SafeAssign Originality Report

SOFTWARE DESIGN • Creating a Class diagram and d... View Originality Report - Old Design

TEH GER MIN -

Total Score: High risk 89 %

Submission UUID: f3841eb0-8313-d078-afce-9be1c503d80f

Total Numb...	Highest Ma...	Average Ma...	Submitted on	Average Wo...
1	89 %	89 %	06/1...	732
	Task 3 Class Di...		08:25 PM GMT...	Highest: Task ...

Attachment 1 89 %

Word Count: 732
Task 3 Class Diagram & Design Pattern.docx

Institutional database (6) 89 %

1 St...
3 St...
4 St...
6 St...
5 St...
2 M...

Top sources (3)

1 St...
3 St...
4 St...

Excluded sources (0)

1 4067CEM Software Design

INTI International College Penang School of Engineering and Technology

3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK

3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK

Coursework cover sheet

Section A - To be completed by the student Full Name: (2) TEH GER MIN

(1) CU Student ID Number: 12672763

Semester: 3

Session: April 2022

Lecturer: (1) Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my)

Module Code and Title: 4067CEM Software Design

Assignment No. / Title: (1) Continuous Assessment % of Module Mark: 50

(1) Hand out Date: 22nd April 2022 Due Date: Task 3: (1) 17 June 2022, by 11.59pm

Penalties: (1) No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.

Declaration: (1) I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.

Signature(s): TEH

(1) Section B - To be completed by the module leader Intended learning outcomes assessed by this work: 1. (1) Understand and apply appropriate concepts, tools and techniques to each stage of the software development

2. (1) Understand and apply design patterns to software components in developing new software

3. (1) Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

5. (1) Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation.

Marking scheme Max Mark

1. (3) User Story Mapping 1. Setting up a GitHub Repository 1. (1) Creating a Class diagram and design pattern selection

1. (3) Creating a Prototype User Interface and Usability Testing 1. (1) Discuss the ethical issue related to the software 20

10

30

20

20

Total 100

(4) Task 3 - Class diagram and design pattern selection

(5) Simple Class Diagram

Figure 1: (5) Simple Class Diagram

One or many Student(s) can join zero to many Club(s), which

means Student(s) can join either none or some Club(s).

One or many Student(s) can join zero to many Online Room(s), which means Student(s) can join either none or some Online Room(s).

One or many Student(s) can register to join zero to many Event/Activity(s).

After the Student(s) participated in the Event/Activity(s), then one or many Student(s) can provide zero or one Feedback of the Event/Activity(s).

One or many Committee(s) can manage one or many Club(s), which means they can become the Committee in difference Club(s) at the same time.

One or many Committee(s) can assign zero to many Student(s) become a Committee, which the Student must be the member in the Club.

One or many Committee(s) can manage zero or many Online Room(s).

One or many Committee(s) can book zero or many Facility(s) with the purpose to book venue for the Event/Activity(s).

One or many Committee(s) can organize zero or many Event/Activity(s).

One or many Committee(s) can view zero or many Feedback(s) of the Event/Activity(s).

One or many Club(s) can open zero or many Online Room(s) for conducting some Event/Activity(s).

One or many Club(s) can conduct zero or many Event/Activity(s). One or many Event/Activity(s) will gain zero or many Feedback(s)

from the Student(s).

4 UML Diagram with Design Pattern

Figure 2: 4 UML Diagram with Design Pattern

The problem with this website is how to help the club's committee manage their club easily through the designed website. 6 A suitable design pattern that can be implemented on the problem is the Facade design pattern. If the user just wants to access a specific page, the user can choose the feature or page that they wish to access inside the home page. This hides the system's complexities and gives users a simple interface via which they can interact with the system. As a result, rather than interacting with each separate subsystem, the client would interact with the facade. 2

Source Matches (25)

1	*Student paper*	100%

Student paper	Original source
4067CEM Software Design INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK	4067CEM Software Design INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK

1	*Student paper*	100%

Student paper	Original source
Coursework cover sheet Section A - To be completed by the student Full Name:	Coursework cover sheet Section A - To be completed by the student Full Name

2	*My paper*	100%

Student paper	Original source
TEH GER MIN	TEH GER MIN

1 *Student paper*	100%
Student paper	Original source
CU Student ID Number:	CU Student ID Number

1 *Student paper*	100%
Student paper	Original source
Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title: 4067CEM Software Design	Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title 4067CEM Software Design

1 *Student paper*	100%
Student paper	Original source
Continuous Assessment % of Module Mark:	Continuous Assessment % of Module Mark

1 *Student paper*	100%
Student paper	Original source
Hand out Date: 22nd April 2022 Due Date:	Hand out Date 22nd April 2022 Due Date

1	*Student paper*	100%

Student paper	Original source
17 June 2022, by 11.59pm	17 June 2022, by 11.59pm

1	*Student paper*	100%

Student paper	Original source
No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.	No late work will be accepted If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension Please consult the lecturer

1	*Student paper*	100%

Student paper	Original source
I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.	I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures I/we confirm that this piece of work is my/our own I/we consent to appropriate storage of our work for plagiarism checking

1	*Student paper*	100%

Student paper	Original source
Section B - To be completed by the module leader Intended learning outcomes assessed by this work:	Section B - To be completed by the module leader Intended learning outcomes assessed by this work

1	*Student paper*	100%

Student paper	Original source
Understand and apply appropriate concepts, tools and techniques to each stage of the software development	Understand and apply appropriate concepts, tools and techniques to each stage of the software development

1	*Student paper*	100%

Student paper	Original source
Understand and apply design patterns to software components in developing new software	Understand and apply design patterns to software components in developing new software

1	*Student paper*	100%
Student paper		Original source
Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production		Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

1	*Student paper*	100%
Student paper		Original source
Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation. Marking scheme Max Mark		Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation Marking scheme Max Mark

3	*Student paper*	100%
Student paper		Original source
User Story Mapping 1. Setting up a GitHub Repository 1.		User Story Mapping 1 Setting up a GitHub Repository 1

1	*Student paper*	100%
Student paper		Original source
Creating a Class diagram and design pattern selection		Creating a Class diagram and design pattern selection

3	*Student paper*	100%
Student paper		Original source
Creating a Prototype User Interface and Usability Testing 1.		Creating a Prototype User Interface and Usability Testing 1

1	*Student paper*	100%
Student paper		Original source
Discuss the ethical issue related to the software 20		Discuss the ethical issue related to the software 20

4	*Student paper*	92%
Student paper		Original source
Task 3 - Class diagram and design pattern selection		Task 3 – Creating a Class diagram and design pattern selection

5	*Student paper*	63%
Student paper Simple Class Diagram	Original source UML Class Diagram	

5	*Student paper*	63%
Student paper Simple Class Diagram	Original source UML Class Diagram	

4	*Student paper*	69%
Student paper UML Diagram with Design Pattern	Original source UML diagram- Facade Pattern	

4 *Student paper*	69%
Student paper	Original source
UML Diagram with Design Pattern	UML diagram- Facade Pattern

6 *Student paper*	88%
Student paper	Original source
A suitable design pattern that can be implemented on the problem is the Facade design pattern.	The suitable design pattern that can be implemented on the problem is facade