Software Engineering with Objects and Components 1
First Tutorial: Practical Work

This is your first tutorial. The aims of this tutorial are:

1. To get to know the members of your team.

2. To get to know the other teams in your tutorial group.

3. To practice creating use cases.

4. To agree on a name for your software company (tutorial group).

Team Resources

- 1 instruction sheet (this page)

- 1 blank OHP slide

- 1 non-permanent OHP pen

- 20 minutes preparation time

- 5 minutes presentation time

Instructions

You have 20 minutes to create use cases for your system and prepare a short presentation to the rest of the group. Each team will give its presentation in order as specified by the tutor. Your presentation should include the following:

- The names of each of your team members.

- The use cases you have produced.

- A proposed name for the software company your tutorial group represents.

A Preliminary Use Case for Your System

The activity is structured in the following way (note that this is very tightly timed – your tutor will enforce these so the activity fits in the available time):

5 mins Your tutor decides on the composition of the three teams in the tutorial group (recall these are: student-centred (S), Lecturer-centered (P), and Admin-centered (A)).

5 mins *Individually* each member of the team reads the preliminary project documents and chooses some of the use cases creating a list of use scenarios as they read the document.

5 mins *In pairs* (partner with someone else in the team), consolidate your two lists and generalise the scenarios to create a preliminary collection of use cases for your facet of the system (if your team has an odd number – make a threesome).

5 mins *The whole team* should attempt to merge the list of potential use cases to create a composite list.

5 mins *The whole team* writes *one* OHP slide with the name of the team and their use case model for their part of the system.

15–20 mins *Each team in turn* is given 5 mins to present their prototype use cases for their subsystem.

Tutorial Outcomes

By the end of this tutorial your group should

1. have agreed on a name for your software company

2. have a preliminary use case model for your part of the system.

Moreover, your team should also take this opportunity to organise how and when you are going to coordinate the preparation for subsequent tutorials.

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