SafeAssign Originality Report

SOFTWARE DESIGN • Creating a Class diagram and design pattern selection (30%)

WONG JOE SHEN -

Total Score: High risk 63 %

Submission UUID: ced46291-e402-0287-7ac0-9107c48c8ea1

Total Number of Reports	Highest Match	Average Match	Submitted on	Average Word Count
2	100 %	63 %	11/18/22	583
	Assignment Cover Page.docx		08:22 PM GMT+8	Highest: Task 3.docx

Attachment 1 100 %

Word Count: 373
Assignment Cover Page.docx

Institutional database (2) 100 %

(2) *Student paper* (1) *My paper*

Top sources (2)

(2) *Student paper* (1) *My paper*

Excluded sources (0)

(1) INTI International College Penang School of Engineering and Technology 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

(2) Coursework cover sheet

Section A - To be completed by the student

Full Name: (1) Wong Joe Shen

(2) CU Student ID Number: 13459640

Semester: 1

Session: August 2022

Lecturer: (2) Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my)

Module Code and Title: 4067CEM Software Design

Assignment No. / Title: (2) Continuous Assessment % of Module Mark: 50

(2) Hand out Date: 6th September 2022 Due Date: Task 1: (2) 30 September 2022, by 11.59pm. Task 2: (2) 18 November 2022, by 11.59pm

Task 3: (2) 4 November 2022, by 11.59pm. Task 4: (2) 4 November 2022, by 11.59pm. Task 5: (2) 4 November 2022, by 11.59pm.

Penalties: (2) 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: (2) 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 appropriate storage of our work for plagiarism checking.

Signature(s):

(2) Section B - To be completed by the module leader

Intended learning outcomes assessed by this work: 1. (2) Understand and apply appropriate concepts, tools and techniques to each stage of the software development

2. (2) Understand and apply design patterns to software components in developing new software

3. (2) Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

5. (1) 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.

(2) Marking scheme Max Mark

1. (2) User Story Mapping 20

2. (2) Setting up a GitHub

Repository 10

3. (2) Creating a Class diagram and

design pattern selection 30

4. (2) Creating a Prototype User

Interface and Usability Testing 20

5. (2) Discuss the ethical issue

related to the software 20

Total 100

Source Matches (25)

(1) *My paper*	100%
Student paper	Original source
INTI International College Penang School of Engineering and Technology 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	INTI International College Penang School of Engineering and Technology 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

(2) *Student paper*	100%
Student paper	Original source
Coursework cover sheet Section A - To be completed by the student	Coursework cover sheet Section A - To be completed by the student

(1) *My paper*	100%
Student paper	Original source
Wong Joe Shen	Wong Joe Shen

(2) *Student paper*	100%
Student paper	Original source
CU Student ID Number:	CU Student ID Number

(2) *Student paper*	100%
Student paper	Original source
Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title: 4067CEM Software Design	Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title 4067CEM Software Design

(2) *Student paper*	100%
Student paper	Original source
Continuous Assessment % of Module Mark:	Continuous Assessment % of Module Mark

2 *Student paper* 100%

Student paper	Original source
Hand out Date: 6th September 2022 Due Date:	Hand out Date 6th September 2022 Due Date

2 *Student paper* 100%

Student paper	Original source
30 September 2022, by 11.59pm.	30 September 2022, by 11.59pm

2 *Student paper* 100%

Student paper	Original source
18 November 2022, by 11.59pm	18 November 2022, by 11.59pm

2 *Student paper* 100%

Student paper	Original source
4 November 2022, by 11.59pm.	4 November 2022, by 11.59pm

2 *Student paper* 100%

Student paper	Original source
4 November 2022, by 11.59pm.	4 November 2022, by 11.59pm

2 *Student paper* 100%

Student paper	Original source
4 November 2022, by 11.59pm.	4 November 2022, by 11.59pm

2 *Student paper* 100%

Student paper	Original source
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.	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

2 *Student paper* 100%

Student paper	Original source
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 appropriate storage of our work for plagiarism checking.	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 appropriate storage of our work for plagiarism checking

2 *Student paper* 100%

Student paper	Original source
Section B - To be completed by the module leader Intended learning outcomes assessed by this work:	Section B - To be completed by the module leader Intended learning outcomes assessed by this work

2 *Student paper* 100%

Student paper	Original source
Understand and apply appropriate concepts, tools and techniques to each stage of the software development	Understand and apply appropriate concepts, tools and techniques to each stage of the software development

2 *Student paper* 100%

Student paper	Original source
Understand and apply design patterns to software components in developing new software	Understand and apply design patterns to software components in developing new software

2 *Student paper* 100%

Student paper	Original source
Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production	Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

1 *My paper* 100%

Student paper	Original source
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.	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

2 *Student paper* 100%

Student paper	Original source
Marking scheme Max Mark	Marking scheme Max Mark

2 *Student paper* 100%

Student paper	Original source
User Story Mapping 20	User Story Mapping 20

2 *Student paper* 100%

Student paper	Original source
Setting up a GitHub	Setting up a GitHub

2 *Student paper* 100%

Student paper	Original source
Creating a Class diagram and design pattern selection 30	Creating a Class diagram and design pattern selection 30

2 *Student paper* 100%

Student paper	Original source
Creating a Prototype User Interface and Usability Testing 20	Creating a Prototype User Interface and Usability Testing 20

2 *Student paper* 100%

Student paper	Original source
Discuss the ethical issue related to the software 20	Discuss the ethical issue related to the software 20

Attachment 2 25 %

Word Count: 793
Task 3.docx

Institutional database (2) 24 %

(2) *Student paper*

(1) *Student paper*

Internet (1) 1 %

(3) *wikipedia*

Top sources (3)

(2) *Student paper*

(1) *Student paper*

(3) *wikipedia*

Excluded sources (0)

(1) Task 3 – Creating a Class diagram and design pattern selection (30 marks) 1. Create a simple Class diagram which should consists of the Classes that might be used to represent the system and the association between them. (2) You don't have to declare the attributes and operations for this activity. You do have to explain the class responsibility of each class declared. Class Responsibilities: Login: · Ensure the users has registered before gaining access to the app. · To authenticate the user's username and password and check if it matches with the one registered in the database.

Register: · To collect information regarding the users and enable the users to create an account. · To build a database for all the users of the college buddy system.

(3) 2-Step Verification: · Prevents hacker from gaining access to the user's account. · To prevent user information being stolen or changed without the user's consent. Account Security: · To protect every user's account and personal information. · Allow users to configure the strength of the security for the user's account.

Profile Setup: · To let the user's setup their account properly for socializing. · Allow the users to edit whenever the user felt that their account info needs to be updated.

Link Accounts: · To share the user's existing account from another online platform as a backup method to contact the user. · To improve the user's online presence in other platforms.

Homepage: · The main hub of the college buddy system. · To direct the users through all of the system's features from the homepage itself.

Feed: · To share activity from the users on the app. · To provide users with some content to enjoy on the app.

Chat: · Enable users to communicate with each other through text messages or voice calls and video calls. · Grant users to create group chats which opens up for a larger scale of communication since the users are able to reach out to tons of users at once.

Upload: · To allow users to share their thoughts and upload content of their own such as photos and videos. · To contribute content for the feed page.

Search: · Allow the users to find a certain user or a certain post on the app. · To provide the users a great experience and assist them by providing the data the users requested.

Notifications: · To alert the users of their buddies' activities on the app. · To alert the users of important notices or security breaches.

Settings: · To grant the users to configure the features provided to them on the app to their liking. · To allow users to change some functionalities and the app's method of responding towards users.

Contact Support: · Provide the users a method to contact official support agents when they are having trouble or require technical assistance. · To enlighten the users if the users are having doubts on how to use a specific feature or if the users are looking for something very specific in the app.

2. (2) Consider the problem and select a suitable design pattern that can be implemented on the problem. Give justification on why the design pattern was chosen. Draw the UML diagram representing your class diagram as a design pattern UML. Include all the abstract class/interface, concrete class and inheritance (if any) used to represent the problem.

One of the problems encountered was the notifications feature where the app will alert the user of any new activities from the user's buddies without asking if the user want these notifications. Over the course of time, these notifications have become a nuance and forced a lot of users to turn off after these notifications have irritated them enough. In turn, a design pattern was needed to solve this issue and that is where the "Observer" design pattern comes into play. The "Observer" is a behavioural design pattern that allows the developers to define a feature which allows it to notify users of any activities that are occurring to the subject that the users are observing. In this case, the subject is the user's buddies where the feature is the notification system. Once the user made a new buddy on the app, there will be an algorithm analysing what type of content made by the user's buddy is most interacted by the user and there'll be a pop-up windows that asks the user if they want to receive notifications from this certain buddy. If they accept it, the app will notify the user of the activity regarding the user's selection and update the user's feed with that said activity0; if they decline, they will not receive any notifications regarding the activity made by the buddy and the user's feed will be sorted through the default settings which is the date of upload. The user can choose to reactivate the notifications from the buddy's profile.

Source Matches (4)

1 *Student paper* 91%

Student paper	Original source
Task 3 – Creating a Class diagram and design pattern selection (30 marks) 1. Create a simple Class diagram which should consists of the Classes that might be used to represent the system and the association between them.	Task 3 – Creating a Class diagram and design pattern selection (30 marks) Create a simple Class diagram which should consists of the Classes that might be used to represent

2 *Student paper* 100%

Student paper	Original source
You don't have to declare the attributes and operations for this activity. You do have to explain the class responsibility of each class declared.	You don't have to declare the attributes and operations for this activity You do have to explain the class responsibility of each class declared

3 *wikipedia* 75%

Student paper	Original source
2-Step Verification:	"Google 2-Step Verification"

2 *Student paper* 100%

Student paper	Original source
Consider the problem and select a suitable design pattern that can be implemented on the problem. Give justification on why the design pattern was chosen. Draw the UML diagram representing your class diagram as a design pattern UML. Include all the abstract class/interface, concrete class and inheritance (if any) used to represent the problem.	Consider the problem and select a suitable design pattern that can be implemented on the problem Give justification on why the design pattern was chosen Draw the UML diagram representing your class diagram as a design pattern UML Include all the abstract class/interface, concrete class and inheritance (if any) used to represent the problem