

**CYPRUS INTERNATIONAL UNIVERSITY**

**SOFTWARE ENGINEERING**

**DESIGN AND IMPLIMENTATION**

**FILE READER PROJECT**

Submitted by:

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**Overview**

This project aims to practice UML Specifications, documentation and project scheduling tools such as the Gantt chart. Previously, we have submitted a GitHub assignment which included the construction of a software using the Git Services. During this development, we were not asked to do any modelling documentation other than the one we generated for the GitHub records. In this project, we need to reverse engineer the project we completed in terms of modelling and generate UML specifications, requirements and project scheduling. In other words, we need to draw activity diagram, use case diagram, sequence diagram and class diagrams. In this project, each team member is responsible for each diagram and also to state some functional and non-functional requirement related to the designs, team members are encouraged to have face to face meeting for the project. The project is to be done within the period of one month and no excuses or what so ever.

WHAT ARE FUNCTIONAL AND NON-FUNCTIONAL REQUIREMENT:

Functional Requirement Functional requirements are those requirements which deal with what the system should do or provide for users.

Describes the behavior of the system as it relates to the system's functionality.

Includes the description of the required functions, outlines of associated reports or online queries, and details of data to be held in the system which is specified by users themselves.

Non-functional requirements are those requirements which elaborate the performance characteristic of the system and define the constraints on how the system will do so. Defines the constraints, targets or control mechanisms for the new system. Describes how, how well or to what standard a function should be provided. Specified by technical peoples e.g. Architect, Technical leaders and software developers. They are sometimes defined in terms of metrics (something that can be measured about the system) to make them more tangible. Identify realistic, measurable target values for each service level. These include the performance service, responsive and security.

VOL.1

EACH TEAM MEMBERS SPECIFICATIOM DEVELOPMENT:

**THREE (3) NON-FUNTIONAL REQUIREMENT.**

1. The system should be able to save file to the directory.
2. The system should be able to clear all unnecessary text from the directory.
3. The system should be able to save more file or text

**EIGHT (8) FUNTIONAL REQUIREMENT**

1. User can choose a file or text either from the directory or from different directory.
2. User should be able to add more text to the selected once.
3. After a file or text has been red, a user should be able to print it out.
4. User should be able to see the add text from the directory whenever it is open.
5. User should be able to clear all text to read another one.
6. Saving text should be directly in the directory.
7. Opening a file should not be difficult to the user.
8. The system should be accepted by every user whenever it is being used.

**THE USED CASE DIAGRAM (PREVIEW (ONE)**

**A use case diagram at its simplest is a representation of a user's interaction with the system that shows the relationship between the user and the different use cases in which the user is involved. A use case diagram can identify the different types of users of a system and the different use cases and will often be accompanied by other types of diagrams as well. The aim of the design of this diagram is demonstrate on how the file reader being used whenever a user tries to used it application software.**



**USED CASE DIAGRAM (PREVIEW (TWO)**



**PROJECT SCOPE AND OBJECTIVES**

The objective of the project is to develop the UML Specifications, documentation and project scheduling tools such as the Gantt chart in versions in a period

of one month. Using functional and non-functional requirement, each team member is able to design one modeling as well as stating it functions related to the project. This will help to get an idea from each member. By so doing, it also helps to take part of the project. The aim of the team is to collaborate to help each other for better understanding.

**Assignment of Roles and Responsibilities:**

The team consists of 3 (three) group members with each team member having a different

role:

**1. Team leader (Senior Designer/Programmer):** The team leader is responsible for helping us to

design and developing the diagrams. Other responsibilities is to ensure that

other group members meet their contributions to the project on time and the right tools

have been utilized to develop the project. Also, he is responsible for his own designing appraisal that is separate documentation from the project.

**2. Business class designer (developer and tester):** The business class designer will be

responsible for ensuring that the design laid out by the team leader meets the requirements

of the user in the previous project but now he is also responsible for his own documentation after collaboration to the team appraisal.

**3. User (System acceptance tester and document):** The user also plays his/her part in the previous project where the user was responsible to text and know how the application works, but in this time around the user play part in the designing of it to the team and also the responsible for developing it own model. Here the user is responsible for both the his / her part and the team project documentation.