

ASSESSMENT BRIEF

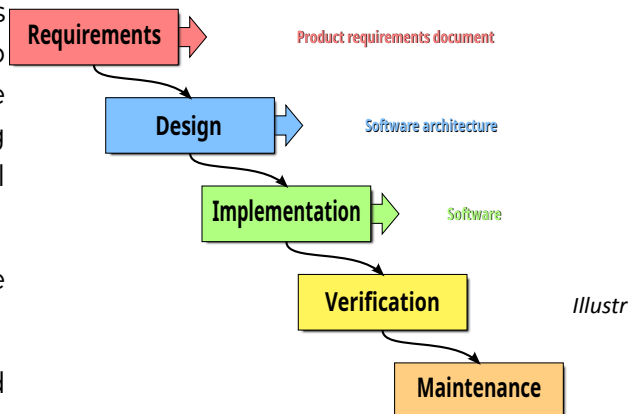
Module Name:	Software Architecture
Module Code:	5N2772
Section/technique:	Skills demonstration
Course:	Software Development 5
Teacher:	Fachtna Roe
Weighting:	10%
Title of brief:	Skills Demo 7: What is Waterfall
Issue/review date:	2024
Due date:	2024

Brief: “Explain development of an information system using a traditional systems development life-cycle model”

Explainer:

A traditional development model, described as Waterfall, is where all objectives, specifications, steps and methods are decided at the start; all design occurs at the start of the process. Some projects are best suited to this development methodology.

Research and very briefly describe/discuss the Waterfall method. Then, using your Web Authoring project, outline in advance the steps of the project to be completed, using that as an example of how a traditional Waterfall process is used:



- Identify a clear statement of objective for each stage.
- Define testable, objective, success and failure criteria for each stage.
- Break down stages as needed into smaller stages/objectives and document those.
- Outline the key objects for each of the Waterfall stages so that you can assess success or failure of the stage.
- Include in your submission evidence to show completion of each stage.

Illustration 1: By Peter Kemp / Paul Smith - Adapted from Paul Smith's work at wikipedia, CC BY 3.0,
<https://commons.wikimedia.org/w/index.php?curid=10633070>

- In your opinion, would the Web project completion process be more, or less, difficult if a wholly Agile process were used?

Submission: Single HTML file (**index.html**) with all resources (especially the PDF manual!) linked in, in a folder called eg **red/1/SOFTARC7-RED1/** submitted via

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	

Software Architecture 5N2772

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