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Software Engineering with Objects and Components
Group Tutorial Project: Deliverable 1
Feedback

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General Feedback to the Different Parts of Deliverable 1

Requirements Specification

1. Non-functional requirements are underspecified or described by general features (e.g., security, reliability, etc.). This makes difficult to assess them. Moreover, it makes their 'interpretations' to be subjective.

2. No traceability links to Use Cases.

Use Case Model

1. System parts or viewpoints have been captures as actors. Different viewpoints (i.e., D, P and O) identify different system functionalities, which might relate to different system parts or components. However, at the use case level, it is necessary to analyse the system as a whole and its interaction with 'external' actors. Identifying system parts mixes requirements with design aspects. This is a critical mistake/pitfall in requirements engineering practices.

2. The use cases fail to capture system functionalities. They capture general activities, which are too complex for being system functionalities. This could be due to a lack of analysis (of system requirements) or a high level of granularity (that is, use cases should have been refined).

3. Missing Actors.

Class Model

1. Some classes or relationships between them seem to be too complex. This might affect any maintainability - changes might affect most of the classes in the design. This is usually due to high-coupling design.

2. A lack of validation (by CRC card games) makes difficult to understand/assess how a class diagram realises specific functional requirements.

Validation of Class Model

- Missing or incomplete CRC cards. Note that there should be one CRC card for each class in your design (i.e., Class diagram).

- Unclear or wrong CRC games.

Deliverable Assessment

- Missing answers or lack of arguments to the Marking Scheme Questions.

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November 10, 2008

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