CSE262 Software Engineering Laboratory
Project 4

DUE: March 8 and March 15, 2001, by 4pm

In the continuing process of project design, the next step is to construct a complete design of the system using UML Class and Object Diagrams, and updating, as needed, the Use-Case, ER, State Chart, and other UML diagrams that you have designed in earlier projects. All team members are expected to be familiar with all parts of the system and be able to converse about the entire design with the instructor in front of the class. This assignment consists of two parts.

Part I - Due: Thursday March 8, 2001, by 2pm

Construct a UML Class/Object Diagrammatic representation/design for the system. You must include both public, private, and protected methods, and private and protected attributes. Organize your classes into packages as appropriate, and use the various UML references and relationships to indicate which classes and/or packages collaborate with one another. You must include the user and database interfaces in your design by describing the methods available for use and what they do. You should divide the packages and classes between group members, with each group member responsible for a set of packages and classes and a back-up member that has secondary responsibility for those packages and classes. This allows group members to be graded on an individual, as well as a team basis. The initial design will be verified by a formal walk-through session.

As part of this formal walk-through, each group must designate a librarian to keep an official log of the session. The log should document the process of the walk-through, any discovered defects, and any other observations about the design. You must hand in your initial UML design BEFORE this walk-through. The initial design consists of the UML diagrams including an indication of which team member is responsible for each diagram, and any other documentation you deem essential to explain your design. This does not have to be final or extensive. It does need to be complete enough to convey the essence of the design. Again, utilize the HTML documentation generation feature of UML to generate documentation for this initial UML design for all of your diagrams.

Part II - Due: Thursday March 15, 2001, by 2pm

You will be required to modify your design based upon the findings of the initial walk-through. You must include the log of the initial walk-through. (IT MUST BE NEAT, LEGIBLE.) Your design must include your UML design, as well as any accompanying documentation to explain your design. At this point your design should be complete so this design document must be comprehensive and detailed. This material should be bundled together with your specification, DFDs, ERs, Use-Cases, SDs, ADs, and other conceptual design materials.