

# EECS 486 Object Oriented Software Development

## Project 2 Implementation Description

**Possible Points: 60**

**Assigned Date:**

**26NO01**

**Due Date:**

**07DE01 midnight**

The objective of the Project 2 Implementation is to apply UML requirements analysis and design to an implementation. Students will work in groups of three to four for the Proto-2 implementation. Page 2 describes the contents of the Proto-2 Implementation by describing the point distribution of the implementation grade.

The domain of the implementation was previously described: an Automatic Teller Machine (ATM) or an automated grocery store checkout (U-Scan).

The grade for the Project 2 Implementation is divided into three parts: Effort, Functionality, and Presentation. Each portion of the grade is further described on the next page.

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## Project 2 Grading Template

**Possible Points: 60**

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Effort

20 points

- Each group is expected to work 7 hours/person/week or approximately 28 hours/four person group/week. Total hours for implementation is expected to be approximately 50 hours (for four person group) by the demonstration during the week of 10-14DE01. Additional time increments of 5 hours adds 1 point to grade, not to exceed 5 additional points (75 hours total on project for four person group).
- Each group will keep a log of hours expended on the implementation by each group member and include the log at the final demonstration.

Functionality

20 points

- Compliance to Project 2 Design Documentation is worth 10 points.
- Actual functionality of the implementation is worth 10 points. That is, does a portion of the system actually work, and is its function demonstrable?

Presentation

20 points

- Each group will present in class on either the 07 or 10DE01
- Each group will have 25 minutes to present, including setup and teardown. Included is a 20-minute presentation and 5 minutes of Q&A.
- The format of the presentations is as follows:
  - Introduction of Group Members
  - Introduction of Domain
  - Discussion of Compliance between Requirements and Design
  - Discussion of Compliance between Design and Implementation
  - Demonstration of Implementation (if possible), or
  - Discussion of Implemented Functionality
  - Analysis of what would be done different next time
- Hand-ins (at presentation)
  - Copy of slides used for presentation

Demonstration

- Each group will demo their implementation during the week of 10-14DE01 (to be scheduled)
- Hand-ins (at demonstration)
  - Time log for implementation
  - Class level design (from Design Document) for one class and actual source code (from Implementation) for same class
  - Some sample of source code (e.g., “Header files” from complete implementation), not to exceed 20 pages