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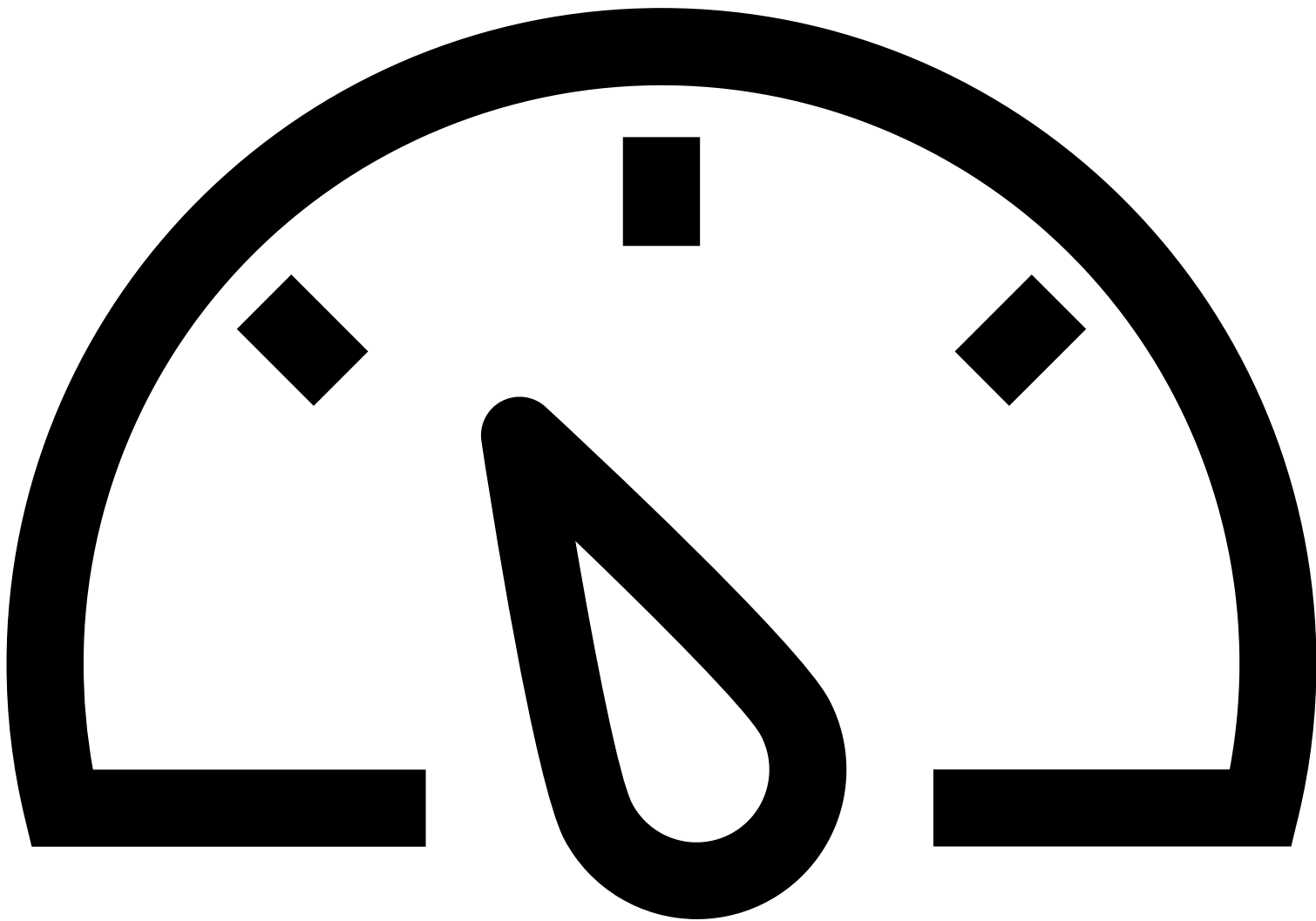
[Team Project Milestone1 Design ATEAM](#)



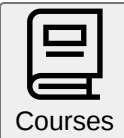
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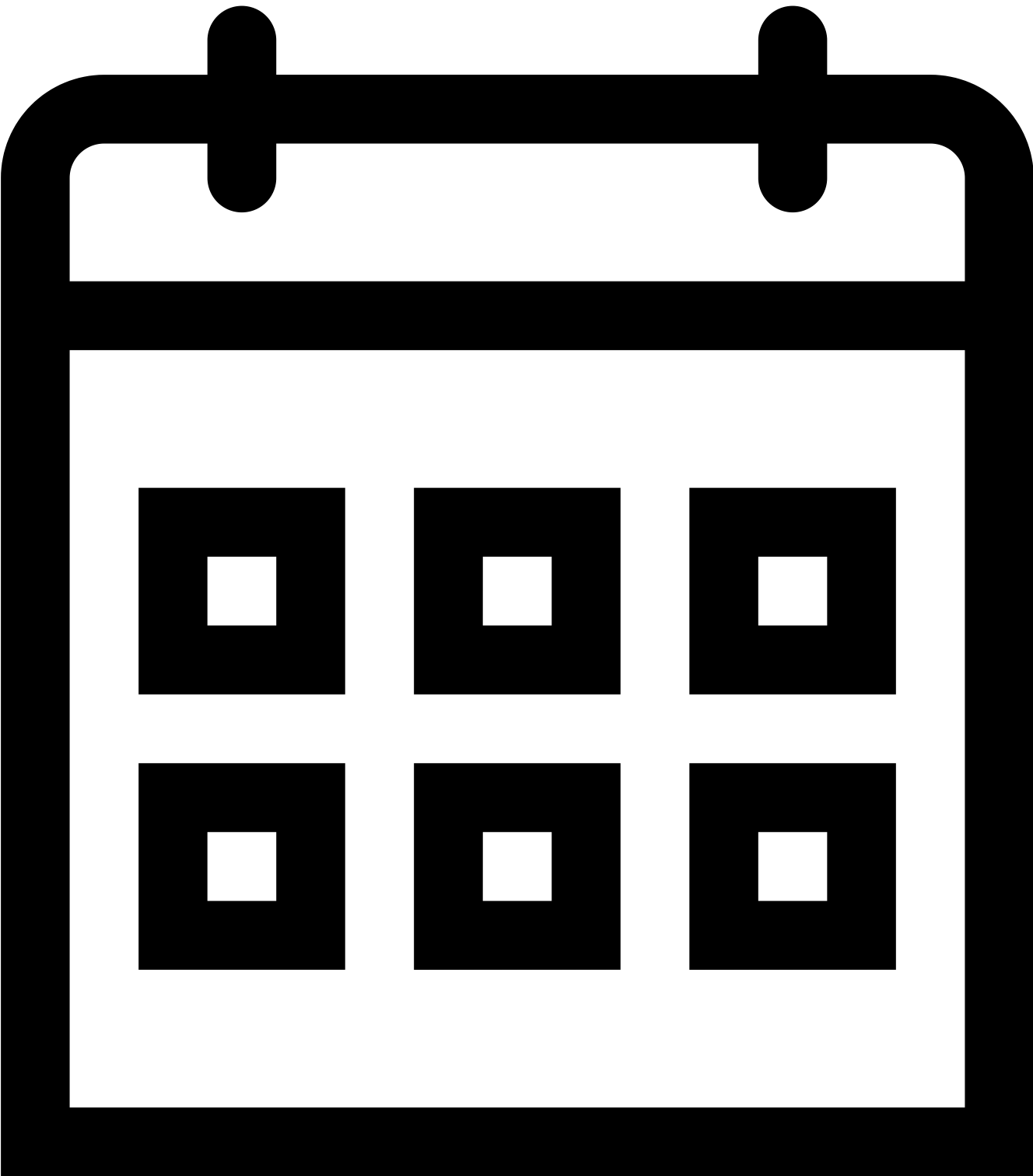
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Spring 2018-2019

- [Home](#)
- [Modules](#)
- [Grades](#)
-
- [Assignments](#)
- [Course Syllabus \(AEFIS\)](#)
- [Kaltura My Media](#)
- [Kaltura Gallery](#)
- [Zoom](#)
- [Library Dashboard](#)
- [NameCoach Roster](#)
- [Course Summary](#)

Team Project Milestone1 Design ATEAM

- Due Apr 18, 2019 by 10pm
- Points 30
- Submitting a file upload
- File Types pdf
- Available until Apr 18, 2019 at 11:59pm

This assignment was locked Apr 18, 2019 at 11:59pm.

DUE before 10pm on Thursday 4/18

Document your design for the final Team Project

[Learning Outcomes p5 Final Team Project](#)[Links to an external site.](#)

[Links to an external site.](#)

1. Join your A-Team

[ATEAM create and join an ATEAM](#)[Links to an external site.](#)

2. Draft a Design Document for the Final Team Project

Read the Team Project and complete a design document for your team's work on:

[Team Project -- Quiz Generator](#)[Links to an external site.](#)

If your x-team is your a-team and you wish to complete the x4 project you designed, you may request approval to complete your x4 project instead of the Quiz Generator program.

To request approval for your project, submit your x4 design to this milestone before Thursday April 11th, and complete this Google Form: <https://forms.gle/5gU4oLeodKkLxd17A> (Links to an external site.)

Note: For Milestone #1, include the following in your design document. After milestone #1 is submitted, we will publish our design to help students complete milestones #2 and #3.

Design Document Requirements

Your design document must include:

1. Header

At the top of the document, include:

- your A-Team group number
- project name
- team members - list the following for each team members that contributed to the work
 - Name, lecture, x-team number

NOTE: All team members must submit design.pdf for themselves and it must be the same design.pdf that other team members submit.

2. Class Summary

Include a table with a row for each class, interface, or enum. Modularity matters for testing, being able to implement parts independently of each other, sharing the work load and your grade on your design. Don't forget to use interface to be sure that two teams are working towards the same goal.

- column 1 - indicates if the type is an interface, class, or enum
- column 2 - contains the name of the type
- column 3 - contains a brief description of the purpose or use of that type in your project

EXAMPLE:

<i>enum, interface, class, abstract class</i>	<i>Name of the type</i>	<i>Description of use or purpose of this type</i>
interface	DataSetructureADT	defines required operations for my data structure
class	DataSetructure implements DataSetructureADT	implements DataSetructureADT and ...
...

3. Class Diagrams

Include a table for each data type that provides the following:

- For each class in your project
 - Create a table (table) [or UML Class diagram \(Links to an external site.\)](#) showing the public fields and methods of that type:
 - For each public field, describe its purpose and valid range of values
 - For each public constructor, describe its parameters
 - For each public method of the class, add a row with the following columns:
 - column 1 - the return type
 - column 2 - the method name
 - column 3 - parameter list
 - column 4 - brief description of the method

4. Object Diagram - a sketch or list of the object instances that exist when program first is first launched

- [Unified Modeling Language Object Diagram example \(Links to an external site.\)](#)
- show what instances (objects) exist when the program's main GUI page has been created
- show relationships between objects with edges and labels describing the connections.
- you are not required to additional objects that will be created when program is being used (just show those that exist at start)
- label your figure and explain any abbreviations or symbols you use

5. GUI Layout Sketch - an image saved in your design document

- a sketch or graphic image showing your proposed graphic user interface (GUI) at start of program.
- include a single dashboard style GUI or multiple interconnected pages to show what you intend to implement

Submit

Submit your design document here, as a single pdf file named design.pdf

Rubric

Title:

Team Project Design

Keep in mind that 468 students have already been assessed using this rubric. Changing it will affect their evaluations.

Team Project Design

Criteria	Team Project Design					Pts
Edit criterion						
descriptionLinks to an external site.	Links to an external site.	Delete criterion				
rowLinks to an external site.	Edit	Edit	Edit	Edit	Edit	
This criterion is linked to a Learning Outcome	ratingLinks to an external site.	ratingLinks to an external site.	ratingLinks to an external site.	ratingLinks to an external site.	ratingLinks to an external site.	<div>5</div> pts
Class Summary	5 pts	4 pts	3 pts	2 pts	0 pts	
A table or diagram outlining the types (classes, interfaces, enums) that you expect to define for the program. The more types, the better.	Full Marks	Good	Ok	Poor	No Marks	
Range <input type="checkbox"/>	Good	You should	Not	Summary is		
threshold: pts	division of	have added	enough	trivial or		
	the work	one more	detail to	not clear		
	done by	type.	know if all	how the		
	the	Links to an	aspects	classes		
	program.	external	were	listed		
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 [Additional Comments](#)

Criteria

Ratings

Pts

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This criterion is linked to a Learning Outcome Class Diagrams

A clear easy to read diagram or table for each user-defined type. Do not include trivial accessors and mutators, but list the other methods of each type.

Range ☐ threshold: pts

[Edit criterion](#)[description](#)[Links to an external site.](#) [Delete criterion](#)
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This criterion is linked to a Learning Outcome Object and Other Diagram

Object diagram: A clear easy to read diagram of the internal state of the program (memory diagrams showing which objects exist) when the GUI is launched. It is clear what data is being stored internally and in what type of data structures. All buttons and controls do not need to be present. But, it should be clear how questions are being stored and any other data used by the program. Other diagrams are not required, but are encouraged to show things like: Use Case Diagram, Inheritance, Interaction between classes, etc.

Range ☐ threshold: pts

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8 pts

Great

All types

are easy to

read and

understand.

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7 pts

Good

Mostly

clear and

complete,

but

something

is missing

or not

clear.

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6 pts

Ok

diagrams

do not

show

sufficient

detail to

know how

objects will

work

together.

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3 pts

Trivial

Incomplete

class

diagrams.

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0 pts

No Marks

Incomplete

class

diagrams.

[Links to an external site.](#)

8 pts

8 pts

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[Additional Comments](#)

8 pts

8 pts

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[Additional Comments](#)

Criteria

Ratings

Pts

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This criterion is linked to a Learning Outcome GUI Sketch

Shows what the team's intention for the main user interface view will be. Show the view as it will exist with the first data loaded into the program. We expect to see a single dashboard with many controls, or multiple interconnected scenes that provide the same functionality.

Range ☐ threshold: pts

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This criterion is linked to a Learning Outcome Contains header information as required.

Range ☐ threshold: pts

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8 pts

Great

Clear easy to see what is available to the user.

[Links to an external site.](#)

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3 pts

Ok

The GUI sketch is missing a component that is required by the program specification.

[Links to an external site.](#)

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2 pts

Trivial

Incomplete, missing more than one required component.

[Links to an external site.](#)

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0 pts

No Marks

pts

8 pts

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 [Additional Comments](#)

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1 pts

ON-TIME

[Links to an external site.](#)

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0 pts

No header section

pts

1 pts

--

 [Additional Comments](#)

Total Points: 30 out of 30

Submission

Submitted!

Apr 18, 2019 at 5:42pm

[Submission Details](#)

[Download design.pdf.pdf](#)

Grade: 27 (30 pts possible)

Graded Anonymously: no

[View Rubric Evaluation](#)

Comments:

- What about the UI components? Which class are they part of? - Upon exit, the user should be given the option to save questions or exit without save. - Within the quiz, the user should be given the choices to select the answer from.

Gautham Sunjay, Apr 23, 2019 at 12:14pm