

# CSC301 Introduction to Software Engineering

## Assignment 1

### Details

*Topics:* object oriented analysis

*Weight:* 10%

*Given:* May 23, 2008

*Due:* June 1<sup>st</sup>, 2008

*Work submission:* submit your file through cvs. Name the file teamXanalysis (*where X is your team number*).

### Assignment Description

*Who are you?*

A development team in a software house!

*Context:*

Your client, a media company (e.g. Rogers or Bell!), is interested in building a software application that allow their customers to build their own web TV and Radio channels and make money from subscriptions and ads. A team of business consultants, from your company, went to the client premise and came back with the requirements documented in a set of user interface screens which the client agreed on.

*Task:*

You need first to do an object oriented analysis. The screen mockups implicitly show four important pieces of information 1) the classes that exist in the problem domain and the relation between them – *for example a channel has/uses content* 2) the operations associated with classes 3) the dependencies between operations – *for example a user cannot subscribe to a channel before it is created* 4) some classes belong to the problem domain – *for example; channel*, while others belong to the graphical user interface – *for example; grid or video player*. By studying the interface carefully, you can construct an object oriented model that could be used as a starting point to build the application.

*Deliverable:*

Object oriented analysis based on the screens. The analysis will be documented in UML using ArgoUML. Your analysis should include at least one use case, one class diagram, and one sequence diagram per screen.

*Deliverable Date:*

June 1<sup>st</sup>, 2008