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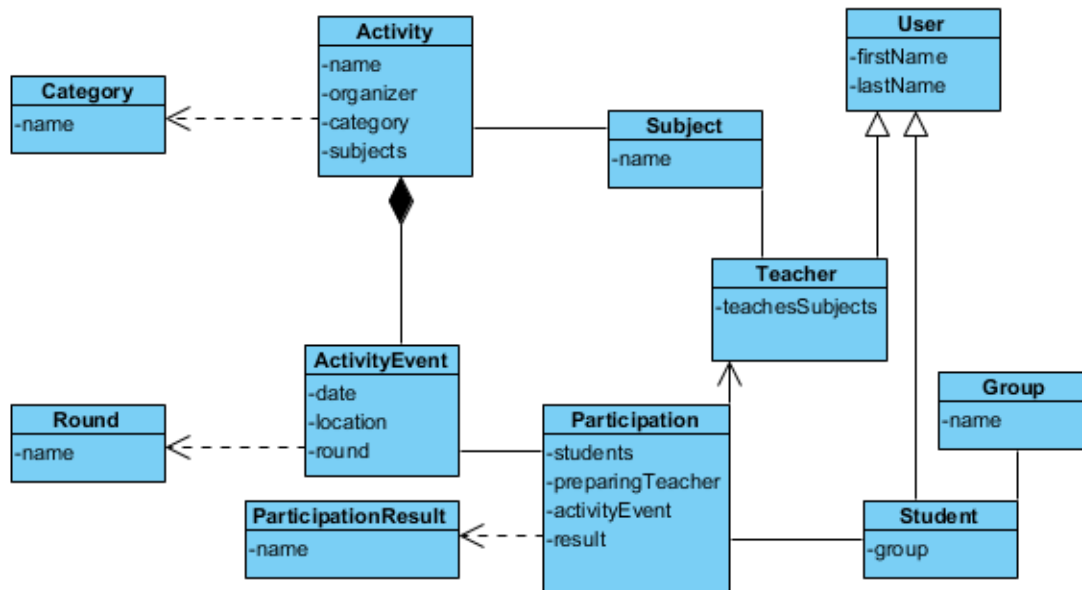
Student performance tracker
Analysis and Design Document

I. Elaboration – Iteration 1.1

1. Domain Model

The system records student participations in contests and activities. Each contest has a name, an organizer and belongs to a given category and can be about some subjects. A contest has one or more rounds, each round has location, a date when it took place. Students participate (individually or in teams) in one or more rounds of a contest, where they obtain results, students may be prepared for the round by a teacher.

Participations earn students and teachers points, depending on the category, the round and the placement (result).

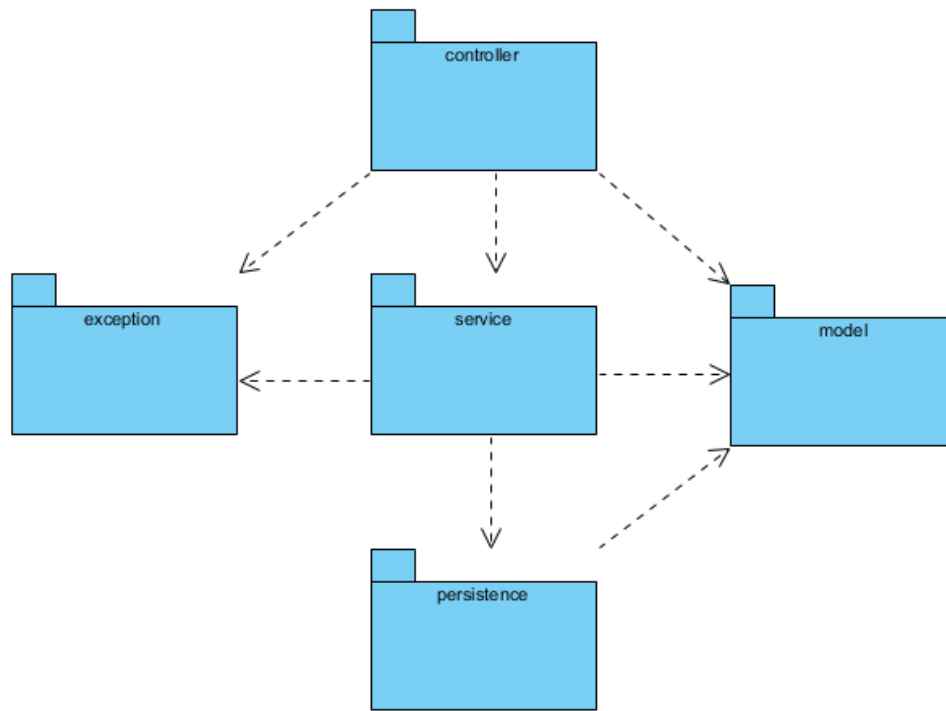


2. Architectural Design

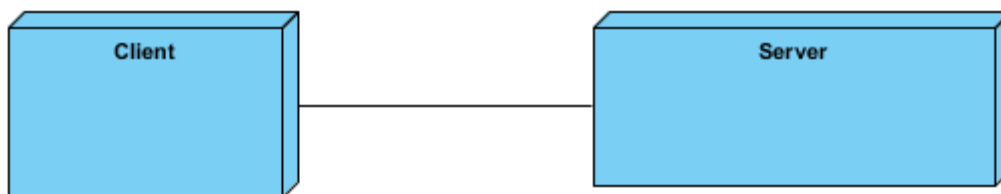
2.1 Conceptual Architecture



2.2 Package Design



2.3 Component and Deployment Diagrams



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II. Elaboration – Iteration 1.2

1. Design Model

1.1 Dynamic Behavior

[Create the interaction diagrams (1 sequence, 1 communication diagrams) for 2 relevant scenarios]

1.2 Class Design

[Create the UML class diagram; apply GoF patterns and motivate your choice]

2. Data Model

[Create the data model for the system.]

3. Test Strategy

[Present the used testing methods and the associated test case scenarios.]

III. Elaboration – Iteration 2

1. Architectural Design Refinement

[Refine the architectural design: conceptual architecture, package design (consider package design principles), component and deployment diagrams. Motivate the changes that have been made.]

2. Design Model Refinement

[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices. Deliver the updated class diagrams.]

IV. Construction and Transition

1. System Testing

[Describe how you applied integration testing and present the associated test case scenarios.]

2. Future improvements

[Present future improvements for the system]