

ASSESSMENT BRIEF

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 3: Apply skills (user manual)
LO's Assessed:	LO 8
Issue/review date:	2024
Due date:	2024

Brief: *"Apply the main tools and techniques that are used in gathering, recording, and analysis of information relating to an existing information system"*

Explainer:

You are tasked with creating a simple 'User Manual' for the upkeep of a web-site.

You should consider each instruction from the end-users view point.

Then include any images (screenshots) and text that you decide will make process easier to comprehend.

The document need not exceed 1 A4 pages, and should not exceed 2 A4 pages (1 A4 leaf).

The final document should be available in PDF format.

This document is an individual submission.

There are many style guides and tutorials, but be Agile in your approach and delivery!



Submission: Single HTML file (**index.html**) with all resources (especially the PDF manual!) linked in, in a folder called **eg red/1/SOFTARC3-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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