products. It is important to address intellectual property rights to prevent infringement issues. Sellers must be educated about copyright, trademark, and patent laws to ensure they are not violating the intellectual property rights of others. Additionally, the application itself should have mechanisms in place to address any claims of intellectual property infringement by users. Implementing reporting features and clear guidelines for intellectual property protection can help mitigate these risks and promote a fair and legal trading environment.

# 5.4 Effects on Society

The student business application's impact on society can be both positive and negative. On the positive side, it provides a platform for students to showcase their entrepreneurial skills, create a source of income, and promote economic participation. It fosters a sense of community among students, enabling them to support each other's ventures. However, the application must also address potential negative effects. For instance, it should be mindful of promoting responsible consumerism and discouraging unethical or illegal activities. Ensuring fair competition, preventing scams, and maintaining a safe and respectful online environment are crucial for the app to have a positive societal impact.

# 5.5 Conclusion

In conclusion, the student business application needs to prioritise user privacy by implementing robust security measures and transparent data practices. Intellectual property rights should be respected and protected, both for users' original creations and potential infringement claims. The application should also aim to have a positive impact on society, supporting responsible entrepreneurship, fair competition, and ethical practices. By addressing these concerns, the application can create a trustworthy and valuable platform for students while promoting a safe and beneficial environment for all users.

# 