CSE461 – Software Engineering Mid-Semester PART B - Spring 2022

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Solutions:

Questions:

a) (10 points)

Describe each usage of a design pattern in the design you created. Your description of the role for each participant should not be the generic role specified in the GoF text for a pattern participant. Describe the role in the context of this application. It should be clear to the reader that 1) the class is indeed playing the specified role in the pattern, and 2) the role addresses a feature, requirement, or need stated in the system description. Identify anyplace where you needed to stretch the standard pattern to fit this application. You may use the template table as many times as you need.

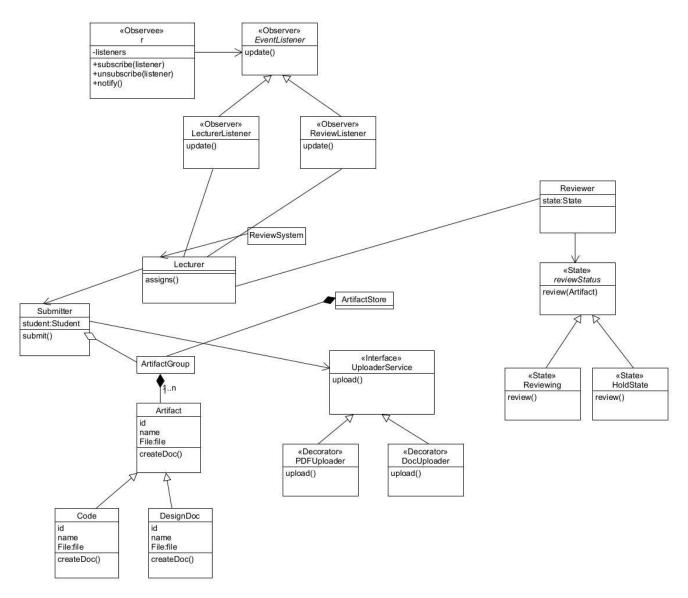
Sol:

Generic GoF Pattern Name: Participants (context specific):			
	Artfact	Submitter,Lecturer,Reviewer	
	Lecturer	Lecturer	
	ReviewControl	Lecturer,submitter,reviewer	

b) (12 points)

Provide UML class diagram that visualizes your design along with a short description that highlights the important aspects of the structure. You should focus on the positives and negatives of your design. Specify the relationships among the classes (inheritance, association, aggregation, composition, cardinality, navigability, and stereotype labels). You do not need to specify instance data in the class diagrams.

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Submit your answers to PART-B as a PDF document via MOODLE!