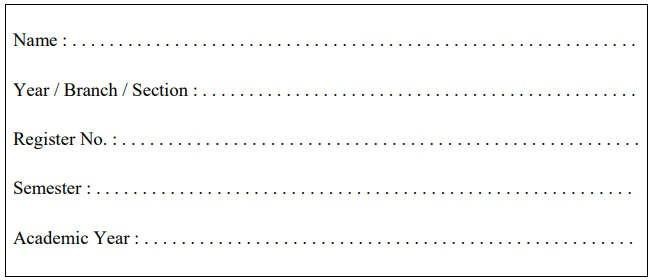


DEPARTMENT OF COMPUTER SCIENCE & ENGINEERINGACADEMIC YEAR 2024-2025  
EVEN SEMESTER

**CS23432 - Software Construction**

**Lab Manual**

****

**Name:** Monic Auditya A **Year / Branch / Section:** II year – CSE – B **Register No:** 2116230701194 **Semester:** IV **Academic Year:** 2024 – 2025

|  |  |
| --- | --- |
| **Ex. No.** | **List of Experiments** |
| 1 | Study of Azure DevOps |
| 2 | Designing Project using AGILE-SCRUM Methodology. |
| 3 | Agile Planning |
| 4 | User stories – Creation |
| 5 | Architecture Diagram Using AZURE |
| 6 | Designing Usecse and Class Diagram |
| 7 | Designing Interaction Diagrams |
| 8 | Design Interface |
| 9 | Implementation – Design a Web Page based on Scrum Methodology |
| 10 | Testing using Azure. |
| 11 | Deployment |

|  |  |
| --- | --- |
| **Requirements** | |
| Hardware | Intel i3, CPU @ 1.20GHz 1.19 GHz, 4 GB RAM,  32 Bit Operating System |
| Software | StarUML, Azure |

# LAB PLAN

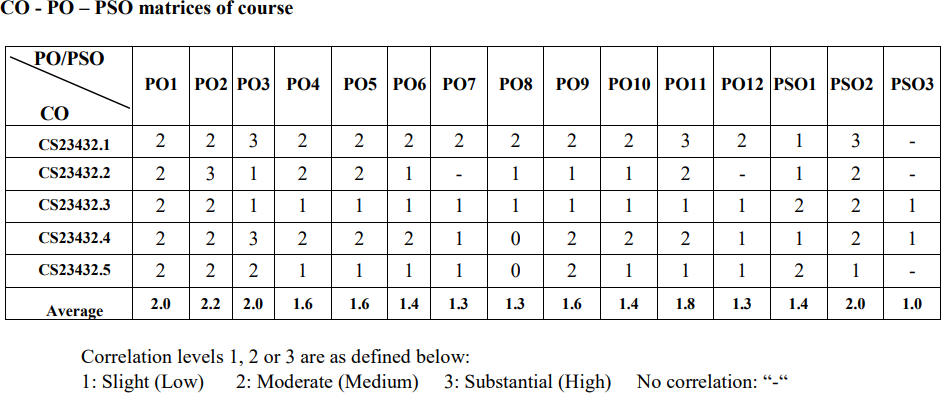
**CS234342 - SOFTWARE CONSTRUCTION LAB**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ex No** | **Date** | **Topic** | **Page No** | **Sign** |
| 1 |  | Study of Azure DevOps |  |  |
| 2 |  | Writing Problem Statement |  |  |
| 3 |  | Agile Planning |  |  |
| 4 |  | Creating User stories |  |  |
| 5 |  | Designing Sequence Diagram |  |  |
| 6 |  | Designing Class Diagram |  |  |
| 7 |  | Designing Use Case Diagram |  |  |
| 8 |  | Designing Activity Diagram |  |  |
| 9 |  | Designing Architecture Diagram |  |  |
| 10 |  | Design User Interface |  |  |
| 11 |  | Implementation – Design a Web Page based on Scrum Methodology |  |  |
| 12 |  | Testing and Deployment |  |  |

**Course Outcomes (COs)**

**Course Name: Software Construction  
Course Code: CS23432**

|  |  |
| --- | --- |
| **CO 1** | Understand the software development process models. |
| **CO 2** | Determine the requirements to develop software |
| **CO 3** | Apply modeling and modeling languages to design software products |
| **CO 4** | Apply various testing techniques and to build a robust software product |
| **CO 5** | Manage Software Projects and to understand advanced engineering concepts |

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|  |  |
| --- | --- |
| **Ex. No. 1** | **STUDY OF AZURE DEVOPS** |

**AIM:**

To study how to create an agile project in Azure DevOps environment.

**STUDY:**

Azure DevOps is a cloud-based platform by Microsoft that provides tools for DevOps practices, including CI/CD pipelines, version control, agile planning, testing, and monitoring. It supports teams in automating software development and deployment.

1. Understanding Azure DevOps

Azure DevOps consists of five key services:

* 1. Azure Repos (Version Control)

Supports Git repositories and Team Foundation Version Control (TFVC). Provides features like branching, pull requests, and code reviews.

* 1. Azure Pipelines (CI/CD)

Automates build, test, and deployment processes.

Supports multi-platform builds (Windows, Linux, macOS).

Works with Docker, Kubernetes, Terraform, and cloud providers (Azure, AWS, GCP).

* 1. Azure Boards (Agile Project Management)

Manages work using Kanban boards, Scrum boards, and dashboards. Tracks user stories, tasks, bugs, sprints, and releases.

* 1. Azure Test Plans (Testing)

Provides manual, exploratory, and automated testing. Supports test case management and tracking.

* 1. Azure Artifacts (Package Management)

Stores and manages NuGet, npm, Maven, and Python packages. Enables versioning and secure access to dependencies.

## Getting Started with Azure DevOps

Step 1: Create an Azure DevOps Account Visit Azure DevOps.

Sign in with a Microsoft Account.

Create an Organization and a Project. Step 2: Set Up a Repository (Azure Repos)

Navigate to Repos.

Choose Git or TFVC for version control. Clone the repository and push your code.

Step 3: Configure a CI/CD Pipeline (Azure Pipelines)

Go to Pipelines → New Pipeline.

Select a source code repository (Azure Repos, GitHub, etc.)

Define the pipeline using YAML or the Classic Editor. Run the pipeline to build and deploy the application.

Step 4: Manage Work with Azure Boards Navigate to Boards.

Create work items, user stories, and tasks. Organize sprints and track progress.

Step 5: Implement Testing (Azure Test Plans) Go to Test Plans.

Create and run test cases

View test results and track bugs

## Result:

The study was successfully completed.

|  |  |
| --- | --- |
| **Ex. No. 2** | **WRITING PROBLEM STATEMENT** |

**AIM:**

To prepare a **problem statement** for your given project.

## Problem Statement:

**Smart Bus – Intelligent Campus Transportation Management**

The current college transport system lacks real-time visibility, efficient route management, and effective communication, leading to delays, uncertainty, and reduced operational reliability. A digital, integrated solution is essential to enhance mobility, safety, and user experience.

## Result:

The problem statement was written successfully.

|  |  |
| --- | --- |
| **Ex. No. 3** | **AGILE PLANNING** |

**Aim**:

To prepare an Agile Plan.

# THEORY

Agile planning is a part of the Agile methodology, which is a project management style with an incremental, iterative approach. Instead of using an in-depth plan from the start of the project—which is typically product-related—Agile leaves room for requirement changes throughout and relies on constant feedback from end users.

With Agile planning, a project is broken down into smaller, more manageable tasks with the ultimate goal of having a defined image of a project’s vision. Agile planning involves looking at different aspects of a project’s tasks and how they’ll be achieved, for example:

Roadmaps to guide a product’s release ad schedule

* + 1. Sprints to work on one specific group of tasks at a time
    2. A feedback plan to allow teams to stay flexible and easily adapt to change

User stories, or the tasks in a project, capture user requirements from the end user’s perspective Essentially, with Agile planning, a team would decide on a set of user stories to action at any given time, using them as a guide to implement new features or functionalities in a tool. Looking at tasks as user stories is a helpful way to imagine how a customer may use a feature and helps teams prioritize work and focus on delivering value first.

Steps in Agile planning process

1. Define vision
2. Set clear expectations on goals
3. Define and break down the product roadmap
4. Create tasks based on user stories
5. Populate product backlog
6. Plan iterations and estimate effort
7. Conduct daily stand-ups
8. Monitor and adapt

**Result:**

Thus, the Agile plan was completed successfully.

|  |  |
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| **Ex. No. 4** | **CREATING USER STORIES** |

## Aim:

To create User Stories

# THEORY

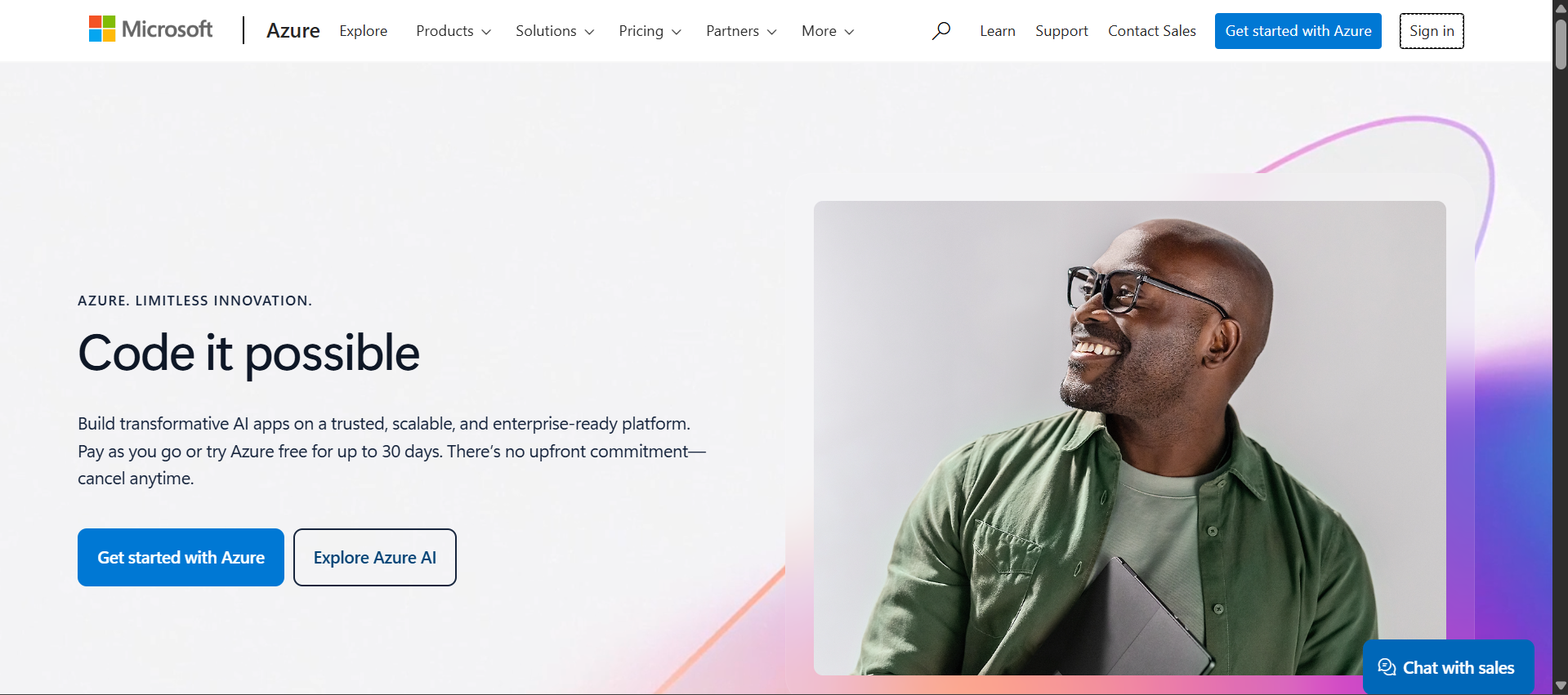
A user story is an informal, general explanation of a software feature written from the perspective of the end user. Its purpose is to articulate how a software feature will provide value to the customer.

**User story template:**

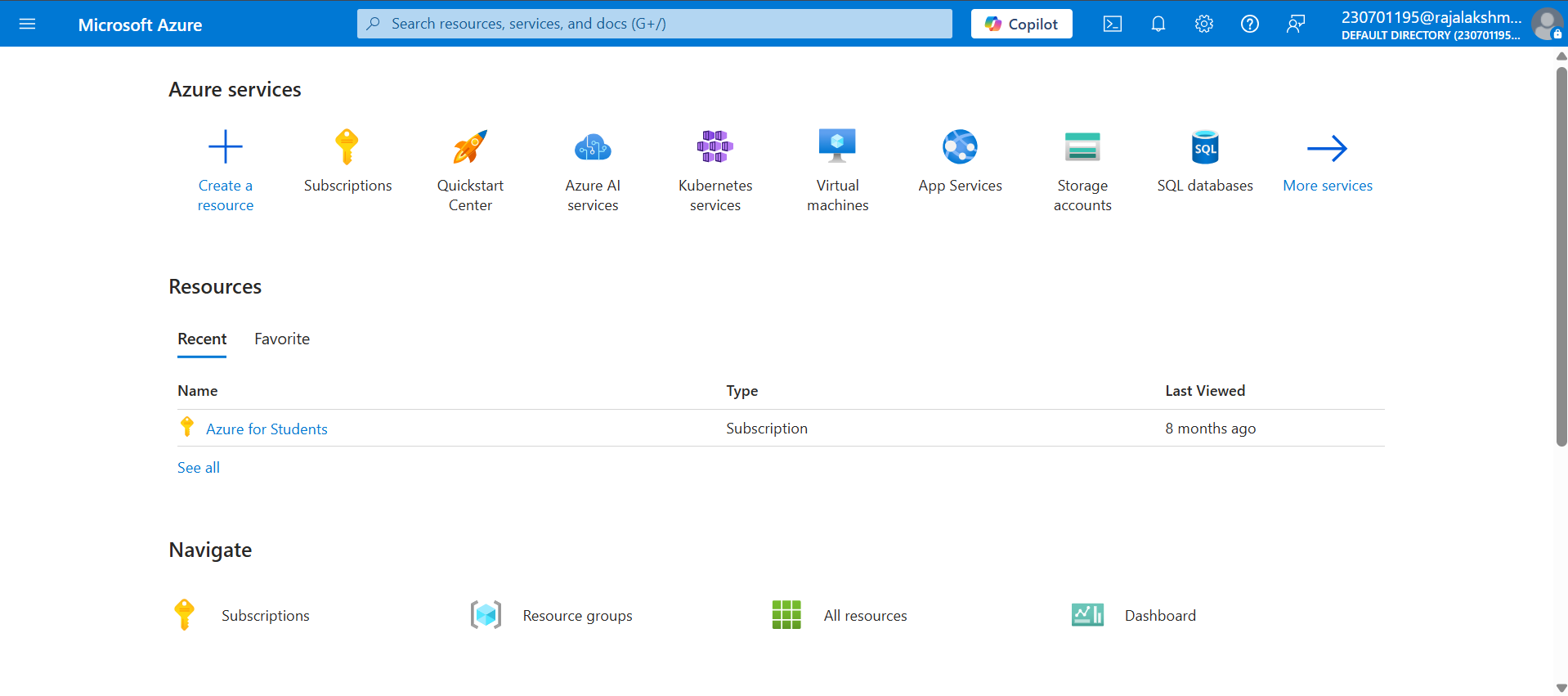
"As a [role], I [want to], [so that]."

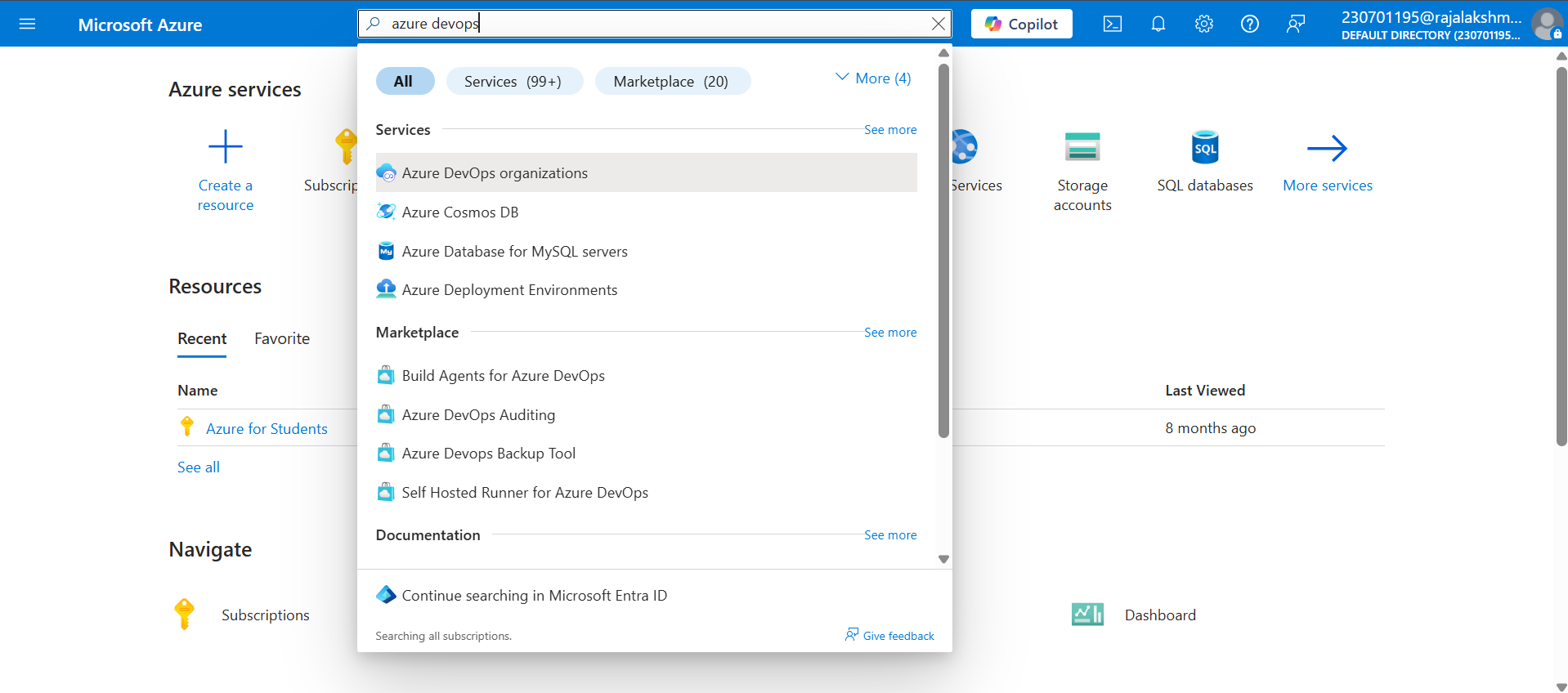
**Procedure:**

1. Open your web browser and go to the Azure website: [*https://azure.microsoft.com/en-in.*](https://azure.microsoft.com/en-in.)Sign in using your Microsoft account credentials. If you don't have an account, you'll need to create one.
2. If you don’t have a Microsoft account, you can sign up for [*https://signup.live.com/?lic=1*](https://signup.live.com/?lic=1)

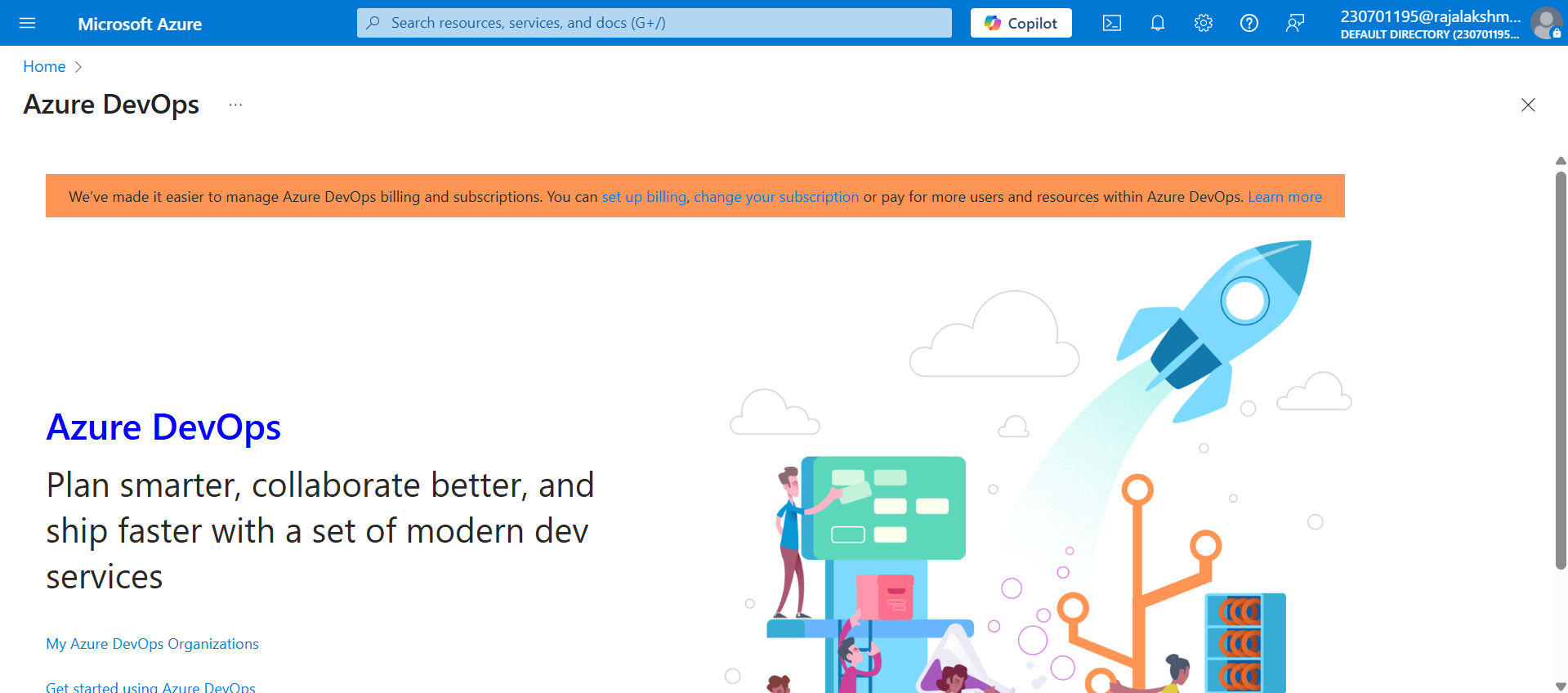


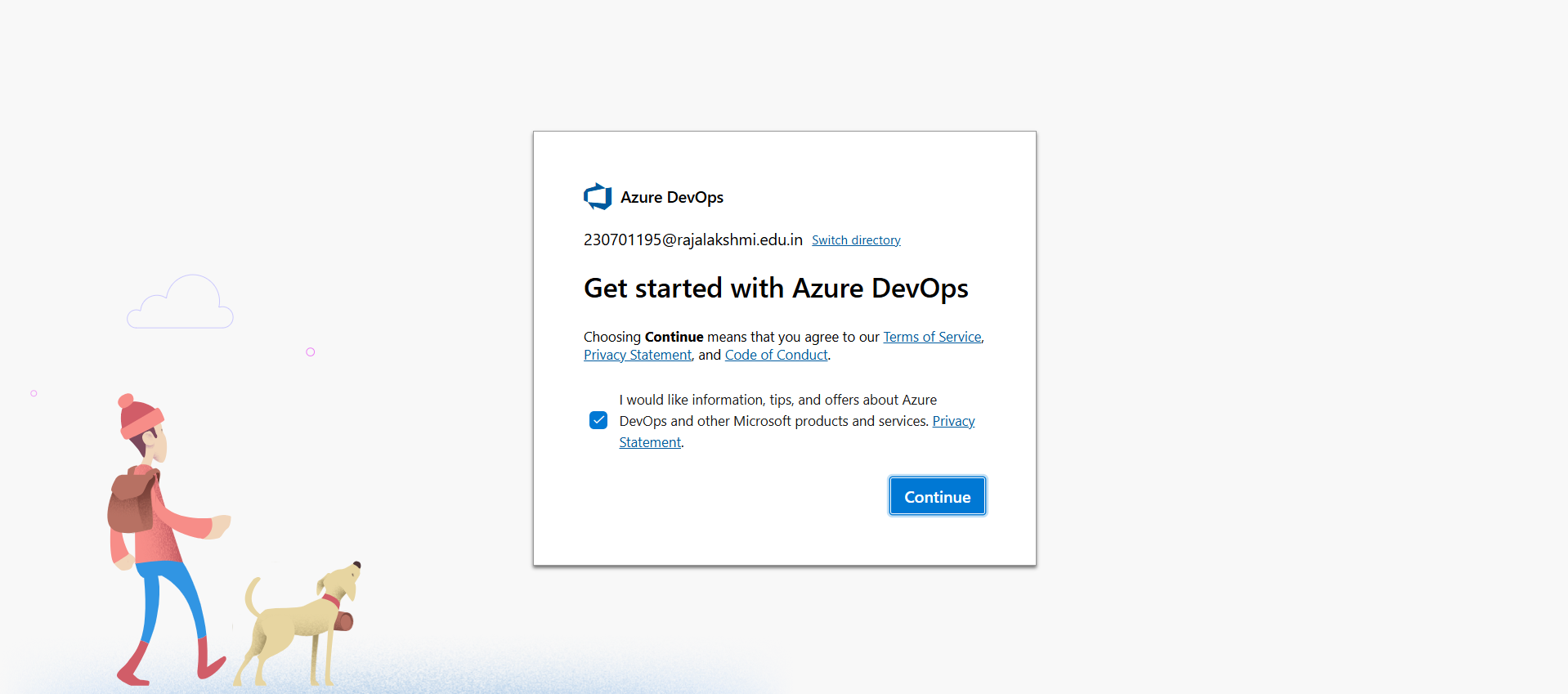
1. Azure Home Page

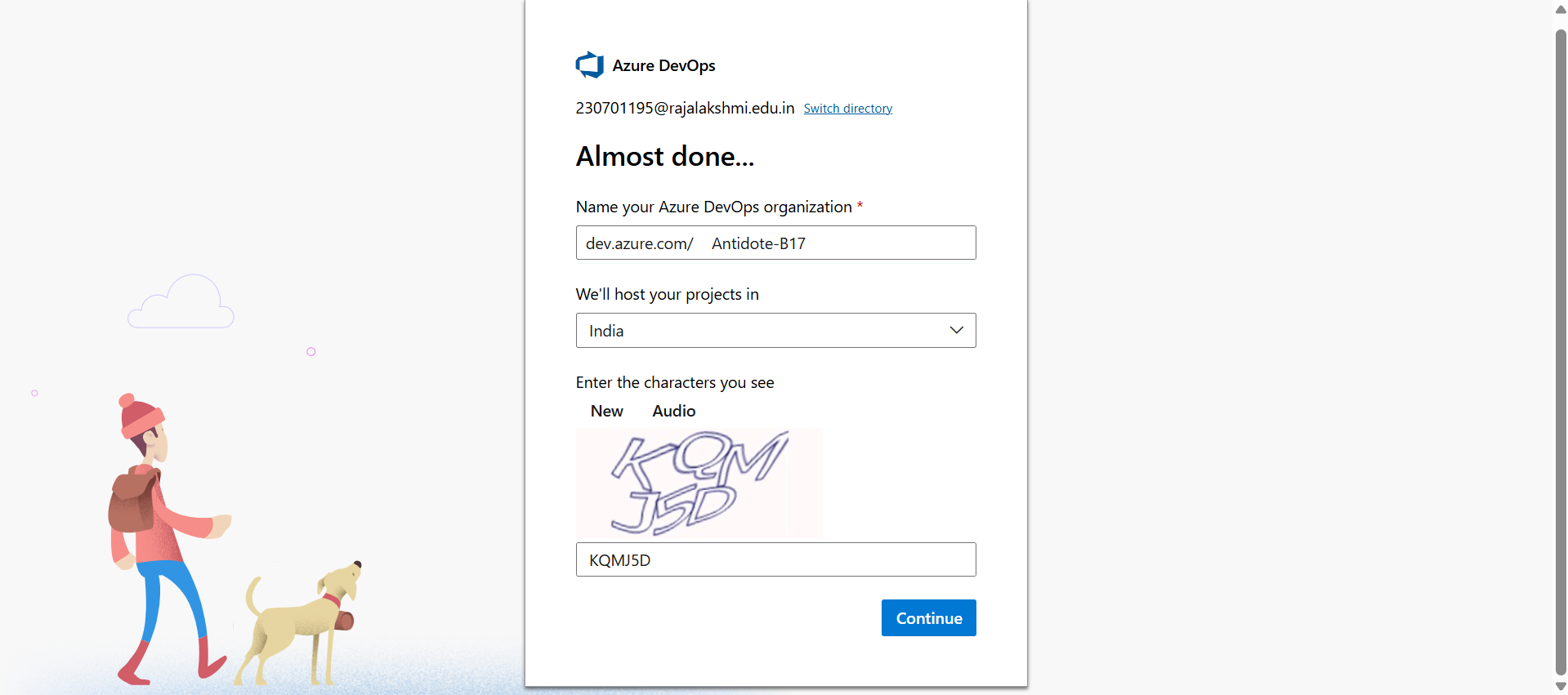


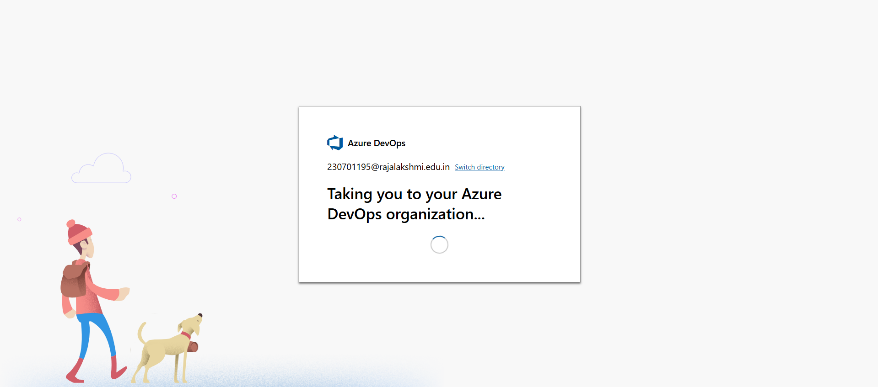


1. Open DevOps environment in the Azure platform by typing Azure DevOps Organizations in the search bar.
2. Click on the My Azure DevOps Organization link and create an organization and you should be taken to the Azure DevOps Organization Home page





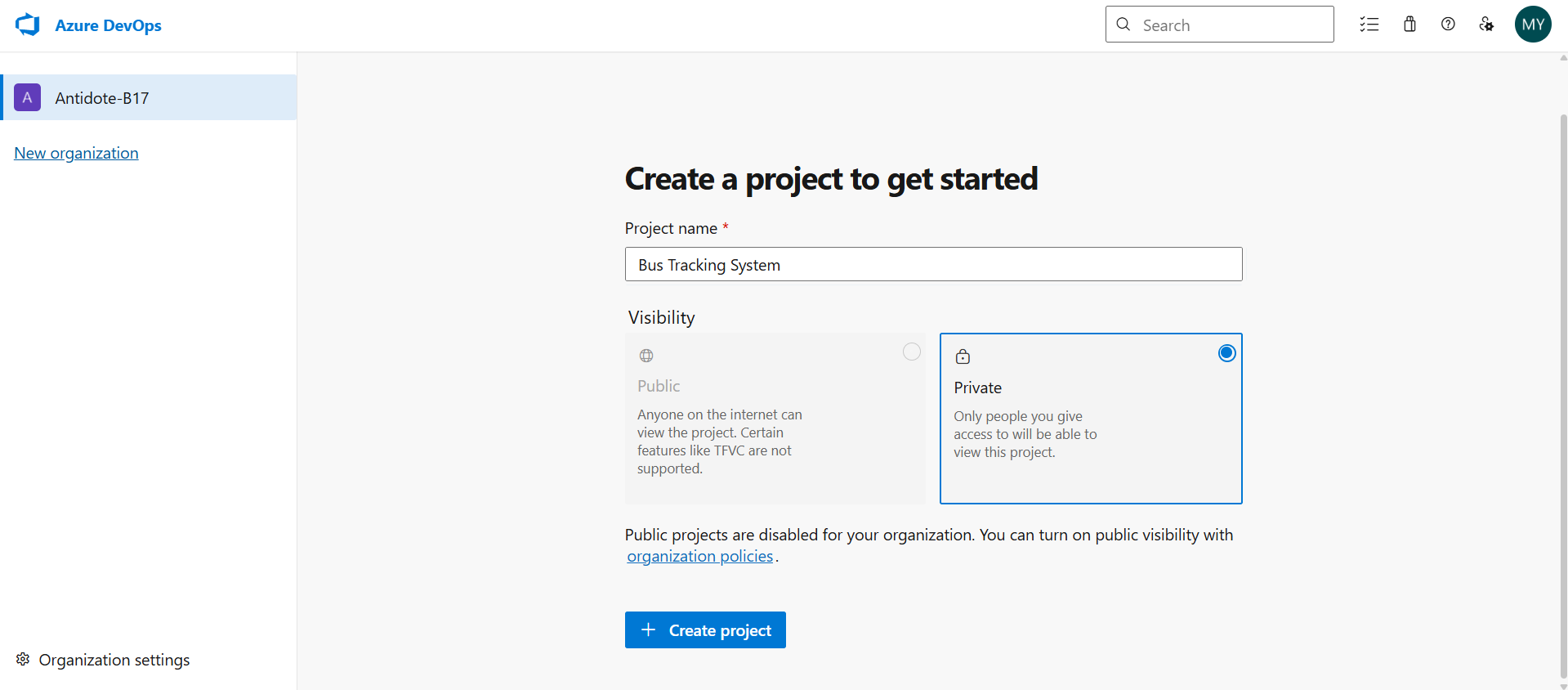




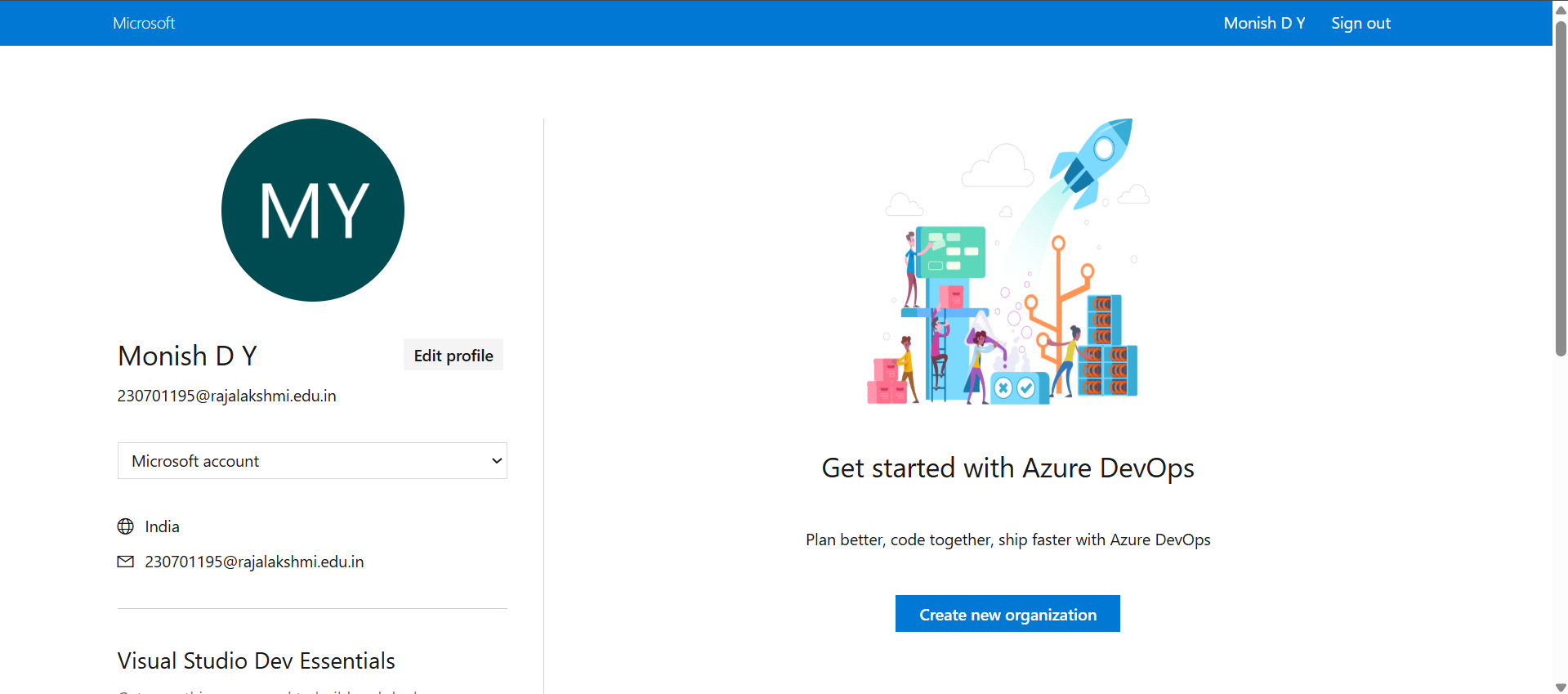
1. Create the First Project in Your Organization

After the organization is set up, you’ll need to create your first project. This is where you'll begin to manage code, pipelines, work items, and more.

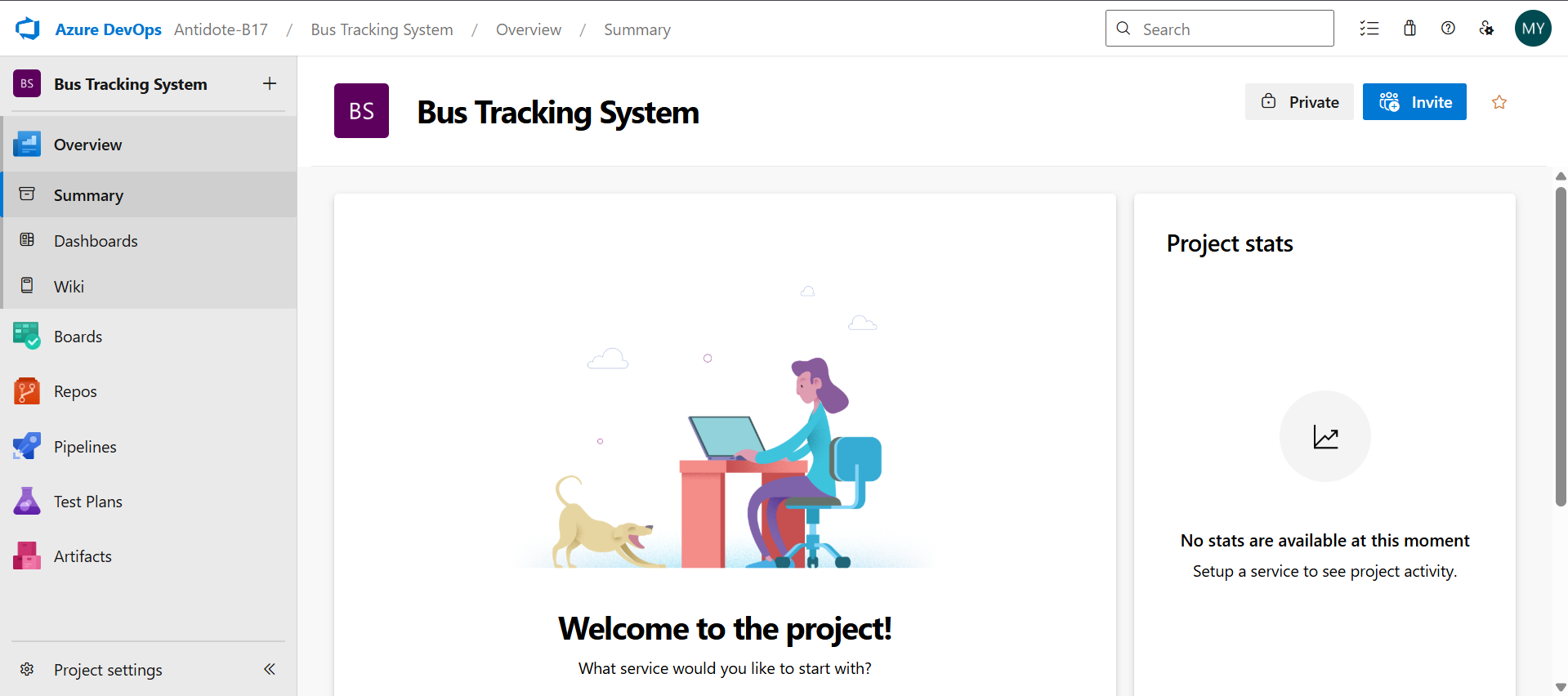
* 1. On the organization’s home page, click on the New Project button.
  2. Enter the project name, description, and visibility options:  
     ○ Name: Choose a name for the project (e.g., LMS).○ Description: Optionally, add a description to provide more context about the project.○ Visibility: Choose whether you want the project to be Private(Accessible only to those invited) or Public (accessible to anyone).
  3. Once you’ve filled out the details, click Create to set up your first project.



1. Once logged in, ensure you are in the correct organization. If you're part of multiple organizations, you can switch between them from the top left corner (next to your user profile). Click on the Organization name, and you should be taken to the Azure DevOps Organization Home page.

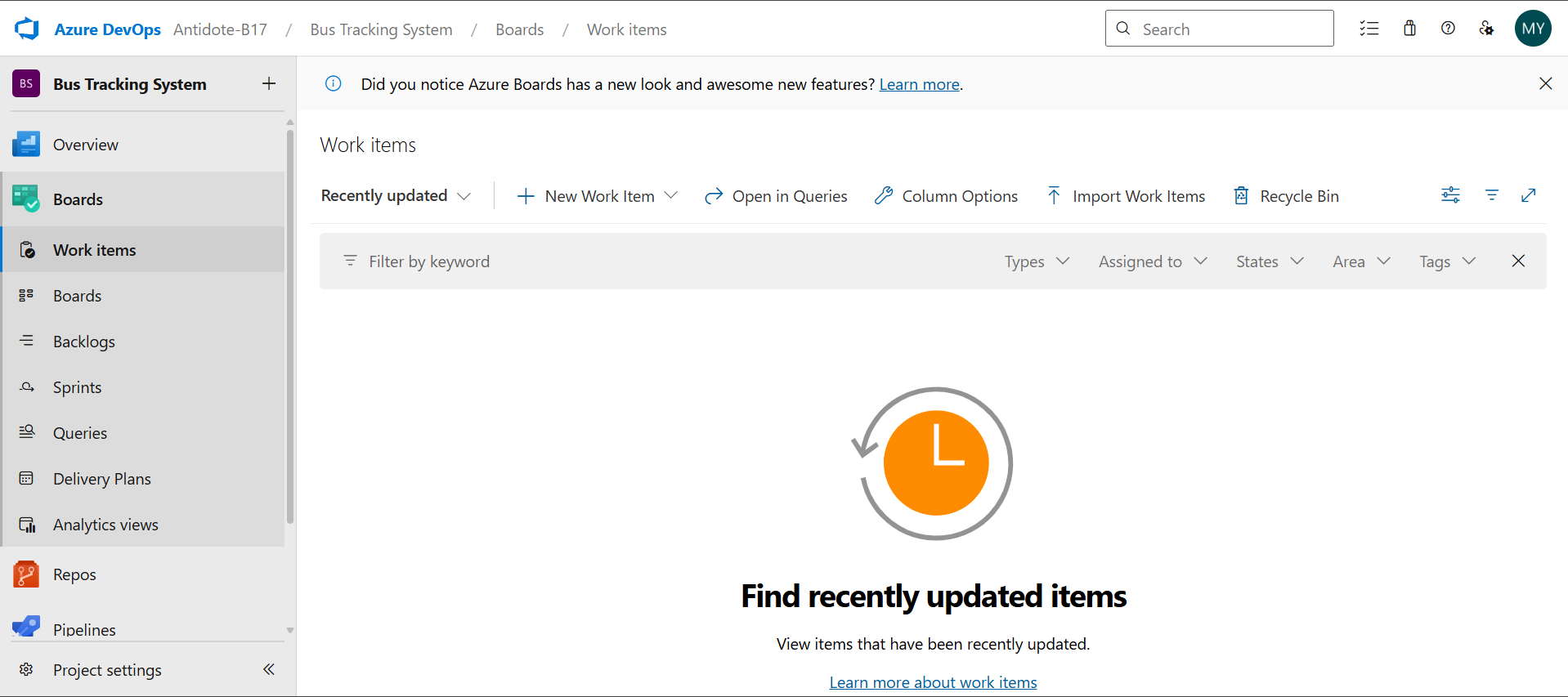


1. Project Dashboard

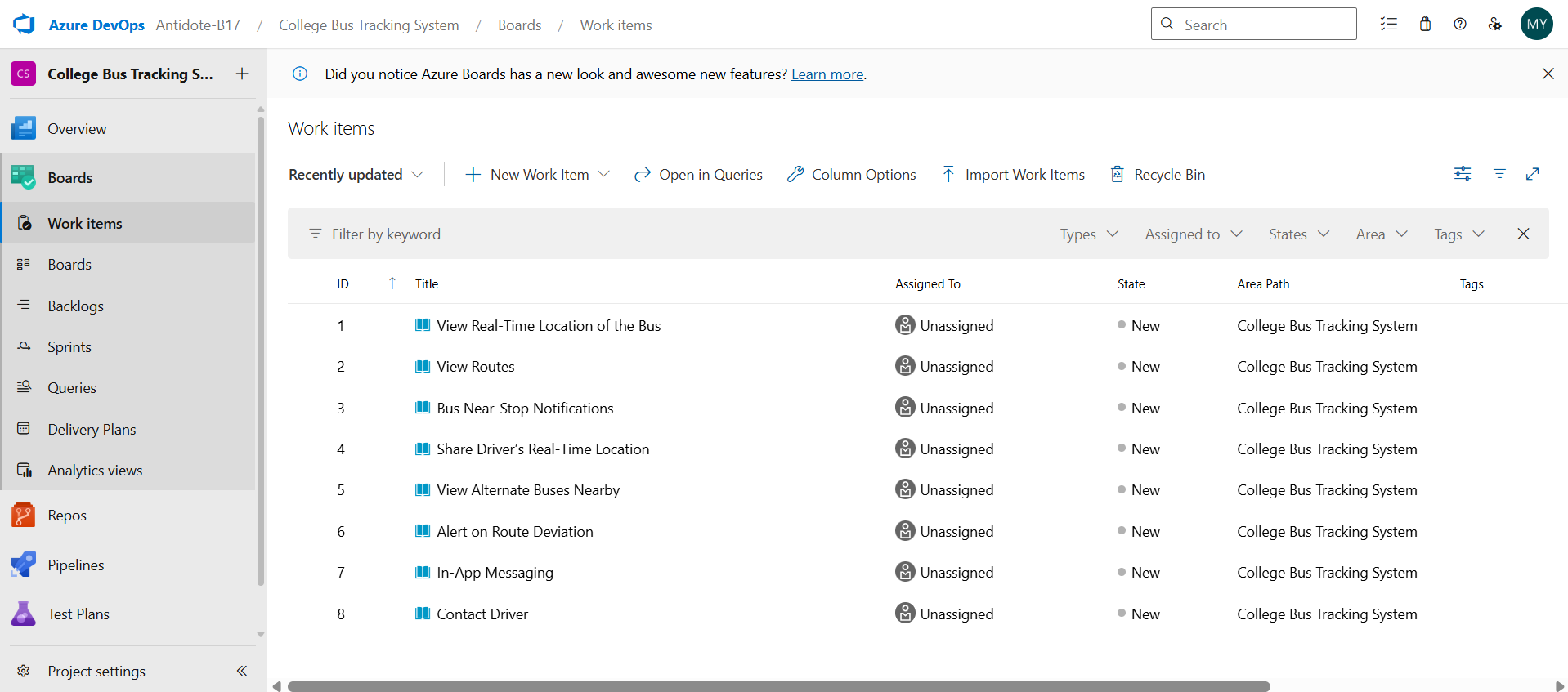


1. To manage user storiesa. From the left-hand navigation menu, click on Boards. This will take you to the main Boards page, where you can manage work items, backlogs, and sprints.

b. On the work items page, you'll see the option to Add a work item at the top. Alternatively, you can find a + button or Add New Work Item depending on the view you're in. From the Add a work item dropdown, select User Story. This will open a form to enter details for the new User Story.



1. Fill in the User Story details



## 

## Result:

The user story was written successfully.

|  |  |
| --- | --- |
| **Ex. No. 5** | **DESIGNING SEQUENCE DIAGRAM** |

## Aim:

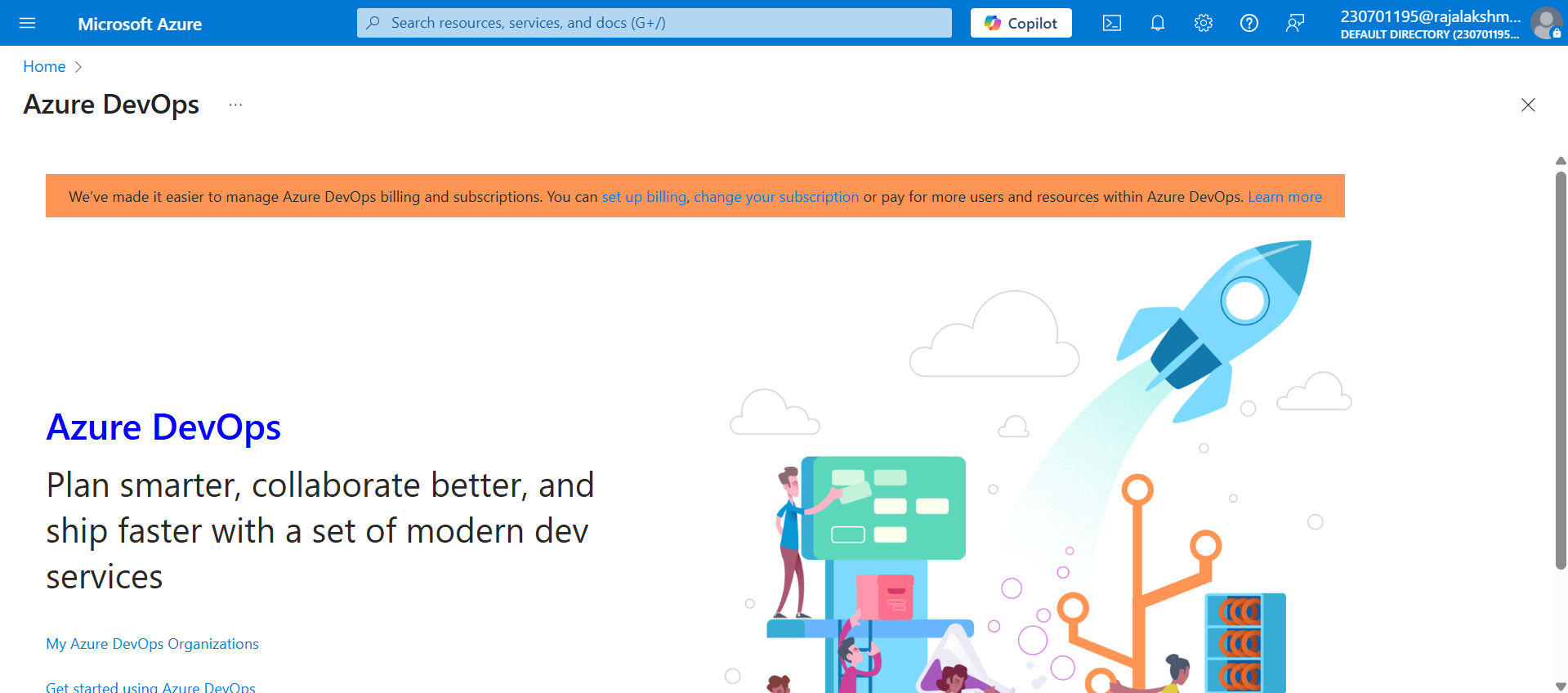
To design a Sequence Diagram using Mermaid.js

# THEORY:

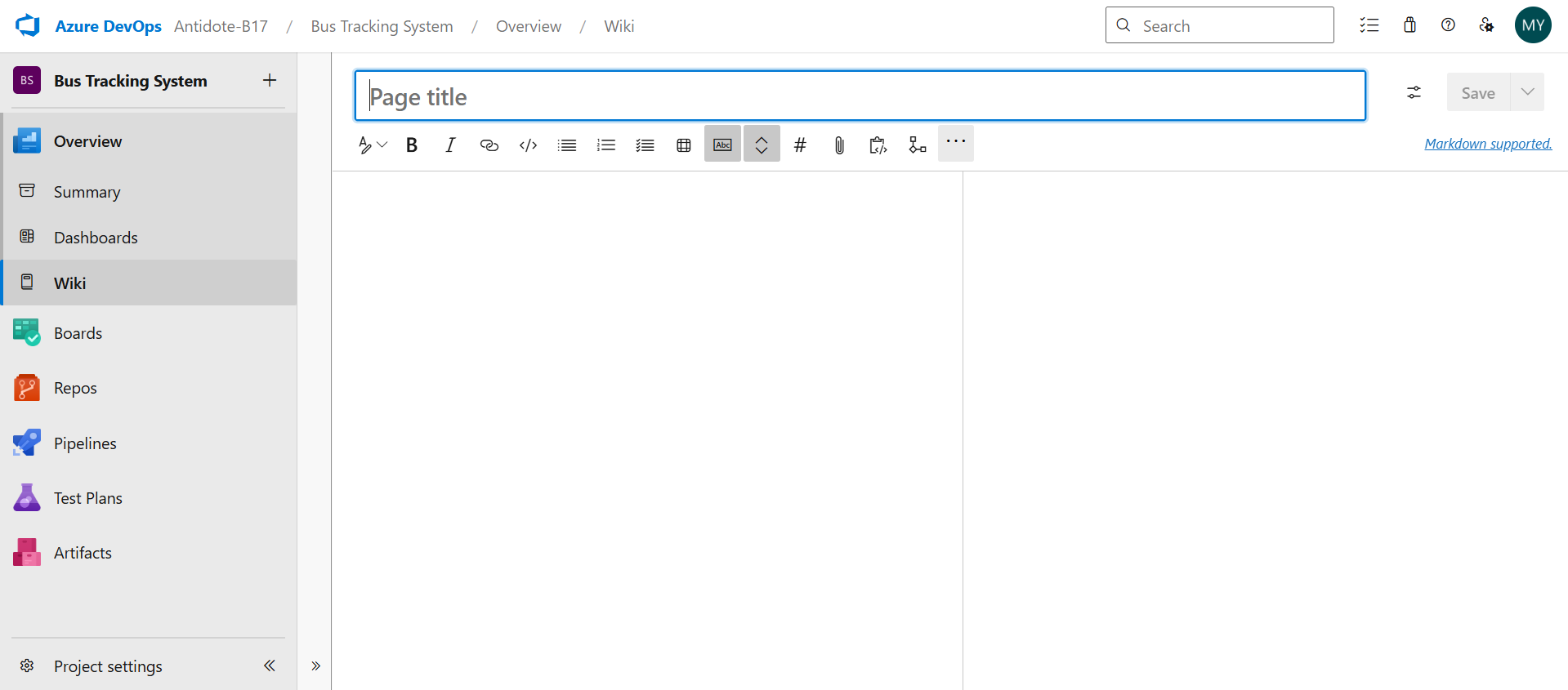
A Sequence Diagram is a key component of Unified Modeling Language (UML) used to visualize the interaction between objects in a sequential order. It focuses on how objects communicate with each other over time, making it an essential tool for modelling dynamic behavior in a system.

## Procedure:

1. Open a project in Azure DevOps Organizations.



1. To design select wiki from menu



1. Write code for drawing sequence diagram and save the code.

**Module 1: Bus Location Request**

## Module 1: Bus Location Request

:::mermaid

sequenceDiagram

actor User

participant UA as «Device» User App

participant DA as «Device» Driver App

participant GPS as «Server» GPS Service

participant BE as «Server» Backend Server

User->>UA: (1.1) Request bus location

UA->>DA: (1.2) Fetch bus location

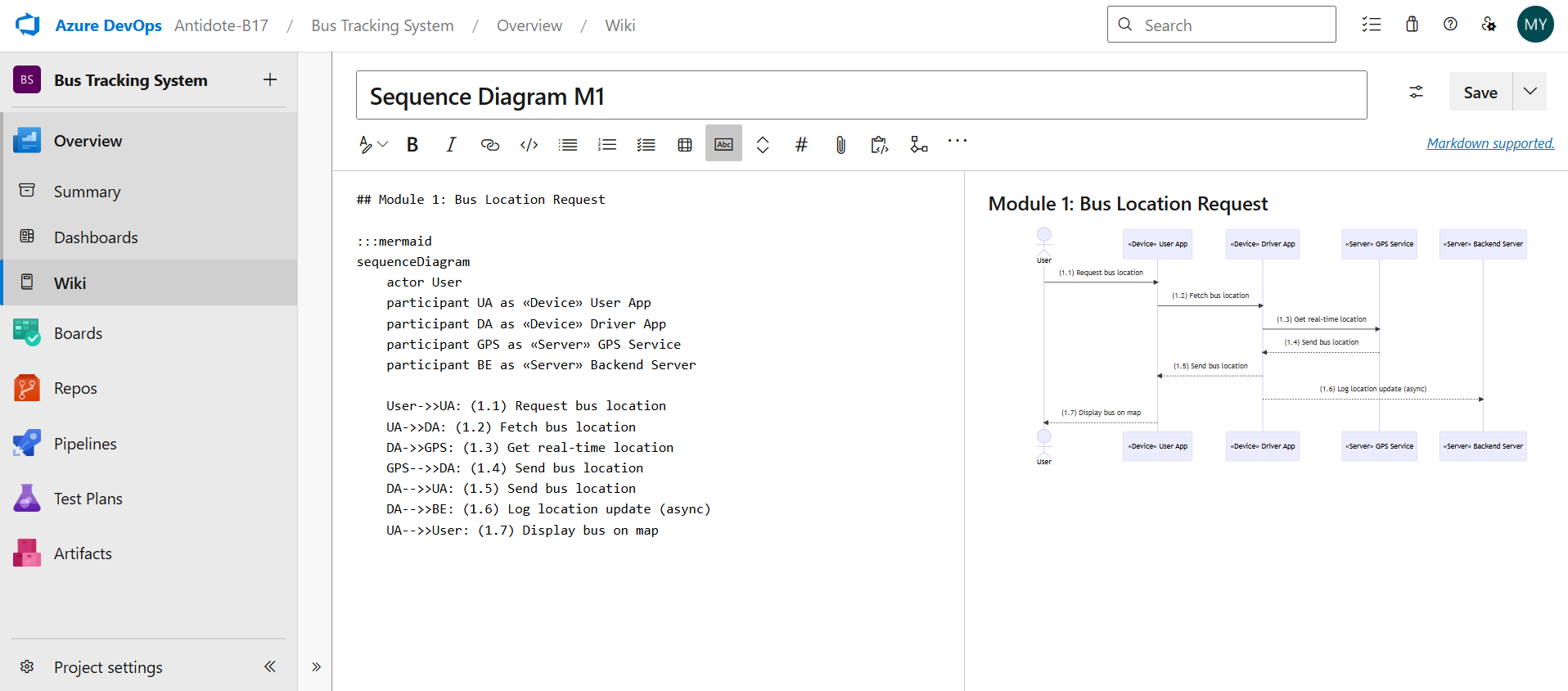
DA->>GPS: (1.3) Get real-time location

GPS-->>DA: (1.4) Send bus location

DA-->>UA: (1.5) Send bus location

DA-->>BE: (1.6) Log location update (async)

UA-->>User: (1.7) Display bus on map



**Module 2: Bus Location Request**## Module 2: Bus Stops & Routes

:::mermaid

sequenceDiagram

actor User

actor Driver

participant UA as «Device» User App

participant BE as «Server» Backend Server

participant DB as «Database» Database

User->>UA: (2.1) Request bus stops & routes

UA->>BE: (2.2) Fetch stop & route details

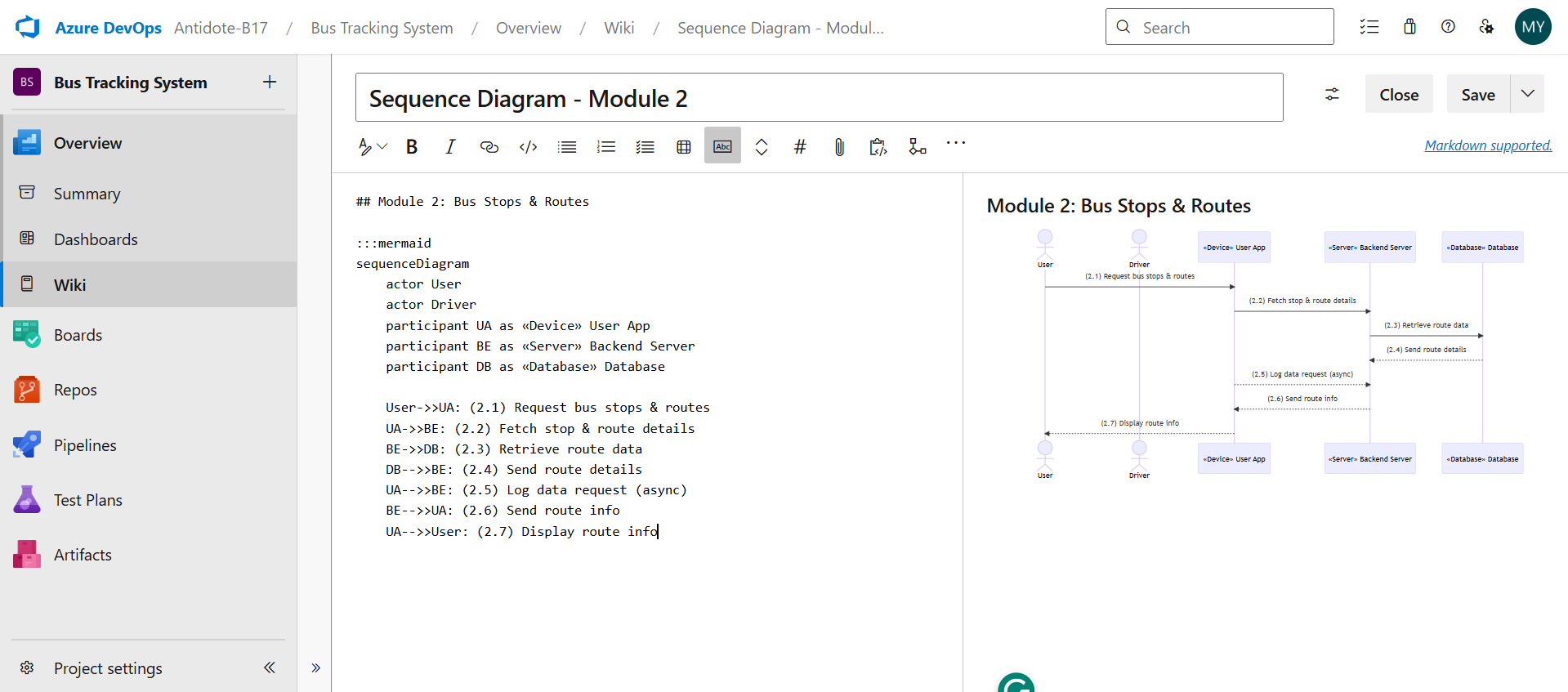
BE->>DB: (2.3) Retrieve route data

DB-->>BE: (2.4) Send route details

UA-->>BE: (2.5) Log data request (async)

BE-->>UA: (2.6) Send route info

UA-->>User: (2.7) Display route info



**Module 3: Messaging System**

## Module 3: Messaging System

:::mermaid

sequenceDiagram

actor User

actor Driver

participant UA as «Device» User App

participant DA as «Device» Driver App

participant BE as «Server» Backend Server

participant DB as «Database» Database

User->>UA: (3.1) Send message to driver

UA->>BE: (3.2) Forward message

BE->>DA: (3.3) Deliver message

DA-->>Driver: (3.4) Receive message

Driver-->>DA: (3.5) Acknowledge message

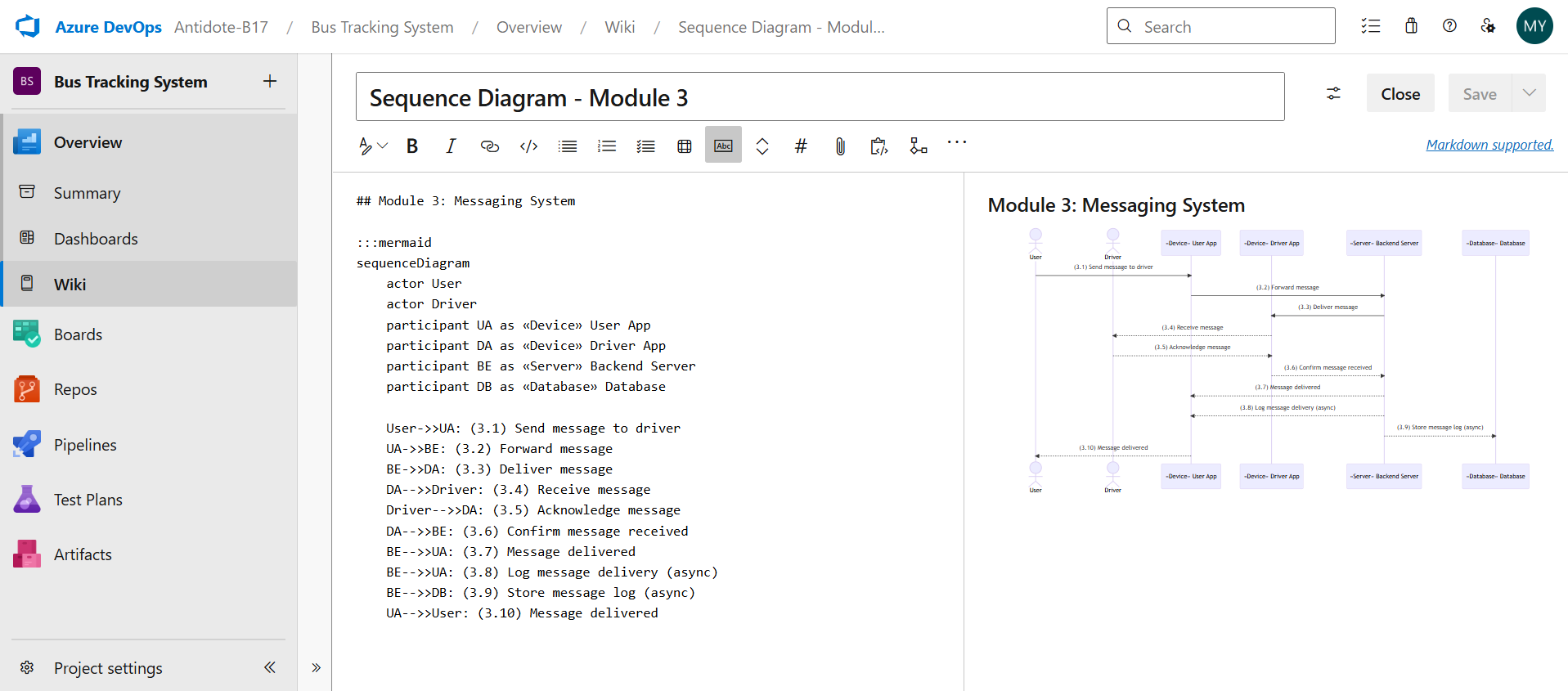
DA-->>BE: (3.6) Confirm message received

BE-->>UA: (3.7) Message delivered

BE-->>UA: (3.8) Log message delivery (async)

BE-->>DB: (3.9) Store message log (async)

UA-->>User: (3.10) Message delivered

****

**Module 4: Driver Reply**

## Module 4: Driver Reply

:::mermaid

sequenceDiagram

actor Driver

actor User

participant DA as «Device» Driver App

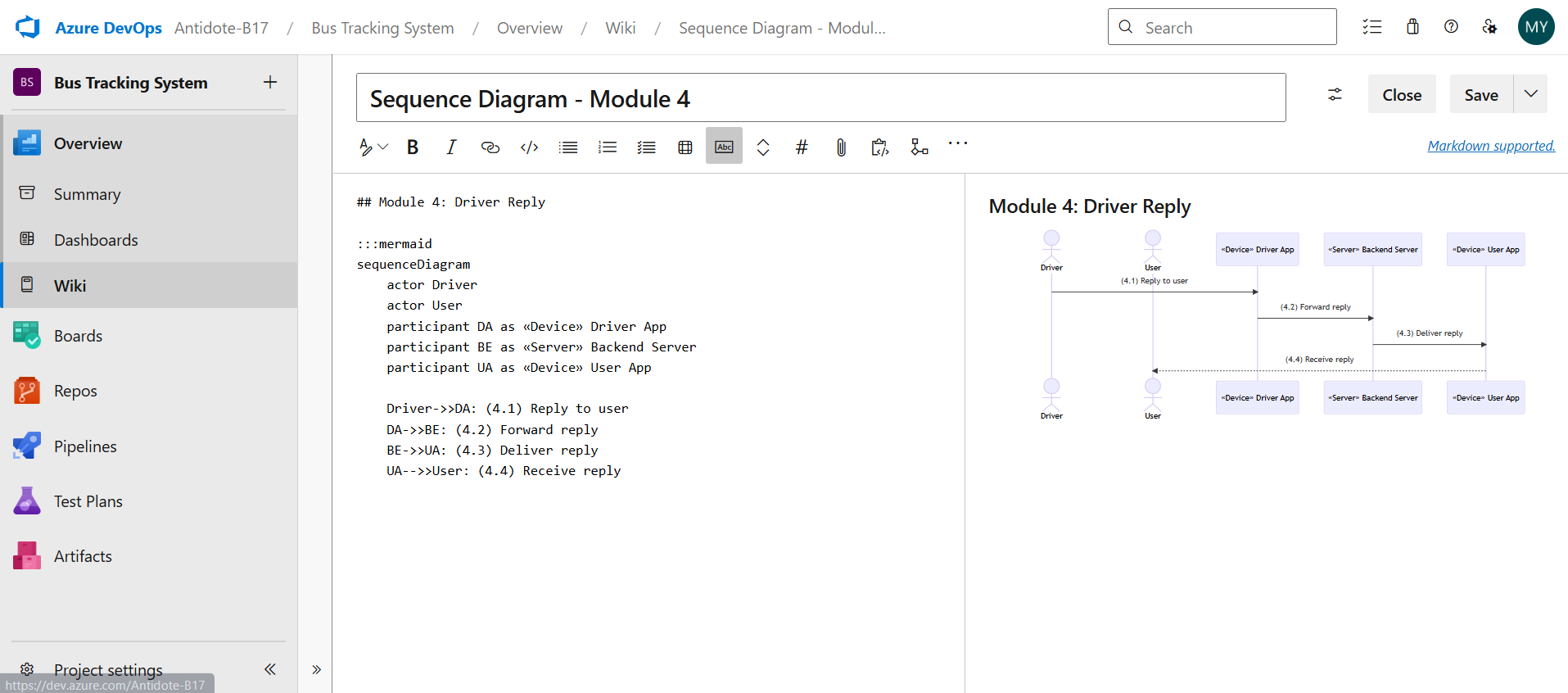
participant BE as «Server» Backend Server

participant UA as «Device» User App

Driver->>DA: (4.1) Reply to user

DA->>BE: (4.2) Forward reply

BE->>UA: (4.3) Deliver reply

UA-->>User: (4.4) Receive reply  
 ****

**Module 5:**

## Module 5: Route Changes

:::mermaid

sequenceDiagram

actor User

participant DA as «Device» Driver App

participant GPS as «Server» GPS Service

participant BE as «Server» Backend Server

participant UA as «Device» User App

participant DB as «Database» Database

DA->>GPS: (5.1) Send real-time location

GPS->>BE: (5.2) Update location

BE->>UA: (5.3) Forward location to server

UA-->>User: (5.5) Display real-time location

UA-->>User: (5.6) Send route deviation alert (if any)

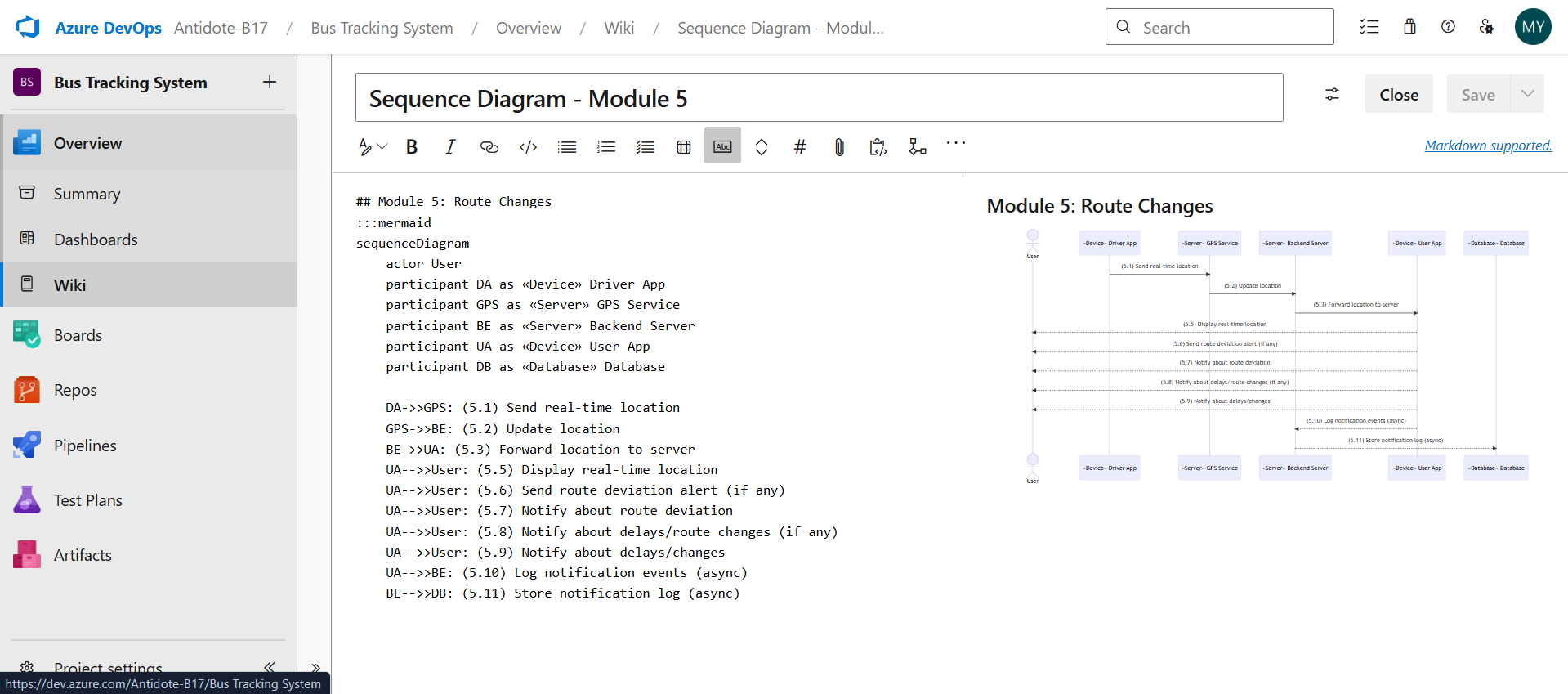
UA-->>User: (5.7) Notify about route deviation

UA-->>User: (5.8) Notify about delays/route changes (if any)

UA-->>User: (5.9) Notify about delays/changes

UA-->>BE: (5.10) Log notification events (async)

BE-->>DB: (5.11) Store notification log (async)

****

**Explanation:**

participant defines the entities involved.

->> represents a direct message.

-->> represents a response message.

+ after ->> activates a participant.

- after -->> deactivates a participant. alt / else for conditional flows.

loop can be used for repeated actions.

-> Solid line without arrow

--> Dotted line without arrow

->> Solid line with arrowhead

-->> Dotted line with arrowhead

<<->> Solid line with bidirectional arrowheads (v11.0.0+)

<<-->> Dotted line with bidirectional arrowheads (v11.0.0+)

-x Solid line with a cross at the end

--x Dotted line with a cross at the end

-) Solid line with an open arrow at the end (async)

--) Dotted line with an open arrow at the end (async)

1. click wiki menu and select the page

## Result:

The sequence diagram was drawn successfully.

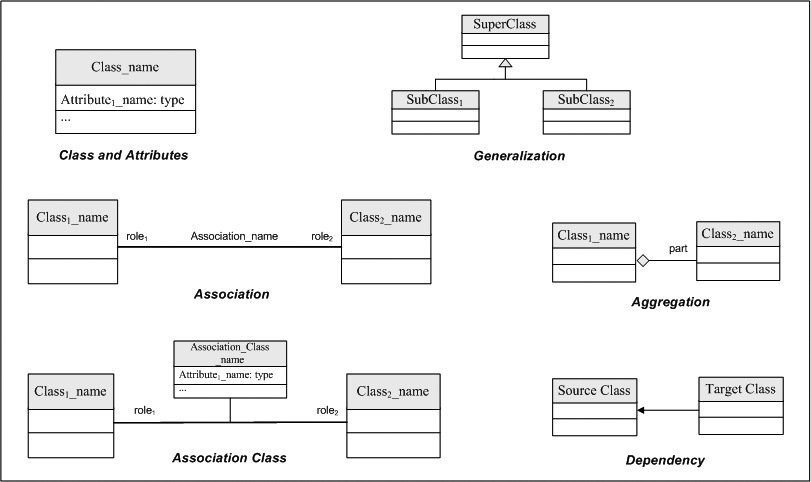
|  |  |
| --- | --- |
| **Ex. No. 6** | **DESIGNING CLASS DIAGRAM** |

**AIM: -**

To draw a sample class diagram for your project or system.

# THEORY

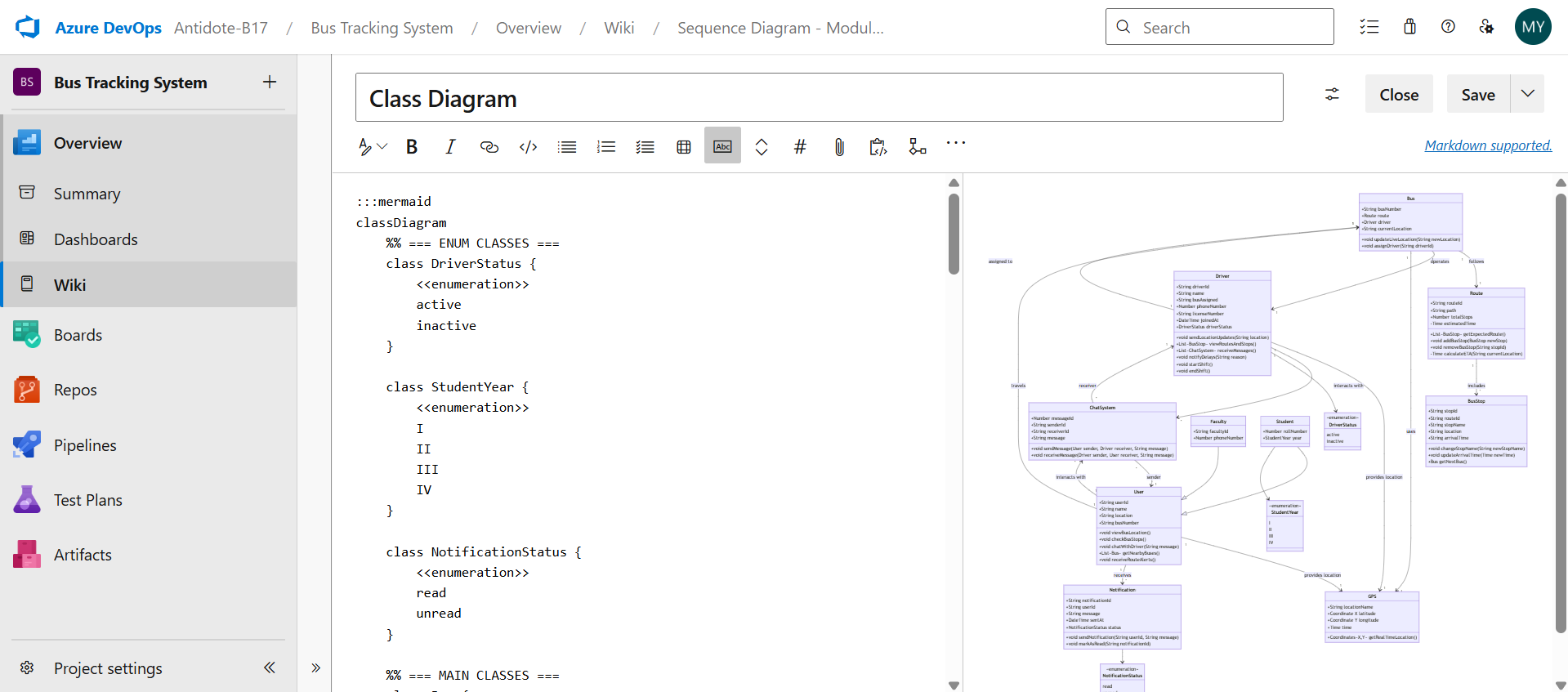
A UML class diagram is a visual tool that represents the structure of a system by showing its classes, attributes, methods, and the relationships between them.



Notations in class diagram

**Procedure:**

1. Open a project in Azure DevOps Organizations.
2. To design select wiki from menu



1. Write code for drawing class diagram and save the code

**Code:**

:::mermaid

classDiagram

%% === ENUM CLASSES ===

class DriverStatus {

<<enumeration>>

active

inactive

}

class StudentYear {

<<enumeration>>

I

II

III

IV

}

class NotificationStatus {

<<enumeration>>

read

unread

}

%% === MAIN CLASSES ===

class Bus {

+String busNumber

+Route route

+Driver driver

+String currentLocation

+void updateLiveLocation(String newLocation)

+void assignDriver(String driverId)

}

class Driver {

+String driverId

+String name

+String busAssigned

+Number phoneNumber

+String licenseNumber

+DateTime joinedAt

+DriverStatus driverStatus

+void sendLocationUpdates (String location)

+List~BusStop~ viewRoutesAndStops ()

+List~ChatSystem~ receiveMessages ()

+void notifyDelays (String reason)

+void startShift ()

+void endShift ()

}

class Route {

+String routeId

+String path

+Number totalStops

-Time estimatedTime

+List~BusStop~ getExpectedRoute()

+void addBusStop(BusStop newStop)

+void removeBusStop(String stopId)

-Time calculateETA(String currentLocation)

}

class BusStop {

+String stopId

+String routeId

+String stopName

+String location

+String arrivalTime

+void changeStopName(String newStopName)

+void updateArrivalTime(Time newTime)

+Bus getNextBus()

}

class GPS {

+String locationName

+Coordinate X latitude

+Coordinate Y longitude

+Time

+Coordinates~X,Y~ getRealTimeLocation()

}

class User {

+String userId

+String name

+String location

+String busNumber

+void viewBusLocation()

+void checkBusStops()

+void chatWithDriver(String message)

+List~Bus~ getNearbyBuses()

+void receiveRouteAlerts()

}

class Faculty {

+String facultyId

+Number phoneNumber

}

class Student {

+Number rollNumber

+StudentYear year

}

class Notification {

+String notificationId

+String userId

+String message

+DateTime sentAt

+NotificationStatus status

+void sendNotification(String userId, String message)

+void markAsRead(String notificationId)

}

class ChatSystem {

+Number messageId

+String senderId

+String receiverId

+String message

+void sendMessage(User sender, Driver receiver, String message)

+void receiveMessage(Driver sender, User receiver, String message)

}

%% Inheritance

Faculty --|> User

Student --|> User

%% Relationships with names and cardinality

Bus "1" --> "1" Route: follows

Bus "1" --> "1" Driver: operates

Bus "1" --> "1" GPS: uses

Route "1" --> "\*" BusStop : includes

Driver "1" --> "1" GPS: provides location

Driver "1" --> "\*" ChatSystem : interacts with

Driver "1" --> "1" Bus: assigned to

User "1" --> "1" Bus: travels

User "1" --> "1" GPS: provides location

User "1" --> "\*" ChatSystem : interacts with

User "1" --> "\*" Notification : receives

ChatSystem "\*" --> "1" User : sender

ChatSystem "\*" --> "1" Driver : receiver

%% Enum relations

Driver --> DriverStatus

Student --> StudentYear

Notification --> NotificationStatus

**Relationship Types**

Type Description

<| Inheritance

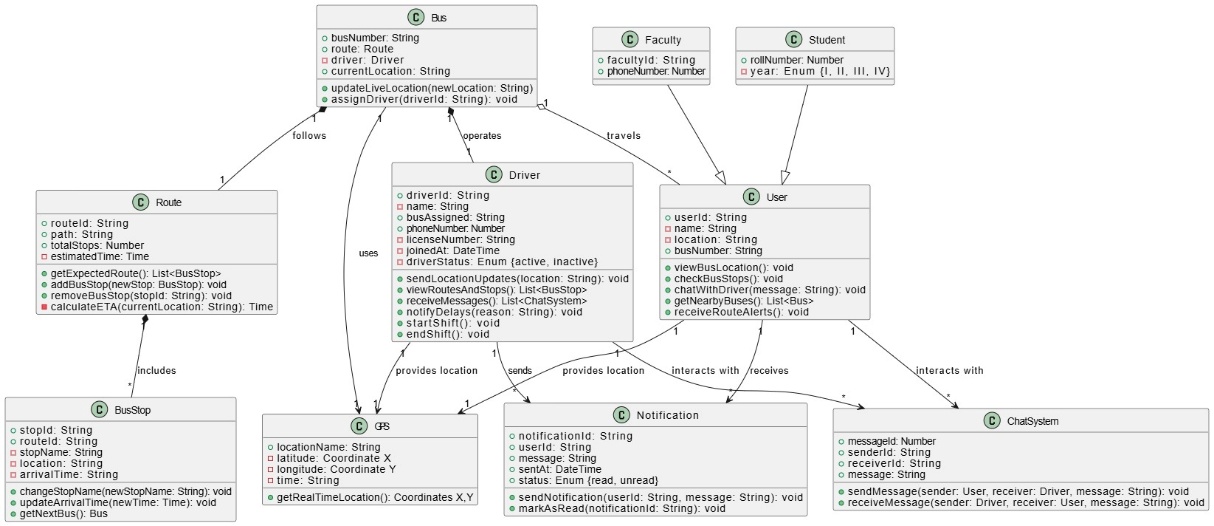
\\* Composition

o Aggregation

> Association

< Association

|> Realization



## Result:

The use case diagram was designed successfully.

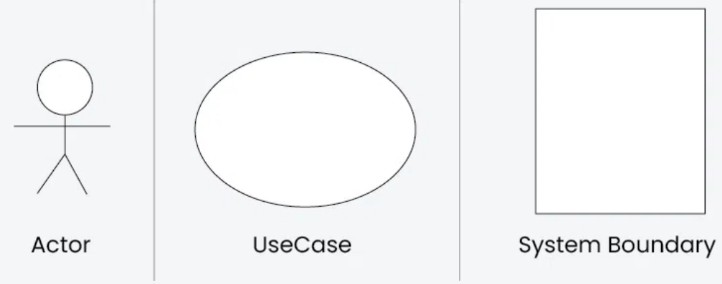
|  |  |
| --- | --- |
| **Ex. No. 7** | **DESIGNING USE CASE DIAGRAM** |

**Aim**:

Steps to draw the Use Case Diagram using draw.io

## Theory:

* UCD shows the relationships among actors and use cases within a system which Provide an overview of all or part of the usage requirements for a system or organization in the form of an essential model or a business model and communicate the scope of a development project
  + **Use Cases**
  + **Actors**
  + **Relationships**
  + **System Boundary Boxes**

****

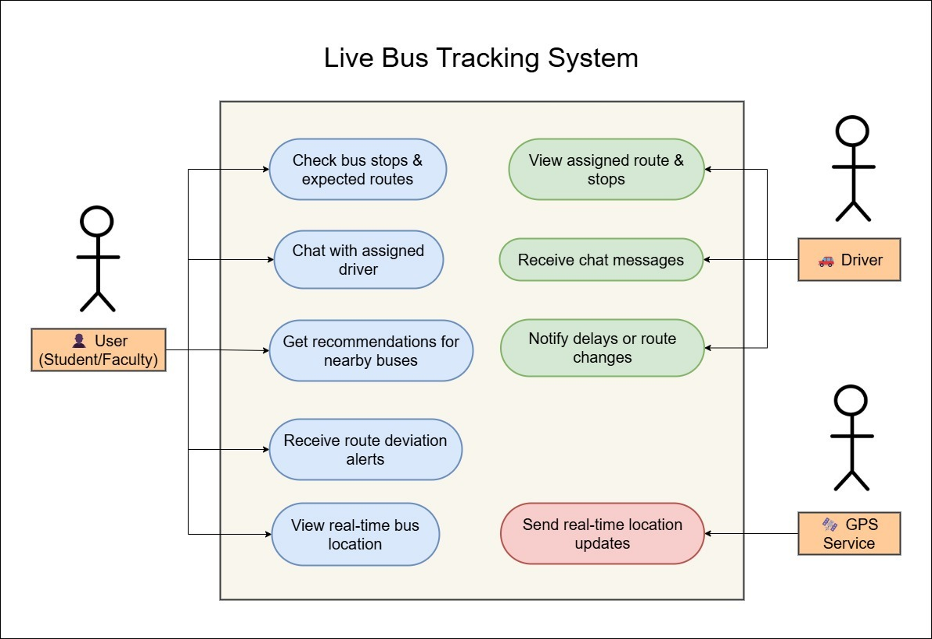
**Procedure**

**Step 1: Create the Use Case Diagram in Draw.io**

* + - Open Draw.io (diagrams.net).
    - Click "Create New Diagram" and select "Blank" or "UML Use Case" template.
    - Add Actors (Users, Admins, External Systems) from the UML section.
    - Add Use Cases (Functionalities) using ellipses.
    - Connect Actors to Use Cases with lines (solid for direct interaction, dashed for

<<include>> and <<extend>>).

* + - Save the diagram as .drawio or export as PNG/JPG/SVG.



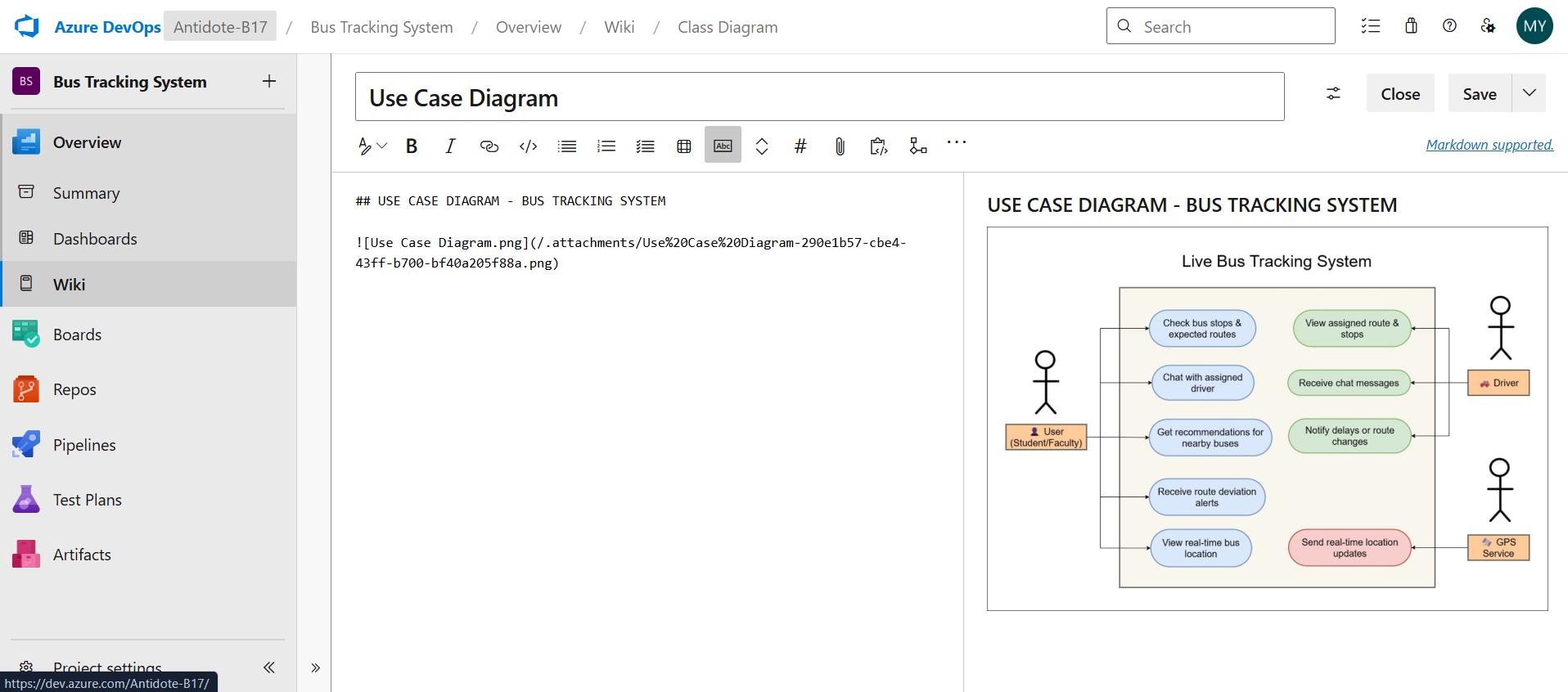
**Step 2: Upload the Diagram to Azure DevOps**

Option 1: Add to Azure DevOps Wiki

* + - * Open Azure DevOps and go to your project.
      * Navigate to Wiki (Project > Wiki).
      * Click "Edit Page" or create a new page.
      * Drag & Drop the exported PNG/JPG image.
      * Use Markdown to embed the diagram:
      * ![Use Case Diagram](attachments/use\_case\_diagram.png)

Option 2: Attach to Work Items in Azure Boards

* Open Azure DevOps → Navigate to Boards (Project > Boards).
* Select a User Story, Task, or Feature.
* Click "Attachments" → Upload your Use Case Diagram.
* Add comments or descriptions to explain the use case.



## Result:

The use case diagram was designed successfully

|  |  |
| --- | --- |
| **Ex. No. 8** | **DESIGNING ACTIVITY DIAGRAM** |

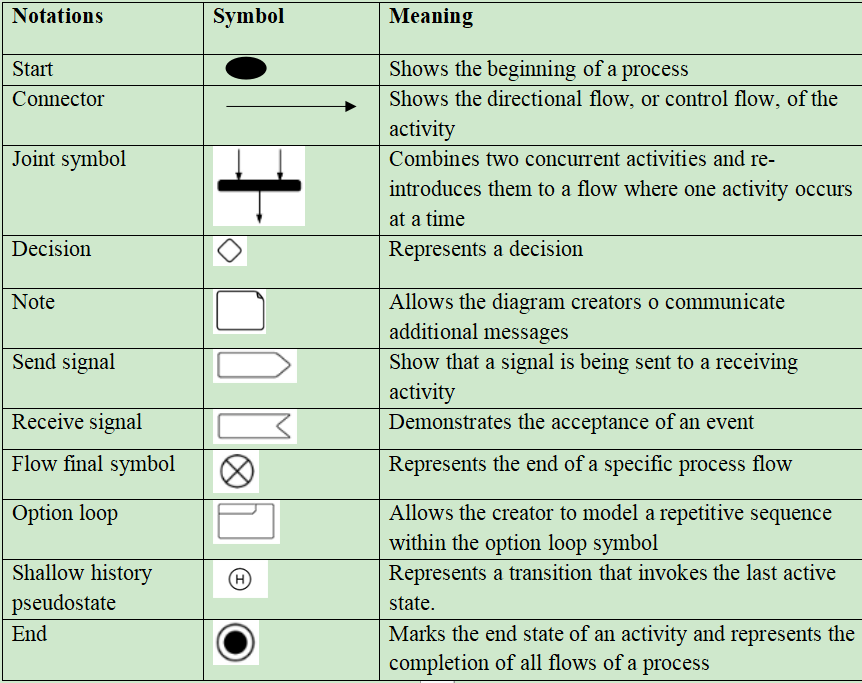
**AIM :-**

To draw a sample activity diagram for your project or system.

# THEORY

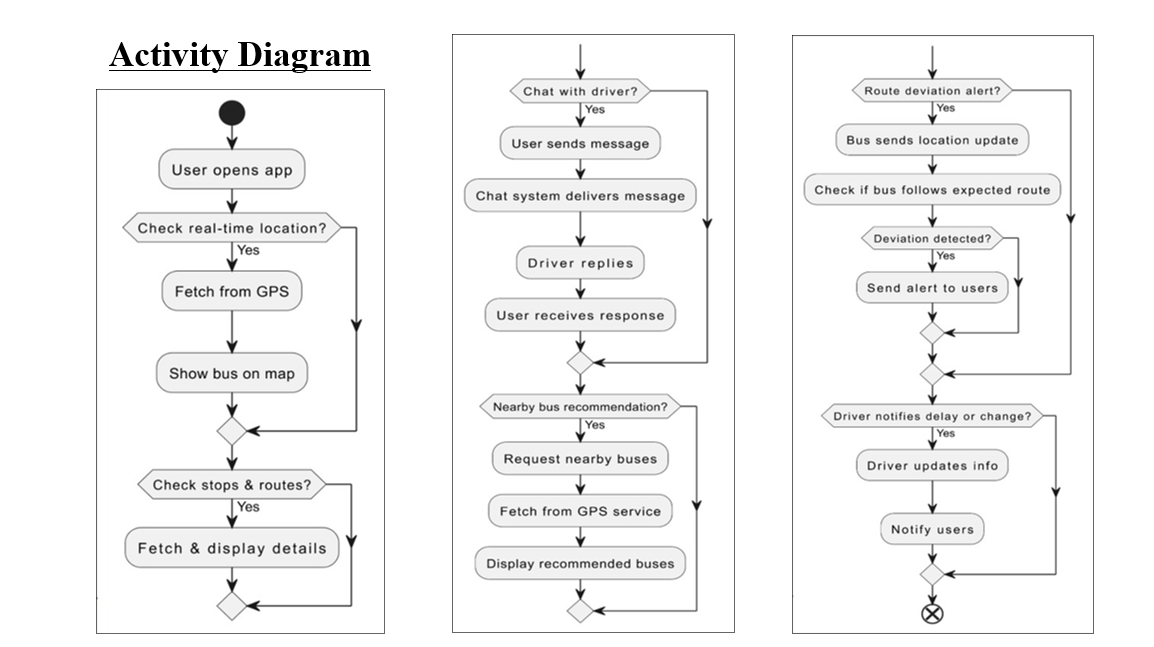
Activity diagrams are an essential part of the Unified Modelling Language (UML) that help visualize workflows, processes, or activities within a system. They depict how different

actions are connected and how a system moves from one state to another.

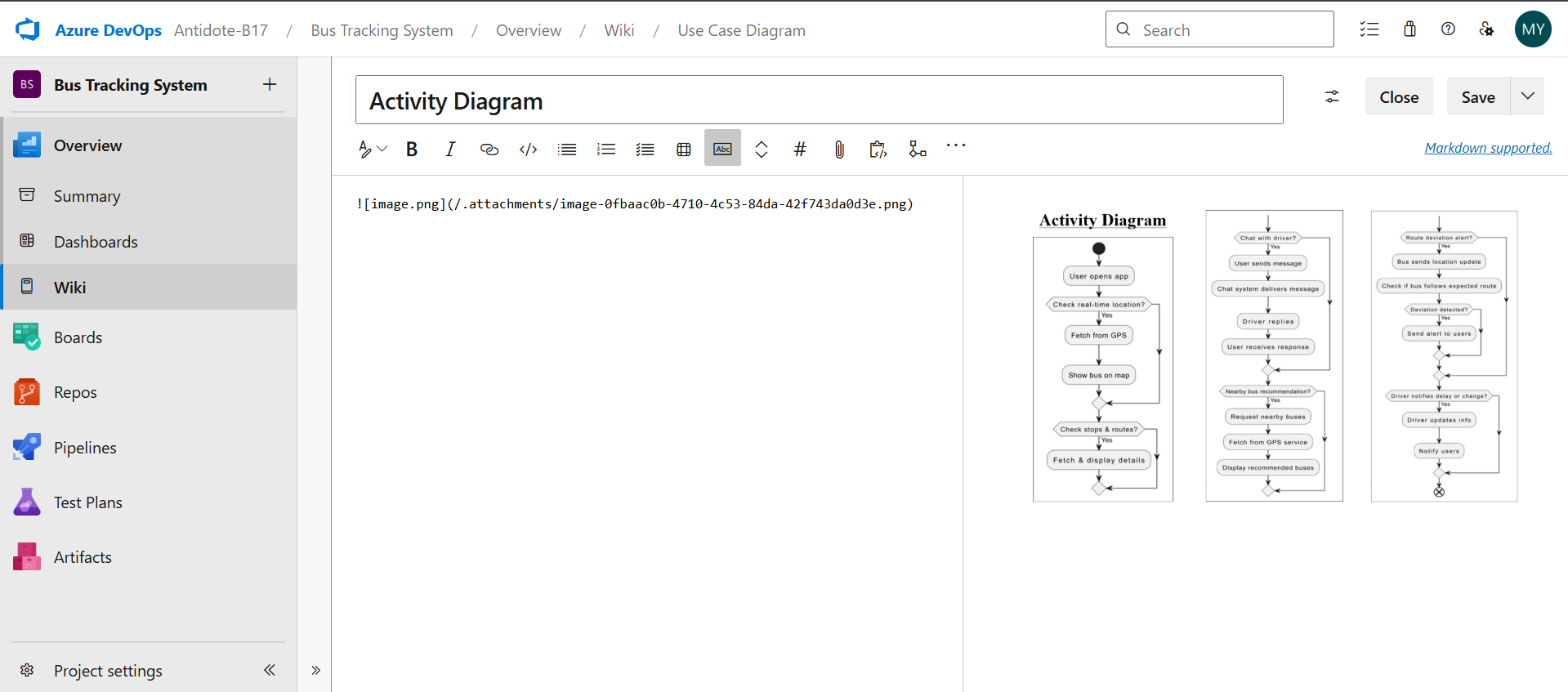


**Procedure:**

1. Draw diagram in draw.io



1. Upload the diagram in Azure DevOps wiki



## Result:

The activity diagram was designed successfully

|  |  |
| --- | --- |
| **Ex. No. 9** | **DESIGNING ARCHITECTURE DIAGRAM** |

## Aim:

Steps to draw the Architecture Diagram using draw.io.

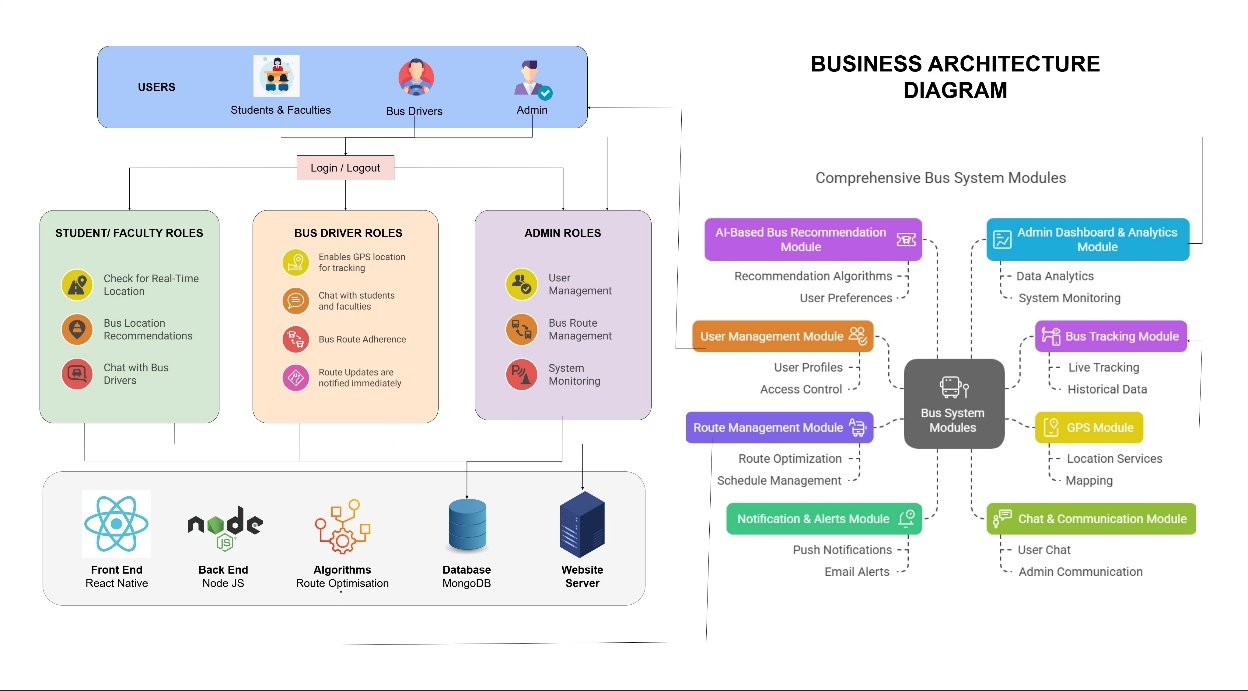
## Theory:

An architectural diagram is a visual representation that maps out the physical implementation of components of a software system. It shows the general structure of the software system and the associations, limitations, and boundaries between each element.

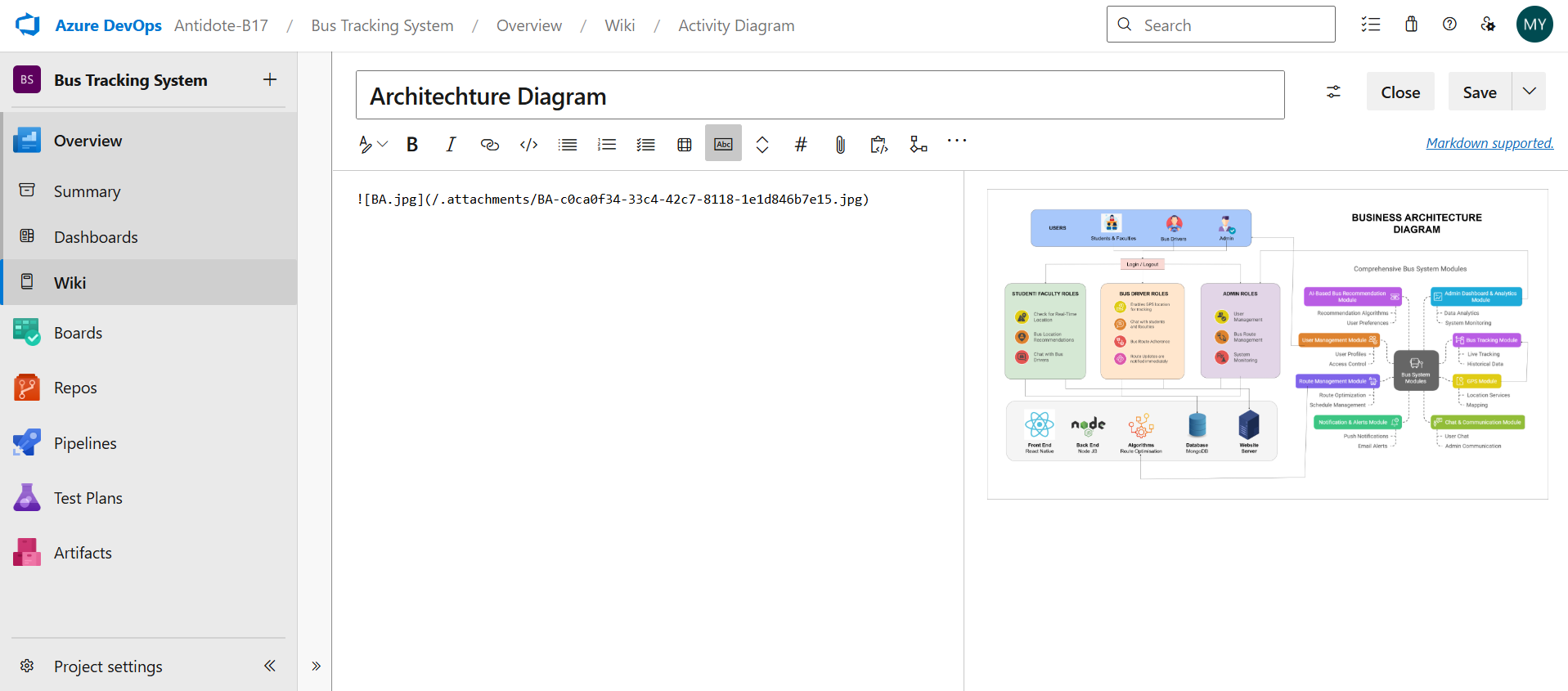


**Procedure**

1. Draw diagram in draw.io



1. Upload the diagram in Azure DevOps wiki



## Result:

The architecture diagram was designed successfully

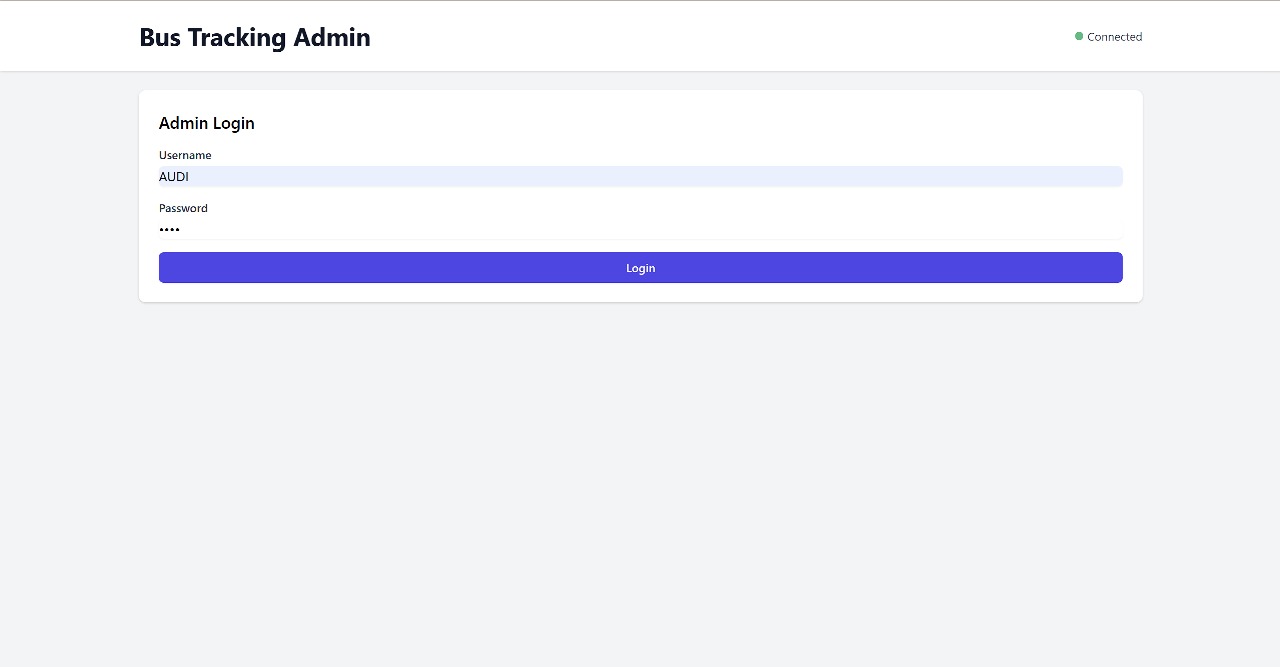
|  |  |
| --- | --- |
| **Ex. No. 10** | **DESIGNING A USER INTERFACE** |

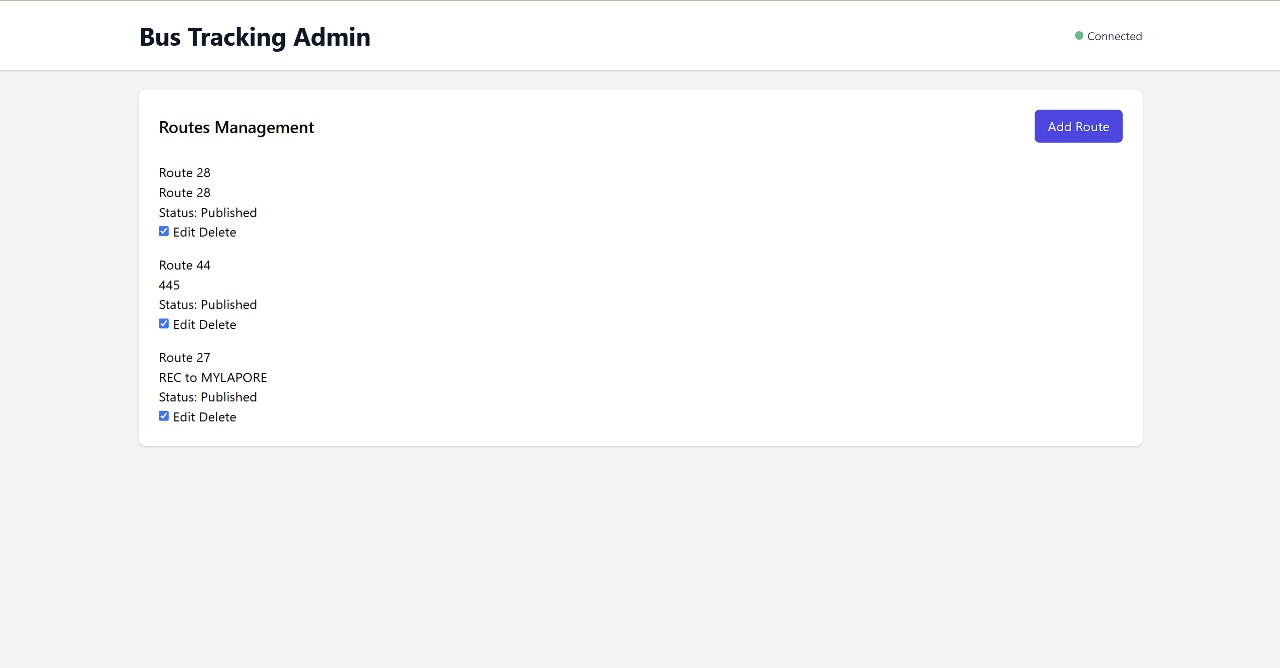
## Aim:

Design a User Interface for the given project

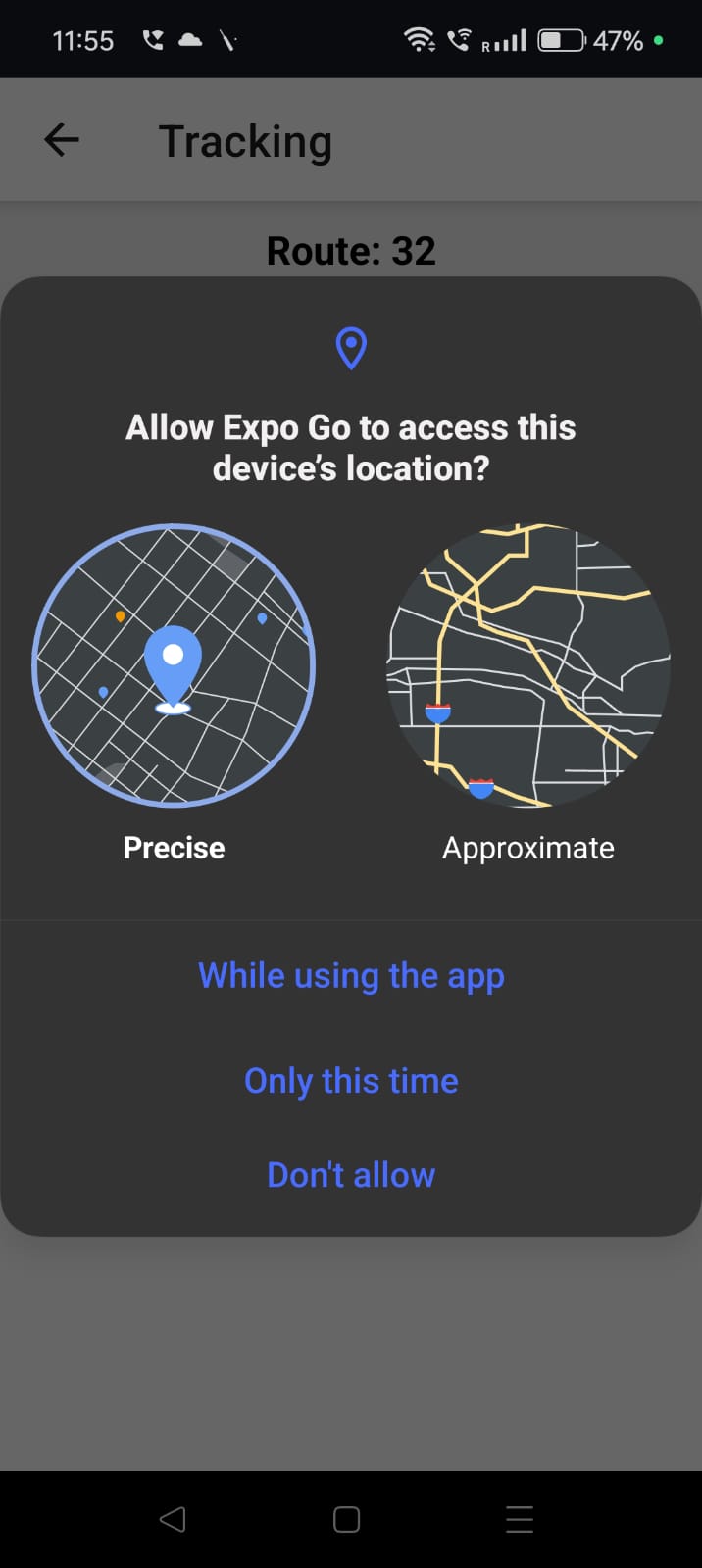
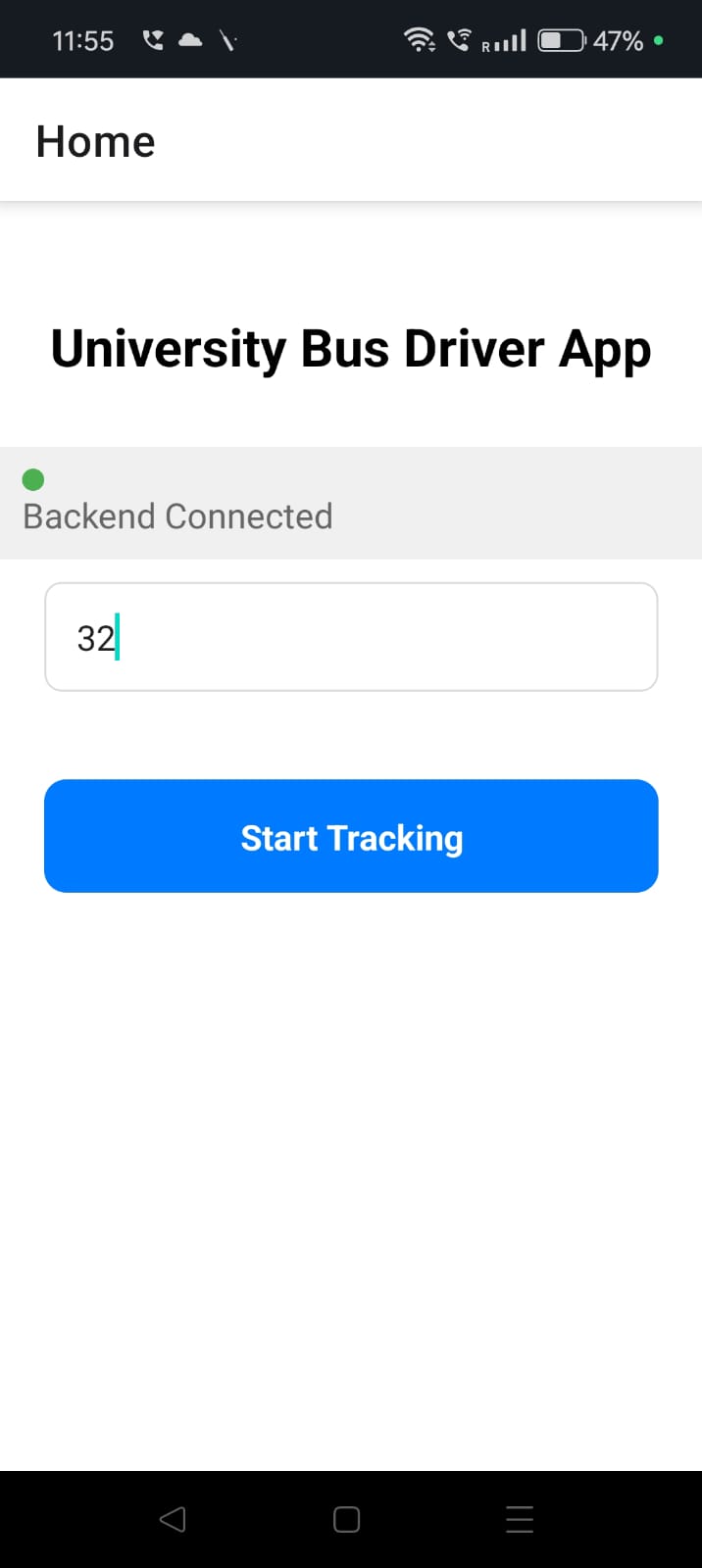
**Output:**

1. **Admin Page Login (Website)**

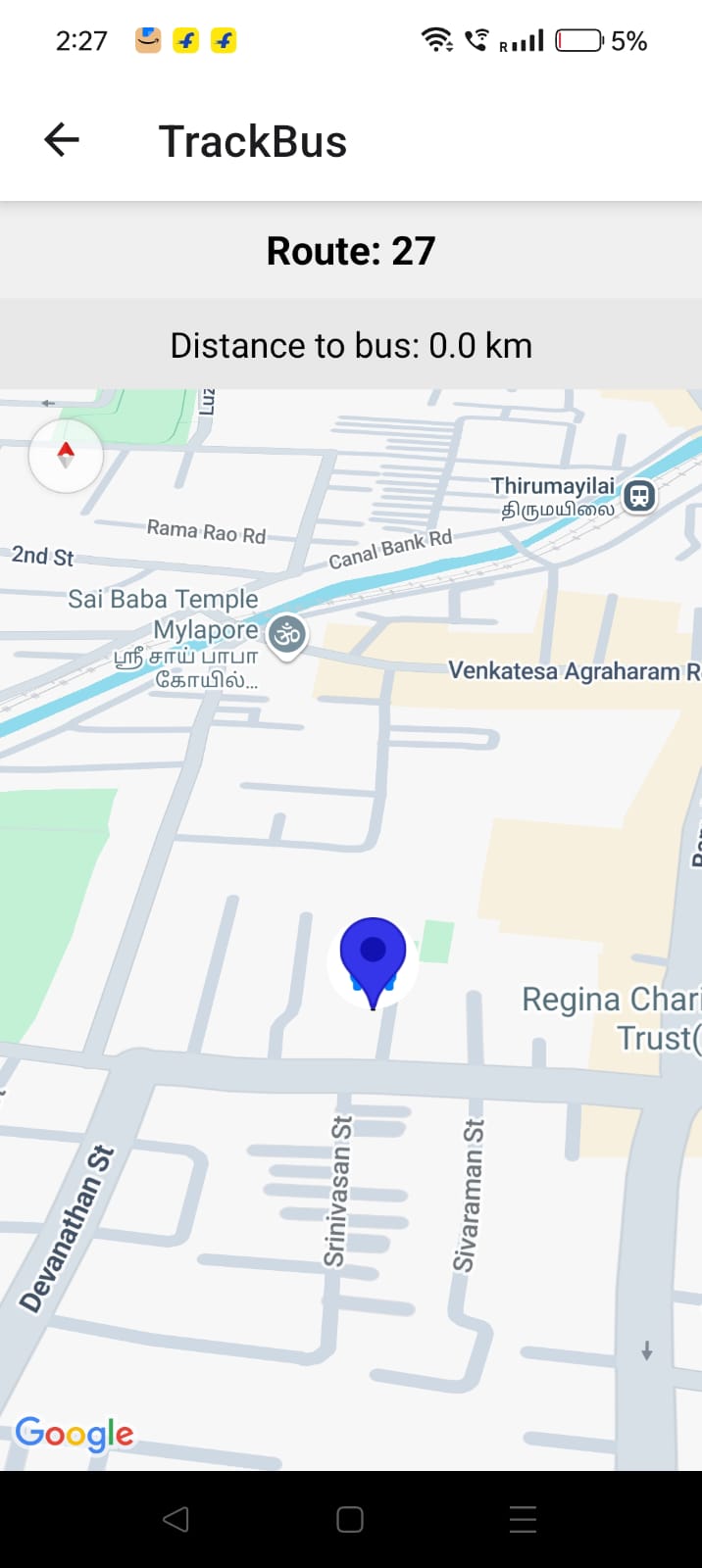
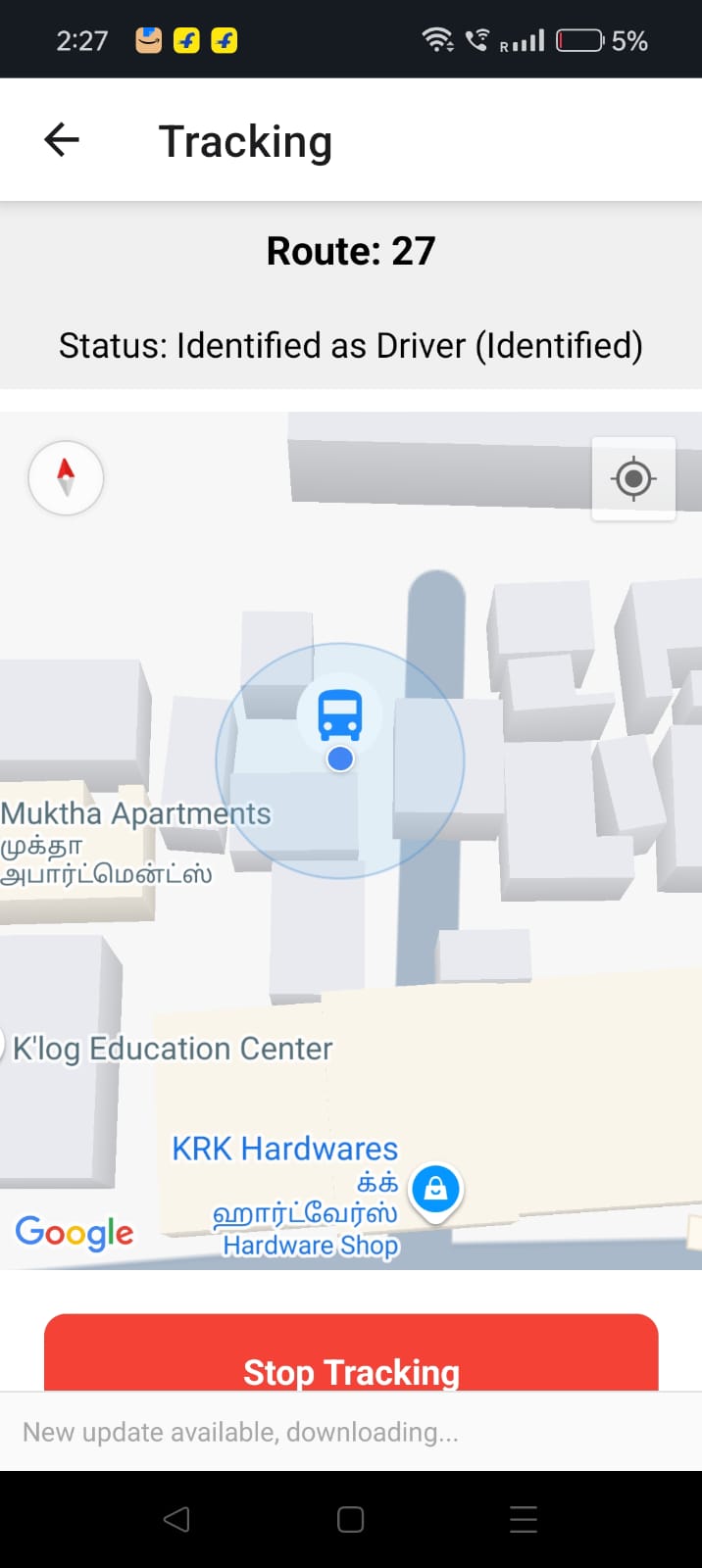




1. **User Side Login (Mobile App)**
2. **Driver Login:**



1. **Student / Faculty Login:**

**Result:** The UI was designed successfully.

|  |  |
| --- | --- |
| **Ex. No. 11** | **IMPLEMENTATION OF THE PROJECT** |

## Aim:

To implement the given project based on Agile Methodology.

**Procedure:**

Step 1: Set Up an Azure DevOps Project

* Log in to Azure DevOps.
* Click "New Project" → Enter project name → Click "Create".
* Inside the project, navigate to "Repos" to store the code.

Step 2: Add Your Web Application Code

* Navigate to Repos → Click "Clone" to get the Git URL.
* Open Visual Studio Code / Terminal and run: git clone <repo\_url>

cd <repo\_folder>

* Add web application code (HTML, CSS, JavaScript, React, Angular, or backend like Node.js, .NET, Python, etc.).
* Commit & push:

git add .

git commit -m "Initial commit" git push origin main

Step 3: Set Up Build Pipeline (CI/CD - Continuous Integration)

* Navigate to Pipelines → Click "New Pipeline".
* Select Git Repository (Azure Repos, GitHub, or Bitbucket).
* Choose Starter Pipeline or a pre-configured template for your framework.
* Modify the azure-pipelines file (Example for a Node.js app):

trigger:

- main

pool:

vmImage: 'ubuntu-latest'

steps:

* task: UseNode@1 inputs:

version: '16.x'

* script: npm install

displayName: 'Install dependencies'

* script: npm run build displayName: 'Build application'
* task: PublishBuildArtifacts@1 inputs:

pathToPublish: 'dist' artifactName: 'drop'

Click "Save and Run" → The pipeline will start building app.

Step 4: Set Up Release Pipeline (CD - Continuous Deployment)

* Go to Releases → Click "New Release Pipeline".
* Select Azure App Service or Virtual Machines (VMs) for deployment.
* Add an artifact (from the build pipeline).
* Configure deployment stages (Dev, QA, Production).
* Click "Deploy" to push your web app to Azure.

## Result

Thus, the application was successfully implemented.