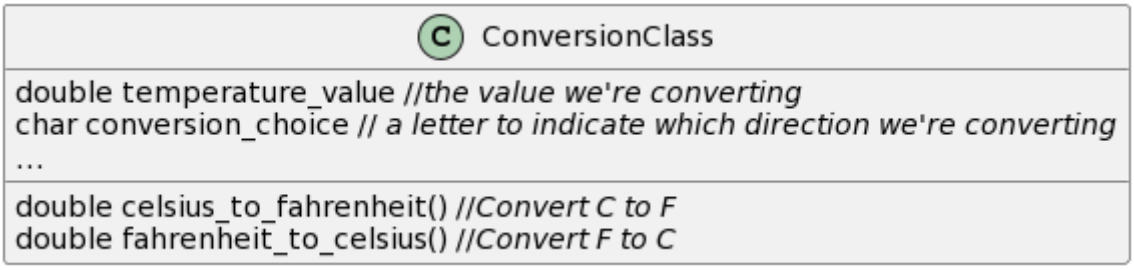
ASSESSMENT BRIEF

Course:	Software Development
Teacher:	Fachtna Roe
Component Title & Code:	Software Architecture 5N2772 (SOFTARC)
Assessment Technique:	Skills Demonstration (SKILLS4)
Assessment Title:	Skills Demonstration #4 (SOFTARC) "Java from UML"
Weighting:	10% (SOFTARC)
LO's Assessed:	**LO** 7 (SOFTARC)
Submission date:	2024-02-23
Brief:	"*Generate OOP from UML*"

Given this UML, create the corresponding code in an object-oriented language such as Java or C#.



Submission requirements

- A copy of the provided UML diagram, and
- sufficient parts of the code – and those parts clearly indicated – to show that your object implements the UML
- A very short report using html, where each file (other than the report file itself) provides links to all of the other files in the submission. The report file name must be **index.html** – this is the only file that will be opened directly from the file-system for this assignment by the examiner.

Submission mechanism

Single HTML file (`index.html`) with all resources linked in embedded, or displayed appropriately – in a folder called *eg* `red/1/SOFTARC4-RED1/` submitted via **t.fachtnaroe.net**

plantUML.com example

The UML diagram above was created with:

```
@startuml
class "ConversionClass" as Thing
Thing : double temperature_value //<i>the value we're converting </i>
Thing : char conversion_choice // <i>a letter to indicate which direction we're
converting
Thing : ...
Thing : double celsius_to_fahrenheit() //<i>Convert C to F</i>
Thing : double fahrenheit_to_celsius() //<i>Convert F to C</i>
@enduml
```

SOFTARC SKILLS4 Marking Scheme

Software Architecture 5N2772	Learner Marking Sheet 1 Skills Demonstration 70%

Assessment Criteria	Maximum Mark	Learner Mark
• Skills Demonstration 4 **(12 Marks)** o Generate Java (or suitable Object- Oriented language) classes from UML class diagram specifications	10	