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SOFTWARE DESIGN • Creating a Class diagram and design pattern selection (30%)

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CHU ZHI XUAN -

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1	100 % Chu Zhi Xuan Task 3 UML.docx	100 %	06/19/22 02:25 PM GMT+8	565 Highest: Chu Zhi Xuan Task 3 UML.docx

Attachment 1 100 %

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Institutional database (2) 100 %

1 *Student paper*

2 *My paper*

Top sources (2)

1 *Student paper*

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1 kINTI International College Penang School of Engineering and Technology

3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK

3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK

Coursework cover sheet

Section A - To be completed by the student Full Name: 2 CHU ZHI XUAN

CU Student ID Number:12673128

Semester: JAN 2022

Session: April 2022

Lecturer: 1 Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my)

Module Code and Title: 4067CEM Software Design

Assignment No. / Title: 1 Continuous Assessment % of Module Mark: 50

1 Hand out Date: 22nd April 2022 Due Date: Task 1: 1 13 May 2022, by 11.59pm

Task 2: 1 1 July 2022, by 11.59pm

Task 3: 1 17 June 2022, by 11.59pm. Task 4: 1 17 June 2022, by 11.59pm. Task 5: 1 17 June 2022, by 11.59pm.

Penalties: 1 No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.

Declaration: 1 I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.

Signature(s): _____

1 Section B - To be completed by the module leader Intended learning outcomes assessed by this work: 1. 1 Understand and apply appropriate concepts, tools and techniques to each stage of the software development

2. 1 Understand and apply design patterns to software components in developing new software

3. (1) Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

5. (1) Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation.

Marking scheme Max Mark

1. (1) User Story Mapping 2. Setting up a GitHub Repository 3. Creating a Class diagram and design pattern selection

4. (1) Creating a Prototype User Interface and Usability Testing 5. Discuss the ethical issue related to the software 20

10

30

20

20

Total 100

Class diagram

Student: Find and join the club, manage the account, view the notification, enrol the event

Club: Organise the event, send the notification to club member

Event: The seminar, competition, co-curricular and workshop consider as the inheritance of event. Notification: Able to view the notification send by club and event, manage to turn on/off notification

Account: Able to change the username, email, password, upload the profile picture

UML Diagram

Problem: How does the notification will send by club to only the student is club member if there are new event published in the website? Solution: Use observer design pattern. The club act as a subject that manage the club member (Observer) as the Observer list. If the new event come out (concrete subject), the club will send notification to the Observer. The reason to choose observe design pattern can filter out non-registered member before sending new event notification to respective club member. Subject -Register the student as member , maintain the current observer list, notify the observer when get concrete subject has changed

Observer – pull the information from subject , get new notifications from subject, register the subject

Source Matches (20)

(1) *Student paper*	96%
Student paper	Original source
kINTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet	INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet

(1) *Student paper*	100%
Student paper	Original source
Section A - To be completed by the student Full Name:	Section A - To be completed by the student Full Name

(2) *My paper*	100%
Student paper	Original source
CHU ZHI XUAN CU Student ID Number:12673128	CHU ZHI XUAN CU Student ID Number:12673128

(1) *Student paper*	100%
Student paper	Original source
Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title: 4067CEM Software Design	Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title 4067CEM Software Design

Student paper	100%
Student paper	Original source
Continuous Assessment % of Module Mark:	Continuous Assessment % of Module Mark

Student paper	100%
Student paper	Original source
Hand out Date: 22nd April 2022 Due Date:	Hand out Date 22nd April 2022 Due Date

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Student paper	Original source
13 May 2022, by 11.59pm	13 May 2022, by 11.59pm

Student paper	100%
Student paper	Original source
1 July 2022, by 11.59pm	1 July 2022, by 11.59pm

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Student paper	100%
Student paper	Original source
Section B - To be completed by the module leader Intended learning outcomes assessed by this work:	Section B - To be completed by the module leader Intended learning outcomes assessed by this work

Student paper	100%
Student paper	Original source
Understand and apply appropriate concepts, tools and techniques to each stage of the software development	Understand and apply appropriate concepts, tools and techniques to each stage of the software development

Student paper	100%
Student paper	Original source
Understand and apply design patterns to software components in developing new software	Understand and apply design patterns to software components in developing new software

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Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production	Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

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Student paper	Original source
User Story Mapping 2. Setting up a GitHub Repository 3. Creating a Class diagram and design pattern selection	User Story Mapping 2 Setting up a GitHub Repository 3 Creating a Class diagram and design pattern selection

Student paper	100%
Student paper	Original source
Creating a Prototype User Interface and Usability Testing 5. Discuss the ethical issue related to the software 20	Creating a Prototype User Interface and Usability Testing 5 Discuss the ethical issue related to the software 20