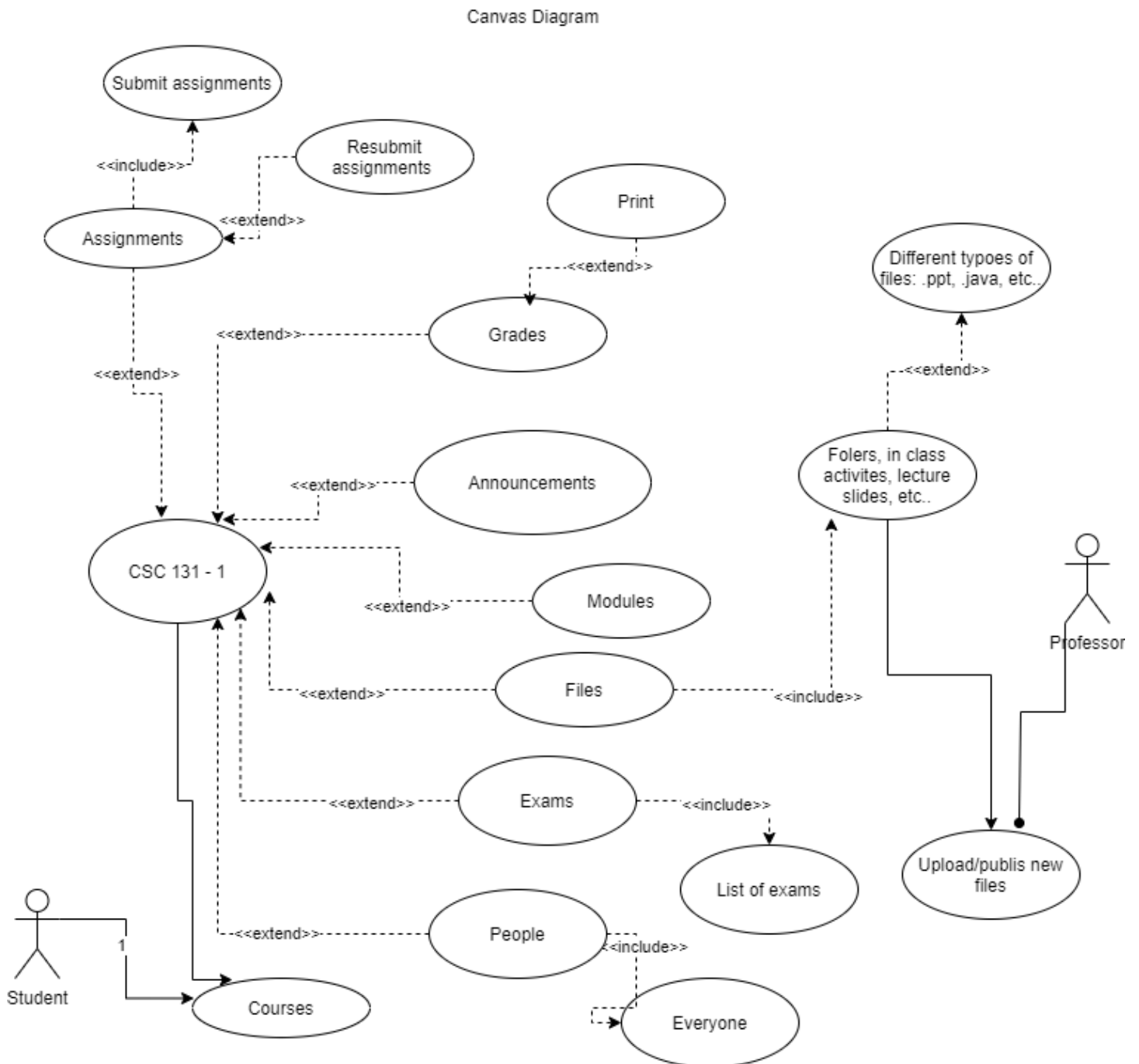


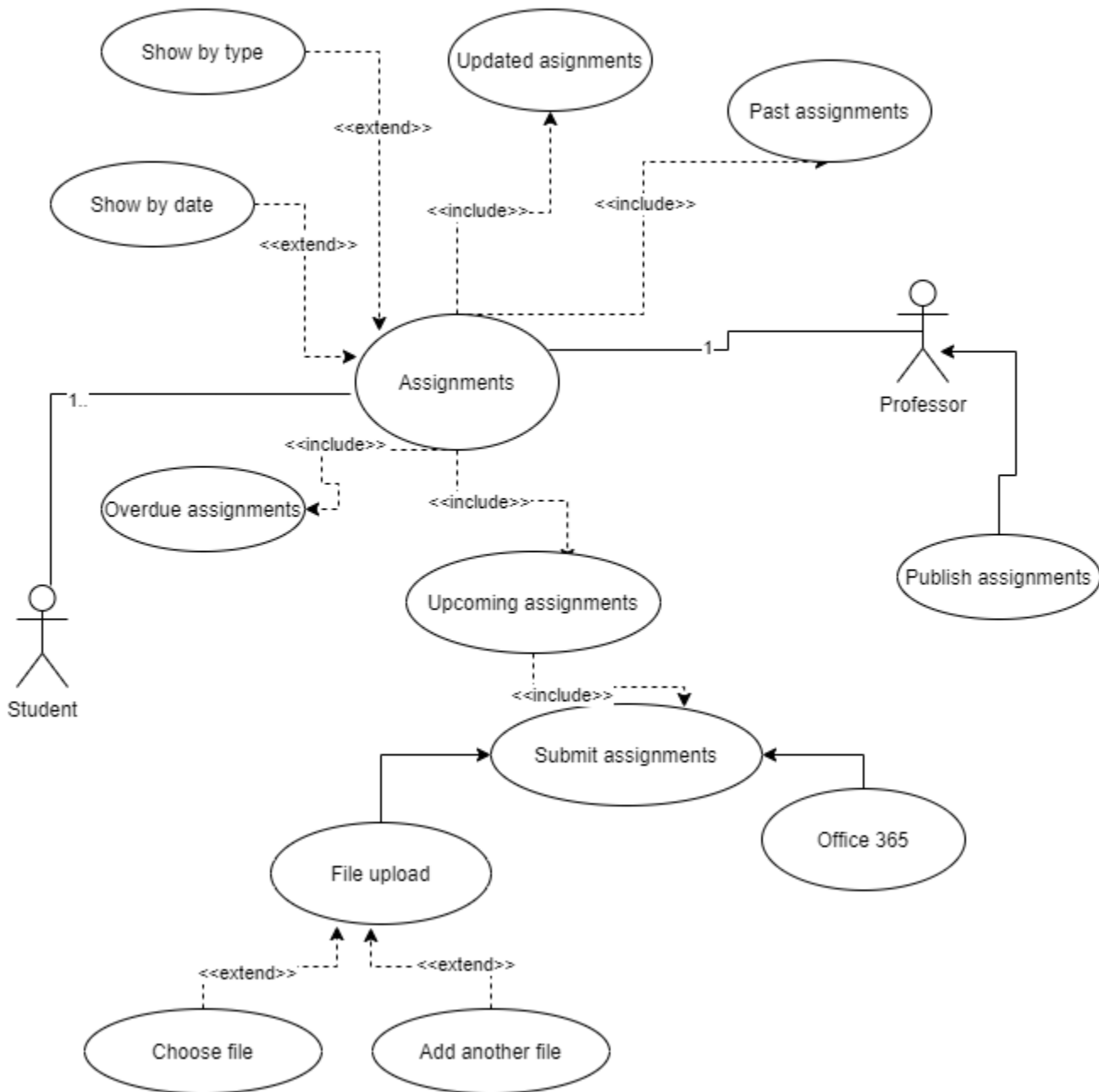
# Assignment: Use Case, Scenario, & Interaction Design

## Diagram A



## Diagram B

Submitting Assignments on Canvas



## Use Case, Scenario, and Interaction Design Principles

- a. Who is/are the actor(s)?
    - Students, TA, Professor.
  - b. Use case name?
    - Grades
  - c. What can they do?
    - Post modules, announcements, assignments, grades, people, files, and quizzes.
- ❖ Stakeholders and Needs
    - Provides up-to-date grades published by either TA or Professor.
    - Must have the title of the assignment graded along with published grade.
    - Must have a total percentage or the course grade listed anywhere on top of the page.
  - ❖ Preconditions
    - Course for which grade is being viewed should be listed.
    - Name of the student should be listed.
    - All the sperate categories that contribute to the total grade should be included.
  - ❖ Postconditions
    - A tab for selecting the course grade that a student wants to view.
    - A tab for arranging how the student wants to view their grade if its by due date, tittle, module, or assignment group.
    - Student should get notification to check their grades when its adjusted.
  - ❖ Trigger
    - Either TA or Professor publishes grades which students view, or a grade change occurs which then students could also view.
  - ❖ Basic Flow
    - A grade is published for students.
    - The student gets a notification.
    - The student checks the grade that has been adjusted.
    - If a mistake seems to occur in grade adjustment, an option to modify and change the grade will be implemented by the TA or the Professor.
    - The grade is updated after fixing mistake.
    - Students check and verifies corrected grade.
  - ❖ Extension
    - A button to show the “what-if” scenario and the “revert to actual score”.
    - A button to show all the details for all the grades posted and an option to close all the details.
    - A button to print the listed grades.

**SAC:**

**Simplicity:** Canvas is simple and user friendly as a user can access a specific thing under a specific tab when navigating. For instance, if a user wants to access lecture notes under a course, they will be under the Files tab and in the lecture slides folder.

Name	Date Created	Date Modified	Modified By	Size
interfaces-multiple-uses-JChidella-12-...	Dec 8, 2020	Dec 8, 2020		3.3 MB
time-scope-cost-principle.pdf	May 5, 2020	May 5, 2020		522 KB
Types of Coupling	May 7, 2019			--
UML video links.pdf	Apr 18, 2019	Apr 18, 2019		93 KB
Week01_Introduction.pptx	Sep 2, 2020	Sep 2, 2020		3 MB
Week02_Activity Diagrams.pptx	Feb 3, 2021	Feb 3, 2021	Jagannadha Chi...	6.5 MB
Week02_Software Processes.pptx	Jan 22, 2019	Jan 22, 2019		13.2 MB
Week03_Requirements_new.pptx	Jan 22, 2019	Jan 22, 2019		1.9 MB
Week03_User stories.pdf	Feb 3, 2019	Feb 3, 2019		860 KB
Week04_new_Interaction Design_ver...	Apr 27, 2019	Apr 27, 2019		4.1 MB
Week04_Software Quality.pptx	Jan 22, 2019	Jan 22, 2019		1.2 MB
Week05_Architectures.pptx	Jan 22, 2019	Jan 22, 2019		3.8 MB
Week05_Engineering Design_new.pptx	Jan 22, 2019	Jan 22, 2019		1.1 MB

**Accessibility:** Canvas is accessible in terms that a user can use keyboard shortcuts to navigate through the website. A user can also use a screen reader which allows a disabled person to see or hear the text.

**Consistency:** The format of canvas is consistent as all the tabs are aligned and similar in shape. The structure under each tab is the same for all the components. If a user accesses the home tab under a course, they see many boxes with similar layout for the things they covered within each academic week.

1. Introduction (Week 1)

Slides & Reading

Week01\_Introduction.pptx

Introduction.pdf

UML video links.pdf

Assignments

2. Activity Diagram & Processes (Week 2)

Slides & Reading

Week02\_Activity Diagrams.pptx

Week02\_Software Processes.pptx

Processes.pdf

Assignment

CAP

Contrast: On Canvas all the buttons appear green which pops out from the white background. On the assignments tab there is a submit button which stands out.

### HW04- Use Case, Scenarios, UI Design

Submit Assignment

Due

Monday by 11:59pm

Points

100

Submitting

a file upload

File Types

pdf

Available

Feb 23 at 11:59pm - Mar 19 at 11:59pm 24 days

Instructions: [Use Case-Scenarios-Interaction Design.docx](#)

Submission: Please submit a PDF version of the worksheet through Canvas.

FYI:

- [Instructions on how to download Visio 2016.pdf](#)
- [Alternative to Visio](#)

\*\*PLEASE NOTE\*\*:

You may complete the UI Design after our class on Interaction Design.

After completing both, you may submit the assignment.

Alignment: A grid is used to portray grades on Canvas where the assignment names, their due dates, and results for the assignments are shown lined up.

Course

Arrange By

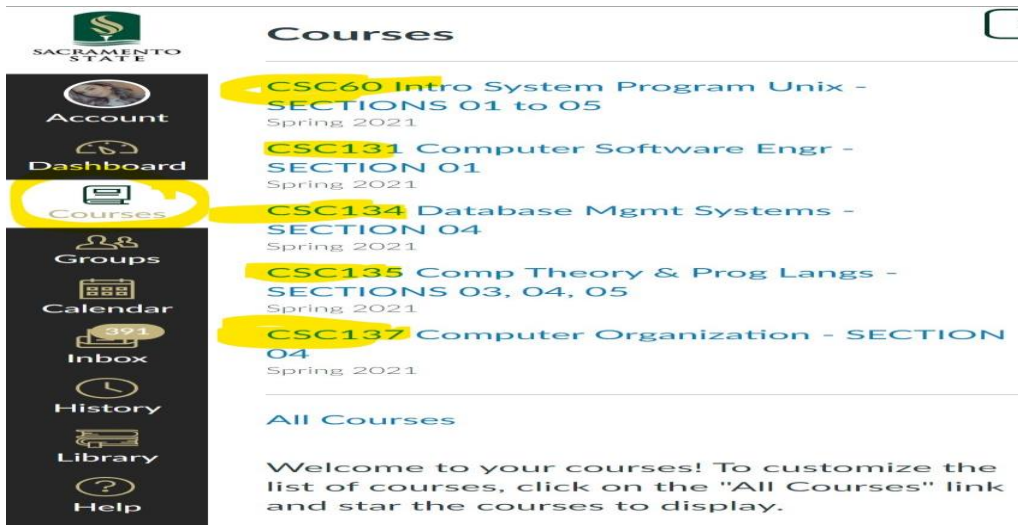
CSC131 Computer Softwai

Due Date

Apply

Name	Due	Status	Score	Out of
CodingBat-1 (AP-1)	Feb 8 by 11:59pm		50	50
CodingBat - 2 (String-3)	Feb 22 by 11:59pm		50	50
One Picture, One Paragraph	Feb 26 by 11:59pm		25	25
HW02 Activity Diagram (Find Max)	Mar 5 by 11:59pm			50

Proximity: When a certain tab is clicked, all the items in that group appear together. When the tab is selected, all the courses being taken appear together since they are related to the category “Courses”.



## FeVER

**Feedback:** Under the tab “Grades”, a student can elevate their future hypothetical grade by adding a temporary “What-if” scenario grade. This is acknowledging the user’s interaction with Canvas by showing an output in accordance with the actions of the user’s input. The inputted grade will result in a certain output grade, but the user can click the blow arrow next to the input grade to revert to the original grade for the actual output grade. This is controlled action by the user “student”.

HW04- Use Case, Scenarios, UI Design Mar 15 by 11:59pm 100

**Visibility:** A user /student of Canvas can access files uploaded by another user or professor and download them. The file being downloaded shows its state for better visibility for the user as to what Canvas is doing.

Name ▲	Date Created	Date Modified	Modified By	Size
 Activities	Feb 6, 2019			--
 HW03- Class Diagrams.docx	Feb 25, 2019	Feb 25, 2019		4
 HW04- Use Case-Scenarios-Interactio...	Feb 18, 2019	Feb 18, 2019		1

**Error Prevention:** Many error prevention methofs are provided on Canvas. When a user is logging into Canvas, an error message is displayed if either the username or the password provided by the user is incorrect.



**Recovery:** A recovery method is displayed when a student goes to submit an assignment. There is an extension which allows the user to resubmit the assignment if there is a user error.

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## HW01 Activity Diagram (fork/join)



Re-submit Assignment

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