Product Design

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1 Administrivia

Announcements

Assignment

Read SE Chapter 5.

Class diagrams and use case diagrams due Wednesday.

Structured walk-throughs on Friday: Professional, organized informative. Use display PC, PowerPoint. Plan on 15–20 minutes each.

From Last Time

Unix lab III.

Outline

1. Questions.

2. Team exercises.

Coming Up

Class design.

2   Questions

1. Consider the internal and external structure of a banking system whose functionality and user interface are similar to those you encounter at your bank's ATM. What elements make up the external structure?

2. Outline an object persistence strategy for the previous question. What characteristics of the banking system predicate your choices and why?

3. Develop a deployment diagram that characterizes a very abstract view of an ATM banking system.

4. Create a state machine that portrays the information communicated between an ATM banking client and a centralized server process that handles transactions from the ATM.

3   Team Exercises

1. If you were to add "Saved games" (object persistence) to your Galaxy Sleuth system, exactly what would have to be saved? What changes would have to be made to accommodate saved games?

2. The main client process will handle the user interface. A secondary client process will listen for messages from the game server. Create a state machine that illustrates the communication between the server listener and the UI controller.

3. Decompose two of the states show in Deliverable 4.6 on pg. 129. How does your answer to the preceding exercise fit into this exercise?

4. Using the user interface design principles outlined in the chapter, critique your Galaxy Sleuth user interface design.