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| animatedLOGO | **Assignment No. 03**  **Semester: Spring 2021**  **Software Engineering-1 (CS504)** | **Total Marks: 20**  **Due Date: 24–07-2021** |
| **Instructions:**  **Please read the following instructions carefully before submitting assignment:**   * **You should submit your assignment before or on due date on VULMS.** * **Your assignment should be your own work in your own words. It should not be copied from Internet, handouts or books.** * **Your Assignment must be in Microsoft Word document (doc/docx). Assignment in other than Microsoft Word document will not be accepted.** * **Assignment sent via Email will not be replied and accepted.** * **If the submitted assignment does not open or file is corrupt, it will not be marked and hence awarded zero marks.**   **Objectives:**   * To improve the learning of students related to Software Design patterns and System Architecture. * To improve the learning of students regarding best programming practices and naming conventions in C++. | | |
| **For any query about the assignment, contact at** [**CS504@vu.edu.pk**](mailto:CS504@vu.edu.pk) | | |
| **Total Questions : 03 Total Marks:20**  **Question No. 1: (6 Marks)**  **Identify the suitable design pattern for each real world/example application.**   |  |  | | --- | --- | | **Real-world/Example Application** | **Design Pattern** | | Print Spooler |  | | Oven’s Preprogrammed Switches Interface |  | | Weather Alert App |  |   **Question No. 2: (4 Marks)**  **Identify the most appropriate architectural style for each example application system.**   |  |  | | --- | --- | | **Application Systems** | **Architectural Styles** | | Operating System |  | | Compiler |  |       **Question No. 3: (10 Marks)**  Following table contains some code statements in C++, which are not in proper coding convention. Make the code statements self-documented by following the naming convention and best programming practices given in the course contents. Write your answer in the 2nd column of the table in the respective row.   |  |  | | --- | --- | | **Code Statements without proper coding conventions** | **Code Statements with proper coding conventions** | | float sum = .25;  //declaring a float variable |  | | string bookname;  //declaring a string variable for book name |  | | if (isEven) printEven(); //conditional statement |  | | floatValue = intValue //type casting |  | | double speed = 0;  //declaring a double variable |  | | | |
| **BEST OF LUCK** | | |