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Lecture - 12 Creating Software Conceptual Designs using think and link

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This is the URL for the think and link learning environment. Once you arrive at this page you will have to create a username for yourself; let us say for example, I create a username, please provide an email id as well as a password.

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Once you create an account, you use the username and the password to log in.

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Once you log in you will arrive at this page, where you see the phase that you are in the introduction phase. You have the pedagogical agent who will give you prompts throughout the learning environment.

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You also have a place where you could write your notes. In this video, you will be taken through the task which you have to be doing, once you complete the task the other tabs will automatically be enabled.

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Once you save your answers in this phase, you will be provided with the FBS graph, as you can see.

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te the information page and he HSS graph to identify the iliferent types of the nodes.	Task1 Preamble - In t Q. Using the FBS:	No task you will get to look at the FRS graph and identify the different types CGA graph for mood based music player and list 3 function node elements	t of the nodes. Use the visual cues in the FBS gr	aph and the pointers provided by
	3 Q. Using the FBS	graph for mood based music player and list 3 structure node elements		
	Q. Using the FBS	graph for mood based music player and list 3 behaviour node elements		
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A worksheet where you will have to complete a set of tasks.

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a Consider	Problem FBS Graph UML Dia	grams Worksheet	
	Task2		
Identify the FBS element in the statement, refer to the FBS graph and definitions in the information page to evaluate	Preamble - In the previous task you characterised the different types o Q. Evaluate the statement - "Automatic mood detection	different types of nodes visually. In this task you i nodes. Use the visual cues in the FBS graph and i is a functionality provided by the proposed modes of the transmission of transmission of the transmission of transmission of the transmission of transmissio	will get to look at the F8S graph on screen and reason the purpose of the pointers provided by CASA. ad based music player*
annung	⊖ irue ⊚raise		
answer	Give support for the choice (true/false) Q. Evaluate the statement - "Voice recognition algorithm	n is a logical component in the proposed mood l	based music player*
arswer.	The @ Falle Give support for the choice (true/falle) Give support for the choice (true/falle) True @ falle Give support for the choice (true/falle)	n is a logical component in the proposed mood l	tazed music player*
lanseet.	the Winde Gee support for the choice (huw/falle) Gee support for the choice (huw/falle) Intra @yalle Gee support for the choice (huw/falle) Gee support for the choice (huw/falle) Gee support for the choice (huw/falle) Gee support of the choice (huw/falle)	n is a logical component in the proposed mood in in main player implements the behaviour which i	lased music player*
	to the final field of the choice (huw/falle) Give support for the choice (huw/falle) Line (b) pine The support for the choice (huw/falle) The support for the choice (huw/falle) The support for the choice (huw/falle) Give support for the choice (huw/falle) Give support for the choice (huw/falle)	n is a logical component in the proposed mood	based music player* allows the user to request for any song*

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	Design Problem Task	FBS Graph	UML Diagrams	Worksheet						
Use the previously identified PBS (Function, Behaviour, Structure) design elements, definitions and your understanding of FBS to answer the question.	Task3 Presm an Q. Give Q. Give	ble - Lintil now you have re d S. Use the previously iden description of your underst description of your underst	asoned and characterised the different offied FBS (Function, Behaviour, Structur anding of function anding of structure	types of nodes in FBS graph. e) design elements, definition	In this task you will explicit is and your understanding	ly state your undersi	anding followi	of the tr	erms F, B tions]
	4 g Gire	description of your underst	anding of behaviour]
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Use he information page and the FBS graph to fait the affineres connectors based on visual information.	Paramble - In the task you would list the different connector type of different types of connectors and the types of condes that O. Note down all the isentifying the connectors that connects the different	te rodes in the TRS proph. Look at the convectory/this in the provided FRS graph and dentify the they convect. Use the visual cuse in the TRS graph and the pointers provided by CGGA. #TRS design element pars (P_S_SR_FR_SE_B_S_FR_SS_B_B). For e.g., Combines: B B
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000244 <	Design Problem	FBS Graph	UML Diagrams	Worksheet				
	Task Task5							
Look at the provided FBS graph and identify the pairs of (F-S, S-B, F-B, S-F, B-S, F-F, S-S, B-B) e.g. S-F: Connectivity	Preamble Q. Identify	- In this task you would as many pairs of F-S, S-E	list the concrete examples of pairs like the visual cues in th 3, F-B, S-F, B-S, F-F, S-S, B-B from FBS	(F-S, S-B, F-B, S-F, B-S, F-F, S e FBS graph and the pointers graph and list them. For e.g.	-S, B-B) and trios (FBS, SBF, provided by CASA. S-F: Connectivity Mechanis	FSB, BSF) from the provide m implements Login functi	d FBS graph. Use onality	
Mechanism implements Login functionality. more	3 Q. Identify when user	as many trics of FBS, SBF logins into the system	F, FSB, BSF from FBS graph and list the	m. For e.g., FSB: Mood detect	ion is implemented by Voic	e recognition algorithm wi	ich is utilised	
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000246	Design Problem Task	FBS Graph	UML Diagrams	Worksheet				
	Task6	D						
Look at previous concrete examples of trois and abstract there related inless praction is implemented by Structure which gets utilized during user Rehaviour	Presnitit - 1 2 - Contactor - calcord carry - C - C - C - C - C - C - C - C	I the previous task you work iences from the word bank b iences from the word bank b	ed on specific examples of pair	s and trios from the graph. In t B. elutionship between the trio 5;	his task you are required to 5 and B. For e.g., Function 1	abstract the relationship is implemented by Structu	of the trio F, S ar	nd
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As well as a UML diagram corresponding for the FBS graph.

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Once you complete the worksheet question and answers, this phase will end.

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× 00:01:30	Design Problem FIS Graph U.M. Dagrams Worksheet			
Here you will get to look at the FBS graph to answer questions in Worksheet. View the FBS Graph - Video' to get to incow what is a FBS graph.	Da Statisti Da Statistica Statisti Statistica Statistica Statistica Statistica Statistic	Toggi Sin Si	e Highlights: Illar Node nilar Link cent Node	
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In the introduction phase, you are required to look at the FBS graph, explore the FBS graph via the various interactions possible.

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Complete the answers in the worksheet.

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Once you complete all the answers and explore the FBS graph, the end phase will be visible. And as you end this phase, you will be moved to the next phase, which is the induction phase.

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In the induction phase similar to the introduction phase you are required to look at the video, find the objectives in the phase as well as how would you incorporate the learnings in the software conceptual design. You will have to complete these answers, and then the next tabs will be enabled.

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Once you save your answers you the other terms will be automatically enabled.

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In this phase, you are required to not only explore the graph but edit the graph by adding Functional, Structure, Behaviour nodes and connecting them. The pedagogical agent will provide prompts at various phases as you edit the graph.

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After having edited the graph, you can evaluate your FBS graph based on the evaluation parameters provided in this wheel. You will have to look at the evaluation parameters, assign corresponding categories and also, at the same time, reflect on why you are giving the particular rating. You can go back and edit the FBS graph and come back and evaluate the FBS graph.

Once all the evaluation parameters have been completed, this phase will end. After you have edited the FBS graph and evaluated, this phase will end.

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You are then taken to the third phase, which is the ideation phase.

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In this phase, similar to the earlier two phases, you will have to complete the planning questions that are provided.

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In the last phase of think and link, you are required to write the design problem that you are interested to create a software conceptual design.

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Create a FBS graph from the scratch.

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category Meets Expectation / Needs Improvement / Inadequate / Missing more						Meets Expectat Needs Improve Inadequate Missing	ion ment	
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Evaluate the FBS graph based on the evaluation parameters in the wheel and then complete this task of creating FBS graph for two problems.

Thank you.