



ASSESSMENT BRIEF

Course: Software Development

Teacher: Fachtna Roe

Component Title & Code: Software Architecture 5N2772 (SOFTARC)

Assessment Technique: Skills Demonstration (SKILLS4)

Assessment Title: Skills Demonstration #4 (SOFTARC) "Java from UML"

Weighting: 10% (SOFTARC)

LO's Assessed: LO 7 (SOFTARC)

Submission date: 2024-02-23

Brief: "Generate OOP from UML"

Given this UML, create the corresponding code in an object-oriented language such as Java or C#.



ConversionClass

double temperature_value //the value we're converting char conversion_choice // a letter to indicate which direction we're converting

double celsius_to_fahrenheit() //Convert C to F double fahrenheit to celsius() //Convert F to C

Submission requirements

- A copy of the provided UML diagram, and
- sufficient parts of the code and those parts clearly indicated to show that your object implements the UML
- A very short report using html, where each file (other than the report file itself) provides links to all of the other files in the submission. The report file name must be **index.html** this is the <u>only</u> file that will be opened directly from the file-system for this assignment by the examiner.

Submission mechanism

Single HTML file (index.html) with all resources linked in embedded, or displayed appropriately – in a folder called eg red/1/SOFTARC4-RED1/ submitted via t.fachtnaroe.net





plantUML.com example

The UML diagram above was created with:

@startuml

class "ConversionClass" as Thing

Thing : double temperature_value //<i>the value we're converting </i>

Thing : char conversion_choice // <i>a letter to indicate which direction we're

converting
Thing : ...

Thing : double celsius_to_fahrenheit() //<i>Convert C to F</i>Thing : double fahrenheit_to_celsius() //<i>Convert F to C</i>

@enduml

SOFTARC SKILLS4 Marking Scheme

Software Architecture 5N2772	Learner Marking Sheet 1 Skills Demonstration
	70%

Assessment Criteria	Maximum Mark	Learner Mark
 Skills Demonstration 4 (12 Marks) O Generate Java (or suitable Object- Oriented language) classes from UML class diagram specifications 	10	