

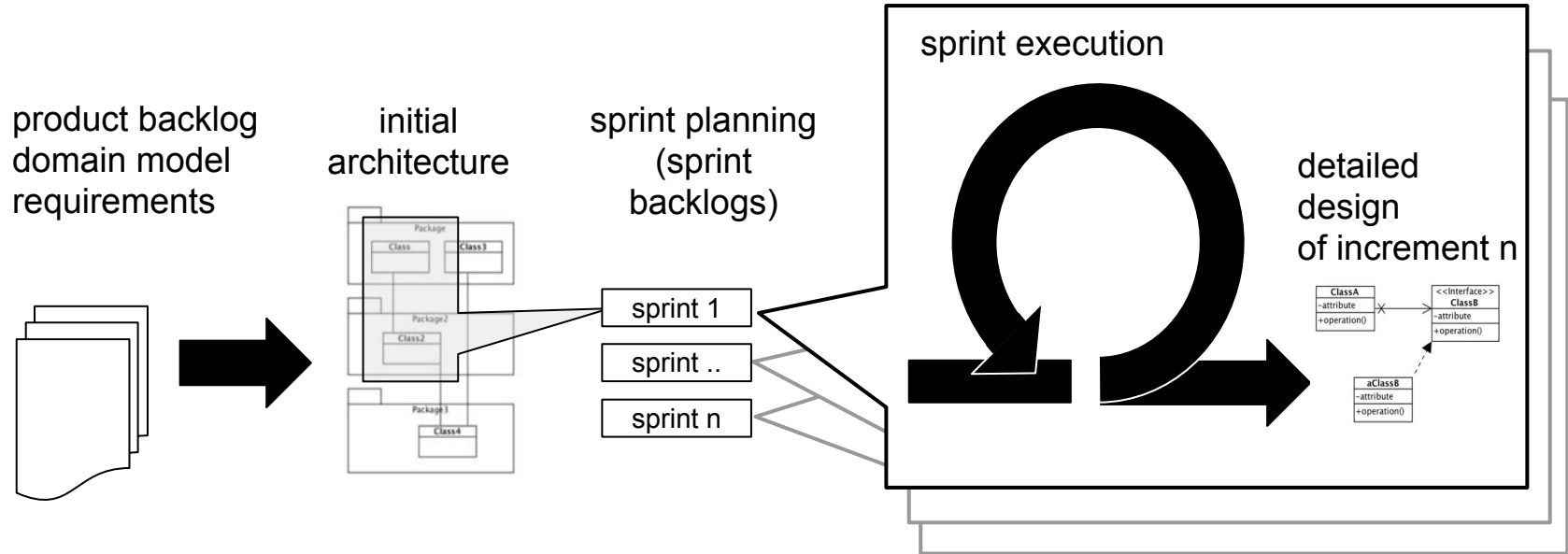
Software Analysis and Design 2019

Lecture 10 - Agile Development with UML Exercise

Dave Stikkorum

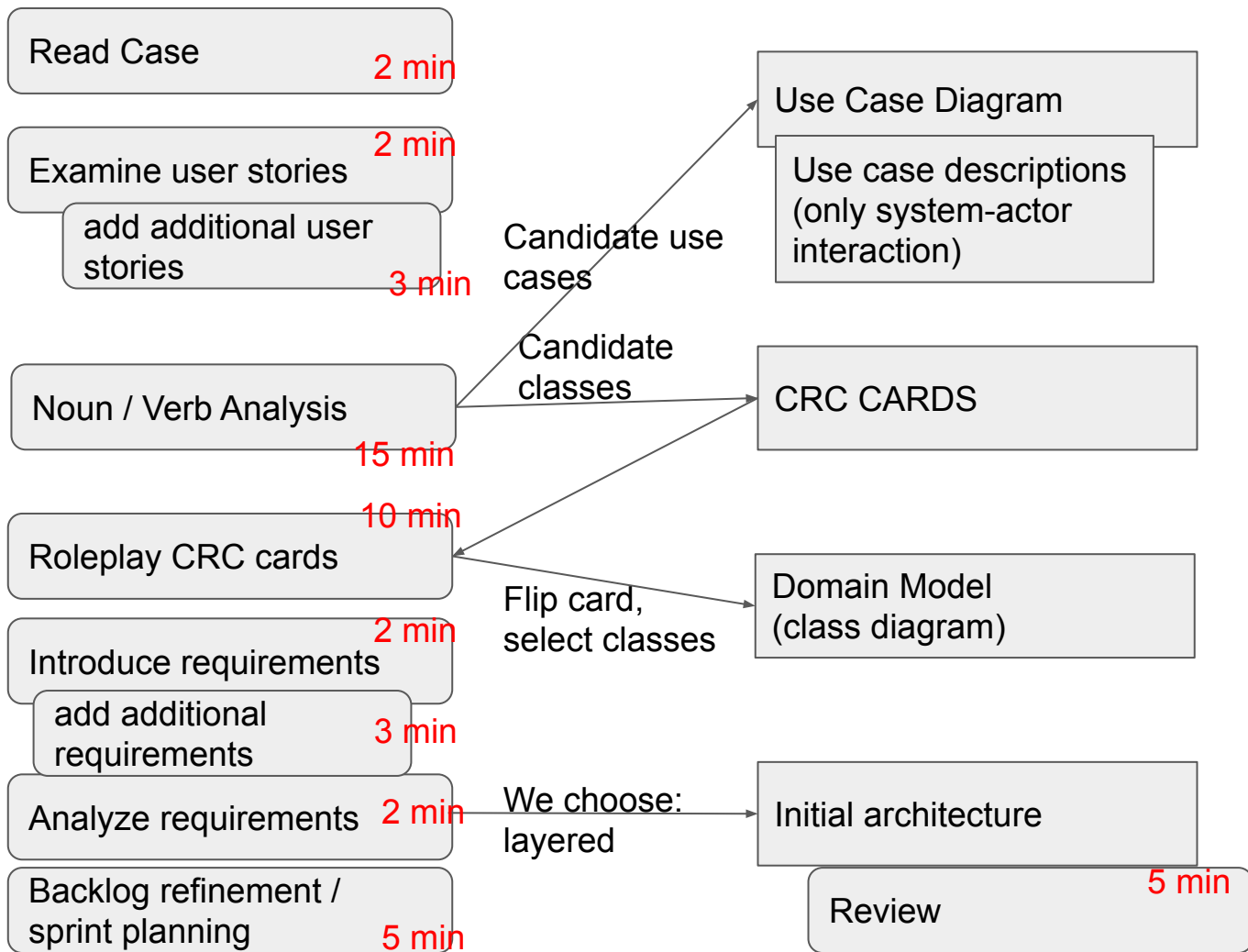
some images are retrieved from : <http://openclipart.org>

Exercise overview 1/2



PRE SPRINT PHASE

50 mins

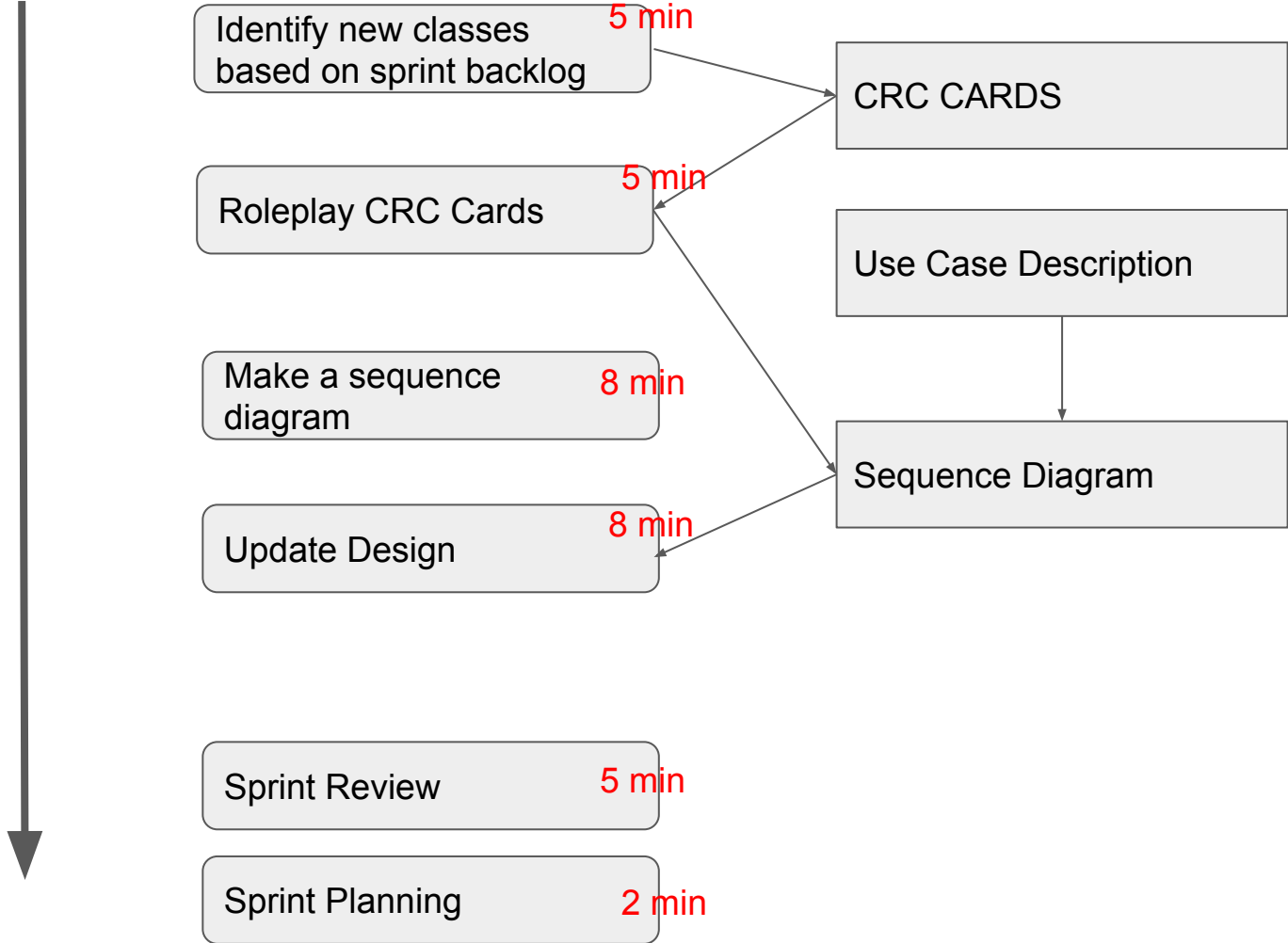


Break!

10 mins

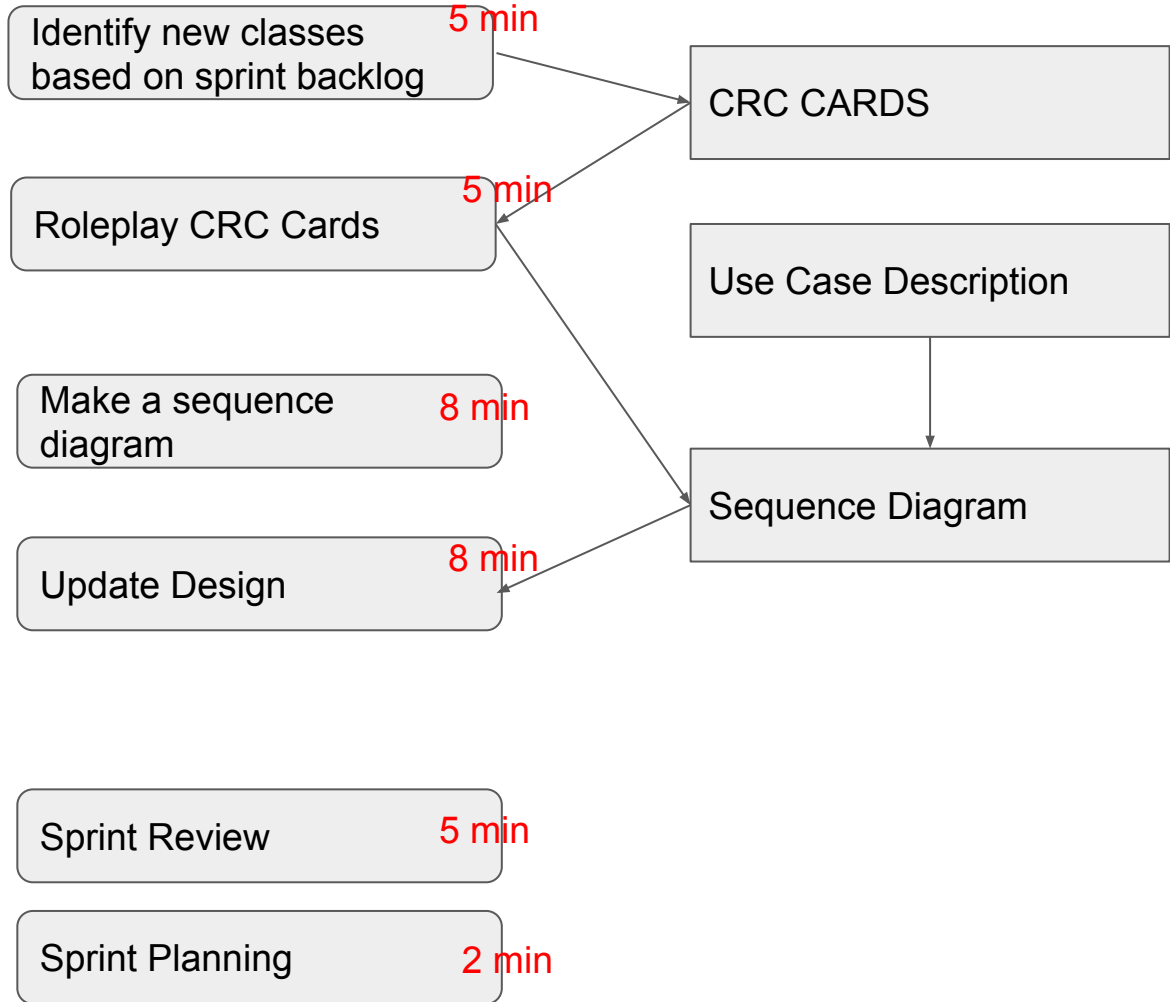
SPRINT 1

35 mins



SPRINT 2

35 mins



Case - Conference Streaming App

A science conference on software modelling (CSM) wants to have a streaming app for mobile and laptop devices. They want to satisfy the people that are not able to travel to the conference. Those people will pay an online-fee instead of the normal participant fee.

The application can register users (after payment). It displays a calendar. Online-participants can subscribe to presentations. The presentations are added to their personal conference schedule. From the personal conference schedule they can choose which presentation they want to have streamed.

It should be possible to go back and forth in the video stream cache.

The application is equipped with a search option for finding paper authors, titles or topics.

The online-participant can reward a presentation with a score (1-5 stars) and post it onto a social medium.

The application gets its information from a server that is connected to the internet.

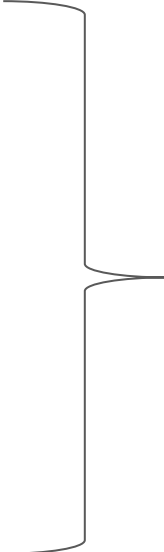
Backlog refinement : extra User stories

As an online-participant I want to be able to pay with my credit card so that I can use the streaming possibility.

As an online-participant I want to be able to have an overview of all the paper presentations so that I can subscribe to .

As an online-participant I want to be notified 5 minutes in advance so that I can attend the streaming session.

As conference organiser I want the app to connect to my main database so that the information is always up to date.



Initial User Stories

propose 2 user stories (5 mins)

Quality Requirements (non functional req)

Requirements

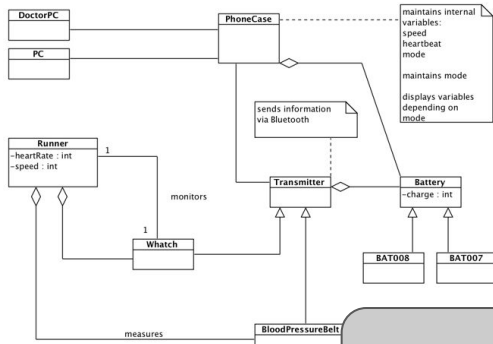
- The application should run on Mac OSX+, Windows 8+, Ubuntu 14+
- There should be a graphical interface and nice sounds
- Passwords have to be 8 characters long and have at least have 1 number

propose 2 extra requirements (5 mins)

Initial architecture/design

Layered architecture

extra req1 :



extra req2:

propose the initial design (12 mins)
- classroom review (screen share)

User Interface
Classes

?

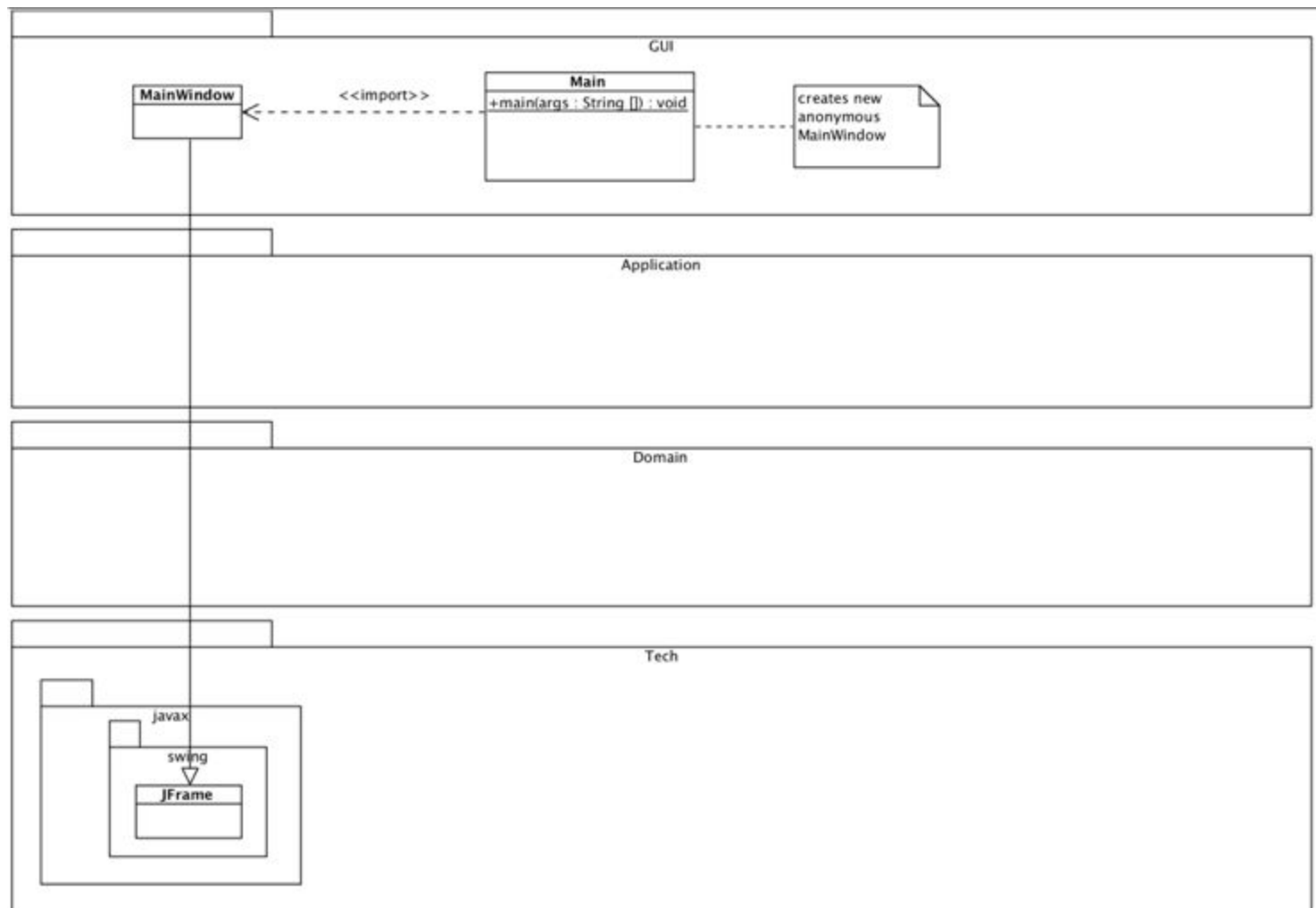
Application Logic
Classes

?

Domain Classes

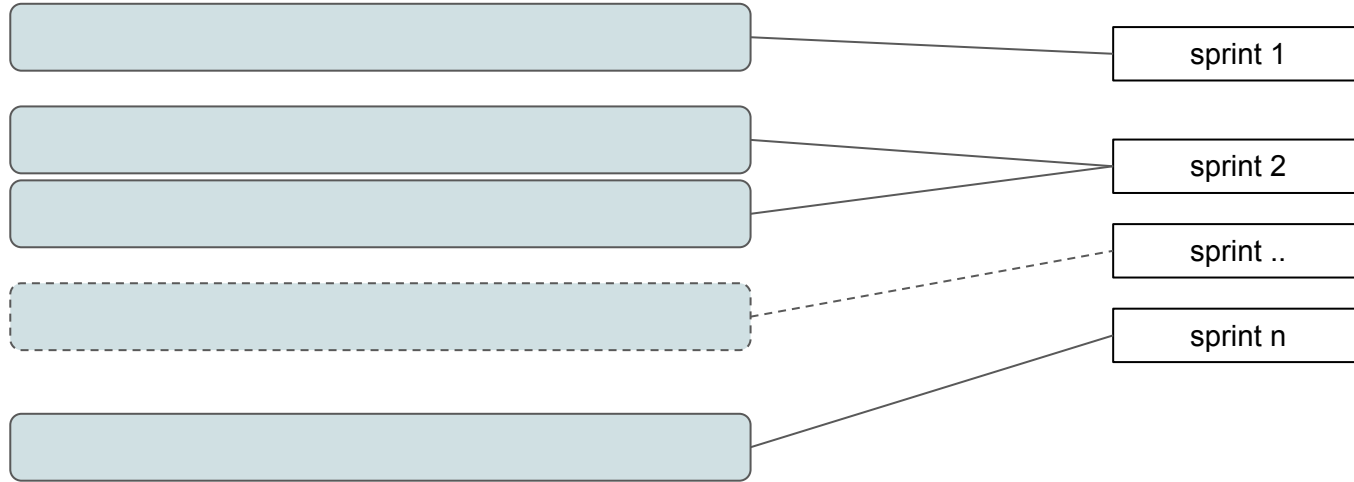
Library Classes

?



Sprint Planning

Choose which user stories you want to design in which sprint.



Sprints

Refine the part of the initial design

- add classes, attributes, operations, relations etc..
in the class diagram
- simulate a scenario that links to the user story
with a sequence diagram



the order of these
tasks is by your own
choose

- *Generate Code*

propose a design that can be implemented (12 minutes) classroom review

Upload your work



Please upload your work (pictures) to the Canvas system

Discussion board: Lecture 10

This assignment is not graded, I just want to have your work