Objectives:
   To work on a real-world problem within the constraints of the class and get a feel for what it is like to solve problem, using object oriented methodologies.

Reading Assignment:
   Textbook: pages thru 367 onwards (optional reading)

Contents:
   Real World Problem
   Requirements
   Requirements to Design 3 hr
Discuss problem:
“We need to build a database management system for a construction management company. The software would need to give restricted access to forms and reports based on the level of security that a user has access to. There would be many forms for putting in data for entry of bids and looking at bids and making changes in them. When we are done, we should be able to fax, email or print the form from the application itself.”

Understanding Requirements
Hidden or inexplicit
Assumed from user
Implied by other requirements

Explicit
Aware of scope creep
Knowledge of business

Converting them to goals for the code to achieve
Writing business targets to data or functionality equivalent
Careful of the implied goals
3D goals - to - flat pen-paper goals 100min/100min

Undermining requirements dangerous
Scope Creep (refresh)
Cost
Deliverables
Effort
Profit
Real-world issue = money

Iterative Development helps
Not always the solution realistically
Helps keep costs down by reducing going back
11th hour requirements

Quick look at Design 50min/150min