

# Software Engineering Project

## Phase Two

### Analysis: **Object Modeling**

#### Task one: **Class Diagram**

---

Based on your work in phase 1, identify a list of classes to be included in the system (entity, control, and boundary). Describe the purpose/ responsibility of each class. Afterward, draw the Class diagram for the system using any UML tool. The class diagram should show the **association** between the classes, class **attributes** and the main **operations**.

#### Task two: **Sequence Diagram**

---

With your group you have to refine the use cases that you have developed in phase one and then, select three of them and develop three sequence diagrams one for each use case, that you have written in phase one. (one sequence diagram for each team member)

**Note:** you should revise the class Diagram after developing the sequence diagram, by adding any missing operations.

#### Task three: **State Chart Diagram**

---

As a team, you should select three main (interesting) objects, identify their states and develop a state chart diagram for each of them. (one object for each team member)

#### Task four: **activity Diagram**

---

Select three use cases (should be different than those selected in task two above), and develop three activity diagrams one for each use case. (one activity diagram for each team member)

## Phase 2 Deadline

- This phase should be submitted tidy and printed in May 28 (lecture time)
- The cover page should contain the project title, phase, name of group members.

- You should include a table with team members contribution to the phase, in other words list the work has been accomplished by each team member.
- Hand-writing will not be accepted.
- Submission through Ritaj is not accepted.
- NO LATE SUBMISSION.

*Work Hard!*