## COMP 246 Part C: System design document con’td - Design patterns, User’s Interface ( UI/UX) and Deployment diagram. Please refer to Professor Mohamed Khan, course lead, for any edits to this document.

### This assignment builds on the Software Design Architecture that began in Part B.

### Package Part A with B & C in a complete set of your Software Requirements and Design Specifications for the software development.

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| **Due: Week 13 – See Assignment Folder**  **Section 1.0 Corrections to Design Specifications Part B** | 1.0 |  |
| **Part C**  **Section 1. Software Design Patterns** |  |  |
| Common Design Patterns:  Reference  https://en.wikipedia.org/wiki/Design\_Patterns  List 3 software design patterns that are most applicable to your software design project with a simple explanation for each pattern. You should restrict your choice among the software design patterns mentioned in the course outline (Singleton, Facade, Adapter, State, Composite, Observer: see the rows corresponding to Weeks 10, 11, 12). In addition, two more design patterns, namely, Strategy and Bridge are also available to you. In case you want to apply one or both of them in your project, you have to research their details on your own from the website <https://en.wikipedia.org/wiki/Design_Patterns>  (This website enumerates all the design patterns from the book “Design Patterns: Elements of Reusable Object-Oriented Software” by Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides. This book is considered the authoritative work on Design Patterns.) | 1.0 |  |
| **Section 2 Using common software design patterns** |  |  |
| Map each of your design subsystem components into a “Pattern-Organization table”  For each Design Subsystem component, choose any of the design patterns from your list that are applicable, and modify the UML design architecture if necessary.  You may use the Pattern Organization template given in your textbook. Template is also provided in the Term Project Part C folder | 3.0 |  |
| **Section 3: UI/UX design** |  |  |
| Apply the Three golden rules of User’s Interface design | 3.0 |  |
| See link to make use of the following user Interface design patterns:  <http://ui-patterns.com/patterns>  Use any suitable tool for the UI/UX design  Perform this exercise to show the UI/UX for TWO design components. Home Page and Navigation Pages. Pay careful attention to the User’s Stories to ensure consistency. |  |  |
| **Section 4: High level Component/Deployment Diagram** |  |  |
| Create a Component/deployment diagram for your system.  Helpful links:  <http://www.agilemodeling.com/artifacts/deploymentDiagram.htm> | 0.5 |  |
| **Section 5:** Update the Gannt chart to include Part C Tasks | 0.5 |  |
| **Section 6 :** Project Presentation |  |  |
| Prepare a Powerpoint presentation, a max of 12 slides for a group presentation to the rest of the class. | 3.0 |  |  |  |
| Total | 12.0 |  |  |  |

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e.g COMP 246-AAA-Part A-B-C

The names of the Group Members must appear on the documentation cover page.

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