

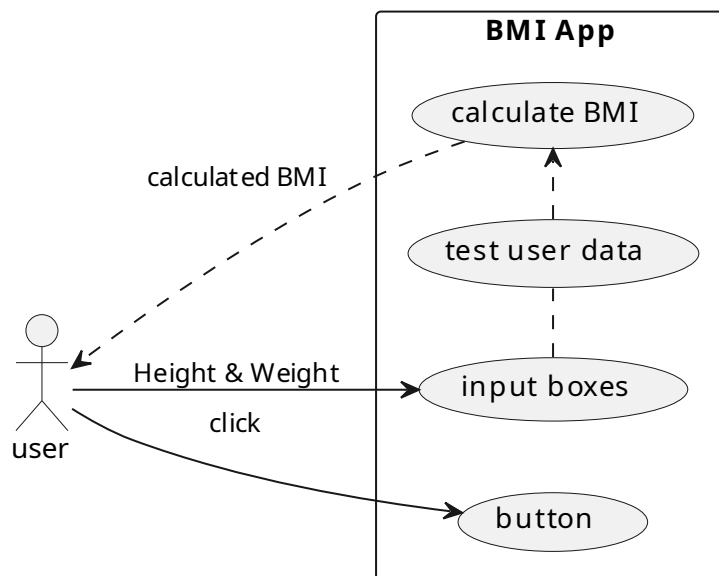
<b>Module Name:</b>	Software Architecture
<b>Module Code:</b>	5N2772
<b>Section/technique:</b>	Skills demonstration
<b>Course:</b>	Software Development 5
<b>Teacher:</b>	Fachtna Roe
<b>Weighting:</b>	10%
<b>Title of brief:</b>	Skills Demo 6: Use-case review
<b>Date:</b>	2024-01-15
<b>Due:</b>	
<b>Indicative duration:</b>	n/a

**Brief:** “Test the design specification of a new information system based on a provided use-case”

**Circumstance:**

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A very simple mobile information system has been constructed. A UML description of the system is here:



which was created at [plantUML.com](https://plantuml.com) using the code:

“

```
@startuml
left to right direction
skinparam packageStyle rectangle
"BMI App" as mysystem
actor user
rectangle mysystem {
    user --> (button) : click
    user --> (input boxes) : Height & Weight
    (test user data) .> (calculate BMI)
    (calculate BMI) .> user: calculated BMI
    (input boxes) . (test user data)
}
@enduml
```

”

### Your task:

Test the implementation of a version of the system as an Android App – **created by an allocated class-mate** – to ensure the program carries out the function required, and accurately.

You should document your testing process using screen grabs from your mobile phone.

The test data should be identified prior to the testing process, and a table created into which the expected results and actual results are entered. (The table may be word-processed or hand-drawn, or both, but any hand-drawn items must be scanned and included as images)

You should write a very short factual report on:

- a very brief note on the difference between data and information,
- the testing process you used,
- the data chosen for testing with explanation for inclusion,
- any difficulties encountered which may affect UX, and
- whether the App you were given to test meets the specification in the UML diagram.

**Submission:** Single HTML file (**index.html**) with all resources (images etc) linked in, in a folder called eg **red/1/SOFTARC6-RED1/** submitted via **t.fachtnaroe.net**.

### Marking:

Software Architecture 5N2772	Learner Marking Sheet 1 Skills Demonstration 70%	
Learner's Name: _____ Learner's PPSN: _____		
Assessment Criteria	Maximum Mark	Learner Mark
Engage and document Agile Software Development Methodology / Methodologies to develop a piece of software		
<ul style="list-style-type: none"> <li>Skills Demonstration 6               <ul style="list-style-type: none"> <li>Test the design specification of a new information system based on a provided use-case</li> </ul> </li> </ul>	10	

Criteria	Maximum Mark	Student Mark
<b>Skills Demonstration 6 (System test/review)</b>		
<ul style="list-style-type: none"> <li>Report presented, well formatted, comprehensive</li> </ul>	3	
<ul style="list-style-type: none"> <li>Evidence of testing, test data appropriate, conclusions good</li> </ul>	3	
<ul style="list-style-type: none"> <li>Observations appropriate, constructive, demonstrate insight</li> </ul>	4	
<b>Total Mark</b>	<b>10</b>	

### Pairings for testing:

red1 → blue3 ; red2 → yellow1 ; red3 → blue2 ; orange1 → f0 ; orange2 → green2;