

# **ASSIGNMENT 3**

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CIS 320-01 Dr. Robert Barker

# **System Requirements:**

The system requirements are the requirements that we have identified the proposed system to need. Included are all potential requirements that we identified while collecting information from HOOF.

## **Functional requirements**

- 1. Manage Volunteers data:
  - a. The system will collect volunteer's information.
  - b. The system will store volunteer's information.
  - c. The system will be able to delete/modify volunteer information.
- 2. Manage participants data:
  - a. The system will track participants information.
  - b. The system will store participants information.
  - c. The system will be able to delete/modify participants information.
- 3. Manage donors data:
  - a. The system will collect donor information.
  - b. The system will Store donor information.
  - c. The system will be able to delete/modify donor information.
- 4. Produce events:
  - a. The system will allow Auction director to manage events.
  - b. The system will allow director of public relations to manage public relationships and marketing.
  - c. The system will support the social media features
- 5. Manage website:
  - a. The HOOF administrators will be able to add content on the website.
  - b. The HOOF administrators will be able to update content on the website.
  - c. The HOOF administrators will be able to delete/modify content on the website.

# Non-functional requirement

- 1. Operational requirements
  - a. The system will operate in windows environment.
  - b. The system should be able to connect to peripheral devices.
  - c. The system should have the capability to perform routine backup.

- d. The system will centralize data that can be stored on a cloud platform.
- e. The system will use Microsoft office suite application for basic business processes.
- 2. Performance requirements.
  - a. The system will store new applications.
  - b. The system will retrieve new applications.
  - c. The system will allow data to be easily shared amongst users.
  - d. The system should be able to track volunteer's hours
  - e. The system will allow users to collect financial data via Excel
- 3. Security requirements.
  - a. Users will be granted permissions as operate.
  - b. All devices should be password protected.
  - c. The system should be able to track user's activities on the website

# **Trace Matrix:**

Trace Matrix													
Use Cases	Store Participant Information	Store Donor Information		Update Applications	Grant	Manage Website Content		_	Support Social Media	Manage Public Relations	Manage Marketing	Use of Cloud Database	Securely Share Data
Add Volunteer			х			Х	х					Х	Х
Edit Volunteer				Х		Х	х					Х	Х
Delete Volunteer				Х		Х	х					Х	Х
Add Volunteer hours			Х			Х	Х					Х	Х
Edit Volunteer hours				Х		Х	х					Х	Х
Delete Volunteer hours				Х		Х	х					Х	Х
Add Event			Х			Х						Х	Х
Edit Event				Х		х						х	Х
Delete Event				Х		Х							Х

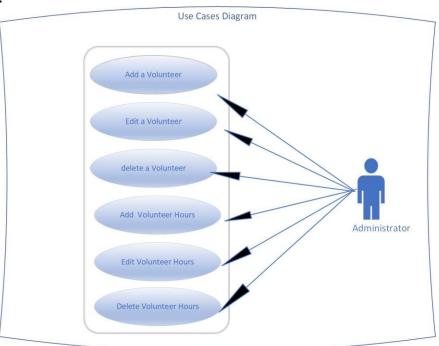
This trace matrix represents the use cases and their associated system requirement for the envisioned HOOF system. An 'X' is placed where a use case intersects with the associated system requirement.

# **Use Cases Diagrams:**

#### Use Case Diagram:

This system model will conclude which functions will be used by the administrators at Hoof and which will be used by everyone else (users).

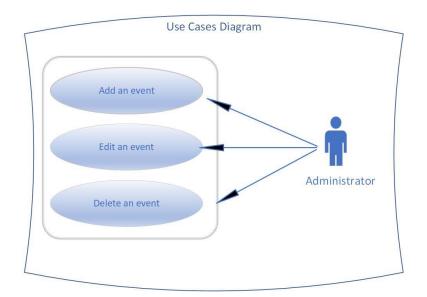
HOOF Administrator will be able to add, edit or delete a volunteer from the volunteer table in the Azure database. Also HOOF Administrator will be able to add, edit or delete a volunteer hours from the volunteer hours table in the Azure database



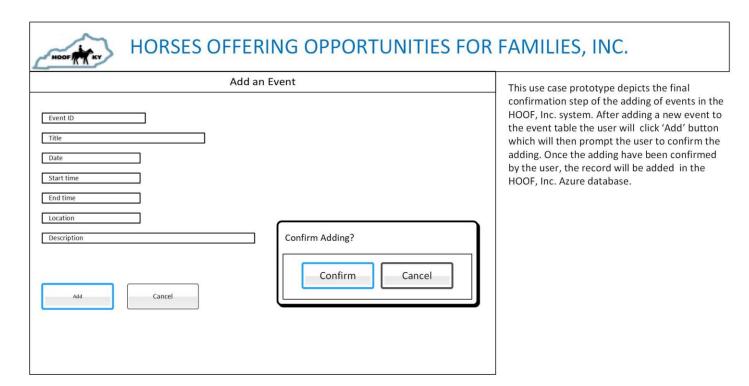
### Use Case Diagram:

This system model will conclude which functions will be used by the administrators at Hoof and which will be used by everyone else (users).

HOOF Administrator will be able to add, edit or delete a events from the event table in the Azure database.



# **Use case Prototypes:**

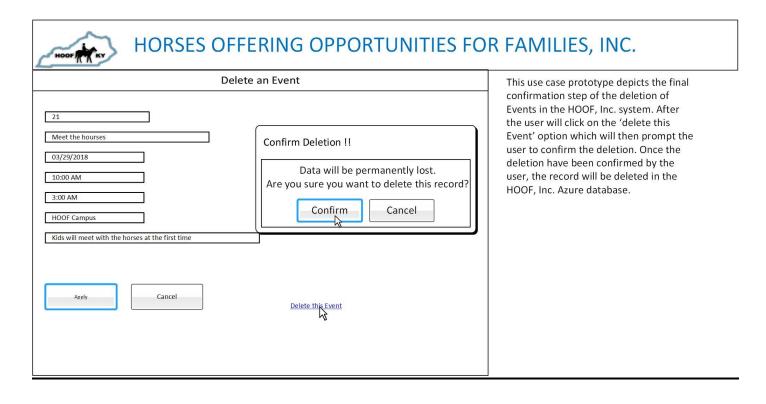


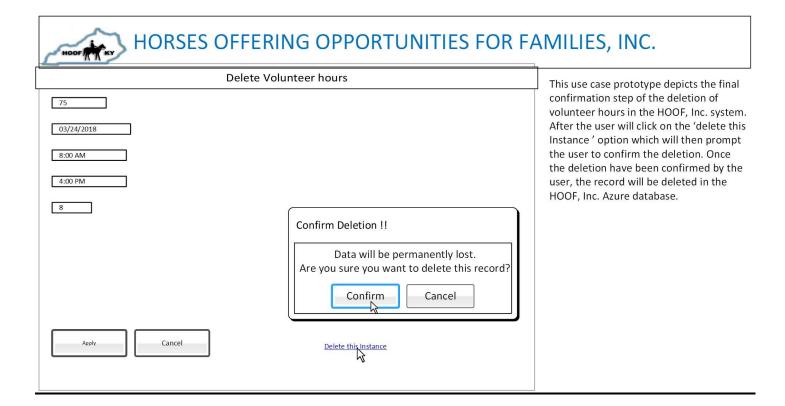


This use case prototype depicts the final confirmation step of the adding volunteer in the HOOF, Inc. system. After Adding a new volunteer to the volunteer table the user will click 'Add' button which will then

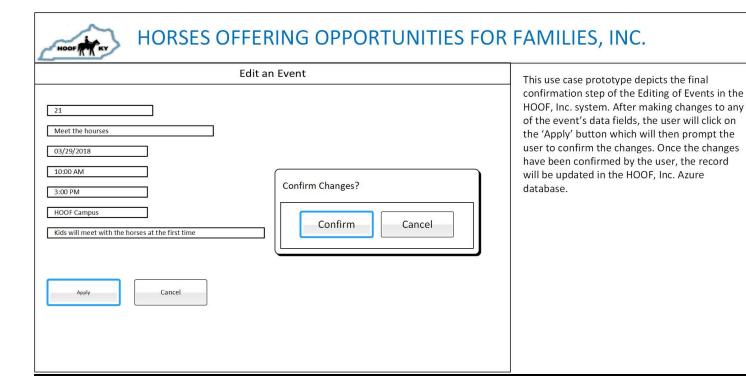
prompt the user to confirm the adding. Once the adding have been confirmed by the user, the record will be added in the HOOF, Inc. Azure database.

HORSES OFFERING OPPORTUNITIES FOR	FAMILIES, INC.
Add Volunteer hours    Volunteer ID	This use case prototype depicts the final confirmation step of the adding volunteer hours in the HOOF, Inc. system. After Adding a new volunteer hours record to the volunteer hours table the user will click 'Add' button which will then prompt the user to confirm the adding. Once the adding have been confirmed by the user, the record will be added in the HOOF, Inc. Azure database.





#### HORSES OFFERING OPPORTUNITIES FOR FAMILIES, INC. Delete a Volunteer This use case prototype depicts the final confirmation step of the deletion of volunteers in the HOOF, Inc. system. John Smith After the user will click on the 'delete this 01/21/1996 contract' option which will then prompt the user to confirm the deletion. Once 123 Cardinal RD the deletion have been confirmed by the Louisville KY 40123 user, the record will be deleted in the HOOF, Inc. Azure database. University Of Louisville 502-123-4567 Confirm Deletion!! John.smith@gmail.com Data will be permanently lost. Linda Are you sure you want to delete this record? Smith Cancel Confirm 502-765-4321 Cancel Delete this contact



# HORSES OFFERING OPPORTUNITIES FOR FAMILIES, INC. **Edit Volunteer** 75 John 01/21/1996 123 Cardinal RD KY 40123 Louisville University Of Louisville 502-123-4567 Confirm Changes? John.smith@gmail.com Linda Confirm Cancel Smith 502-765-4321 Cancel Delete this contact

This use case prototype depicts the final confirmation step of the Editing of volunteers in the HOOF, Inc. system. After making changes to any of the volunteer's data fields, the user will click on the 'Apply' button which will then prompt the user to confirm the changes. Once the changes have been confirmed by the user, the record will be updated in the HOOF, Inc. Azure database.



Delete this Instance

Apply

This use case prototype depicts the final confirmation step of the Editing of volunteers hours in the HOOF, Inc. system. After making changes to any of the volunteer hour's data fields, the user will click on the 'Apply' button which will then prompt the user to confirm the changes. Once the changes have been confirmed by the user, the record will be updated in the HOOF, Inc. Azure database.

# **Class Diagrams:**

Add a Volunteer

# Class diagram Add a Volunteer:

The following class diagram depicts the class, Add a volunteer and the attributes associated with it and the operations that the class is capable of performing.

### Volunteer

### **Attributes:**

- ID
- First name
- Middle initial
- Last name
- Date of birth
- Street address
- City
- State
- Zip code
- Organization
- phone number
- E-mail address
- Emergency contact first name
- Emergency contact Last name
- Emergency contact phone number

- Input
- Submit
- Save

#### Add an Event

# Class diagram Add an event:

The following class diagram depicts the class, Add an event and the attributes associated with it and the operations that the class is capable of performing.

## Event

# Attributes:

- ID
- Title
- Date
- Start time
- End time
- Location
- Description

- Input
- Submit
- Save

#### Add volunteer hours

# Class diagram Add an event:

The following class diagram depicts the class, Add volunteer hours and the attributes associated with it and the operations that the class is capable of performing.

### Volunteer hours

# Attributes:

- Volunteer ID
- Date
- Time In
- Time out
- Total hours

- Input
- Submit
- Save

#### Delete a Volunteer

# Class diagram Add an event:

The following class diagram depicts the class, Delete a volunteer and the attributes associated with it and the operations that the class is capable of performing.

## Volunteer

# Attributes:

Volunteer

- Select
- Delete
- Submit
- Save

Delete an Event

# Class diagram Add an event:

The following class diagram depicts the class, Delete an event and the attributes associated with it and the operations that the class is capable of performing.

# **Event**

# Attributes:

Event

- Select
- Delete
- Submit
- Save

#### Delete Volunteer hours

# Class diagram Add an event:

The following class diagram depicts the class, Delete volunteer hours and the attributes associated with it and the operations that the class is capable of performing.

# **Volunteer hours**

### Attributes:

Volunteer hours

- Select
- Delete
- Submit
- Save

# Class diagram Add an event:

The following class diagram depicts the class, Edit a volunteer and the attributes associated with it and the operations that the class is capable of performing.

#### Volunteer

#### Attributes:

- ID
- First name
- Middle initial
- Last name
- Date of birth
- Street address
- City
- State
- Zip code
- Organization
- Phone number
- E-mail address
- Emergency Contact first name
- Emergency Contact last name
- Emergency Contact phone number

- Edit
- Submit
- Save

**Edit Event** 

# Class diagram Add an event:

The following class diagram depicts the class, Edit an event and the attributes associated with it and the operations that the class is capable of performing.

### **Event**

# **Attributes:**

- ID
- Title
- Date
- Start date
- End date
- Location
- Description

- Edit
- Submit
- Save

#### Edit Volunteer hours

# Class diagram Add an event:

The following class diagram depicts the class, Edit volunteer hours and the attributes associated with it and the operations that the class is capable of performing.

### **Volunteer hours**

# Attributes:

- ID
- Date
- Time in
- Time out
- Total hours

- Edit
- Submit
- Save

### Sequence Diagram:

This is how the user will Interact with logging into the Database.

#### Main Flow:

- Input an event's ID
- Input an event's title
- Input an event's date
- Input an event's start time
- Input an event's end time
- Input an event's location
- Input an event's description
- Click Submit

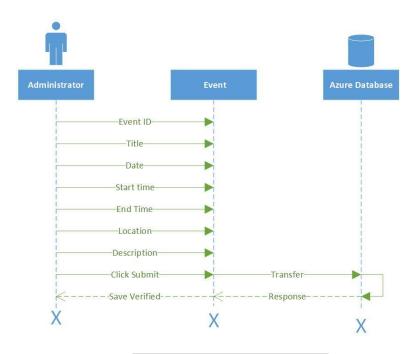
#### **Sequence Diagram:**

This is how the user will Interact with logging into the Database.

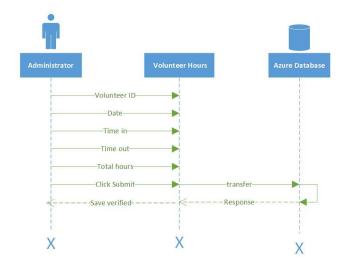
#### Main flow:

- input Volunteer ID
- Input date
- input time in
- input time out
- input total hours
- Click Submit

# SD- Add Event



SD- Add Volunteer Hours



This is how the user will Interact with logging into the Database.

#### Maim flow:

- Input Volunteer's first name
- input Volunteer's middle initial.
- input Volunteer's last name.
- input Volunteer's date of birth.
- Input Volunteer's street address.
- Input Volunteer's city.
- Input Volunteer's state.
- Input Volunteer's zip code.
- Input Volunteer's organization (optional).
- Input volunteer's phone number.
- input volunteer's e-mail address.
- Input emergency contact first name.
- Input emergency contact last name.
- Input emergency contact phone number.
- Click Submit

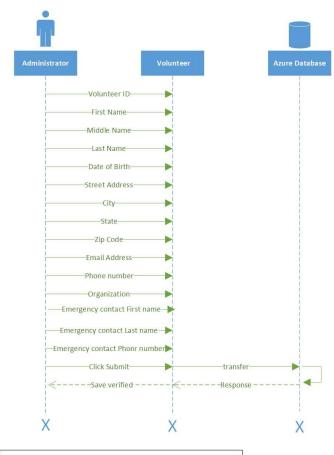
#### **Sequence Diagram:**

This is how the user will Interact with logging into the Database.

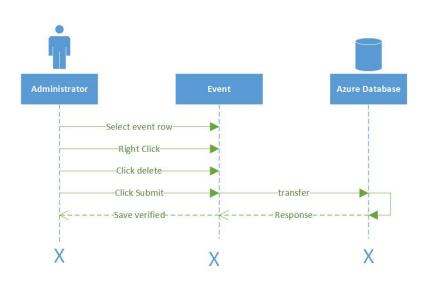
#### Main flow:

- select an event row to be deleted
- right click
- click delete
- Click Submit

#### SD- Add Volunteer



SD-delete event



This is how the user will Interact with logging into the Database.

#### Main flow:

- select an event row to be deleted
- right click
- click delete
- Click Submit

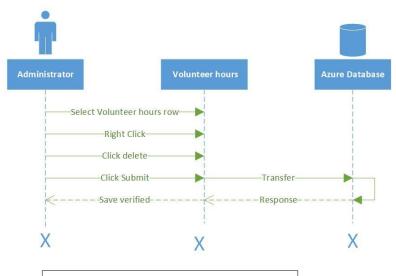
# **Sequence Diagram:**

This is how the user will Interact with logging into the Database.

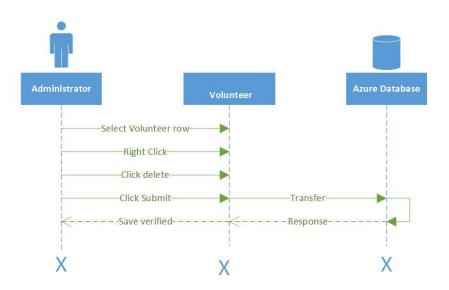
### Main flow:

- select an event row to be deleted
- right click
- click delete
- Click Submit

#### SD-delete Volunteer hours



SD-delete Volunteer



This is how the user will Interact with logging into the Database.

### Main flow:

- edit an event's ID
- edit an event's title
- edit an event's date
- edit an event's start time
- edit an event end time
- edit an event's location
- edit an event's description
- Click Submit

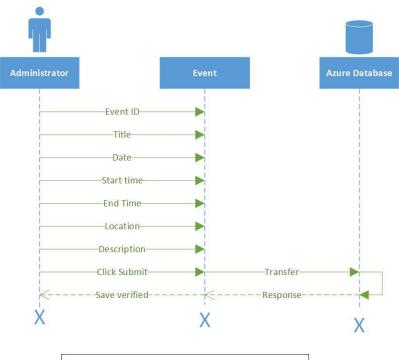
# Sequence Diagram:

This is how the user will Interact with logging into the Database.

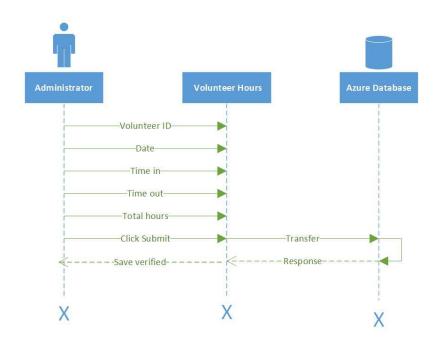
#### Main flow:

- Edit Volunteer ID
- Edit date
- Edit time in
- Edit time out
- Edit total hours
- Click Submit

# SD- Edit Event







This is how the user will Interact with logging into the Database.

#### Maim flow:

- edit Volunteer's ID
- edit Volunteer's first name
- edit Volunteer's middle initial.
- edit Volunteer's last name.
- edit Volunteer's date of birth.
- edit Volunteer's street address.
- edit Volunteer's city.
- edit Volunteer's state.
- edit Volunteer's zip code.
- edit Volunteer's organization (optional).
- edit volunteer's phone number.
- edit volunteer's e-mail address.
- edit emergency contact first name.
- edit emergency contact last name.
- edit emergency contact phone number.
- Click Submit

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### SD-Edit Volunteer

