

Deliverable #3 Template

SE 3A04: Software Design II – Large System Design

1 Introduction

This section should provide an brief overview of the entire document.

1.1 Purpose

- a) Delineate the purpose of the document
- b) Specify the intended audience for the document

1.2 System Description

- a) Give a brief description of the system. This could be a paragraph or two to give some context to this document.

1.3 Overview

- a) Describe what the rest of the document contains
- b) Explain how the document is organised

2 State Charts for Controller Classes

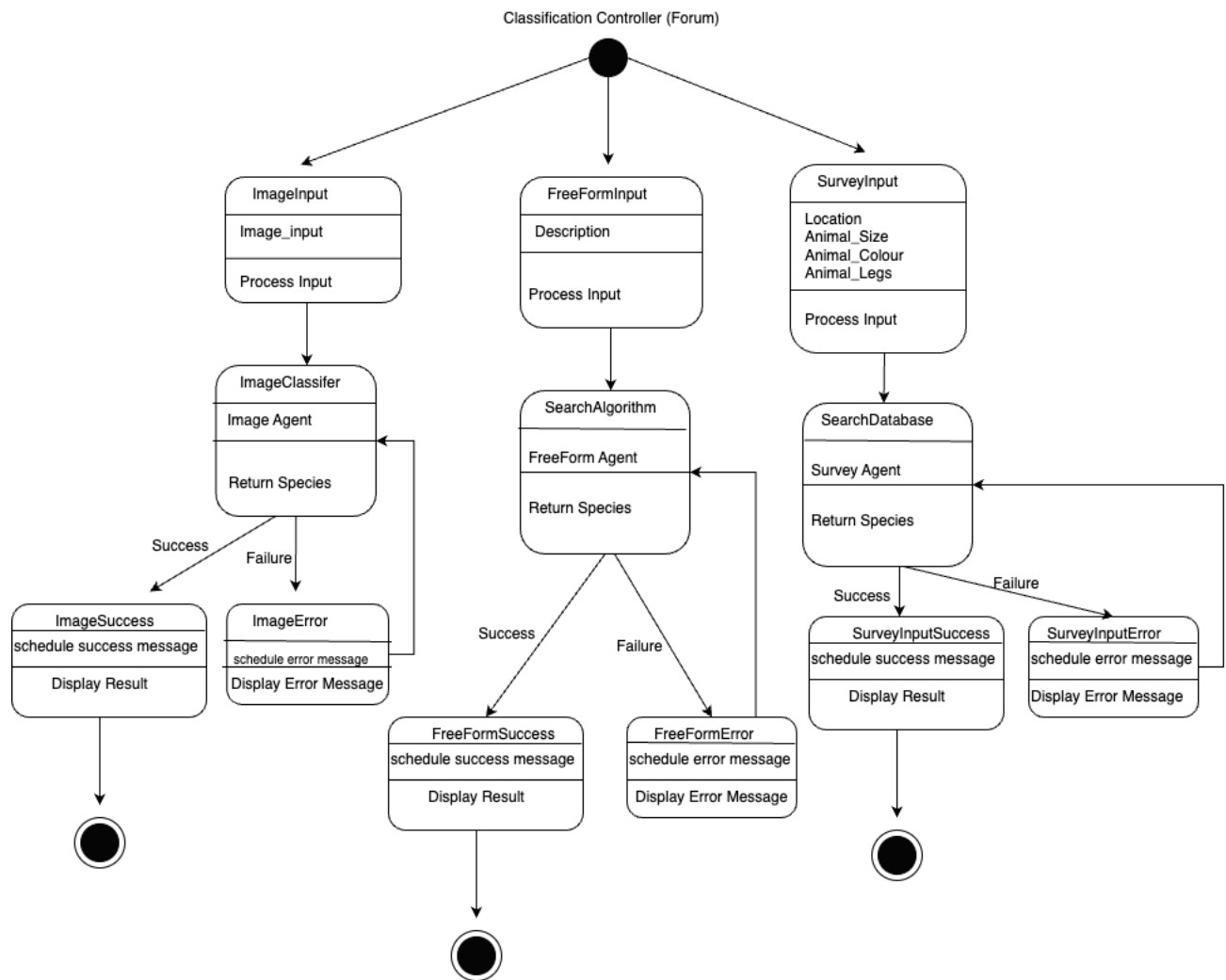


Figure 2.1: Forum Controller State Chart Diagram

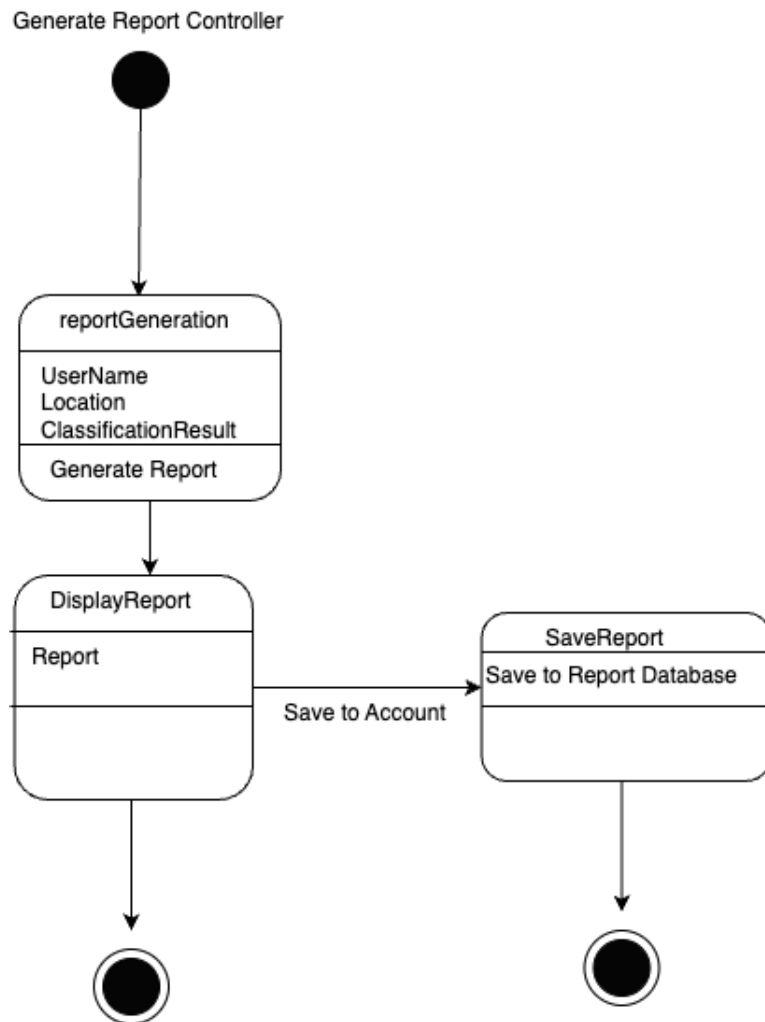


Figure 2.2: Generate Report Controller State Chart Diagram

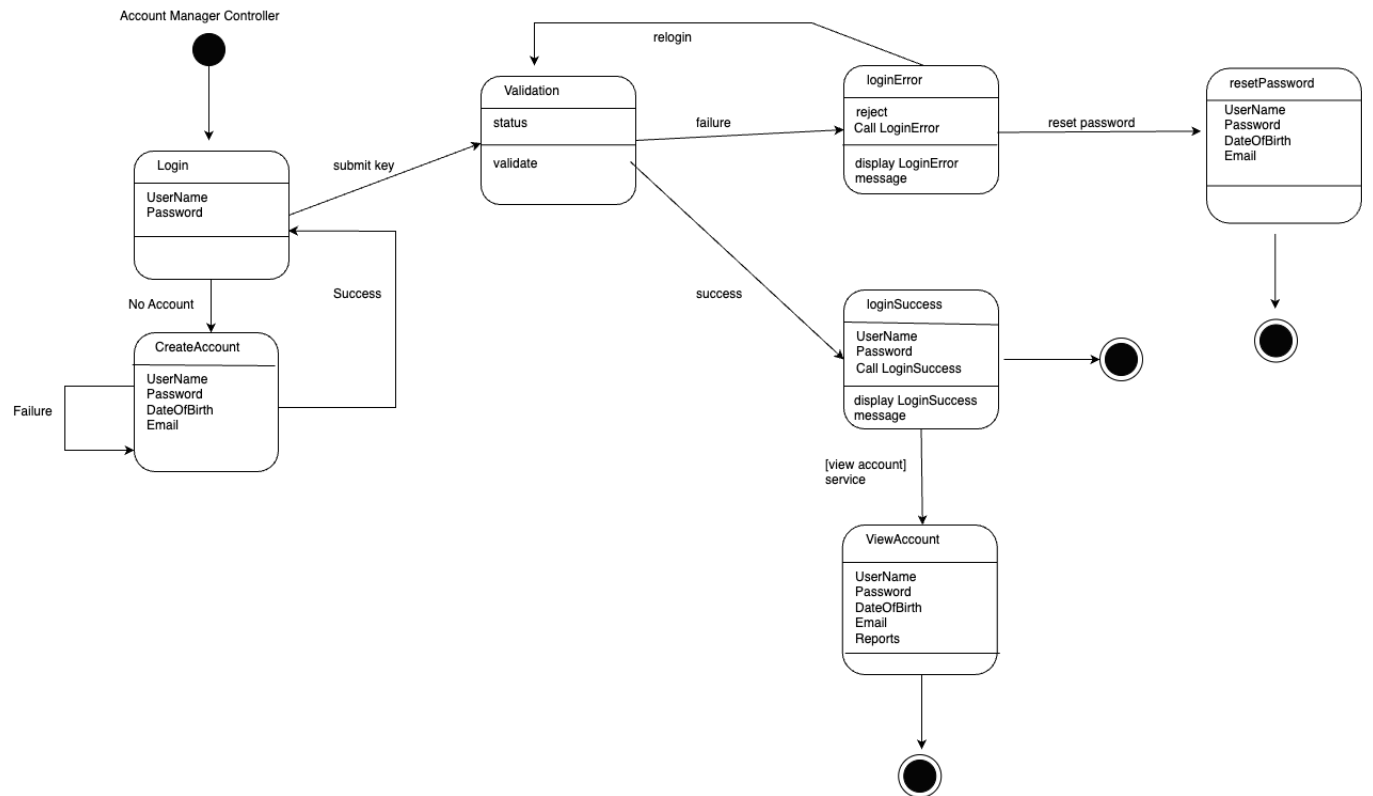


Figure 2.3: Account Manager Controller State Chart Diagram

3 Sequence Diagrams

This section should provide a sequence diagram for each use case of your application.

4 Detailed Class Diagram

This section should provide a detailed class diagram for your application.

A Division of Labour

Include a Division of Labour sheet which indicates the contributions of each team member. This sheet must be signed by all team members.

IMPORTANT NOTES

- You do NOT need to provide a text explanation of each diagram; the diagram should speak for itself
- Please document any non-standard notations that you may have used
 - *Rule of Thumb*: if you feel there is any doubt surrounding the meaning of your notations, document them
- Some diagrams may be difficult to fit into one page
 - It is OK if the text is small but please ensure that it is readable when printed
 - If you need to break a diagram onto multiple pages, please adopt a system of doing so and thoroughly explain how it can be reconnected from one page to the next; if you are unsure about this, please ask me
- Please submit the latest version of Deliverable 1 and Deliverable 2 with Deliverable 3
 - They do not have to be a freshly printed versions; the latest marked versions are OK
- If you do NOT have a Division of Labour sheet, your deliverable will NOT be marked