

Module Name: Software Architecture

Module Code: 5N2772

Section/technique: Skills demonstration

Course: Software Development 5

Teacher: Fachtna Roe

Weighting: 10%

Title of brief: Skills Demo 1: Modern methodology

Due: 2024-04-19

Indicative duration: 1 hour

Brief: “Engage a modern methodology to aid the design of a system from initial requirements”

Explainer:

In your report on the process of producing your native Android app, you are asked to recount your experience of the Agile development process.

In particular you should answer, and discuss, such questions as:

- What is Agile.
- State the principles of Agile.
- What are the advantages of Agile.
- Name 1 or more projects where the methodology was used by you.
- Outline how the methodology was used by you in that project.
- What type or size of organisations might use Agile.

Suggested resource:

https://www.tutorialspoint.com/management_concepts/agile_project_management.htm



Illustration 1: Agile development

Submission: Single HTML file (**index.html**) with all resources (images etc) linked in, in a folder called eg **red/1/SOFTARC1-RED1/** submitted via **t.fachtnaroe.net**.

Software Architecture 5N2772	Learner Marking Sheet 1 Skills Demonstration 70%
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Learner's Name: _____

Learner's PPSN: _____

Assessment Criteria	Maximum Mark	Learner Mark
Engage and document Agile Software Development Methodology / Methodologies to develop a piece of software		
<ul style="list-style-type: none"> Skills Demonstration 1 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Engage a modern methodology to aid the design of a system from initial requirements 	10	
<ul style="list-style-type: none"> Skills Demonstration 2 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Describe the role of modern methodologies in the software development process 	10	
<ul style="list-style-type: none"> Skills Demonstration 3 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Apply the main tools and techniques used in the gathering, recording and analysis of information relating to an existing information system 	10	
	10	
<ul style="list-style-type: none"> Skills Demonstration 4 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Generate Java (or suitable Object- Oriented language) classes from UML class diagram specifications 	10	
<ul style="list-style-type: none"> Skills Demonstration 5 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Use straightforward UML use-case diagrams to depict the interaction between an actor and system 	10	
<ul style="list-style-type: none"> Skills Demonstration 6 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Test the design specification of a new information system based on a provided use-case 		
Subtotal	60	
<ul style="list-style-type: none"> Skills Demonstration 7 (10 Marks) (1 Hour) <ul style="list-style-type: none"> Explain the development of an information system using a traditional systems development life cycle model 	10	
Subtotal	10	