Lab 12: CS 370 Introduction to Software Engineering

Team#: 3

Team Project Title: GetGainz

	First Name	Last Name	CSUSM account ID	Contribution Percentage
1	Noya	Hafiz	201170234	25%
2	Carlos	Avila	200257842	25%
3	Cherishma	Jalaparti	200827710	25%
4	Nicholas	Brodsky	200324415	25%

Project Progress monitor: Requirements (100%), Code (50-60%)

Refer to Teamwork Peer Evaluation.docx for how each team member will get a grade from the project. The peer evaluation form is provided earlier for your attention; it is NOT due until the end of the semester. The peer evaluation is designed to be a positive push so that you are self-motivated to do your best and learn the most out of doing the project. I also hope that each team will complete a project that you feel proud of even years later.

Problems: System Behavioral Design (100 points)

In this lab, we practice documenting system behavioral designs using UML activity diagrams and/or UML state diagrams. As a reminder,

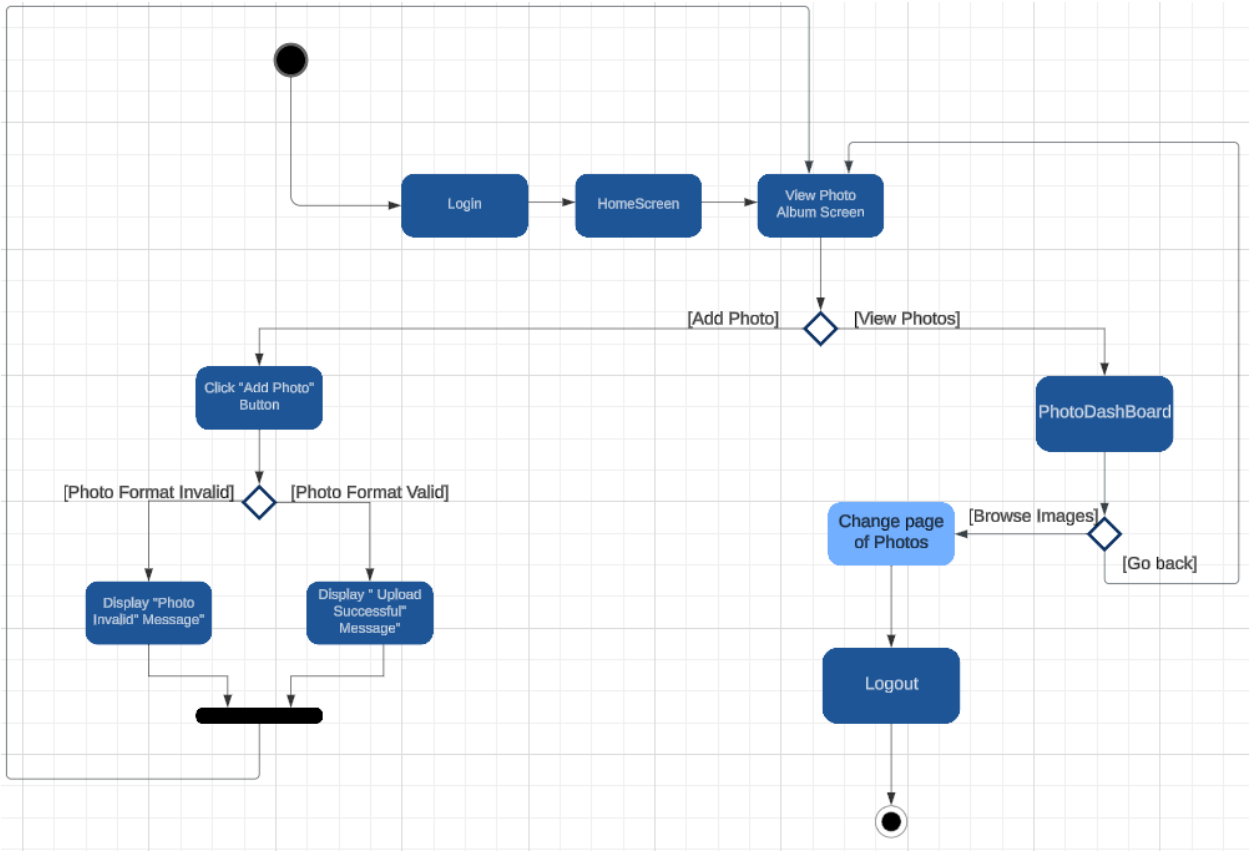
- A UML activity diagram can be used to document the process logic of your application or a complex algorithm;
- A state diagram can be used to document the behavior of a "stateful" object. If your system has multiple GUI screens, each screen can be treated as a state and state transitions are triggered by use navigations (button or link clicks).

Because you are working on different projects, I would NOT specify what parts of your system should have a behavioral design. Instead, each team should work together and select **at least 3 places** where it is worthwhile to document the system behavior. By "worthwhile", your design should cover appropriate level of details (or complexity) so that it offers clear guidance for a

developer to translate it into code. For each behavior design, select the most appropriate (either UML activity or UML state) diagram type to document it. You should use an UML editor to draw your designs in standard notations (note that some tools do not conform to standard UML notations).

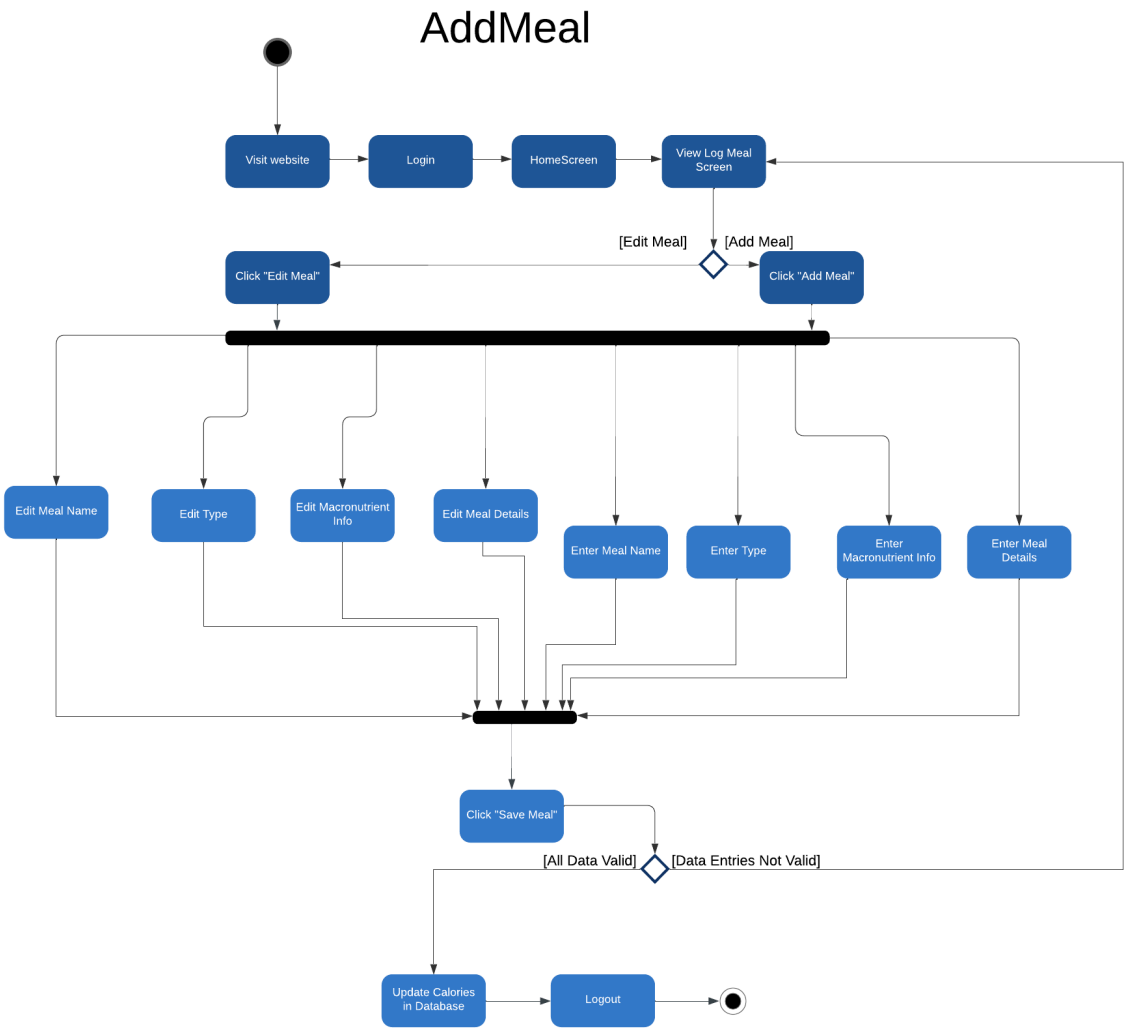
Paste your diagrams (high-resolution pictures) here inside this report and submit it through CANVAS to this graded assignment.

PhotoAlbum:



Lab 12: CS 370 Introduction to Software Engineering

Meals Log Screen:



WorkOut Calendar:

Lab 12: CS 370 Introduction to Software Engineering

AddWorkout