

CHALMERS

EXAMINATION / TENTAMEN

Course code/kurskod	Course name/kursnamn			
DIT185	SOFTWARE ANALYSIS AND DESIGN			
Anonymous code Anonym kod		Examination date Tentamensdatum	Number of pages Antal blad	Grade Betyg
DIT185-0017 - HCM		23.08.2023	10	

* I confirm that I've no mobile or other similar electronic equipment available during the examination.
Jag intygar att jag inte har mobiltelefon eller annan liknande elektronisk utrustning tillgänglig under examinationen.

Solved task Behandlade uppgifter No/nr	Points per task Poäng på uppgiften	Observe: Areas with bold contour are to completed by the teacher. Anmärkning: Rutor inom bred kontur ifylles av lärare.
1 X	12/12	
2 X	12/12	
3 X	12/12	
4 X	10/12	
5 X	12/12	
6 X	8/10	
7 X	10/15	
8 X	12,5/15	
9		
10		
11		
12		
13		
14		
15		
16		
17		
Bonus poäng		
Total examination points Summa poäng	88.5/100	



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Clarification:

- "Upload papers" extends "Hand in assignment", since not all assignments require attachments ✓
- "View courses and tasks" were grouped for readability, they should've been two separate use cases ✓

Task 1B

Use case name: Hand-in assignment

Goal in context: Successfully submit an assignment

Primary actor: Student

Success End Condition: Assignment is submitted for grading

Failed End Condition: Student is unable to submit the assignment

Trigger: Student goes into the assignment page

Main success scenario:

Step #1 Student enters the assignment page

Step #2 Student ~~chooses~~ selects the option to submit the assignmentKeep using
same role!Step #3 User fills out the fields necessary for submissionStep #4 User confirms, that ~~the~~ the assignment is their own work

Step #5 User selects the option to send the assignment for grading

Extensions:

Step #3a ~~User~~ User selects the option to add attachmentsStep #3b User ~~uploads~~ selects file from ~~their~~ device

Step #3c User confirms the upload of selected files

Sub-variations:

Step #2a ~~The~~ The assignment is past deadlinethat's not a step but
the name of the variation

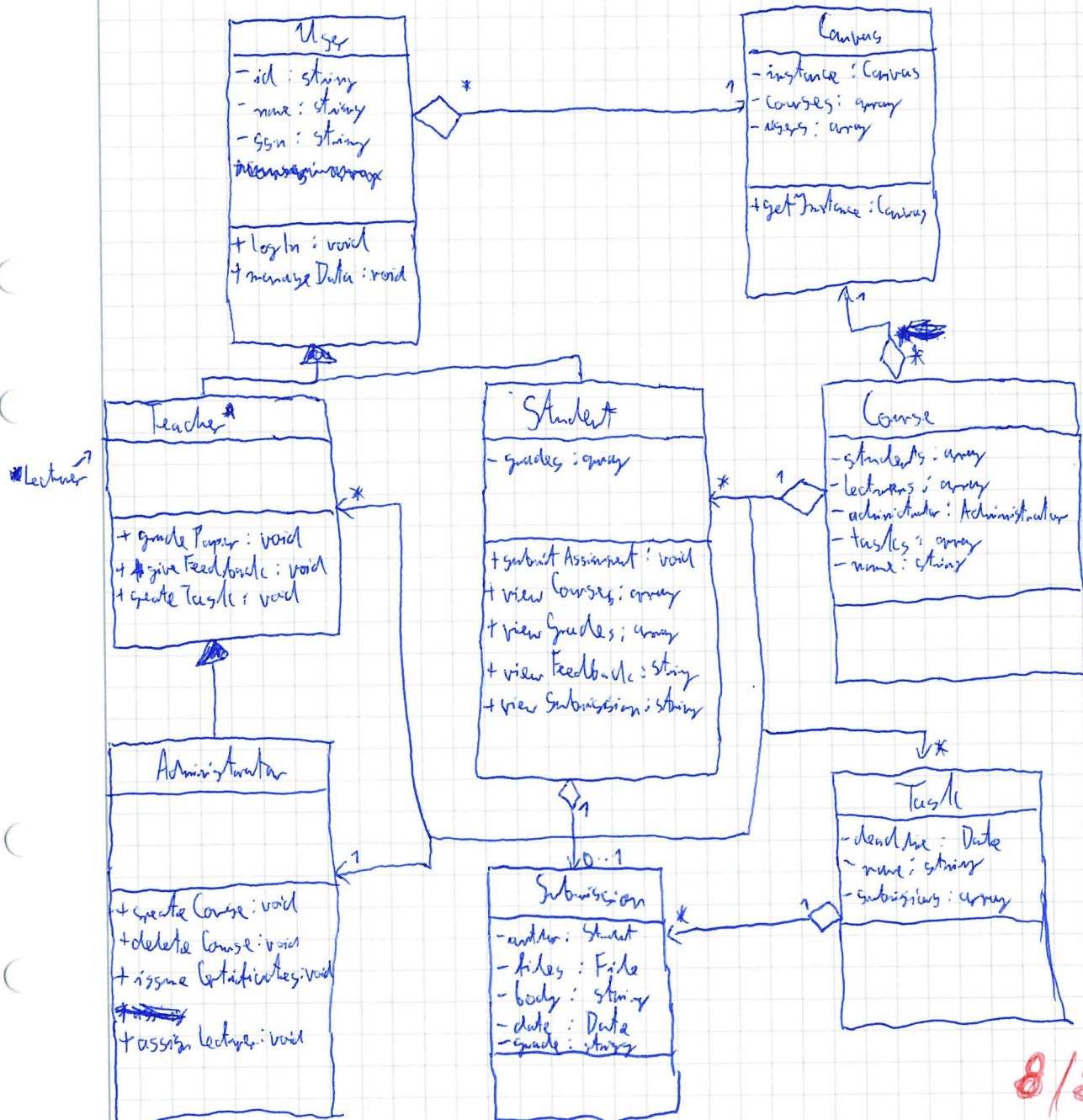
Step #2b User is unable to make a regular submission

Step #2c ~~if~~ If the assignment allows it, the user may make a late submission

Note: After Step #2 we mixed up "Student" with "User", and while technically Student is a User, all steps should say "Student" ✓ ok!

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Task 2a



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Task 2b

Assumptions:

- The system is named "Canvas" for simplicity, and is a singleton
- Method `manageData` allows ~~users~~ users to change their data
- It is too messy, I'm sorry, I tried :c

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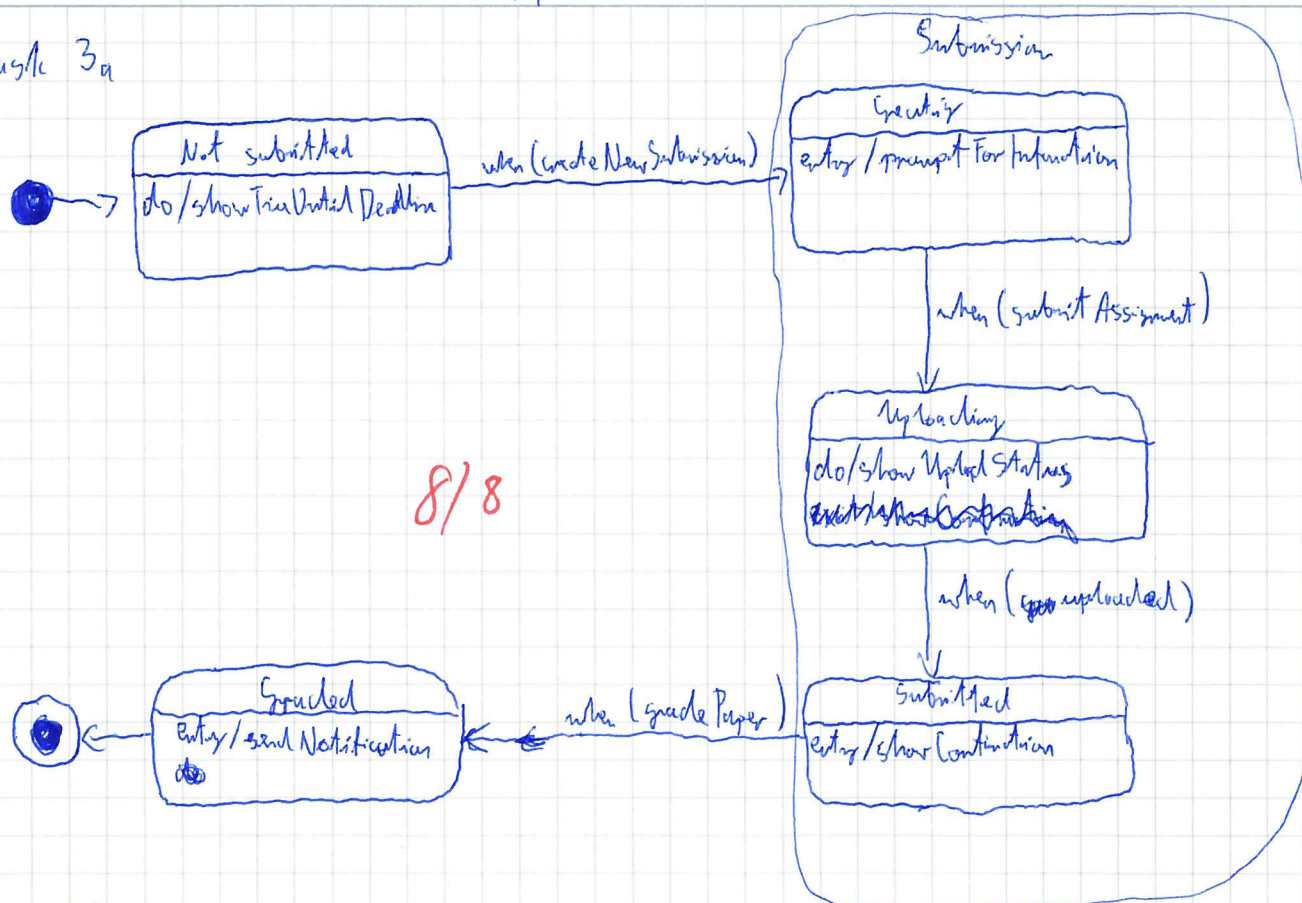
2

Task 2b cont.

I've developed the domain model by analyzing the case description and identifying all actors and their responsibilities. Then I ~~then~~ thought of potential solutions, as to how the system should look like. I decided to make the system (Conrag) a singleton, since there should only be one instance of it. It stores the data about all users and courses. The top-level users are User, which then divide into Lecturers and Students. Some Lecturers may be Administrators. Specific types of users are then assigned to Courses, which can also have Tasks (assignments).

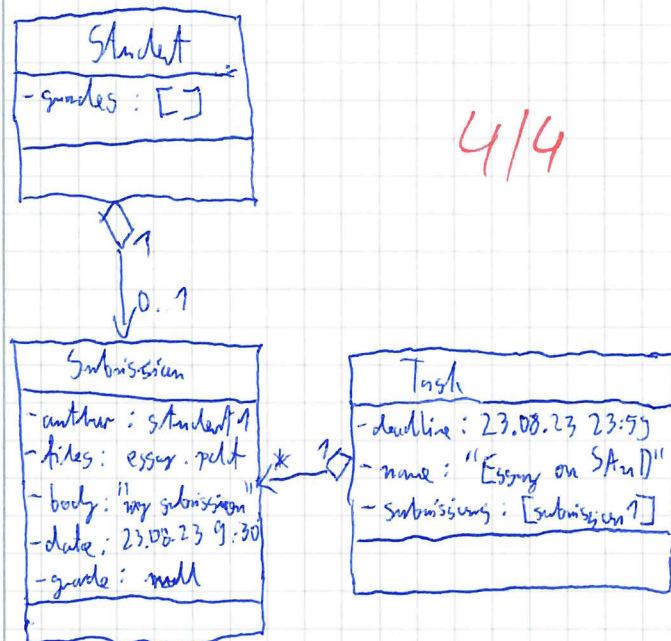
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Fugle 3a

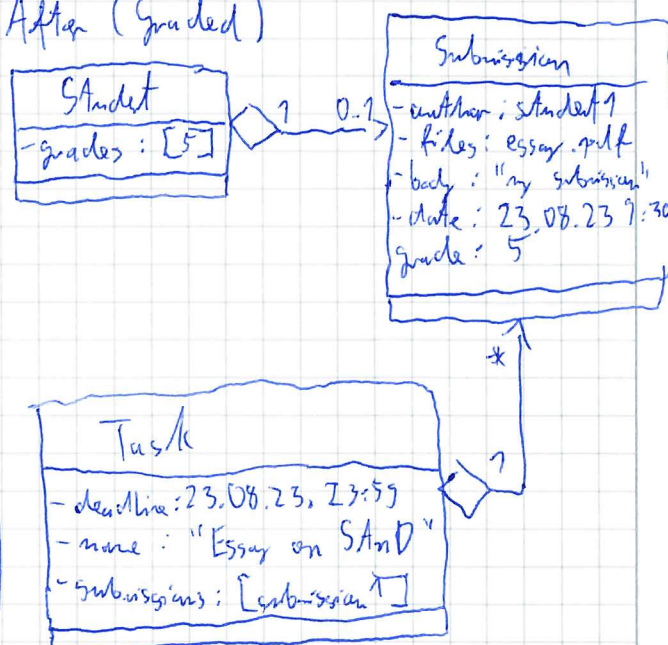


Task 3b

Before (submitted)

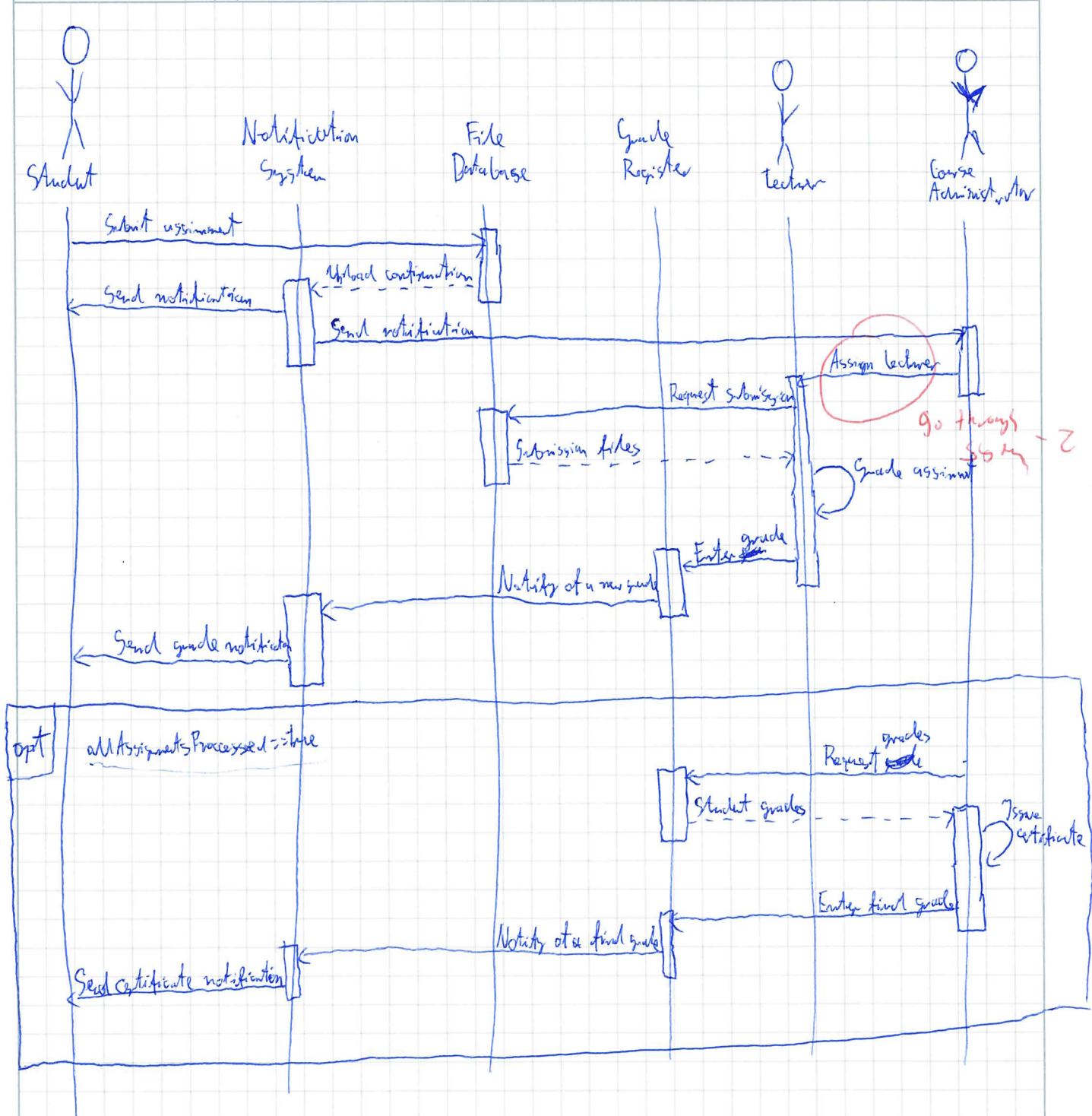


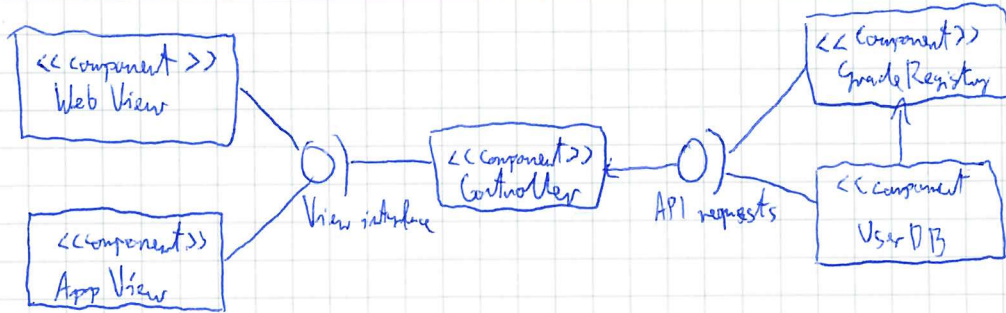
After (graded)



Well done!

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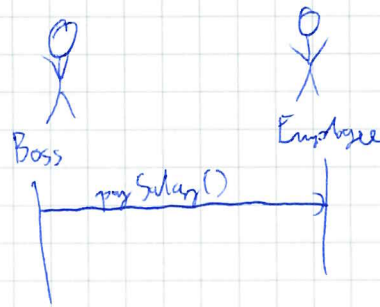
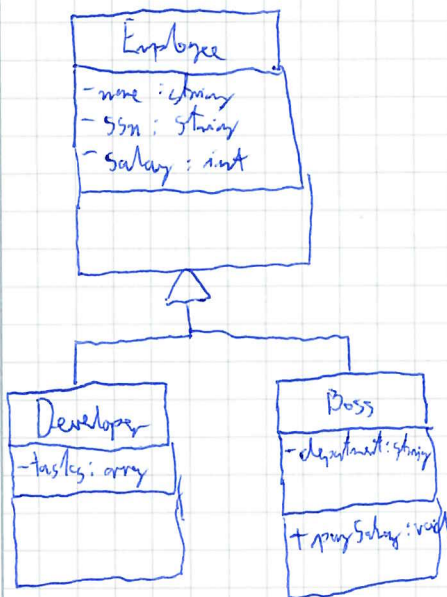
I've chosen an MVC architecture style, because ~~the system~~ the system will require multiple views (i.e. web and apps), as well as multiple data sources. This structure allows for an easy expansion, if one is needed, and separates the end-user frontend from the backend via the controller.

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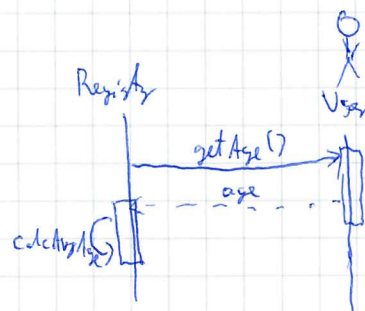
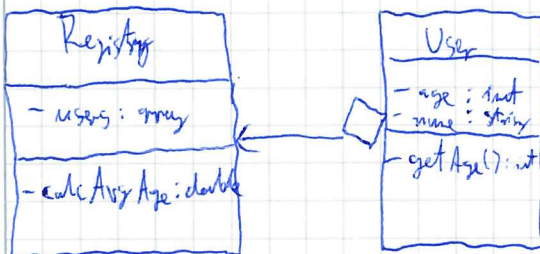
impressively minimal complete solution :)

1.

Rule #8



Rule #9



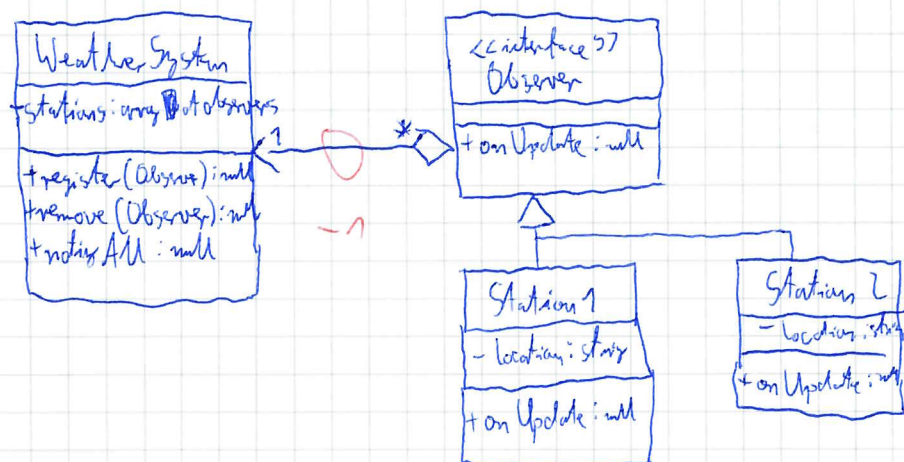
2.

Vague

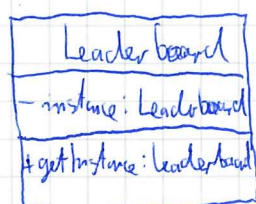
- Make the class diagram more white-box, creating for example notification service, databases, and grade register.
- There are no getters/setters, so for example Course Administration wouldn't be able to request student grades.
- There should be a more concrete way of handling first grades.

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Case 1: Observer



Case 2: Singleton



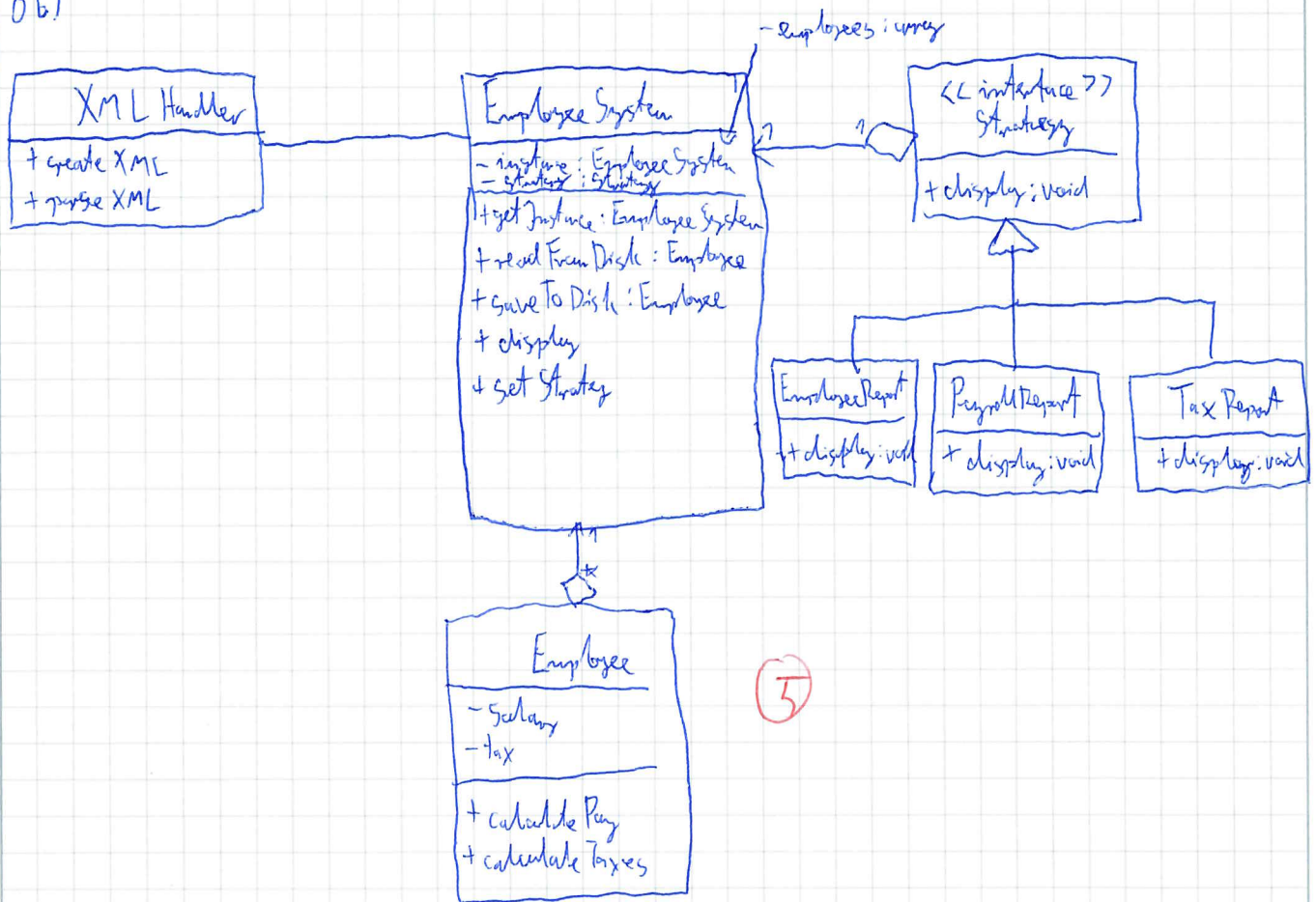
Case 3: Decorator

8a) The given ~~class~~ class diagram is of bad quality, as it violates the Single Responsibility Principle and most likely is monolithic code, with similar repeating functions. ✓

Too short (no details)

(2.5)

8b)



(5)

8c)

With the new diagram, each class is responsible for only things related to it (for example XML files are now handled by XMLHandler, which is called when reading/saving to file). Different reports are now displayed by using a Strategy pattern, which allows for less repetition in code.

(5)