

CS 410 Software Engineering Software Development Project

Part 4: Analysis

Part A. Use cases and use case diagrams revision

Tasks

- Revise the problem statement, use cases and use case diagrams based on the feedbacks received during the presentation, from the Assignment folder, and in the class.

Deliverables

- Submit a zip file that includes the revised problem statement, use cases and use case diagram to Assignments Project Part 4A folder by [11:00PM 3/23/2023](#).
- One submission per team.

Part B. Analysis

Tasks

- Identify the [most critical and important](#) use case(s) of the system from Requirement Elicitation.
 - Think about the main features of the system, the features that make the system what it should be, the indispensable functions of the system, etc.
- Based on the use cases identified above, create the analysis object model and dynamic model using the approaches studied in the class.
- Use UML class diagrams to describe the analysis object model, including
 - Important attributes of the classes
 - Associations between classes, including
 - The name of an association
 - Multiplicities on both ends of each association
 - Use aggregate and inheritance where appropriate
- Use UML sequence diagrams to describe the dynamic model.
 - Focus on the main event flow, i.e., the “Happy Path.”

Deliverables

- Submit a report that includes the following parts to Assignments Project Part 4B folder by [11:00PM 3/27/2023](#).
 - The description of the use cases selected for analysis
 - The UML diagrams of the analysis object model and dynamic model
- Embed diagrams into the report so that there is [only one single document to submit](#).
- One submission per team.