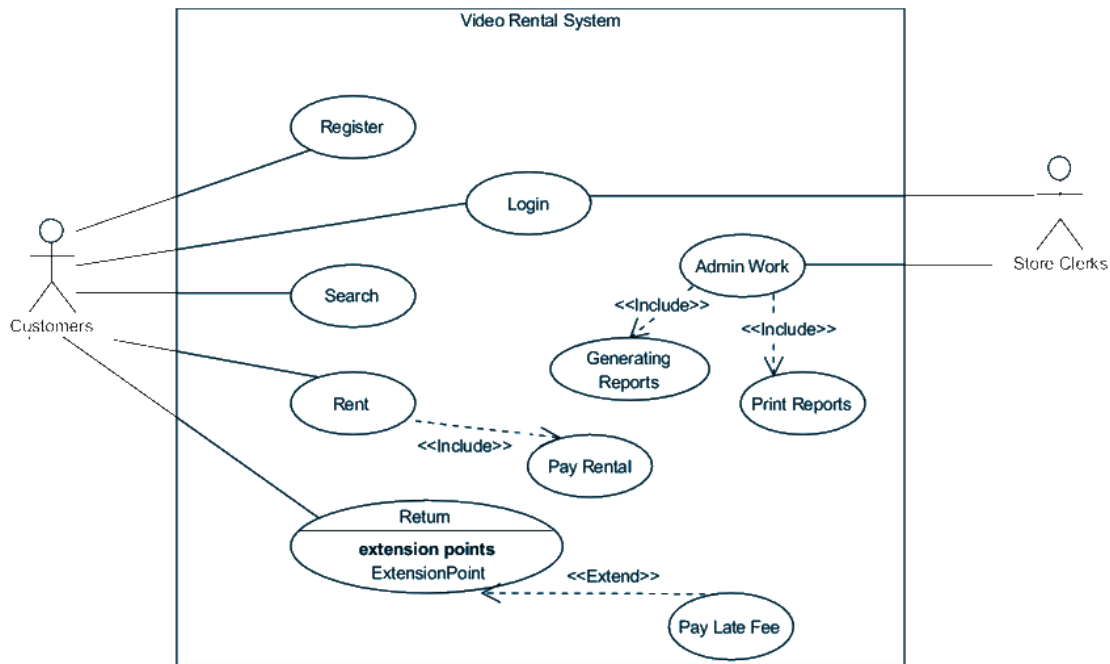


1)

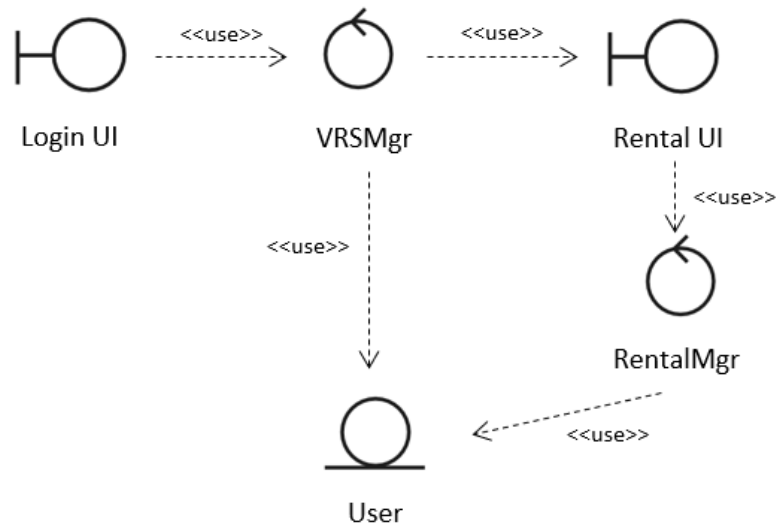
a)



b)

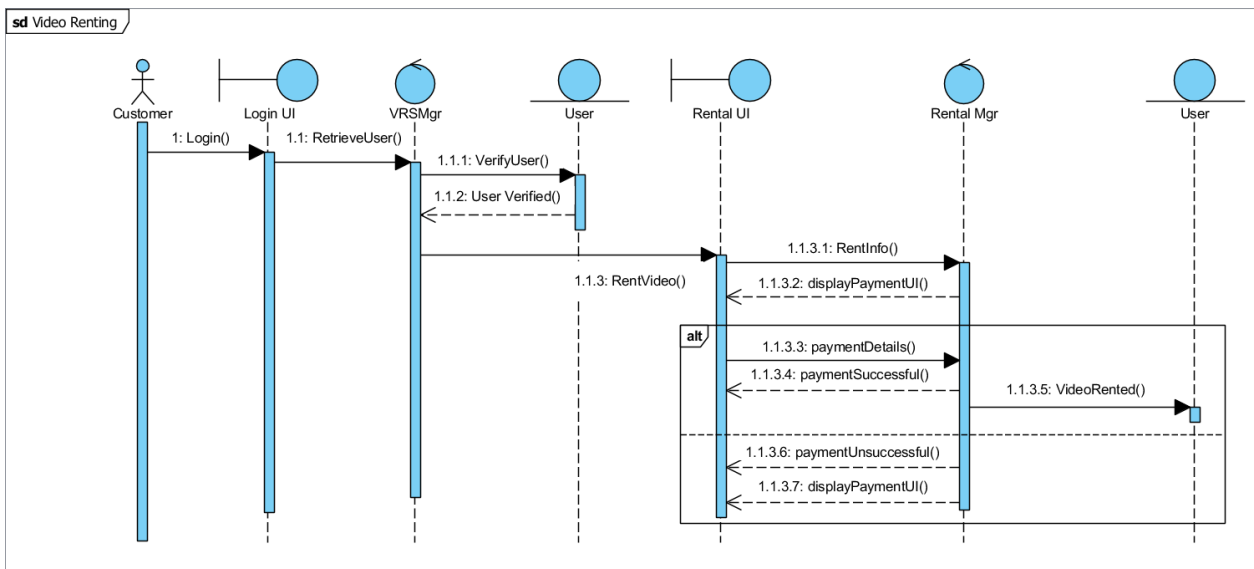
Actor:	Customer
Description:	This use case describes the functionality for renting videos.
Preconditions:	The customer must have an existing account and is logged in. The customer has no unpaid late charges.
Postconditions:	The customer successfully rents video.
Flow of Events:	1. Customer selects "Rent video". 2. System checks if customer is eligible for discount. 3. System displays price of video rental. 4. System prompts for payment. 5. Customer enters credit card details. 6. System verifies payment details. 7. System displays "Video Rented".
Alternative Flows:	AF-S6: Error in payment details. 1. System displays error message. 2. Return to step 4.

c)

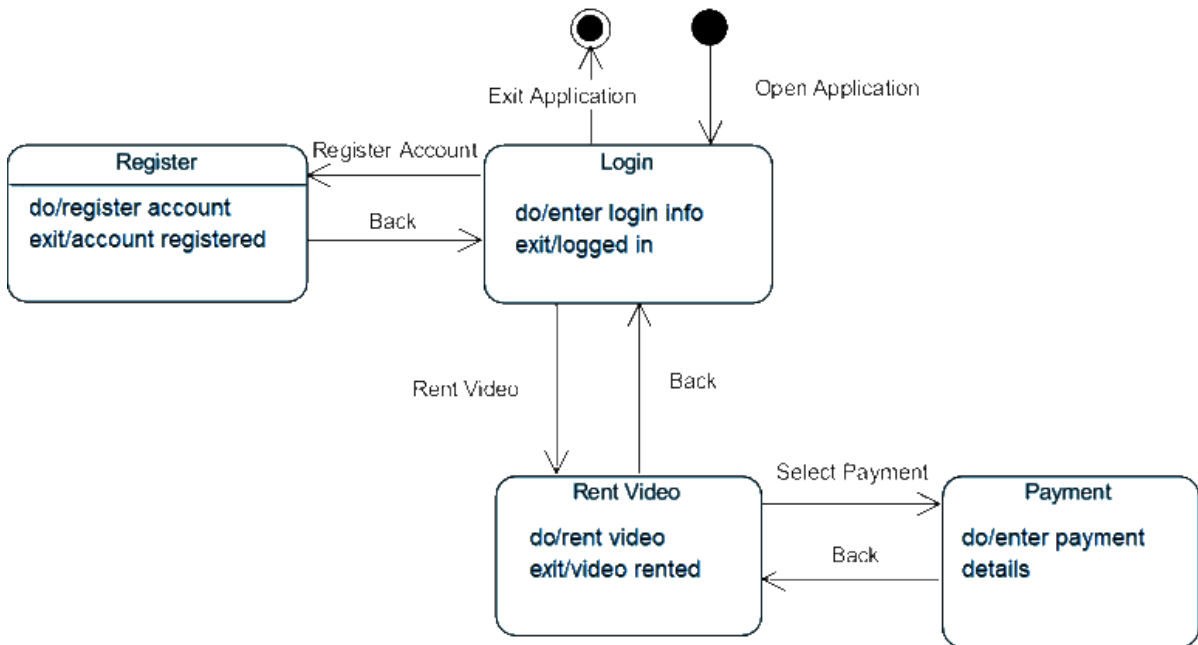


2)

a)

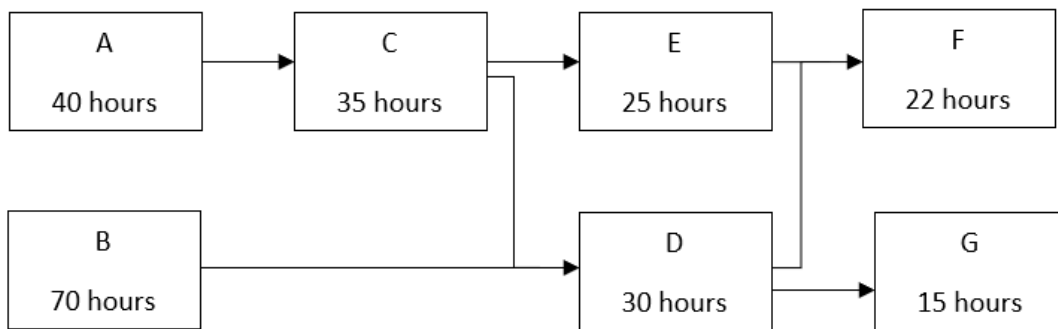


b)



c)

i)



Path

$$ACEF = 40 + 35 + 25 + 22 = 122$$

$$ACDF = 40 + 35 + 30 + 22 = 127$$

$$ACDG = 40 + 35 + 30 + 15 = 120$$

$$BDF = 70 + 30 + 22 = 122$$

$$BDG = 70 + 30 + 15 = 115$$

Critical Path = ACDF

Shortest Duration = 127 hours

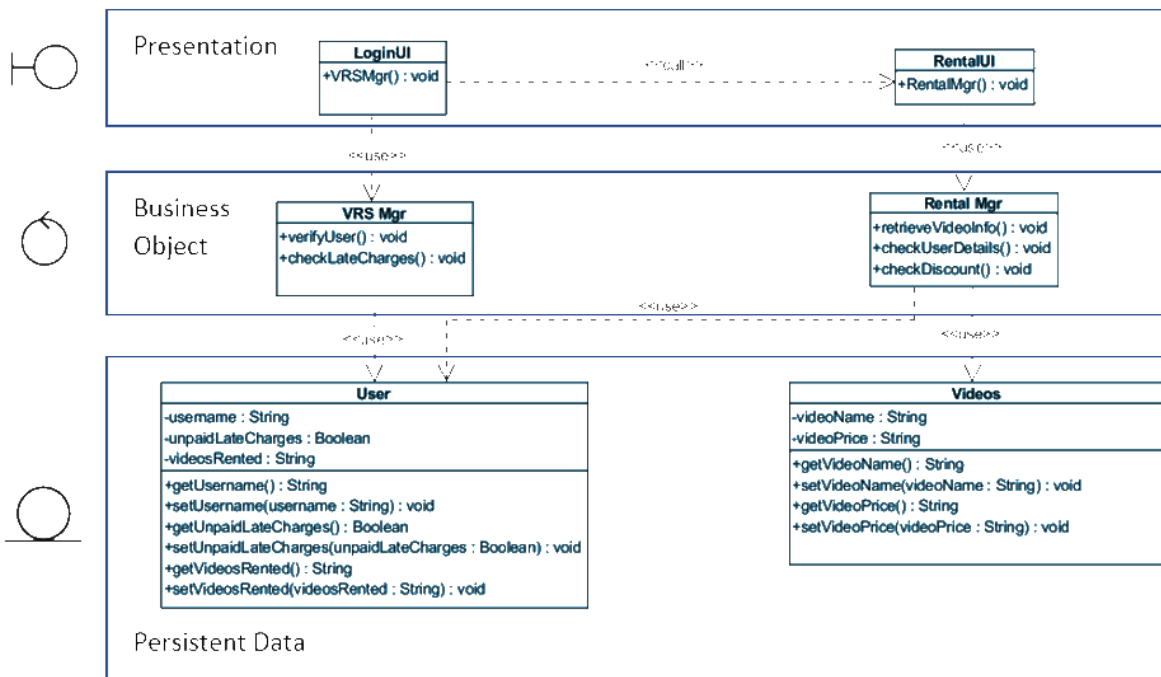
ii) Critical Path = BDF

Shortest Duration = 132 hours

3)

a)

i) Layered Architecture



ii) MVC Design Pattern

- Simultaneous development
- Multiple views for a model –Models can have multiple views
- High cohesion
 - MVC enables logical grouping of related actions on a controller together. The views for a specific model are also grouped together.
- Low coupling
 - The very nature of the MVC framework is such that there is low coupling among models, views or controllers

b)

i) *Note: Not sure of answer*

1. Define interface specification: operations, arguments, type signatures, and exceptions
2. Reuse: Existing libraries and Design Patterns – choose which design pattern best fits the system

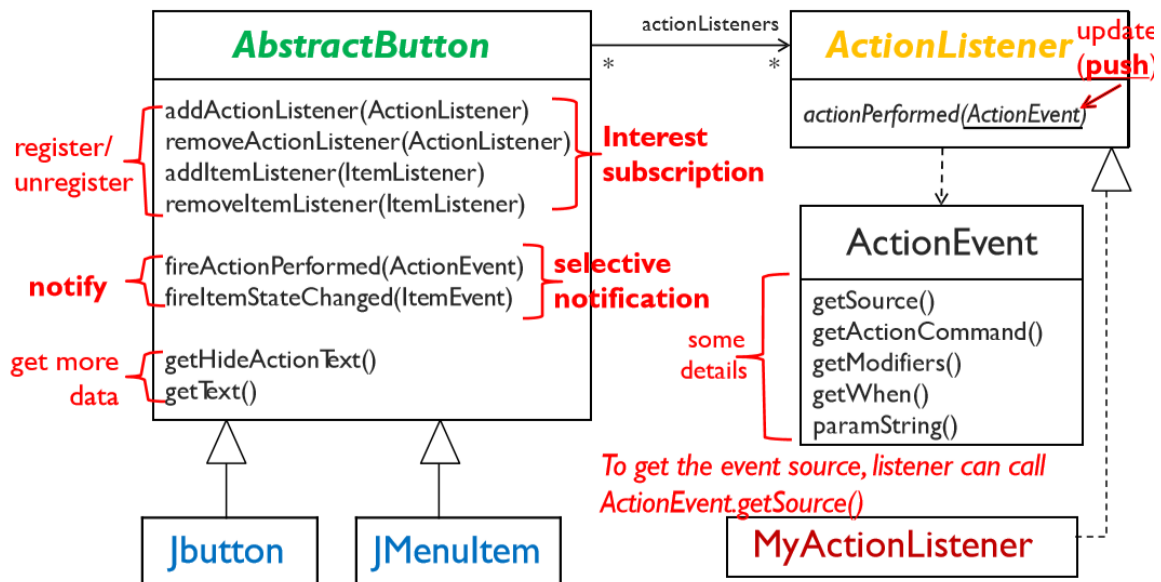
3. Restructuring: to meet the design goal maintainability, flexibility
4. Optimization: speed or memory

ii) Payment scenario in the VRS system. User can choose which credit card payment method (Visa, Mastercard etc) and the system can dynamically load the respective methods.

iii) Pull Update is when subject sends simple notification (via `Observer.update()`). The Observer calls back (via `Subject.getData()`) for details explicitly (if Observer is interested) – two way communication.

Push Update is when subject sends detailed information about the change (or update), whether Observer wants it (interested) or not – Observer does not need to call back – one way communication.

Java Swing Event Handling



- Register different interests
- Selective notification
- Push + Pull update

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20th CSEC – Past Year Paper Solution 2019-2020 Sem 1
CE/CZ2006 – Software Engineering

4)

a)

i)

1. Video Name	Valid EC: any name in ASCII format eg. ABC,abc,123,!@# Invalid EC: any characters not in ASCII format eg. Chinese, Arabic, Korean characters etc
2. Type of Video	Valid EC: Movie, TV, Documentary, Cartoon, Music Invalid EC: Any type which is not one of the above, eg. Comedy, Horror etc
3. Year of Video	Valid EC: 1900-2019 Invalid EC: <1900, >2019

ii)

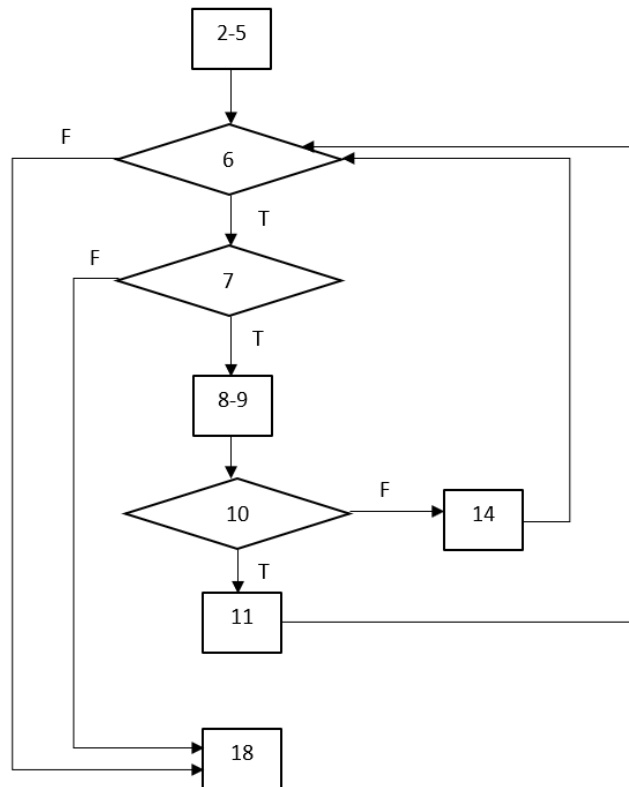
1. Video Name	2. Type of Video	3. Year of Video
No boundaries	No boundaries	Valid EC: 1899 , 1900, 1901 2018, 2019, 2020 Invalid EC: 1898 1899 1900 2019 2020 2021

iii)

Video Name	Type of Video	Year of Video	Expected Result
I'm Not Stupid	Movie	2018	Approve
881	TV	2010	Approve
Gambling King	Documentary	1997	Approve
Jimmy Neutron	Cartoon	2019	Approve
Mozart Collection	Music	1900	Approve
陈龙电影	Movie	2011	Reject
Scary Movie	Horror	2001	Reject
881	TV	1899	Reject
881	TV	2020	Reject

b)

i)



ii) $CC = 3+1 = 4$

iii)

Path	Custo mer	Amount	videoRecords.length	returnAmount (line10)	Output
2-5, 6, 18	Andy	10	0	0	10
2-5, 6, 7, 18	Andy	10	1	0	10
2-5, 6, 7, 8-9, 10, 14, 6, 18	Andy	10	1	-1	Late payment for video ABC is unsuccessful
2-5, 6, 7, 8-9, 10, 11, 6, 18	Andy	10	1	1	Late payment for video ABC is successful