

CW2 Some Suggestions

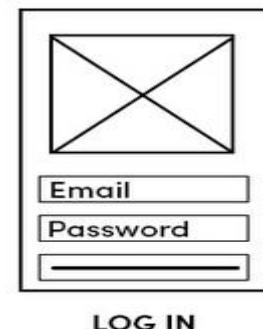


Q1. You are supposed to draw the class diagram for the case above based on the design principles we learned. Make sure you specify the attributes and methods that could potentially involve in each class you designed (10 marks).

- If you may, you can use bulletpoints to explain some of your assumptions/thoughts in the diagram (e.g., aggregation/association relationships between certain classes, the way you use interfaces, etc). --- This is **NOT** a requirement, just a suggestion

Q3. You are required to create the UI pages of these functions. You can assume any layout of the UI (e.g., webpage or mobile app) with detailed information (e.g., the booking record). Both simple wireframes (or sketches) and pages built in prototyping tools (e.g., Figma, Modao) would be acceptable. (15 marks)

- You can design for web OR app, not both
- You can use wireframes OR prototyping tools, not both
- The wireframes look like --->



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Q4. For each of the UI page, illustrate what interface design principles are used, how they are applied with specific examples, and how they improve the interaction between the system and users (e.g., equality, diversity and inclusion). (20 marks).

- If you design multiple UIs for each function in Q3, you do not have to discuss every UI you designed in Q4. Instead, you can organize your answer like "*The UI we designed for the Customer Room Search and Booking function (see figure 1-5 in Q3) illustrate...*"

(This is the description for Q5) After the system is implemented, different types of testing should be conducted to ensure the quality of the system. Of them, we are required to start with a small function of customer entering **check-in and check-out** dates.

Q5. Please describe how you will test the function in cases that it is working and NOT working (e.g., boundary input). For each of the non-working test cases, please also specify what can be the solution to the problem. (10 marks) The wireframes look like --->

- Focus on the **check-in and check-out** would be just enough; cases you see in Q6 (e.g., negative payment amount) are indeed a non-working case but it is for another function we specified for Q6.
- The solution to the non-working case can be a notification sent to user (content depending the non-working scenarios), or, something more technical, like adding a calendar component to avoid invalid input (not code, just the idea)

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Q7. With the system becoming better, we reach to the stage of user testing for our system. Please describe **what how** would you organize this process as a team. Make sure the potential problems (you can suppose any questions derived from the user testing) and related solutions are also considered from the perspective of the continuous improvement of the product. (20 marks)

- How will you organize the user testing (W10, alpha, beta, acceptance testing) as a team (right the current CW2 team; you do not need to assume new team - W12, teamwork)
- Any question that could emerge after the user testing, you can assume any as long as it makes sense to you
- Based on the idea of continuous improvement (W12), how can we solved the emerged questions

Other notes:

- Office Hour (W12 only) changes to Thursday 1-2 p.m.
- In-person Q&A for efficiency (email response might not be timely due to the work schedule in the next couple of weeks)