Software Architecture

Lecture 3
UML Diagrams

Assignment 2, value 10pts

- Teams: 3-5 people (merge two groups each)
- Book:
  - Read Chapter 1+2
  - Do the following exercises:
    - 1.6.1.1 Abstract/Concrete/Example
    - 1.6.1.2 Chess (Abstract/Concrete)
    - 1.6.2.3 Mancala Example Situations
    - 1.6.2.5 Hanoi Example Situations
    - 1.6.3.3 Mancala Extension to Scenarios
    - 1.6.3.5 Hanoi Extension to Scenarios
  - Put into one text-document (markdown or pdf)
  - Submit zip (if referenced images) or text document

Assignment 1 Rubric

- Video: 1pt
- (8) Arguments: 1pt
- Presentation: 3pt
- Content: 5pt
    - Intro example: 1pt
    - Rule explanation: 3pt
    - General examples: 1pt
- Eventually PoE, max 1

Diagram Presentations

- While you are not presenting
  - per diagram:
    - Write keywords for rules (very brief description of important points)
    - Add 2 pro (at least one has to be different/new) and 2 con arguments
    - Paste to #uml-[diagramname], prefix with: "Pro:", "Con:", "Desc:", "Q:" (for question)
- Presenter after presentation: share slides in respective channel