

Standard for designdokument:

Standarden bygger på ”skabelon for et designdokument” s. 298 kapitel 16 i OOA&D-bogen med følgende ændringer.

Kapitel 1 Opgaven

Uændret.

Kapitel 2 Teknisk platform

Uændret.

Kapitel 3 Arkitektur

Ændres til:

3.1 Designkriterier og arkitektoniske krav

3.2 Generiske design beslutninger

3.3 Komponent arkitektur (som 3.1 i bogen)

3.4 Eksemplariske design (mindst 1 gerne 2 brugsmønstre designet)

Kapitel 4 Komponenter

Uændret bortset fra afsnit 4.3.

Afsnit 4.3 Brugergænsefladekomponenten

Ændres til:

4.3.1. Præsentationsmodel

Klassediagram med alle interaktionselementer (klasser) i brugergænsefladekomponenten.

Hver klasse er beskrevet i diagrammet med input- og output-attributter og actions.

4.3.2. Interaktionselementer

For hvert overordnet interaktionselement (de interaktionselementer, som ikke er ”contained” i et andet interaktionselement; typisk et vindue) beskrives følgende:

- Interaktionsform
- Fysisk design (en tegning)
- Henvisning til de brugsmønstre, hvor interaktionselementet anvendes

Øvrige komponenter beskrives efter skabelonen. Som noget nyt bør grænsefladerne til de øvrige komponenter især beskrives for hver komponent. Kapitlet kan tjene som en opsummering over det hidtil udførte design.

Kapitel 5 Anbefalinger

Kan medtages eller udelades.

Kapitel 6 Programmering

Nyt kapitel.

Dokumentation af de eksemplariske brugsmønstre. Kapitlet skal demonstrere for læseren at jeres design/arkitektur er implementerbart. Der vedlægges udvalgt kode svarende til dele af designet, så sammenhængen mellem design og implementering kan vurderes.

Kapitel 7 Evalueringsplan

Nyt kapitel.

Evalueringsplanen som beskrevet i DIEB-kurset.

Kapitel 8 Testplan

Nyt kapitel.

Planlægningen af programtest, herunder beskrivelse af

- hvilke typer i programmet der skal unittestes.
- tidspunktet for udarbejdelse af testcases: før eller efter programmeringen af klasser og structs.
- anvendelse af værktøj til støtte for aftestning.
- vægtningen mellem blackbox og whitebox testing.
- hvordan unittesting anvendes ift. andre former for test og evaluering.

Omfanget af designmateriale:

Kapitel 1 og 2 forventes at beskrive en helhed af systemet.

I kapitel 3, 4, 6, 7 og 8 forventes materialet som minimum at omfatte designbeslutninger og planer nødvendige for mindst et "ikke-trivielt" brugsmønster, men meget gerne for flere.

English version

Standard for design document for 2. review:

The standard is based on "Template for a design document" p. 304-305 chapter 16 (OOA&D).
There are though some changes:

Chapter 1 The Task

Unchanged.

Chapter 2 Technical Platform

Unchanged.

Chapter 3 Architecture

Changed to:

- 3.1 Design criteria and requirements crucial for the architecture
- 3.2 Generic design decisions
- 3.3 Componente architecture (as 3.1 in the book)
- 3.4 Exemplary design (the design of at least one – better two use cases)

Chapter 4 Components

Unchanged except for Section 4.3:

Section 4.3. User Interface Component

Changed to:

4.3.1. Presentation Model

Class diagram with all interaction elements (classes) of the user interface component.
Each class is described in the diagram with input and output attributes and actions.

4.3.2. Interaction Elements

For each overall interaction element (the interaction elements that are not contained in any other interaction space; typically a window) the following is described:

- Interaction form
- A drawing of the physical design
- Reference to the use-cases that the interaction element is used in

All other components are described as suggested in the chapter 16. .

In the component paragraphs the interfaces to other components should be described. The chapter will serve as a summery for the design work carried out until the review.

Chapter 5 Recommendations

Can be omitted or included.

Chapter 6 Programming

New chapter.

Must demonstrate for the reader that the architecture can be implemented by illustrating the implementation of the exemplary use cases. The group should include **parts** of the code, to make it possible to comment on how well design and implementation fit each other.

Chapter 7 Evaluation Plan

New chapter.

Evaluation plan as described in the DIEB course.

Chapter 8 Test Plan

Nyt kapitel.

Planning of program test, including a description of

- which types in the program will be unit tested.
- the time for working out test cases: before or after the programming of classes and structs.
- employment of tools to support testing.
- distribution between blackbox and whitebox testing.
- how unit testing will be applied compared to other forms of test and evaluation.

The amount of material for 2. review:

In chapter 1 and 2 we expect a description with the scope of all the system.

In chapter 3, 4, 6, 7 and 8 we expect the description to cover at least the design decisions necessary for at least one non-trivial use case, but more is very welcome.