

CS2310 Exercise 1

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(a) Activities involved in organizing a picnic:







1. Determine the picnic place
2. Decide the date
3. Organize sports and games
4. Informing attendees
5. Get the food
6. Going to the picnic place

The following pictures shows specified activities involved in organizing a picnic:







IC Card	IC Name: <u>Determining_the_place</u>				
Description: <u>Determining the picnic place</u>					
Interaction Pattern:					
					
<input type="radio"/> Quiet State	<input checked="" type="radio"/> By Myself no Interaction	<input type="radio"/> By Myself with Interaction	<input type="radio"/> By Others no Interaction	<input type="radio"/> By Others with Interaction	<input type="radio"/> Mixed
My Task: <u>Reserve a convenient picnic spot</u>					
Time Critical Condition: <u>None</u>					
Name of Other IC: <u>None</u>					
Message to Other IC: <u>None</u>					
Other IC's Task: <u>None</u>					
Card ____ of ____ (If necessary please use several IC cards to describe an IC)					

IC Card	IC Name: <u>Decide_the_date</u>
Description: <u>Decide which date and what time to go picnic</u>	
Interaction Pattern:	
     	
<input type="radio"/> Quiet State	<input type="radio"/> By Myself no Interaction
<input checked="" type="radio"/> By Myself with Interaction	<input type="radio"/> By Others no Interaction
<input type="radio"/> By Others with Interaction	
<input type="radio"/> Mixed	
My Task: <u>Pick a day with sunny weather</u>	
Time Critical Condition: <u>None</u>	
Name of Other IC: <u>Weather forecast</u>	
Message to Other IC: <u>Remind me if it rains</u>	
Other IC's Task: <u>None</u>	
Card ____ of ____ (If necessary please use several IC cards to describe an IC)	







In the condition of rain, I would choose another sunny day which fits most of people's schedule.

IC Card	IC Name: <u>Organizing_sports_and_games</u>
Description: <u>Organizing sports and other games that are suitable for picnic area</u>	
Interaction Pattern:	
     	
<input type="radio"/> Quiet State	<input type="radio"/> By Myself no Interaction
<input type="radio"/> By Myself with Interaction	<input type="radio"/> By Others no Interaction
<input type="radio"/> By Others with Interaction	
<input checked="" type="radio"/> Mixed	
My Task: <u>Choose games to play, inform attendees with the list of games and rules</u>	
Time Critical Condition: _____	
Name of Other IC: <u>Attendees representative</u>	
Message to Other IC: <u>please bring wallyball, hoops, frezbees, cards</u>	
Other IC's Task: <u>Prepare wallyball, hoops, frezbees, cards for picnic game</u>	
Card ____ of ____ (If necessary please use several IC cards to describe an IC)	







In IC card "Organizing_sports_and_games" Mixed interaction can be done by myself with interaction and by others with interaction.

IC Card	IC Name: <u>Get_the_food</u>
Description: <u>Buy food and necessary ingredients for picnic</u>	
Interaction Pattern:	
     	
<input type="radio"/> Quiet State	<input type="radio"/> By Myself no Interaction <input checked="" type="radio"/> By Myself with Interaction <input type="radio"/> By Others no Interaction <input type="radio"/> By Others with Interaction <input type="radio"/> Mixed
My Task: <u>Make a list of food, and buy them from the market</u>	
Time Critical Condition: _____	
Name of Other IC: <u>Grocery store</u>	
Message to Other IC: <u>I would like to buy them</u>	
Other IC's Task: <u>Sell Items</u>	
Card _____ of _____ (If necessary please use several IC cards to describe an IC)	

There are some condition I would think about that how to choose food that most of them people can eat, for example, I would consider people who does not eat ham/pork, and vegetarians, etc.

IC Card	IC Name: <u>Informing_attendees</u>
Description: <u>Inform attendees with picnic details</u>	
Interaction Pattern:	
     	
<input type="radio"/> Quiet State	<input checked="" type="radio"/> By Myself no Interaction <input type="radio"/> By Myself with Interaction <input type="radio"/> By Others no Interaction <input type="radio"/> By Others with Interaction <input type="radio"/> Mixed
My Task: <u>Inform attendees picnic place, date, time, direction, list of activities</u>	
Time Critical Condition: _____	
Name of Other IC: <u>None</u>	
Message to Other IC: <u>None</u>	
Other IC's Task: <u>None</u>	
Card _____ of _____ (If necessary please use several IC cards to describe an IC)	

I would calculate how much people need ride and , pick them from school or a suitable place for them, and take them to the picnic spot.

IC Card		IC Name: <u>Going_to_picnic</u>
Description: <u>Rent van/bus to take people who needs ride</u>		
Interaction Pattern:		
		
		
<input type="radio"/> Quiet State	<input type="radio"/> By Myself no Interaction	<input checked="" type="radio"/> By Myself with Interaction
<input type="radio"/> By Others no Interaction	<input type="radio"/> By Others with Interaction	<input type="radio"/> Mixed
My Task: <u>Rent van/bus, and take people who need ride to picnic spot</u>		
Time Critical Condition: _____		
Name of Other IC: <u>Car rental company</u>		
Message to Other IC: <u>I would like to rent a car</u>		
Other IC's Task: <u>Provide me van/bus</u>		
Card _____ of _____ (If necessary please use several IC cards to describe an IC)		

(b)

First, there are several patterns in this IC-card, one of them as bellow. Also, other IC-cards have similar pattern for each of them.

Pattern: Organize the picnic

Problem: Organize a picnic

Details: getting together with faculty, stuff and graduate students

Solution: Determine a proper date and place, inform attendees, buy food

IC Name: Organize picnic

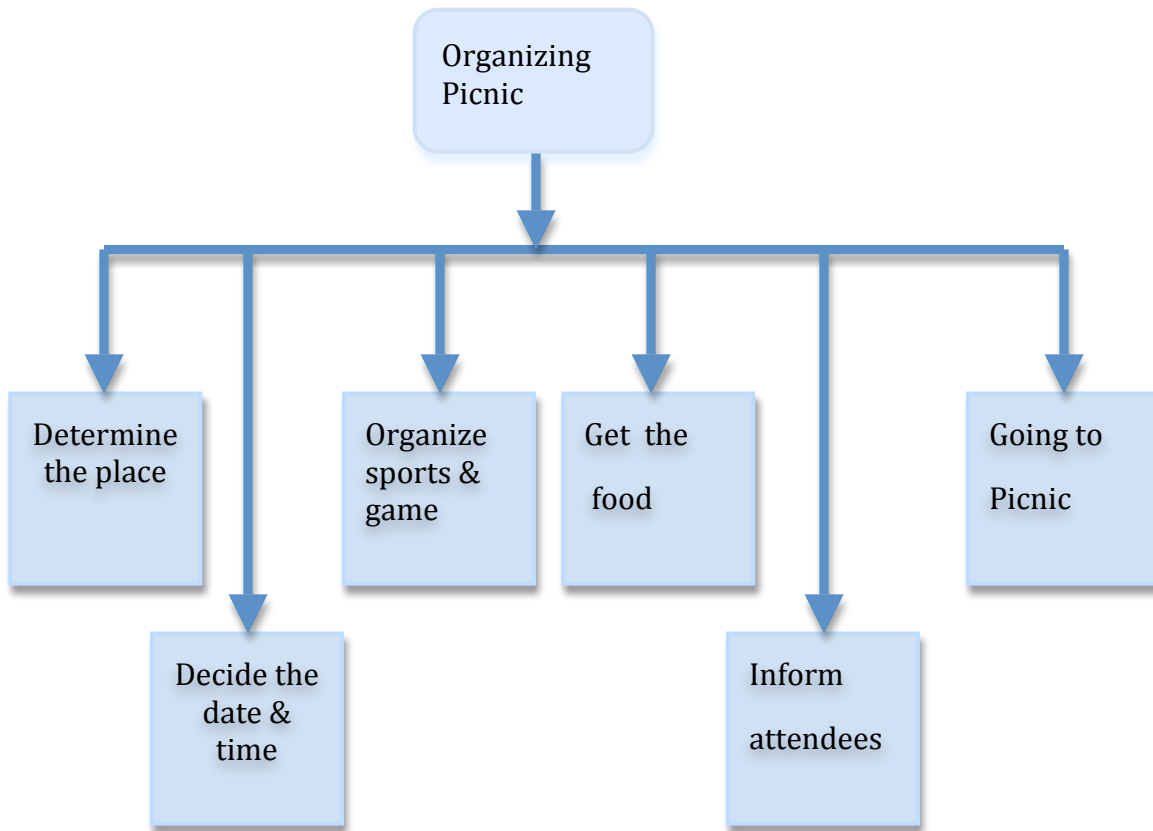
Description: Organize a picnic

Color: Purple (interaction pattern: mixed)

My tasks: organizing a picnic

Name of other IC:

- a) Determine the picnic place
- b) Decide the date
- c) Organize sports and games
- d) Informing attendees
- e) Get the food
- f) Going to the picnic place



Second, there is a chronological order pattern. Each activity of organizing a picnic has to be done in the order in which they occur. Some activities can be overlapped.

(activities)

