

Module Name:	Software Architecture
Module Code:	5N2772
Section/technique:	Skills demonstration
Course:	Software Development 5
Teacher:	Fachtna Roe
Weighting:	10%
Title of brief:	Skills Demo 5: Use case diagram
Due:	2024-04-19
Indicative duration:	1 hour

Brief: *“Use straightforward UML use-case diagram(s) to depict the interaction between an actor and our system”*

Instruction(s):

Create UML use-case diagram(s) to describe the interaction between the user and your BMI system, which you have/will create for your Android native application.

These will satisfy the Software Architecture module requirement to “Use straightforward UML use-case diagram(s) to depict the interaction between an actor and our system. Before starting you should:

- Discover what a "use-case" is.
- Enumerate the elements that may be represented in a UML use-case diagram, including,
 - Actors
 - Use-Case
 - System boundary
 - Relationships (extends, includes, data transfer)
- Understand the relationship between the different elements, the differences between them, and enumerate them from our system
- Create a use-case diagram using any available tools, or by hand”.

Though you may create the diagram(s) by hand, any such must be scanned for electronic submission. Alternatively (preferably), tools such as plantUML may be used.

Submission: Single HTML file (**index.html**) with all resources (images etc) linked in, in a folder called eg **red/1/SOFTARC5-RED1/** submitted via **t.fachtnaroe.net**.

Software Architecture 5N2772	Learner Marking Sheet 1 Skills Demonstration 70%
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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"> Skills Demonstration 1 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Engage a modern methodology to aid the design of a system from initial requirements 	10	
<ul style="list-style-type: none"> Skills Demonstration 2 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Describe the role of modern methodologies in the software development process 	10	
<ul style="list-style-type: none"> Skills Demonstration 3 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Apply the main tools and techniques used in the gathering, recording and analysis of information relating to an existing information system 	10	
	10	
<ul style="list-style-type: none"> Skills Demonstration 4 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Generate Java (or suitable Object- Oriented language) classes from UML class diagram specifications 	10	
<ul style="list-style-type: none"> Skills Demonstration 5 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Use straightforward UML use-case diagrams to depict the interaction between an actor and system 	10	
<ul style="list-style-type: none"> Skills Demonstration 6 (12 Marks) (1 Hour) <ul style="list-style-type: none"> Test the design specification of a new information system based on a provided use-case 		
Subtotal	60	
<ul style="list-style-type: none"> Skills Demonstration 7 (10 Marks) (1 Hour) <ul style="list-style-type: none"> Explain the development of an information system using a traditional systems development life cycle model 	10	
Subtotal	10	

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