

Headwords for the last Design Report

<i>This text is NOT.....</i>	1
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<i>General about hand in reports.</i>	1
<i>The Last Software Design Hand In Report.....</i>	2
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*This text is **NOT***

a solutions manual for writing a last report in the Design domain of the Computer Science study at KEA.

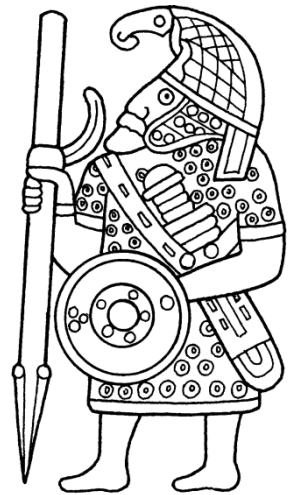
This text is

some advices and headwords to your report.

General about hand in reports.

Frontpage must contain :

- *Project name,*
- *Course name,*
- *Name of all participants (eventually their abbreviation),*
- *Date of hand in and*
- *Schools name*



*The next page could be the index with page number reference to any chapter-/segment. Remember that all pages **MUST** be paginated (i.e. with the page number).*

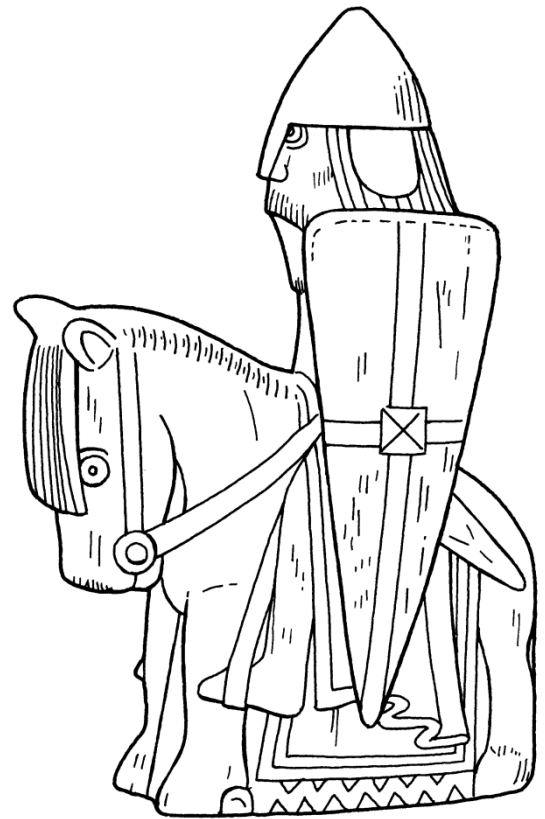
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*Any segment / chapter **MUST** be marked with the name of the person(s), who wrote it. If this is shown in the Index, it is fine.*

Any text should be proofread by one or more person outside your project. Most text (read: all) can be shorter and more precise. The context, the assumptions, the choices and the results should be as crystal clear as possible. Experience shows, that 20 % or more is superfluous (unnecessary). Well chosen figures, which illustrate the text can make a report much more readable. F.ex. look at this pages ;-)

All figures must have a number for future reference and eventually a short explaining text.

*Any part of the report, which is taken from anywhere else, **MUST** be marked with the origin. Otherwise it will be taken as plagiarism, which eventually can lead to an expelling from the study.*



The Last Software Design Hand In Report

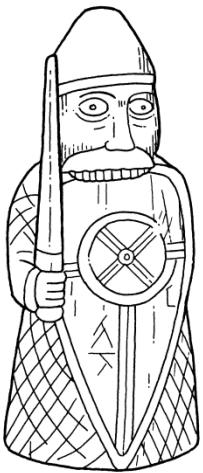
*Remember, that it is **very important**, that you as a computer scientist **can argue** on an equal level with other Computer Scientist on any topic below !*

- 1. Background for the project.*
- 2. Business Vision – i.e. the user(s) plans and wishes*
- 3. The project groups delimitation*
- 4. ITO – the relevant analysis*
- 5. Choice of Process (UP/Agile/Test Driven Development...) and tools (UML, Scrum, Unit test,)*
- 6. Development of user(s) ideas (Use Cases, User Stories,)*

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7. *Relevant Domain Models should be planned.*
8. *Analysis of requirements (What are they?, Do we have them all? , ...)*
9. *Estimation of project with clear milestones including reviews.*
10. *Plan and implement project reporting tool(s). Dependent on 5., 8. & 9.*
11. *Choice of Metrics - which, why or why not*
12. *Split off project to smaller problems.*
13. *Define the Layers and the Packages.*
14. *Prototyping / User Interface ?*
15. *Sketch of solution to the smaller problems (Patterns)*
16. *Plan the activities (f.ex. Data Flow Diagrams, State Design Diagram, Activity Diagram to mention a few)*
17. *Plan the User - Software communication (SD and SDDs)*
18. *Plan Test Strategies (before the first line of code!)*

And remember - it is not all bullet points, which are relevant in all projects.



Version

Pictures are from :

Viking Design, Dover Publication, Inc.

This text is up for revision and review.

If you have any suggestions, then please forward them.

