

OOAD Software Development Project

1. Type of project: A Desktop Application (Windows, Mac, Linux)
2. Number of persons/group
 - a. 4-5 persons/group
3. Software Architecture: Three-tier Architecture
 - a. Presentation (User Interface) Layer
 - b. Business Logic Layer
 - c. Storage Layer
4. Application Platform is a framework of services that application programs rely on for standard operations.
 - a. Development tools: Enterprise Architect
 - b. Operating systems: Linux, Windows, Mac OS
5. Programming Language: JAVA
6. Software Document (Report):
 - a. Cover
 - b. Chapter I Introduction and Requirement Specification
 - i. Functional requirement
 - ii. Non-functional requirement
 - c. Chapter II Analysis
 - i. Use Case diagram
 - ii. Sequence diagram
 - d. Chapter III Design
 - i. Class diagram
 - ii. Statechart diagram
 - iii. Component diagram (if this can be done)
 - e. Chapter IV Implementation
Program Source Code
7. Submission deadline
 - a. Progress report 1 (Chapter I) Deadline: Friday 14 September 2018
 - b. Progress report 2 (Chapter I (**revised**), II) Deadline: Friday 5 October 2018
 - c. Final (proper bound) Report: **Deadline: Midnight of Friday 23 November 2018**
Chapter I (**revised**), II (**revised**) and III (to submit at Room ECC-705)
 - d. Chapter IV (Source codes) & SW Demonstration **Deadline: After the final exam period**
(to be announced)
8. Grading
 - a. Punctual 10%
 - b. Report 70%
 - c. Demonstration 20%