

EECS 448 – FALL 2009
SOFTWARE ENGINEERING I
PROJECT PHASE 2

Due Date

Tuesday, October 20, 2009.

Objective

The objective of the Phase 2 is to continue your work on the project. Phase 2 will focus on the object-oriented analysis workflow of the software life cycle.

Team Work

This phase shall be done in teams, using the existing team arrangements.

Description

We have had numerous discussions on the project, including the client interview and follow-up sessions. By now you should have a good understanding of the project. Phase 2 is the Analysis workflow which consists of the following tasks:

1. Extracting the entity classes, which is done in three steps:
 - 1.1. Functional modeling: scenarios of the use cases are determined
 - 1.2. Entity class modeling: entity classes and their attributes are extracted and represented in a UML class diagram
 - 1.3. Dynamic modeling: a statechart is produced for each class
2. Extracting the boundary classes
3. Extracting the control classes
4. Depicting use case realizations using interaction diagrams
5. Combining the class diagrams to yield the final iteration of the class diagram

Requirements

The artifacts to be produced shall include the analysis workflow artifacts, neatly typed, formatted, and combined into one organized report with a cover page, and the rapid prototype. These must be emailed to the grader as an attachment.

Grading

Project Phase 2 is 10% of the total course grade, and is due in class. A late submission will incur a one third reduction in grade for every day that it is delayed. The students in the same team will receive identical grades on this phase of the project.