

## CS 255 Module Eight Journal – README Reflection

### **Summary of the DriverPass Project**

DriverPass was a project where we acted as a software team designing a system for a fictional driving school. The client, DriverPass, wanted a system that would help manage student registrations, lessons, practice tests, scheduling, and payments. Our goal was to understand what the client needed and design a system that would meet those needs clearly and effectively.

### **What I Did Well**

I feel I did a good job identifying and organizing the functional and non-functional requirements in the business requirements document. I also made sure my system design matched those requirements by creating detailed UML diagrams that showed how users would interact with the system.

### **What I Would Revise**

If I could revise one part, I would go back and improve the consistency of my UML diagrams. Some parts of the sequence diagram could be more detailed to better reflect how the system handles lesson scheduling. I would add clearer notes and labels to improve readability.

### **Interpreting User Needs in System Design**

To understand the user's needs, I focused on what the students, instructors, and administrators needed to do in the system. I used user stories and functional requirements to guide the system design. This helped make sure the system would actually be useful and user-friendly. It's important to keep the user in mind during design, because if the system doesn't work well for them, it won't be successful no matter how well it's built.

### **My Approach to Designing Software**

When I design software, I start by gathering requirements from the client or user. Then I break down the tasks and create diagrams to visualize how everything works together. In the future, I plan to use more detailed use case and activity diagrams, and I will continue using UML tools to map out the system early on before building anything.