

SWE30003 – 2025 Semester 1
Software Architectures and Design
Assignment 3 – worth 25 marks

Tutorial day and time:

Names:

Area	Elements	Breakdown (in points)	Actual mark	Comments
(I) Detailed Design, with explanation and justification of changes and non-changes to Assignment 2 Design	Detailed Design (must be included) and Justification of Changes and Non-Changes: (bad: 2; OK: 4; Good: 6; Very Good: 8; Excellent: 10) - Overall changes/non-changes (at class level) -> max 10 - Changes/no-changes to Responsibilities and Collaborators -> max 10 - Changes/non-changes to dynamic aspects (bootstrap, interaction scenarios) -> max 10	30		
(II) Discussion of Assignment 2 Design	Quality of Assignment 2 Design - Good aspects -> max 5 - Missing from original design -> max 5 - Flawed aspects of original design -> max 5 - Level of interpretation required -> max 5	20		
(III) Lessons learnt	Missing: 0; Bad: 2; OK: 4; Good: 6; Very Good: 8; Excellent: 10	10		
(IV) Architecture Style(s)	Missing: 0; Bad: 2; OK: 4; Good: 6; Very Good: 8; Excellent: 10	10		
(V) Implementation	Source code quality, including use of suitable coding standard: low -> 5; medium -> 10, good 15; very good -> 17; excellent -> 20	20		

(VI) Implementation	<p>Compilation and execution:</p> <ul style="list-style-type: none"> - Explicit evidence of compilation -> 5 - Illustration of home screen -> 1 - Illustration of successful data input -> 9 - validate inputs and process inputs-> 5 - illustration of sample outputs -> 5 - exit and test screens -> 5 <p>NOTE: 4 or more scenarios may be needed for illustration!</p>	30		
Meeting the requirements of the assignment specification (deductions)	<ul style="list-style-type: none"> - Cover sheet signed (penalty upto 5 points) - Work sheet (contribution and collaboration document) completed and signed (otherwise, penalty up to 10 marks) - Assignment 2 attached (otherwise, no reference basis for discussion; penalty up to 60 points, ie, 0 for parts I, II and III above) - Others 	-xx		
Total		120		