

IT-314 Software Engineering

Lab 6: Activity & Class Diagram

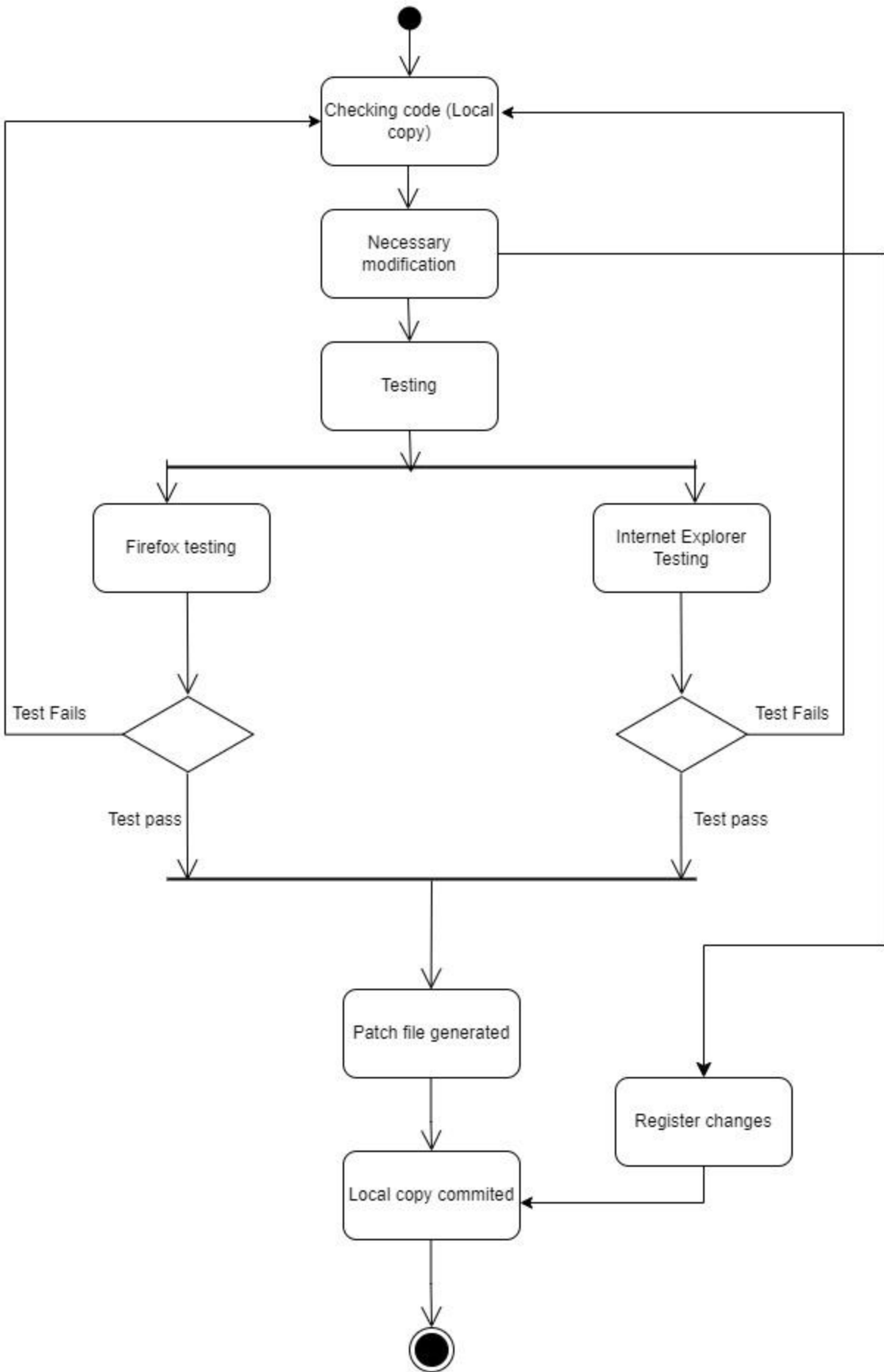
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Exercise:

Draw an activity diagram to graphically represent the workflow



Think over the following questions:

- How would you represent testing of the application with multiple browsers?
→ We will use fork to represent testing of the application so that we can do testing simultaneously on both browsers.
- Can generation of the patch file and update the Subversion repository be done concurrently?
→ No, first patch file is generated and then patch will be applied to production code and then Subversion repository will be updated.
- Can patching the production code and updating the Subversion repository be done in parallel?
→ No, first patching will be done and then update in Subversion repository will be done.

Learning Objectives:

- Identify the basic units of work, and visualize the work flow
→ basic units of work:
 - Checking out the code(local copy)
 - Do modifications in local copy
 - Testing on 2 browsers
 - Generating patch file
 - Commit changes
 - Update the SVN repository
- Identify activities that could be done in parallel
→ The checking of code in both browsers (Firefox and Internet Explorer) could be done parallelly.

- Identify stages from where progress could be made only after a list of criteria is satisfied
- At checking stage, if at least one of the two browsers (Firefox and Internet Explorer) fails in testing, the code must need some changes.
- Patch file will be only generated after successful testing on both browsers.

I. Class diagram

Draw class diagram for any one of the sprints by identifying objects, classes and their relationships.

