GROUP ASSIGNMENT

This is a group assignment which accounts for 30% of the continuous assessments. It is divided into three parts: Part 1, Part 2(a), and Part 2(b). You are required to form a group of five (5) members.

The objective of the assignments is to allow you reinforce learning in analysing the issues of the requirements, design, and implementation of the chosen system listed in Table 1. Furthermore, high-level and low-level designs of the chosen system are to be created.

SCENARIO

You work as a software engineer in a software company, iDEC and recently involve in a development project pertaining to reservation/booking system. There are many business companies in different sectors such as entertainment, healthcare, transportation and so on, show a great interest in such system to help streamline and manage their business processes. The reservation/booking system must allow the users to perform the following:

- > Request/Create bookings
- Update/Maintain bookings
- ➤ View bookings
- Cancel bookings
- > Search for bookings
- > Create user profile

The reservation/booking system is using the object-oriented approach. The system users are the administrator of the business company and the company's client user. Table 1 shows ten (10) types of reservation/booking systems.

Table 1: Reservation/Booking System

1.	Bank Card Renewal/Replacement System
2.	Passport Renewal System
3.	Food Ordering System
4.	Coupon Purchasing System
5.	Bus Ticketing Reservation System
6.	Traveling Booking System
7.	Airbnb Booking System
8.	Salon Booking System
9.	Part Time Maid Booking System
10.	Health Screening Centre Appointment Booking System

IMPORTANT NOTES

- 1. Each management system in Table 1 will be limited to a maximum of **three (3)** groups only. Please register your choice using the link below, **latest by Week 4 Monday**. https://docs.google.com/spreadsheets/d/17bNpKuzM0WE7qf9w1css-L8bC9--u0RuM4ef9B1pr5k/edit?usp=sharing
- 2. Refer to the Submission Details section for all 3 parts of the assignments and its marking rubrics.
- 3. Submission of the Part 1 by Week 7 Friday 11th March 2022 to obtain lecturer/tutor's feedback.
- 4. Final submission for all three (3) parts by Week 12 Friday, 15th April 2022.
- 5. All submission must attach with a cover page (as shown on page 4).
- 6. All submission contents are arranged neatly and orderly, with headings/sub-headings. Page numbering and simple formatting are required.

SUBMISSION DETAILS: -

	Sequence	To create a sequence diagram for each use case.		Compile all 3 parts for final submission		
	Diagram	To ensure that the diagrams are consistent with the relevant		• Part 1 and 2(a): in <i>docx</i> format (i.e.		
		information in Part 1.		learderName_Part1n2.docx)		
		Need to use the standard UML notations.		• Part 2(b): save in a subfolder (i.e.		
				leaderName_Part2(b))		
	Design Class	• To show all classes, their attributes, operations (or		o Source code listing for all		
	Diagram	methods), and the relationships among objects along with		classes (softcopy - Project		
Part		navigability and multiplicity.	Week 12, 15 th April 2022	Folder)		
2(a)		• To produce two (2) versions of the design class diagram to		o Sample of input data		
		show improvement or differences from the Analysis Class		(softcopy – text file)		
		Diagram in Part 1.		o Sample output (Screen shot)		
		To ensure the design class diagrams are consistent with the		of your program (softcopy-		
		analysis class diagram, and other information in Part 1.		test cases)		
		Need to use the standard UML notations.		Compress all 3 parts into a zip file and		
	Package	To show we have a (with alasses/intenfaces) and the		upload it to the link provided at WBLE		
		• To show packages (with classes/interfaces) and the		• Ensure the diagrams are clear and		
	Diagram	dependencies between the packages.		readable		
		Need to use the standard UML notations.				

	Implementation	•	To develop a console-based application by implementing
	(Java codes)		the final version of the design class diagram and sequence
			diagram in Part 2(a) using Java Programming Language.
		•	To ensure the source codes are consistent with the final
Part			version of the design class diagram and sequence diagram
2(b)			in Part 2(a).
	Naming rules	•	To show the Java naming convention to name your
			identifiers such as class, interface, variable, methods, etc.
		•	To ensure the names given are meaningful and consistent.

UNIVERSITI TUNKU ABDUL RAHMAN

LEE KONG CHIAN FACULTY OF ENGINEERING AND SCIENCE

UECS2344 SOFTWARE DESIGN

ASSIGNMENTS (Part 1, Part 2(a) and Part 2(b))

January 2022 Trimester

NO.	STUDENT NAME	STUDENT ID	Practical Group
1.	(Group Leader)		
2.			
3.			
4.			
5.			