**ST293Z Software Engineering Practice**

**2016/2017 Semester 2**

**CA4 Assignment (10%)**

**Objectives**

**Assignment (10%)**

Students to demonstrate:

* Understanding of change-request process
* Understanding of coding servlet and web service
* Understanding of user case diagram and sequence diagram

**Assignment Requirements**

You are required to create the following for the IslandFurniture system:

1. Code for “Get and Update User Profile”
   1. Proper change-request process has to be adhered to. The following evidences are required:
      1. Screenshot of GitHub before start of assignment (CA4).
      2. Screenshot of GitHub after completed and tested code has been pushed to GitHub. This screen should show updates done by different members.
   2. Refer to **Appendix A** for the Change-Request form detailing the changes required.
2. Update Use Case diagram (download [existing Use Case diagram](UseCaseDiagram%20for%20shopping%20cart.jpg)) and Use Case specification for the “Get and Update User Profile”.
3. Create the Sequence diagram for the “Get and Update User Profile”

Submit your hardcopy Use Case diagram, Use Case specification and Sequence diagram in the assignment submission box on block 20 level 4.

**How Your Work is Accessed**

|  |  |
| --- | --- |
| **Assignment Components** | **Weightage** |
| Change Request Process   * The latest code are checked out from the server * Unit testing is done to each module * Check for concurrent update to the same module and merge (if nec) * Checked in the modified modules to the server | 25 |
| Program codes   * Profile can be retrieved * Profile can be edited * Appropriate web service * Appropriate servlet | 40 |
| Use Case Diagram   * Actor * Use case * Relationship   Sequence Diagram   * Actor * Object * Message * Sequence of messages | 35 |

**Contribution by Each Member**

1. Every member in the team (including Scrum Master) is to contribute to both UML and coding of the User Profile component.
2. There will be peer evaluation at the end of the assignment to ensure that you are assessed according to your contribution to the project.

**Plagiarism Warning**

**WARNING:** Plagiarism means passing off as one’s own the ideas, works, writings, etc. which belong to another person. In accordance with this definition, you are committing plagiarism if you copy the work of another person and turning it in as your own, even if you would have the permission of that person. Plagiarism is a serious offence and disciplinary action will be taken against you. If you are guilty of plagiarism, you may fail **all** modules in the semester, or even be liable for **expulsion**. Our submission system would **automatically check for plagiarism** in your submitted documents.

5 marks will be deducted per working day of late submission, up to a maximum deduction of 25 marks. Assignments that are submitted more than 5 working days after the deadline will not be accepted and zero marks will be awarded.

**APPENDIX A - Change Request Form**

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| --- | --- | --- | --- |
| **CHANGE-REQUEST FORM** | | | |
| **Project Name:** | IslandFurniture System | **Project Sponsor:** | CFO |
|  |  | **Urgency:** | Low |
| **Change Request #:** | **Originator:** | **Change requested by:** | **Date requested:** |
| 1001 | Magdalene Lim | Magdalene Lim | 11 November 2016 |
| **Description of Change Request #:** | | | |
| Provide functions for customers to get their user profile and update their user profile. | | | |
| **Reason for Change:** | | | |
| No such functions currently. | | | |
| **Proposed Approach to Resolve:** | | | |
| The following programs have to be update/created:   * + 1. memberProfile.jsp     2. ECommerce\_GetMember(New Servlet)     3. ECommerce\_MemberEditProfileServlet(New Servlet)     4. Web Service Layer to get and update the Member Data   memberProfile.jsp is the view page that shows the information of the Member and allows the member to edit his/her profile. Enhance the web application such that the member’s information can be retrieved from and updated to the database. You would have to create the servlet and webservice.  (Note: ECommerce\_GetMember is the servlet that is being called when user clicks on the Profile table at the top and ECommerce\_MemberEditProfileServlet is the servlet that is called when user clicks submit at the memberProfile page) | | | |