

[s2 2025] Assignment 3 Object-Oriented Design (Part II) (Extended)

Start Assignment

- Due 28 Nov by 23:59
- Points 15
- Submitting a text entry box or a file upload
- File types docx and pdf
- Available 8 Nov at 0:00 - 5 Dec at 23:59



Assignment Submission


Introduction


Title: Assignment 2 Object-oriented Design (Part II)

Due Date: 11.59 PM, Friday, Week 12 of the Semester

Weighting: 15%

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Assignment 3 Object-oriented Design Part II-1.pdf (<https://swinburnesarawak.instructure.com/courses/2067/files/1576888?wrap=1>)_ 
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Assignment 3-contribution-document.doc (<https://swinburnesarawak.instructure.com/courses/2067/files/1435266?wrap=1>)_ 
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Sample: Assignment 3 sample.pdf (<https://swinburnesarawak.instructure.com/courses/2067/files/1435267?wrap=1>)_ 
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Instructions and Rubrics

SWE30003 – Software Architecture and Design

Assignment 3 – worth 15 marks of the overall unit marks

Area	Elements	Allocated mark
Detailed design, with explanation and justification of changes and non-changes to Assignment 2 Design	Presentation of Detailed Design and Justification of Changes and Non-Changes (points allocation scheme: [Low: 2; Medium: 4; Good: 6; Very Good: 8; Excellent: 10]): <ul style="list-style-type: none"> • Overall (at class level) -> max 10 • Responsibilities & Collaborators -> max 10 • dynamic aspects (bootstrap, interaction scenarios) -> max 10 	30
Discussion of Assignment 2 Design	Quality of Assignment 2 Design <ul style="list-style-type: none"> • Good aspects -> max 5 • Missing from original design -> max 5 • Flawed aspects of original design -> max 5 • Level of interpretation required -> max 5 	20
Lessons learnt	Missing: 0; Low : 2; Medium: 4; Good: 6; Very Good: 8; Excellent: 10	10
Implementation	Source code quality, including the use of suitable coding standards: <ul style="list-style-type: none"> • low -> 5; 	20

	<ul style="list-style-type: none"> • medium -> 10, • good 15; • very good -> 17; • excellent -> 20 	
Compilation and execution:	<p>Aspects:</p> <ul style="list-style-type: none"> • Explicit evidence of compilation -> 5 • Illustration of home screen -> 1 • Illustration of successful data input -> 9 • Validate inputs and process inputs-> 5 • Illustration of sample outputs -> 5 • Exit and test screens -> 5 • NOTE: 4 or more scenarios may be needed for illustration! 	30
Meeting the requirements of the assignment specification	<ul style="list-style-type: none"> • Cover sheet signed (penalty up to 5 points) • Worksheet (contribution document) completed and signed (otherwise, penalty up to 10 points) • Assignment 2 is attached (otherwise, no reference basis for discussion; penalty up to 60 points) • Others 	-xx



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