

Software Engineering with Objects and Components

Practical Work: Tutorial 3

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 briefly with your team and pull together your work on the requirements specification use cases and class diagrams for your facet of the system. This should be readable by other teams, it needs not to be complete or polished. You should bring this description to your tutorial. *Hint: use the templates (i.e., Volere and Use cases) 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., O, P or D); The names of each of your team members; A brief update of your use cases: Did you change anything since last week presentation? Did you take into account any feedback/comment? - [1-2] OHP slides; The class diagram(s) you have produced - [1-3] OHP slides.

The aims of this tutorial are:

1. To present changes on your use cases
2. To present your preliminary design in terms of class diagrams
3. To provide/receive feedback to/from the other teams
4. To begin your validation by CRC Cards

After the tutorial: You should now be very close to completing deliverable 1. You may want to doublecheck your deliverable 1 before submission. Moreover, your submission should be a structured documents clearly identifying the different parts of deliverable 1.

Team Resources and Activities

Team Resources:

- 10 minutes for presentation.

Instructions:

Presentation. Each team will have 10 minutes to present their work on the **use cases** changes, **class diagrams**.

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.).

Tutorial Activities

Activity 1 - Presentations [10 mins]

Each team will present their use cases and class diagrams.

Question Time [5 mins]

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

Activity 2 - Validation [15 mins]

Start to write CRC cards for few classes and run some scenarios, that is, play with the CRC cards in order to validate your design.

Tutorial Outcomes

By the end of this tutorial your group should

1. Have some feedback on your class diagrams.
2. Have a reviewed draft on your UML model design of deliverable 1.
3. Have started the validation of your design.

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