

DOCUMENT TEMPLATES FOR STUDENT PROJECTS IN SOFTWARE ENGINEERING

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Abstract

This technical report outlines the contents of a minimal set of software development documents, tailored for use by students in software engineering projects, and firmly based on IEEE standards. The document set is designed to support software development activities. It provides a framework for use in undergraduate software engineering projects, both individual and team-based, that helps students to learn best practice. A supplementary report describes the content of each document in more detail.

1. Background.

Projects form an important part of the education of software engineers. They form an active method of teaching, as defined by Piaget, leading to a "training in self-discipline and voluntary effort" [1], which is important to software engineering professionals. Two purposes served by these projects are: education in professional practice, and outcomes-based assessment, as identified in the ACM/IEEE Computing Curricula 2001 [2]. An

infrastructure must be provided whereby the students are well guided in their learning, yet have an opportunity to display their individual achievements for the purposes of assessment. This corresponds to the ‘integrational’ and ‘differential’ modes of education as described by Cook in “Educational Measurement” [11]. Software engineering projects, as defined by the IEEE/EIA, consist of a number of development activities [10]. Each activity is characterised by a set of deliverables, normally in the form of code or documentation. Providing a structured template for software documentation assists both the educational and the assessment aspects of a software engineering project. These templates provide a guide to the expected format and content of the documentation deliverables based on international standards. They also provide a framework for the evaluation of the student project, based on deliverables. Note that this report does not provide specific assessment criteria: it describes the development documentation. Also, it does not cover the product documentation (user manual, reference manual, installation manual, or internal documentation) or the student project report. By industry standards most student projects would not normally justify the production of a complete documentation set. However, as part of the educational process, it is important that students are shown how to document their work according to best practice. It is not necessary that every project produce every document described here, but from an educational viewpoint, and considering that students will be embarking on a professional career, there are distinct benefits in each student doing so. Review of activity deliverables is a critical part of ensuring software product quality and tracking project status, and this requires an understanding of what documents are needed [15]. Another important aspect of best practice in documentation, included in these templates, is risk management. The minimal document set, and the content of each document, has been derived from the full IEEE set of software engineering documents, based on the experience of the authors in professional software development and teaching software engineering. Many other universities have produced documentation guidelines for final year software engineering students (for example [12], and [13]); the templates described here are based on the most recent IEEE standards and US MIL-STD-498 [14].

2. Overview of the Documentation Set.

The following table identifies the minimal core set of software, and identifies the activities that produce them.

Document Deliverables	Description	Activities (IEEE/EIA 12207.2-1997)
Software Project Management Plan (SPMP)	Description of the software approach and associated milestones.	System requirement analysis Software requirement analysis
Software Requirements Specifications (SRS)	Description of the expected software features, constraints, interfaces and other attributes.	Process implementation
Software Design Description (SDD)	Description of how the software will meet the requirements. Also describes the rationale for design decisions taken.	System architectural design Software architectural design Software detailed design
Software Test Documentation (STD)	Description of the plan and specifications to verify and validate the software and the results.	Software qualification testing System qualification testing

IEEE terms and abbreviations have been used throughout; this provides exposure to the professional terminology for students, and also reduces ambiguity.

2.1 Purpose of each document

Document	Summary of Purpose
SPMP	To document the agreed deliverables and dates.
SRS	To document the agreed requirements with the project supervisor; to provide the basis for design; to provide the basis for system test.

SDD	To document the design and design decisions in order to provide the basis for implementation and unit test
STD	To document how the software will be tested, and record the results.

3. Common Sections for the Documentation Set.

Each document within the recommended set has some common characteristics. The following pages are included in each document:

I. Cover page (contents & layout)

<p>Name of Document</p> <p>Project Title</p> <p>Document Version Number Printing Date</p> <p>Location of electronic version of file</p> <p>Department & University</p>
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II. Revisions page (contents)

- ?? Overview
- ?? Target Audience
- ?? Project Team Members
- ?? Version Control History:

Version	Primary Author(s)	Description of Version	Date completed
Draft / final			

?? Signatures of Approval

III. Additional Material (contents)

? ? ADDITIONAL ISSUES

? ? DEFINITIONS, ACRONYMS, AND ABBREVIATIONS

? ? REFERENCES

? ? APPENDICES

4. Contents of the Documentation Set.

The following four pages identify the contents of each document. A detailed description of the contents will be provided in a future Technical Report. The contents are not a rigid definition, but a guide as to the most pertinent features of each document. These should be tailored to reflect the emphasis of each project. Documentation produced during implementation is not covered; these results are usually in the form of executable code, user documentation, and an implementation journal/engineering notebook recording the implementation work of the student. The specifications for, and results of, unit testing are also regarded as being part of the implementation.

Software Project Management Plan (SPMP)

Cover Page

Revisions Page

Table of Contents

1 INTRODUCTION

1.1 Project Overview

1.2 Project Deliverables

2 PROJECT ORGANIZATION

2.1 Software Process Model

2.2 Roles and Responsibilities

2.3 Tools and Techniques

3 PROJECT MANAGEMENT PLAN

3.1 Tasks

3.1.n Task-n

3.1.n.1 Description

3.1.n.2 Deliverables and Milestones

3.1.n.3 Resources Needed

3.1.n.4 Dependencies and Constraints

3.1.n.5 Risks and Contingencies

3.2 Assignments

3.3 Timetable

4 ADDITIONAL MATERIAL

Software Requirements Specifications (SRS)

Cover Page

Revisions Page

Table of Contents

1 INTRODUCTION

1.1 Product Overview

2 SPECIFIC REQUIREMENTS

2.1 External Interface Requirements

2.1.1 User Interfaces

2.1.2 Hardware Interfaces

2.1.3 Software Interfaces

2.1.4 Communications Protocols

2.2 Software Product Features

2.3 Software System Attributes

2.3.1 Reliability

2.3.2 Availability

2.3.3 Security

2.3.4 Maintainability

2.3.5 Portability

2.3.6 Performance

2.4 Database Requirements

3 ADDITIONAL MATERIAL

Software Design Description (SDD)

Cover Page

Revisions Page

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1 INTRODUCTION

1.1 Design Overview

1.2 Requirements Traceability Matrix

2 SYSTEM ARCHITECTURAL DESIGN

2.1 Chosen System Architecture

2.2 Discussion of Alternative Designs

2.3 System Interface Description

3 DETAILED DESCRIPTION OF COMPONENTS

3.n Component-n

4 USER INTERFACE DESIGN

4.1 Description of the User Interface

4.1.1 Screen Images

4.1.2 Objects and Actions

5 ADDITIONAL MATERIAL

Software Test Documentation (STD)

Cover Page

Revisions Page

Table of Contents

1 INTRODUCTION

1.1 System Overview

1.2 Test Approach

2 TEST PLAN

2.1 Features to be Tested

2.2 Features not to be Tested

2.3 Testing Tools and Environment

3 TEST CASES

3.n Case-n

3.n.1 Purpose

3.n.2 Inputs

3.n.3 Expected Outputs & Pass/Fail criteria

3.n.4 Test Procedure

4 ADDITIONAL MATERIAL (including appendix A)

APPENDIX A. TEST LOGS

A.n Log for test n

A.n.1 Test Results

A.n.2 Incident Report