**CSE 2102: Introduction to Software Engineering**

**Project – Implementation & Testing**

**Assigned: Oct. 24, 2018, Due: Nov. 7, 2018.**

In this assignment, you will implement a prototype of two use cases. Each member will select one use case per role. The selected use case should be implemented in its entirety, along with the <<extends>> and <<includes>> branches. The interface for each use case can be implemented individually. However, both team members must collaborate to implement the underlying data model.

When implementing the interfaces and the data model, try to adhere to the mock ups and class diagrams you produced in the previous assignments. It is, however, expected that you will not be able to completely transfer your design into code, and you will have to reconsider and revise certain design decisions. What changes did you make and why were these changes necessary?

Each member will demo a working prototype of his/her use case in the lab on Wednesday, 11/7.

**Submission:**

1. Code for the prototype of each use case, including the user interface and data model. Please ensure that the code is readable, understandable and well commented. The TAs will also consider the quality of the code in the process of grading.
2. 5 test cases that used to test the prototype for each use case.
3. Answer to the question above – what changes did you make to the mock ups and the data model, and why were these changes necessary?

**Bonus Points**

A software system can be successfully implemented if it is approached systematically and steadily on a day to day basis, rather than hacking it all at once at the last minute. To encourage you to make systematic progress, we are awarding bonus points to encourage you to report weekly progress to the TAs in the lab. A short description, like a “Scrum” for 1-2 minutes that shares your progress with Frank would suffice.

There is one lab before your demo on 11/07 – 10/31. A progress report in this lab will be worth 10 points.