

COMP 3111: Introduction to Software Engineering

Calendar System Phase 1: — Acceptance Testing

Group Number and Name: _____

(Graded by _____ TA email: _____)

Part A: Group Assessments (10%)		Score
A1 – Checkout a project from the version control system you used		/5
A2 – Log messages		/5
Part B: Individual Assessments (30%)		
Surname, other names and Student ID e.g. CHUNG Kai Lun Peter, 1234 5678,	Signature:	
		/30
		/30
		/30
		/30
		/30
Part C: Functional requirements (60%)		
C1 - Location information		/5
C2 - Event scheduling		/10

Part A: Group Assessments - Using a version control system (10%)

A1	Checkout a project The project should be tagged as “version 1”. Checkout an entire project from a source version control system that you used. <u>The project is tagged as “version 1” (1 marks) and it is successfully checkout (4 marks)</u>
A2	Log messages Show at least 2 commit log with appropriate messages (e.g. “xslafadl” is not an appropriate log message) <u>The first log message (1 mark) and the second log message (1 mark).</u> <u>Both messages must be meaningful (3 marks)</u>

Remarks (e.g. any strange things happen in this part?)

Part B: Individual Assessments - Answering code-level questions (30%)

Student(s) involved: For each feature, at most 2 students are involved. Please select the top 2 students with the most significant contribution if more than 2 students are involved.

Degree of explanation:

- Poor: unable to locate the codes related to that feature
- Average: able to locate, but need some group mates to help explain
- Good: able to locate and explain independently

Suggested time limit: 2 minutes for each feature

Instructions to TAs: Please rotate different kind of questions in marking different groups

Note: The grading of individual assessment will be conducted after the acceptance test. Your scores won't be affected by your teammates. For example, it is possible to have all teammates getting 30%, provided that the students involved are able to explain the features clearly.

	Feature	Student(s) involved	Degree of explanation (Poor/Average/Good)
B1	<u>Basic event scheduling (1):</u> <u>Explain how an event is</u> <u>scheduled and/or initialized</u>		

Part C: Functional requirements (60%):

C1	<p>Location information (5%)</p> <p>Add the following locations to the calendar system:</p> <ul style="list-style-type: none">• CS Lab 1• CS Lab 2• CS Lab 3• CS Lab 4 <p>Add the same location “CS Lab 2” to the calendar system again</p> <p><u>Check from GUI that the location information is available. (3 marks)</u> <u>An error message should be given for the second action OR the user interface won't be updated incorrectly (2 marks)</u></p> <p><i>Note: This graphic user interface is NOT provided in the base code. The requirements explicitly stated that students are required to add a graphic user interface to add location information</i></p> <p>Score of this part: _____</p>
C2	<p>Event scheduling (10%)</p> <p>A user creates an event with the following details:</p> <ul style="list-style-type: none">The date is set as 10-Apr-2015The start time is assigned to 8:00 amThe end time is assigned to 8:15 amThe event title is COMP3111 Test event #1The event frequency is set as one-timeThe event location is CS Lab 2, and it MUST be selected via a user interface (e.g. dropdown list)The event reminder and description are kept as empty <p>Ask the student to create the appointment and close the appointment window.</p> <p><u>An event should appear on both the day view and the month view. The day view should contain a summary. (2 marks)</u> <u>The month view should change the color for the day when the event is scheduled. (2 marks)</u> <u>The event location MUST be selected from a user interface (3 marks)</u> <u>Event should be saved after reopen it, (with all the entered information, and ready for modification). (3 marks)</u></p> <p>Score of this part: _____</p>

Remarks (e.g. any strange things happen in Part C?)

***** END OF PHASE I ACCEPTANCE TESTING *****

Return this sheet to the Assessor after your testing session.