

GTU Department of Computer Engineering
CSE 222/505
Spring 2015

Homework 01
Due date: Feb 22nd 2015

Follow the software development model introduced in Chapter 1 of the textbook(2005 edition) to design a program for a sports federation league such as Turkish Football Federation League. The federation should have its own staff (president, vice president etc.), teams, the match schedule for a year, all the scores tables of all weeks, and all the weekly standing tables. The teams have presidents, technical managers, players. All persons should have their names, TC ID numbers, birth dates, address defined. You can add and remove teams, players, managers to/from the federation and to/from the teams. The match scores can be added to the tables. All data from your program should be saved and loaded from files. You will define the rest of the system requirements yourself.

Use EA and other editing tools to do following

- Define the system requirements
- Draw the use case diagrams for all the system actors
- Define the use case scenarios for all actors and procedures
- Design your system, name your classes and methods and draw the UML diagrams
- Give your sequence diagrams and algorithms for each procedure.

Do not implement any part of the system.

All phases of the software development should be clearly marked in your submission which should be submitted through moodle. Do not use any libraries or tools other than a Java compiler, IDE and debugger.

Bonus: 20 points Design your system with GUI