Individual Activity - Prototype the detailed design using the previous input testbed solution

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Activity Kind

Individual Activity

Purpose

The purpose of this activity is to prototype the detailed design for the GUI Units input selection in order to surface issues and resolve them prior to finishing the production of the UML Sequence Diagram.

Pre-requisite

Students are expected to have completed

- Small Group Activity - Start a UML Sequence Diagram

Tasking

Each individual is expected to enhance their previous user interface testbed solution (the demonstration of the Finite State Machine error message handling) to prototype the solution for the scenario behind the UML Sequence Diagram the group is implementing.

Please do this work, as much as possible, by yourself. If you need help, get it from others other than your own small group, or from a mentor. The reason is that we want you to return to your group with a clear idea of what works and does not work in order to maximize the quality and benefit of the effort you will spend producing the final UML Sequence Diagram.

At each step in the prototyping effort, capture what you just did and how it worked as well as the step you are about to take. This flow, in your ENB, will be very valuable as you try to explain to your groupmates what transpired and why you believe what you do when it is time to produce the final UML Sequence Diagram.

Deliverable

Each individual member of the group is expected to provide evidence of the prototyping effort in their ENB and that the process specified was indeed followed. We are trying to produce serious professionals in this class, not hackers!

The students **must** also take notes during the activity and record any concerns or doubts in their ENB. If there are no notes from this activity in an individual's engineering notebook, our only conclusion must be that you did not participate.

Submission

Students are expected to **complete** this part of their ENB prior to starting the next activity.