

EECS 448 – FALL 2009
SOFTWARE ENGINEERING I
PROJECT PHASE 3

Due Date

Tuesday, November 10, 2009.

Objective

The objective of the Phase 3 is to continue your work on the project. Phase 3 will focus on the object-oriented design workflow of the software life cycle.

Team Work

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

Description

The aim of object-oriented design (OOD) is to design the software product in terms of objects. The tasks for Project Phase 3 are:

1. Complete the class diagram
 - 1.1. The formats of the attributes are determined
 - 1.2. The methods are assigned to relevant classes
2. Perform the detailed design: a detailed design is developed for each class, using the program description language (PDL) or a tabular representation.

Requirements

The artifacts to be produced shall include the object-oriented design 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 3 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.