

CSE 490C, Homework Assignment 3, Due Wednesday, October 17, 2018, at 11:59 pm

For this assignment, you will be creating a user manual for the two-way SMS application that you have built for your Programming assignment 1. The user manual should enable the end-users (in this case the course instructor and TAs) to fully understand your system, its functionality, and how to interact with it. Consider this to simply be a more detailed version of what you are already writing for Programming assignment 1.

The write-up should include the following:

1. **System Description.** A high-level description of the system that you are implementing, including the needs it is supposed to meet, end users it is supposed to serve, functionality, sequence and the frequency of messages. This can be borrowed from the first part of Programming Assignment 1. Also, describe the information that the system needs to be populated with, to be useful.
2. **User Manual.** A user manual of the system. This includes the functionality of the different messages sent and received through the system and what users should do to use the system (e.g., how to initially register their phone with the SMS service). This could be written out or drawn out as a flow diagram. If there is a template or message format that should be followed by user messages, this would be a good place to explain that. [e.g., in class Dr. Anderson mentioned R4B5Y3G7 as the message format which was used to depict the number of medicines (the digits) with colors (the letters)]. You should also explain how the messages will be parsed.
3. **Description of Visual Interface and Logs.** The visual interface for the back end, which includes buttons, as well as backend record-keeping of the message interaction, should also be described in the manual. This could be written out, or drawn out with labels attached. The manual should include information about what each button represents, what function it performs and if they should be interacted with, in any particular sequence.
 - (a) The visual interface will consist of actionable interface elements (buttons, etc.) and information interface elements (like output text boxes etc). The manual should provide detail of each item and the action that it performs (e.g., Dr. Anderson explained the Fetch and Purge buttons in lecture).
 - (b) The log of the message interaction will show the sequence of messages sent and received by your system. The time stamp or sequence number, message originator,

and receiver should be clear in the log. Additional display of events generated on the interface (e.g., button press) is optional.

Note: Remember to situate this description in the context of the location of deployment (e.g., the country's telecommunications infrastructure, the user needs that the system supports).

Your description of a specific use case (as required by Programming assignment 1) where the client both receives SMS from a server and sends an SMS for the server to process, should align with the user manual and the details provided in this document. Justify your design, message format, sequencing, interface, and user experience decisions.