

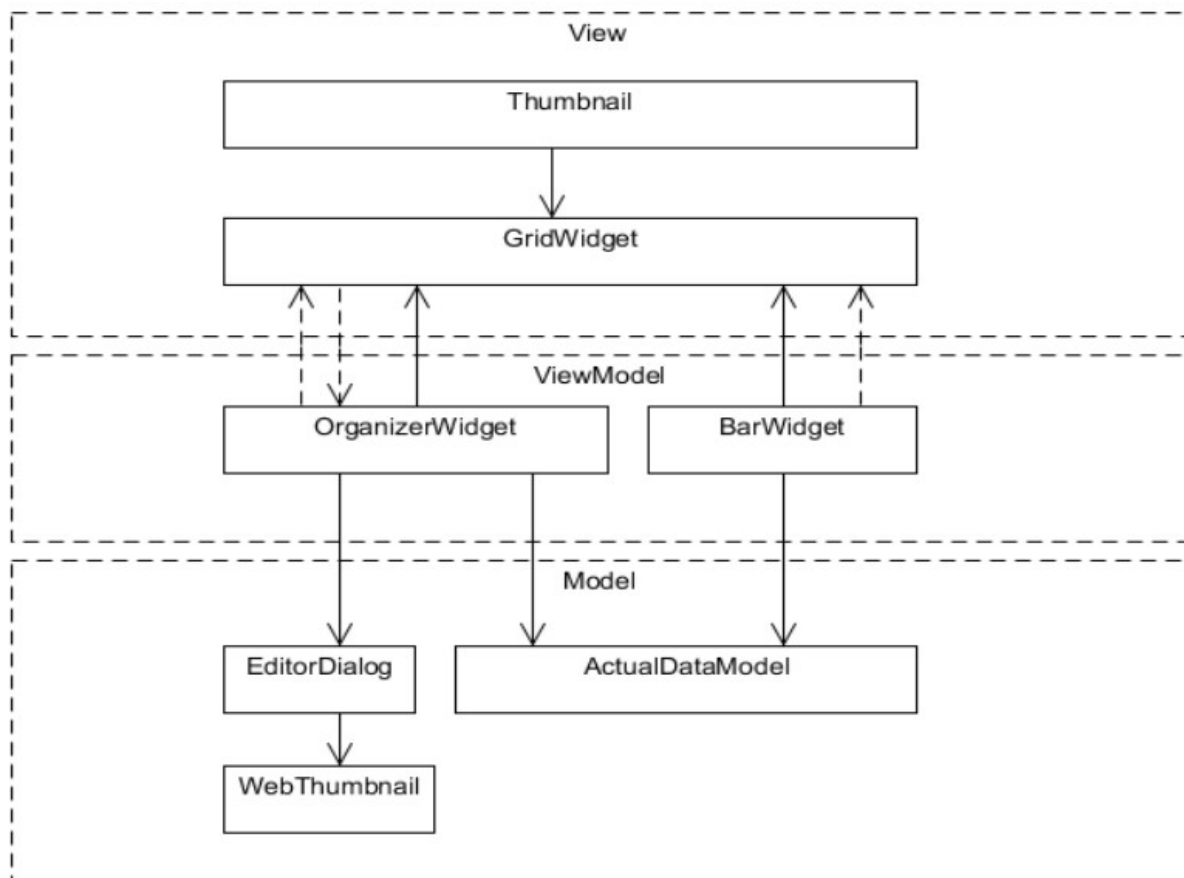
## CS3249 User Interface Development

AY2013-14 Semester 2

### Tutorial 2: System Architecture

#### Problem 1

- The following diagram describes the system architecture of a bookmark system developed by a team of students. More details of the system can be found in the attached project report bookmark.pdf.
- The system adopted a Model-View-ViewModel pattern. Is this design pattern correctly applied? Why?
- What are the main shortcomings of the system architecture?
- Develop an improved system architecture diagram (or interaction diagram) that overcomes the main shortcomings.



## Problem 2

- The following diagram describes the system architecture of virtual clothe try-on system developed by a team of students. More details of the system can be found in the attached project report magic-mirror.pdf.
- What are its major shortcomings?
- Design an improved GUI that overcomes the shortcomings.

