
QTypingTest

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BN013 BSC in Computing

Contents

I	Introduction	3
I	System prototype report	3
1	Abstract	3
2	Introduction	3
3	Brief walkthrough	3
4	Technology	3
5	Difficulties Faced	3
6	Current Functionality	3
7	Next Stage Features	3
8	Conclusion	3
II	Computing Domain	3
III	The project group	4
IV	Project deliverables	4
V	Document outline	4
II	Literature review	5
III	System analysis	6
VI	Functional requirements	6
1	What the software does	6
2	Systems and subsystems	6
3	Data requirements	6
3.1	Entity relationship diagrams	6
IV	System design	7
VII	User interface design	7
1	Qt features	7
VIII	Functional Design	7
1	Structure of the system	7
2	Code walkthrough	7
IX	Data design	7

V	System implementation	8
X	Building the software	8
XI	Current state of the software	8
VI	Testing	9
XII	Unit testing	9
XIII	GUI testing	9
VII	Usability - Users tasks	10
XIV	What can the user do	10
XV	Efficiency and response times	10
XVI	Overall aesthetic	10
VIII	Conclusion and further work	11
XVII	Project result	11
XVIII	Possible improvements	11
XIX	Further work	11
IX	Personal reflections on project experiences	12
XX	Pierre Thubé	12
XXI	Azarias Boutin	12

I. Introduction

I. System prototype report

1. Abstract

Abstract

2. Introduction

Introduction

3. Brief walkthrough

Brief walkthrough

4. Technology

Technology

5. Difficulties Faced

Difficulties Faced

6. Current Functionality

Current Functionality

7. Next Stage Features

Next Stage Features

8. Conclusion

Conclusion

II. Computing Domain

Computing Domain

III. The project group

The project group

IV. Project deliverables

Project deliverables

V. Document outline

Document outline

II. Literature review

Literature review (include pdf here)

III. System analysis

VI. Functional requirements

Functional requirements

1. What the software does

What the software does

2. Systems and subsystems

Systems and subsystems

3. Data requirements

Data requirements

3.1 Entity relationship diagrams

IV. System design

System design

VII. User interface design

User interface design

1. Qt features

Qt features

VIII. Functional Design

Functional Design

1. Structure of the system

Structure of the system

2. Code walkthrough

Code walkthrough

IX. Data design

Data design

V. System implementation

System implementation

X. Building the software

Building the software

XI. Current state of the software

Current state of the software

VI. Testing

Testing and evaluating

XII. Unit testing

Unit tests

XIII. GUI testing

GUI testing

VII. Usability - Users tasks

Usability - Users tasks

XIV. What can the user do

What can the user do

XV. Efficiency and response times

Efficiency and response times

XVI. Overall aesthetic

Overall aesthetic

VIII. Conclusion and further work

Conclusion and further work

XVII. Project result

Project result

XVIII. Possible improvements

Possible improvements

XIX. Further work

Further work

IX. Personal reflections on project experiences

Personal reflections on project experiences

XX. Pierre Thubé

Pierre Thubé

XXI. Azarias Boutin

Azarias Boutin

Appendix

C++ code here ?