

## C-SW312: Introduction to Software Engineering Fall 2014

### Guidelines for project deliverables

1. For all diagrams, be **creative and rationale** on your assumptions about the information required, and try to include everything that is *important* for your model to be explanatory.
2. For EACH deliverable, each group must submit a well-written and organized **Technical Report document** containing ALL steps, tables and diagrams and also describing your solutions and rationales to the assignment, together with the respective UML project (based on the deliverable requirements, preferably zipped or otherwise compressed). **Any assumptions you made during your work must be explicitly mentioned either in the Technical Report and (optionally) on the diagrams in the form of comments.**
3. Submit your **Technical Report document** in PDF format and No Handwriting will be accepted.
4. All submissions will be on Canvas and a submission link will be created for each deliverable.
5. Prepare your Jira timeline and share your work with your group on Github.
6. **Plagiarism will be treated strictly.**
7. **NO LATE Submission will be accepted, and NO EXCEUSES**
8. **Any late submission will take ZERO.**
9. Please bear in mind that submission at the last minute might cause a network problem, and that would not be taken as an excuse. Therefore, you need to submit as early as possible on the submission day.
10. Discussions will be scheduled after the submission. Eng. Shereen will return the submitted reports to each group with feedback highlighted inline (in the form of embedded comments).

## Guidelines for Deliverable#4:

**Deadline of submission:** Saturday 14<sup>th</sup> of December 2024 at 11:59 pm

### Part I: Designing the User Interface (Chapter 8)

1. Consider **four core use cases**. By using the appropriate requirement/analysis models you have developed in Deliverables#1, #2 and #3 of your project, identify:
  - a. The list of User Interfaces for each use case.
  - b. Create a good menu design by following the principles you have studied. This should start by defining how use cases are grouped inside a menu in a tabular format, which is followed by the actual menu design.
  - c. For each use case, create a Storyboard that captures the sequences of event involved during the user's interaction. Storyboards may be designed using a dedicated tool, low-fidelity paper sketches, or simply on powerpoint.
  - d. Design a web-based user interfaces (screens) for each of the identified user interfaces by adhering to the UI design principles you have learned. Your report should clearly state how the UI designs comply with these principles.

### Part II: Designing the software classes and Methods (Chapter 12)

2. **Detailed software design:** detailed software design should proceed use case by use case. By using the appropriate requirement/analysis models you developed in Deliverables#1, #2 and #3 of your project:
  - a. Construct the First cut Design Class diagram by following the step-by-step guidance as you have learned in Chapter 12. Your report should show this transformation STEP-BY-STEP
  - b. Classify your use cases into: simple, moderate and complex
  - c. Apply the CRC technique to **four simple use cases**. This can be done by using paper cards or simply using powerpoint slides. Then based on this analysis step, refine the First cut design class diagram constructed to include missing responsibilities/methods.