

[Home](#)[Syllabus](#)[Schedule](#)[HWs](#)[Projects](#)

CSE 316 - Spring 2021

Fundamentals of Software

Developing *The World Mapper* App

Final Project Design

We've finally made it. We're now at the point where we can make something interesting. What will be making? Well, **The World Mapper**, an app for editing data about regions around the world. This application will have lots in common with our TodoTracker in that it will have user accounts and lots of list editing and sorting but of course the data will be very different. It will use routing and the nature of the data is quite different and there will be a number of other twists and turns along the way. Note in this assignment I'm not going to give you any more code. You may use any of the code provided to you in HWs 1-3. Note again, this is an *individual* programming assignment, not a group assignment. Students can talk about the problem but must program their solutions independently. It is **very** important you understand this.

The World Mapper Mockups

First we need to know what you are making. For this you should first read the **World Data Mapper Specification**, which contains a full description of the application we will be making. Note there are still a few decisions for you to make as described at the start of section 2 in that document, but for the most part you are simply producing the application described in the spec.

In order to complete this assignment, you must submit a single pdf file named **WorldDataMapperDesign.pdf** that contains six sections. Please number each section.

1. **UI Mockup diagram** - use the **Wireframer** application to create mockup diagrams similar to the ones I have provided in the spec. Note that you do not require images for the flags as the application currently does not allow for the uploading of images. Note that this application was designed and constructed by former 316ers. Export your work to an image and include it in your pdf.
 2. **Your Routes** - lists all of your routes you'll use in your application. Note that this means your route paths. Note, we are using React to make a **Single Page Application**, so these are virtual routes and virtual paths. Make sure to include ids in route paths as needed.
 3. **Schemas** - define all your Mongo data schemas for data you will be storing in your database.
 4. **Resolvers** - list all queries and mutations that will be required by your application, separating them into appropriately organized files.
 5. **Typedefs** - list all typedefs you'll need for sending/getting data to/from GraphQL.
 6. **React Components** - create simple UML class diagrams for all the React components you plan to build. For each component, specify all necessary state/hooks as well as functions that will need to be defined for these components.
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Handin Instructions

For each part submit a single PDF file that contains the complete design.



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