

**University of Toronto**  
**Department of Computer Science**  
**CSC302F – Engineering Large Software Systems**

September 16, 2008  
Prof. Steve Easterbrook

**Assignment 1: Reverse Engineering**

**Due Date:** 1:20pm, Monday, October 6, 2008  
(i.e. within 10 minutes of the start of the lecture)

*This assignment counts for 5% of the final grade*

Reverse engineer a set of models from the source code you have been given, to explain its design. The goal is to use UML to highlight the structure and behaviour of the code. The assignment requires you to use your judgment about which aspects of the design to model, how much to abstract away from the code base, and which parts of UML to use. There is no “correct” answer – your models will be judged for how well they explain the most interesting and important aspects of the design.

The project is to be carried out in your assigned teams. Each team will submit one report.

## **I. Doing the Assignment**

This assignment has 7 steps. They are:

1. *Familiarize yourself with the existing codebase.* Check it out of the repository, attempt to build it, and browse the directory structure.
2. *Familiarize yourself with the tools available to help you with this assignment.* You will need a UML drawing tool of some kind (simple lightweight tools will work fine for this), and, optionally, a reverse engineering tool. Identifying and evaluating suitable tools is part of the exercise.
3. *Generate a UML class diagram representing all the classes, subclass relationships, and associations in the source code.* You can either do this by hand, or find a suitable reverse engineering tool to do it for you. If you use a reverse engineering tool, note that you will probably still need to edit the generated model to capture information missed by the tool, or to remove unnecessary detail.
4. *Draw a higher-level diagram to show the overall architecture of the system.* Use any appropriate UML notation (e.g. packages, components, interfaces, etc). Be sure to show clearly where each class belongs in this architecture, and what external packages the system interacts with.
5. *Identify three different design patterns used in the system, and show how each is implemented using UML diagrams.* Suggested patterns to look for include any of those covered in CSC301, for example: Command, Adapter, Iterator, Composite, etc. Be sure to illustrate the pattern with both structural views (e.g. class or object diagrams) and behavioural views (e.g. sequence diagrams).
6. *Write a report* that describes the steps you went through to reverse engineer the design and to produce the required models.
7. *Document your teamwork* by completing team member evaluation forms, using the online system on the course website.

## II. What to Hand In

Hand in your report at the start of your tutorial on the due date. *Reports not handed in within the first ten minutes of the lecture will be treated as late.*

The report should not exceed twenty (20) pages (not counting cover pages, appendices, and teamwork forms). It should include the following items:

1. A brief description of the reverse engineering **process** you used, including the tools you used and the abstraction steps you took.
2. A commentary on the **architecture** of the system, highlighting any interesting aspects of the design (e.g. architectural style, degree of coupling, etc), discussing the quality of the architecture used in the system, and suggesting possible improvements where appropriate. Use UML diagrams to illustrate the points you wish to make.
3. A description of each of the **design patterns** you identified, along with both structural and behavioural UML models (suggestion: limit yourself to no more than 2 pages per pattern).
4. Other UML models you generated, as appropriate. Be sure to include at least enough views so that you show where each and every class fits into the overall system structure.

### Written Presentation Requirements

Be sure to include a cover page indicating the name of your team, the names of all team members, title of work, course, date and tutor's name. Assignments will be judged on the basis of visual appearance, the grammatical correctness and quality of writing, and the visual appearance and readability of the models, as well as their contents. Please make sure that the text of your report is well-structured, using paragraphs, full sentences, and other features of a well-written presentation. Use itemized lists of points where appropriate. Text font size should be either 10 or 12 point.

## IV. Marking Scheme

Your assignment will be marked by your tutor. If you have questions about a marked assignment, you should first ask your tutor before/after a tutorial. If you don't get satisfactory answers, you should talk to your instructor.

Marks for this assignment will depend on the following factors:

**Description of your process (20%):** Did you identify and evaluate suitable tools? Did you make good (sensible) choices? Did you describe the decisions you took in abstracting higher-level models from the code? Did you critique your process, and reflect on what you learned?

**Description of system architecture (20%):** Did you clearly show the overall architecture? Is your architecture an accurate representation of the design of the system? Did you critique the architecture, identifying both strengths and weaknesses? Did you make good use of UML sketches to make your points?

**Description of Design Patterns (20%):** Did you identify at least three design patterns? Are these patterns genuine? Did you clearly show how the pattern is implemented in the code? Do your UML diagrams correspond accurately to the code? Did you show both structure and behaviour for these patterns?

**Remaining UML models (20%):** Did you provide UML diagrams with enough detail to see the design of the entire system at least down to class names? Have you eliminated other detail to ensure these diagrams are still readable? Did you make good use of different UML modeling constructs to describe the system?

**Presentation (20%):** The style of your presentation, including language, grammar, clarity of the presentation, layout and legibility of the models, etc. (10% - Language; 10% - Style and clarity)

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