

Software Engineering II (2015 Semester 2) Assignment Part 2 – Activity Diagram

This document provides the guidelines for Activity Diagram assignment submission. The Activity Diagram should be drawn in pairs, for the same case study you did for Class Diagram Assignment.

Submit a printed version of your diagram to the following locations:

• Malabe Students: 8th floor Assignment box.

• Metro Students: 12th floor Assignment box.

Deadline: Sunday 23rd August

There will be a penalty of 10% for each day for late submissions.

Guidelines:

1. Use of a software tool to draw the diagram	10 marks
(any software)	
2. Identifying Actions (at least 10)	20 marks
3. Use of Start and End nodes	5 marks
4. Use of Call behavior actions (one or more)	10 marks
5. Correct Use of Branch & Merge (one or more)	10 marks
6. Correct Use of and Join (one or more)	10 marks
7. Correct Use of Swim lanes	10 marks
8. Use of special features (<i>five or more</i>)	20 marks
a. Objects/ Pin Nodes	
b. Signal Actions	
c. Interrupting Edges	
d. Flow End	
9. Contribution of each member (a brief	5 marks
description or tabular format)	
Total	100 marks