COMP 3716 ASSIGNMENT #2

Fall 2014

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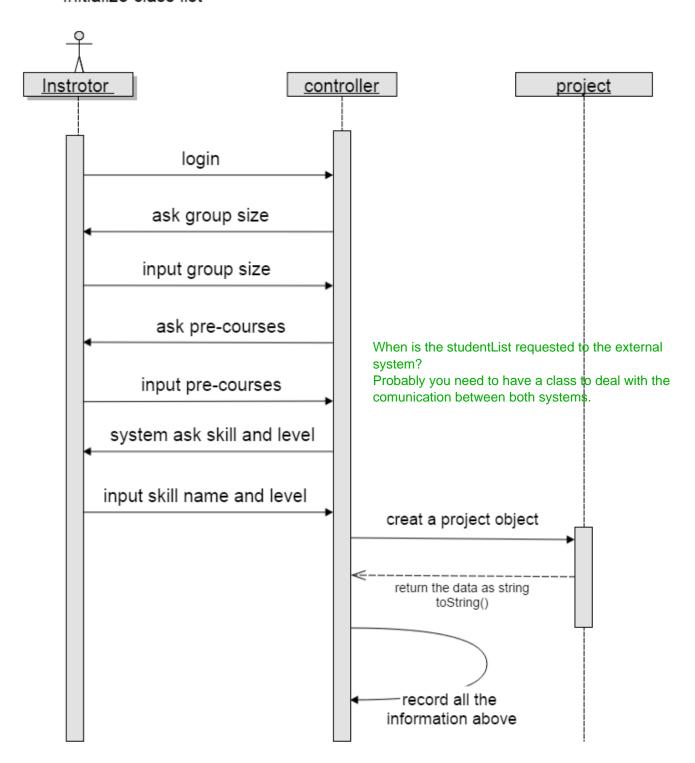
Xiuzhi Liu 201144292

UML student user Name:string id: string You don't need to define again attributes pw:string and methods of the super class on the skill:int extended ones. schedule: string id: string posPre:string getName():String regPre:string setPw(string P) : void name:string setName(string n): void pw:string controller getName():String setPw(string P): void main setName(string n): void getSkill():int instructor setSkill(int s):void setSchedule(string sch):void Name:string getSchedule(string sch):void PW:string setPosp(string pr):void ID: string getPosp():string getName():String setNegp(string pr):void setPw(string P): void getNegp):string setName(string n) : void project groupsize:int assignStu group classes:ArrayList<string> pro:project id: string criteria:ArrayList<string> stulist:ArrayList<student> stulist:ArrayList<student> size:int divideGroup():ArrayList<group> addClass(string c):viod toString():string addcriteria(string c):viod

Where are you storing the deadline?

2 Use sequence diagrams to describe participating objects, message exchange between these objects and assignment of responsibilities.

Use Case1 Initialize class list

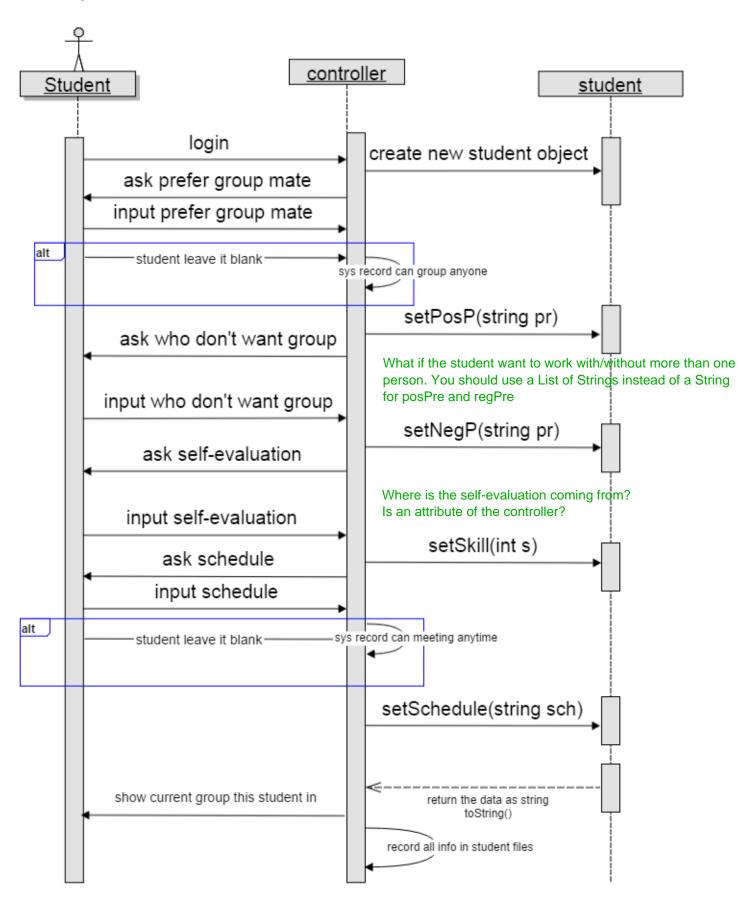


For the Sequence Diagram the ask-input elements are not required. The idea is to start using method names of the classes you're going to create.

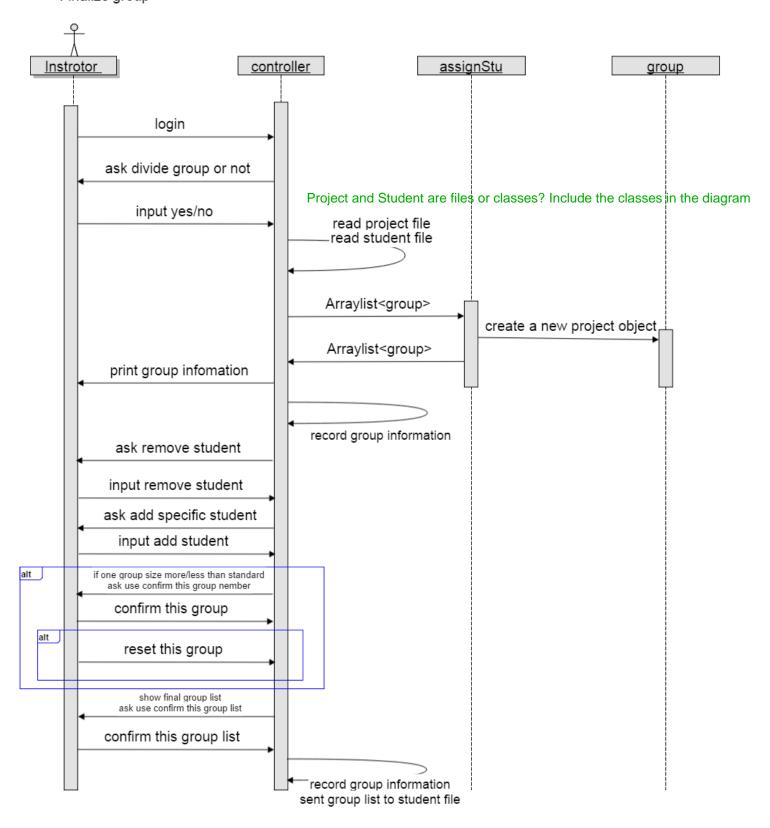
When is the system notifying the students they need to login and input their information?

Where are the Alternate Paths? What happens if the instructor wants to define group preferences? Where is that stored and how that class interacts with the controller?

Use Case2 Input student information



Use Case3 Finalize group



3 Elaborate on the main decisions that will make your software receptive to future changes.

One of change has been consider is interface, currently we only design it in command mode, It can be change to a simple GUI interface, It will easy to show the multi-list in user interface. For this changing we need design a new GUI class and read/load data from some class, but it not a big change for class itself.

The I/O part is also need be change by different database system or data file. It depend on what the data type we will get from mun system for each student's grade and the course schedules. In this situation we mainly need change some code in student and assignStu class, it also possible build a new class for read/load the mun database or given datafile. Where is the communication with MUN system shown on your Sequence Diagrams?

Except the possible modify of function, some details may be change by testing problem, especially some design in alternate path, it will be change instructor and student class for usr-controller part. This part of changing depend on the test result when we link the datafiles.