Software Engineering

Lesson 03
Business Processes / Use Cases
Homework v1.1

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Homework - overview

- Design Pattern – Preparation

- Use Case Diagrams

- Target specification – Iteration

Homework No. 1

- Decision: When to meet for Composite / Iterator

- Preparation of design patterns

Course	Date	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
5	05.12.07	Factory Method / Abstract Factory [Builder]	X				
6	12.12.07	Strategy		X			
7	19.12.07	Decorator			X		
8	xxx	Composite / Iterator				X	
9	02.01.08	Template Method					X
10	09.01.08	(a) Singleton (b) State				X	
11	16.01.08	Proxy	X				
12	23.01.08	Adapter / Facade [Bridge]		X			
13	30.01.08	Observer [Mediator]					X
14	13.02.08	Command [Memento]			X		
15	20.02.08		Lessons learned	Lessons learned	Lessons learned	Lessons learned	Lessons learned

Homework No. 2

- Create Use Case Diagrams
  for a Ticket machine and for a Chess computer

  - Was delivered last lesson on paper

  - Also available electronically on website:
    http://mike.cpe.ku.ac.th/~uwe/219498/

    Homework Sheet Lesson 02:
    Business Processes / Use Cases

    KU-Bangkok_SW-Eng_02_2007.08_Sheet-Homework_v1.0.pdf

Homework No. 3

- Iteration of target specification

- Based on
  KU-Bangkok_SW-Eng_00_2007.08_SimpleSpec-GUI-Thai-SEU_V0.3
  develop an iteration focussing on

  - Concrete assumptions and proposals

  - Use Cases (diagrams and descriptions)