Software Engineering with Objects and Components
Practical Work: Tutorial 4

Please read this tutorial sheet before you arrive at the tutorial. You are required to do some preparation for the tutorial.

Before the tutorial:

1. Get together with your team and pull together your work on the **requirements specification**, **use cases**, **class diagrams** and validation by **CRC cards** for your facet of the system. This should be a draft, readable by other teams, of your deliverable 1 - it needs not to be complete or polished. You should bring **3 copies** to your tutorial. **Hint:** use the templates (i.e., Volere, Use case and CRC Card) tailored for your purposes.

2. Prepare a presentation of your preliminary deliverable 1. Your presentation should include the following:

   - The name of the tutorial group; the team identifier (i.e., S, L or A).
   - The names of each of your team members.
   - A brief update of your class diagrams: Did you change anything since last week presentation? Did you take into account any feedback/comment? - **[1-2] OHP slides**
   - A preliminary validation of your class diagrams by CRC cards - **[2-3] OHP slides**

The aims of this tutorial are:

1. To review your deliverable 1 draft

2. To discuss any feedback for your deliverable 1

3. To identify conflicts (in terms of classes) among your class diagrams

4. To solve conflicting class diagrams

5. To clarify responsibilities for the implementation of shared classes.

6. To validate your class diagrams

Team Resources

- 3 copies of your deliverable 1
- 10 minutes for review and inspection
- 10 minutes for presentations
- 10 minutes for questions

Instructions

Inspection. Each team will have 10 minutes to review and inspect the deliverable 1 draft of someone elses system facet. Take notes of any questions or inconsistencies with respect to your system facet. By the end of the tutorial you have to agree on a common definition for the shared classes and to allocate the responsibilities for their implementation. For instance, if a `Student` class appears in the deliverables of different teams, you have to agree on the definition (in terms of, attributes, methods, visibilities, etc.) of the `Student` class. Moreover, you have to allocate the responsibility for its implementation to one of the teams. Note that it is likely that all teams will share classes with one another.

Presentation. Each team will have 10 minutes to present their work on the **class diagrams** (changes) and validation by **CRC cards**.

Question Time. The tutor will moderate questions after the presentations. However, you should be prepared to take questions while presenting.

Hint: Take notes of any question/discussion during the tutorial. After the tutorial, you should review your work according to the tutorial feedback (e.g., questions, errors, clarifications, changes, etc.).

Activities

Inspection [10 mins]

Each team reviews the deliverable 1 draft of another team.

Presentations [10 mins]

Each team will present their class diagrams and validation by CRC cards.

Question Time [10 mins]

After the presentations the tutor will moderate further 5 minute of questions.

Tutorial Outcomes

By the end of this tutorial your group should

1. Have some feedback on your deliverable 1.

2. Have a reviewed draft on your UML modelig design of deliverable 1.

3. Have a validation of your design.

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