

# Any questions from last week?

**0 questions**  
**0 upvotes**



# SIT773 - SOFTWARE REQUIREMENTS ANALYSIS AND MODELLING

---

- Lecture 10: Wrap up
- Dr Hourieh Khalajzadeh (Hannah)
- School of Information Technology
- [hkhalajzadeh@deakin.edu.au](mailto:hkhalajzadeh@deakin.edu.au)





# Outline

- Revisiting the unit content
- Learning Summary report submission
- Portfolio submission
- How will you be graded?
- Feedback on the unit delivery

```

mirror_mod = modifier_ob.
Start mirror object to mirror
mirror_mod.mirror_object

operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

```

```

#selection at the end -add
mirror_ob.select= 1
modifier_ob.select=1
context.scene.objects.active
("Selected" + str(modifier_ob))
mirror_ob.select = 0
= bpy.context.selected_object
data.objects[one.name].select
print("please select exactly

```

--- OPERATOR CLASSES ---

```

types.Operator):
    X mirror to the selected
object.mirror_mirror_x"
mirror X"

```

```

context):
context.active_object is not

```



The background of the slide features a 3D rendering of interlocking puzzle pieces. Most pieces are light gray, while one piece in the upper right quadrant is a vibrant red. The lighting creates soft shadows, giving the pieces a three-dimensional appearance. On the far left, there is a solid black vertical band, and within it, a small orange horizontal rectangle is positioned near the top.

# Revisiting the Unit Content



# Recap of Topics covered

Lecture 1	Why study software systems, ethical concerns, understanding the problem domain and identifying pain points
Lecture 2	Understanding the problem domain and visualising it through context diagrams and domain models
Lecture 3	Documenting requirements as functional and non-functional, and creating traceable requirements
Lecture 4	Modelling requirements through user stories, usage scenarios
Lecture 5	Modelling requirements through use case diagrams, activity diagrams and wireframes
Lecture 6	Managing input and output data: types of data, validation and verification checks
Lecture 7	Software development Life Cycles (SDLCs)
Lecture 8	Planning the project and keeping track of team's progress using tools like Trello
Lecture 9	Finalising development: Customer sign-off, user acceptance testing



# Software Development Life Cycle (SDLC)

	Planning	find scope, cost, team, risks etc related to the project
	Analysis	understand the user needs and the context of use
	Design	Explore potential solutions, and finalise one
	Development	development begins across the team
	Testing	tests the s/w for errors: automated and/or user testing
	Deployment	s/w is released to users in real-world setting
	Maintenance	vendor provides support for upgrades and bug fixing.

A solid orange horizontal bar.

# Learning Summary Report



# Writing your Learning Summary report



Self-reflection process on what you have learnt through this unit



making a case that you should be awarded your targeted grade.



be clear and concise in arguing for your targeted grade (use examples like the tutor's positive feedback)



# Learning Summary report template

- Report summary is attached in 10.1P task resources.





# Unit Learning Outcomes (ULOs)

ULO1	Make sense of stakeholder ideas to <i>identify and document software system functional requirements</i> by applying core principles and approaches of system analysis.
ULO2	Create and explain <i>logical models</i> that represent systems and their operations to document requirements.
ULO3	Identify and explain <i>non-functional requirements</i> and analyse the feasibility of non-functional constraints on the operation of the system.
ULO4	Produce a logical plan that explains the <i>process for translating the requirements into a working software system</i> drawing from established methodologies.
ULO5	Justify achieved outcomes through providing relevant evidence and critiquing the quality of that evidence against given criteria



# Deadlines for Learning Summary report

- 26th Sep: Draft Learning Summary report due for feedback (all tasks must be finished by 25th Feb)
- 7th Oct: Final Learning Summary report due with portfolio
- Final Learning Summary is NOT listed as a task




# Any questions?



**0 questions**  
**0 upvotes**






A solid orange horizontal bar.

# Portfolio Submission





# Submitting your Final Portfolio

- 
- You will be graded only if you have submitted your portfolio
  - Watch the video in article 10.7 on Cloud Deakin
  - Attach Learning Summary Report, and all tasks required for the targeted grade
  - What if some tasks have not received any feedback? - attach them as well



# Any questions?



**0 questions**  
**0 upvotes**





A solid orange horizontal bar.

How will you be graded?



# Grades

Pass: 50- 59 marks (20 P tasks including 9 weekly quizzes)

Credit: 60- 69 (6 C tasks)

Distinction: 70-79 (4 D tasks)

High Distinction: 80-100 (1 HD task)

The background of the slide features a 3D rendering of interlocking puzzle pieces. Most pieces are light gray, but one piece in the upper right quadrant is a vibrant red. The lighting creates soft shadows, giving the pieces a three-dimensional appearance. On the far left, there is a solid black vertical band, and within it, a short, horizontal orange line is positioned near the top.

# Feedback on the unit delivery



# What did you like the most about this unit?

I have learned how to plan to develop a software in reality

And how to analyze the problem

I liked the ontrack system, and how we built on the analysis week to week following the same case studies. I also found the workshops very helpful to help understand anything that i struggled to under

The checking of the assignments is sometimes ambiguous and confusing when a different tutor grades them, making it hard to understand the lecturer's expectations.

# What parts of the unit should be improved?

I liked the ontrack system, and how we built on the analysis week to week following the same case studies. I also found the workshops very helpful to help understand anything that i struggled to under

Reduce number of task

Some of the assessments felt unrelated to what was done in the lecture or the week.



The background of the slide features a 3D rendering of interlocking puzzle pieces. Most pieces are light gray, but one piece in the upper right quadrant is a vibrant red, standing out prominently. The lighting creates soft shadows, giving the pieces a three-dimensional appearance.

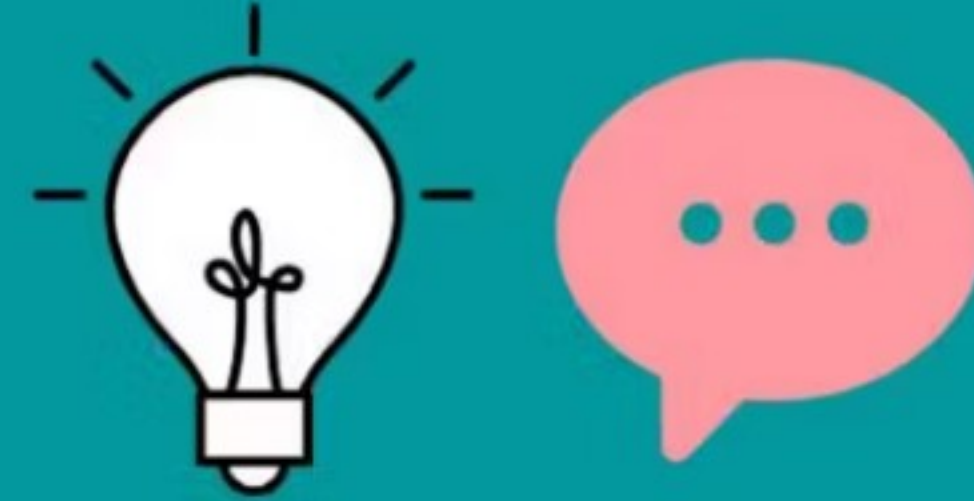
# Feedback on eVALUate

<https://deakin.bluera.com/deakin/>





# Giving feedback on eVALUate



## DO



- ~ Be polite and respectful
- ~ Be human and considerate
- ~ Comment on specific issues
- ~ Be objective
- ~ Focus on the issue not personal traits
- ~ Aim for balance about what was helpful and what you would like to see improve.

## DON'T



- ! Make it personal
- ! Be judgemental and insulting
- ! Use derogatory, sexist or racist language
- ! Go on a massive rant
- ! Be a troll



# eVALUate is now open

This is your chance to give feedback  
Scan the QR Code to go directly to your survey





# Any questions?



**0 questions**  
**0 upvotes**



# Thank you!

"With every end comes a new beginning" -  
by Seneca

