Review report

Review object (topic): Topic12.ppt
Version: Aug. 1st 2003
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1. General remarks and general impression concerning the state of the review object

(e. g. too many textual slides - should be replaced by figures)

2. Contents errors and misspellings in the slides

(e.g. wrong contents)

3. Physical errors in the slides

(e.g. the order of animated parts)

4. Slides with a bad style and suggestions for improvements

(e.g. too much contents, too textual)

5. Additional suggestions for improvements and and extentions

We have the following two suggestions for extensions in this Topic:

I. We think that it will be useful the interaction diagrams to be presented in two views - analysis view and design view.

A)Analysis view - on this view, the interaction diagrams focus on higher level information that the customers will be concerned with. Messages aren?t connected with operations yet and objects may not be connected to classes. These diagrams just let the analysts, customers, and anyone else interested in the business flow see how the logic will flow in the system.

B)Design view - here, once the customer have agreed to the flow from the first view diagram, the team can add more of the detail - some additional objects, they can connect objects to particular classes and all messages can be connected with particular operations of the classes. The diagram may lose its usefulness to the customer, but will become very useful to the developers, testers, and other of the development team.

It will be good the two views to be presented with example.

II. May be we can explain the different types of the messages:

Simple message - message runs in the single thread of control.

Synchronous message - the client sends the message and waits until the supplier has acted upon the message

Balking message - the client sends the message to the supplier. If the supplier is not immediately ready to accept the message the client abandons the message

Timeout message - the client sends the message to the supplier and waits a specified amount of time. If the supplier isn?t ready to receive the message in that time, the client abandons the message

Asynchronous message - the client sends the message to the supplier. The client then continues processing, without waiting to see if the message was received or not.

6. Lecture notes for particular slides:

   (e.g.slide3: LN adequate, missing, should be extended, too long)

--- meta question: ----------

7. Suggestions to improve the review report form

--- optional parts (later - not for Ohrid): ----------

8. Deviations from the style guides

   (e.g. slide 3: question to students not in a cloud)

9. Experience report from a lecture:

   - conveniences and inconveniences
   - involvement of students (by questions)

10. Experience with the translation into the native language