

# Software Engineering

## Lesson 02 Business Processes / Use Cases Homework v1.0

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Fall 2007/ 2008



# Homework - overview

- Decision: Which team works on which Design Pattern?
- Specification – stepwise refinement:  
Use Cases
- Use Case descriptions



# Homework No. 1

- Allocation of design patterns to teams

Pattern	Team 1 Noobsoft MK II	Team 2 Smart board.	Team 3 xinnix Dev	Team 4 Go4 (Group of 4)	Team 5 Thai-Swiss Connection
Factory Method / Abstract Factory [Builder]					
Strategy					
Decorator					
Composite / Iterator					
Template Method					
(a) Singleton					
(b) State					
Proxy					
Adapter / Facade [Bridge]					
Observer [Mediator]					
Command [Memento]					
	Lessons learned	Lessons learned	Lessons learned	Lessons learned	Lessons learned



# Homework No. 2

- Research and give definitions (including sources) concerning the topics
  - Functional / Non-functional requirements
  - Use Cases
  - Use Case Diagrams
  - Use Case Description



# Homework No. 3

- Create a target specification based on your your last homework
  - Distinguish functional and non-functional requirements
  - For the functional requirements
    - Identify actors and Use Cases
    - Assign actors and relationships to the Use Cases
    - Design Use Case Diagrams
    - For each Use Case Diagram generate an Use Case Description
  - If new / other assumptions are necessary, add them, and document them as simple as possible



# Homework No. 4

- Training Use Cases
  - Work on sheet Homework concerning Use Case descriptions  
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