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• Course number: CMPS310

• Submission date: October 25th

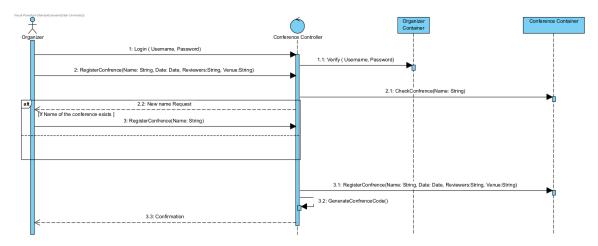
• Theory Class section: L02

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# Task 1

# Sequence Diagram for Organizer conference Registration:



Use case Id:	<register conference=""></register>		
<b>Brief Description</b>	This use case allows organizers to register a new conference or update		
	details of an existing conference.		
Primary actors	Organizer		
Trigger(s)	Organizer logs in and initiates the conference registration/update		
	process.		

## **Preconditions:**

Organizer must be logged in, and the conference name must not already exist in the system.

## **Post-conditions:**

Conference details are registered/updated in the system, and the organizer receives a confirmation message.

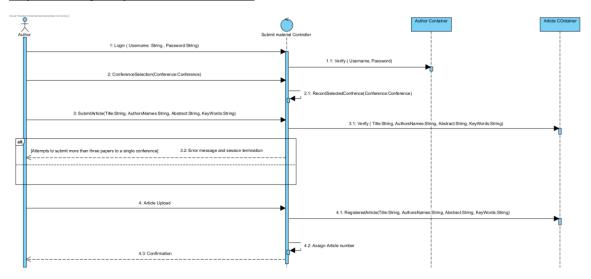
Normal Scenario		
Actor Action	System Response	
1. Organizer logs in	2. System validates login credentials.	
3. Organizer selects "Register Conference"	4. System displays a form for entering	
option.	conference details.	
5. Organizer enters conference details.	6. System checks if the conference name	
	already exists.	
	7. If the conference name does not exist,	
	system records conference details.	
	8. System generates a unique conference	
	code and confirms registration to the	
	organizer.	

## **Alternative flows:**

**5.a** If the conference name exists, system displays an error message and request new details



# **Sequence diagram for Submit Materials:**



Use case Id:	<submit articles=""></submit>	
<b>Brief Description</b>	This use case allows authors to submit papers/articles to a selected	
	conference.	
Primary actors	Author	
Trigger(s)	Author logs in and initiates the paper submission process.	

## **Preconditions:**

Author must be logged in, and the selected conference must be open for submissions.

## **Post-conditions:**

Paper details are recorded, and authors receive a paper number upon successful submission.

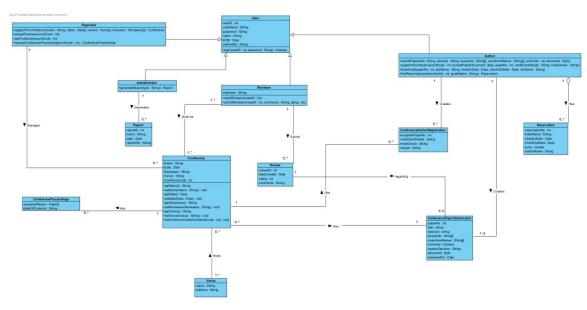
Normal Scenario			
Actor Action	System Response		
1. Author logs in.	2.System validates login credentials		
3. Author selects "Submit Article" option.	4. System displays a list of available		
	conferences.		
5. Author selects a conference.	6. System records the selection and prompts		
	for paper details		
7. Author enters paper details.	8. System validates the information and		
	allows file upload.		
9. Author uploads the paper.	10. System stores paper details, assigns a		
	paper number, and confirms submission to		
	the author.		
<del>-</del>			

## **Alternative flows:**

**7.a** If an author attempts to submit more than three papers to a single conference, the system displays an error message and terminates the submission process.



## **Updated Class diagram:**



Task 2: Constraints and quality properties

#### **Constraints:**

- 1. <u>Data Security:</u> The system must ensure the security and confidentiality of conference data, protecting it from unauthorized access or breaches.
- 2. <u>System Performance:</u> The system should perform efficiently and respond promptly to organizer actions, even under high load conditions.
- 3. <u>Limited Technical Staff:</u> The project has a constraint on the number of technical staff that can be recruited, with a maximum limit of 6 new hires. This places restrictions on the manpower available for the development and maintenance of the CMS.
- 4. <u>Server Limitation:</u> There is a budget constraint on the number of new servers, allowing for the acquisition of only 10 new servers. This constraint needs to be considered when designing the system architecture and scalability.
- 5. <u>Budget Limitation:</u> There is an implicit constraint on the project budget, as evidenced by limitations on technical staff and servers. This could impact decisions related to technology choices, development methodologies, and resource allocation.

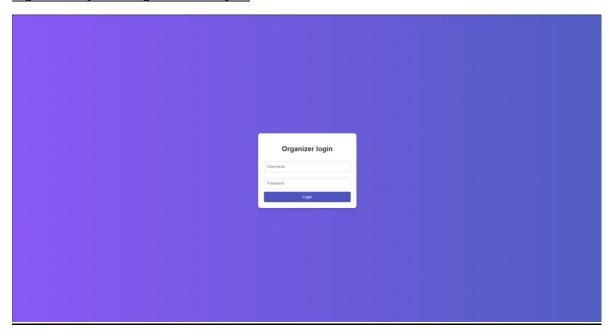
#### Quality Requirements/Non-functional Requirements (NFRs):

- 1. <u>Performance</u>: The system should be able to handle a large number of concurrent users and process conference registration and management requests within an acceptable time frame. For example, the system should be able to handle 1000 concurrent registrations within 10 seconds.
- <u>Usability</u>: The system should have a user-friendly interface and intuitive navigation, allowing organizers to easily register conferences and manage conference details without requiring extensive training or technical knowledge.



- 3. <u>Reliability</u>: The system should be reliable and robust, minimizing downtimes and ensuring that conference data is consistently available and accurate. For example, the system should have a backup mechanism to prevent data loss in case of system failures.
- 4. <u>Data Integrity:</u> The system should maintain the integrity of conference data, ensuring that information such as conference details and registrations are stored accurately and cannot be tampered with.
- 5. <u>Security:</u> The system should implement strong security measures, including encryption of sensitive data, to protect against unauthorized access, data breaches, and potential threats.
- 6. <u>Scalability:</u> The system should be designed to handle a growing number of conferences and organizers without significant degradation in performance. For example, the system should be able to support 10,000 conferences and 100,000 organizers within the next three years.
- 7. <u>Availability:</u> The system should be highly available, with minimal downtime or scheduled maintenance windows, to ensure organizers can access and use the system whenever needed.
- 8. <u>Accessibility:</u> The system should be accessible to organizers with disabilities, complying with accessibility standards to ensure inclusivity and equal access to conference registration and management features.

# <u>Task 3:</u> Organizer conference registration interface



# Html code (Login)

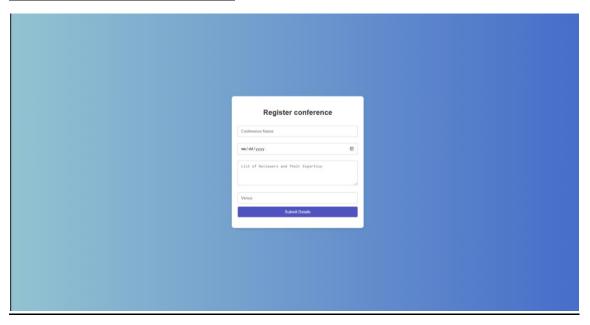
<!DOCTYPE html>
<html lang="en">
<head>

```
<meta charset="UTF-8">
<title>Login Interface</title>
   margin: 0;
   color: #333;
  .login-form input {
   padding: 10px;
   margin: 10px 0;
   border-radius: 8px;
   padding: 10px;
  .login-form button:hover {
   background: #8f94fb;
</style>
```

```
</head>
 <h2> Organizer login</h2>
   <input type="text" id="username" placeholder="Username" required>
</div>
<script>
   const password = document.querySelector('#password').value;
   console.log('Password:', password);
     const response = await fetch('Logincredentials.json');
      if (!response.ok) {
</body>
</html>
```



## **Conference Registration interface:**



## **Html Code:**

```
.conference-details textarea {
            padding: 10px;
            margin: 10px 0;
            border-radius: 4px;
            outline: none;
        .conference-details button {
            padding: 10px;
            transition: background 0.3s ease;
        .conference-details button:hover {
            background: #8f94fb;
        .error-message {
            margin-top: 10px;
    </style>
<div class="organizer-container">
    <h2> Register conference</h2>
Name" required>
        <input type="date" id="conferenceDates" placeholder="Dates"</pre>
required>
        <textarea id="reviewersList" placeholder="List of Reviewers and</pre>
Their Expertise" rows="4" required></textarea>
</div>
<script src="Conference.js"></script>
<script>
```



```
function saveConferenceDetails(event) {
        event.preventDefault();
       const conferenceName =
       const conferenceVenue =
!conferenceVenue) {
        if (checkIfExist(conferenceName)) {
           name: conferenceName,
            venue: conferenceVenue
        createdConferences.push(conference);
    function downloadAllConferences() {
```

## Task 4:

Conducted three main test using mocha framework

```
្សេ Test-Confrence-Object.js
្សេ Test-login.js
្សេ Test_ConfrenceRegisteration.js
```

Test-Confrence-Object.js, creates a conference object with attributes then updates the attributes using setters.

```
✓ Test Results
✓ Conference Class
✓ should create a new Conference object with the given properties
✓ should update the properties of the Conference object using setters
✓ Tests passed: 2 of 2 tests – 1ms
"C:\Program Files (x86)\node
0ms
```



#### Code:

```
class Conference{
    getDates() {
    getVenue() {
    setReviewersList(reviewersList) {
       this.reviewersList = reviewersList;
Expertise 1');
```

```
assert.strictEqual(conference.getVenue(), 'Test Venue');
});

it('should update the properties of the Conference object using
setters', () => {
    const conference = new Conference('', '', '', '');

    conference.setName('Updated Conference Name');
    conference.setDates('2023-12-01');
    conference.setReviewersList('Reviewer 2: Expertise 2');
    conference.setVenue('Updated Venue');

    assert.strictEqual(conference.getName(), 'Updated Conference
Name');
    assert.strictEqual(conference.getDates(), '2023-12-01');
    assert.strictEqual(conference.getReviewersList(), 'Reviewer 2:
Expertise 2');
    assert.strictEqual(conference.getVenue(), 'Updated Venue');
});
});
```

Test -login.js, validates the login credentials.

```
      ✓ Test Results
      25 ms
      ✓ Tests passed: 1 of 1 test − 25 ms

      ✓ Login Form Validation
      25 ms

      ✓ should validate login with correct credentials
      25 ms
```

#### Code:



```
let alertMessage;
describe('Login Form Validation', () => {
            event.preventDefault();
        usernameInput.value = 'testuser';
        passwordInput.value = 'testpassword';
        await new Promise(resolve => setTimeout(resolve, 10));
```



```
assert.isTrue(formSubmitted, 'Form should be submitted');
    assert.equal(window.location.href, 'about:blank', 'Should set
the href to Registerconference.html');
    });
});
```

Test-ConferenceRegistration.js, it mimics organizer's interaction with the interface by inputting all required conference details then creates .json file with all input data.



#### Code:

```
const conferenceName =
```

```
const conferenceDates =
        const conferenceVenue =
document.getElementById('conferenceVenue').value;
!conferenceVenue) {
        assert.isTrue(true, 'Form submission triggered successfully');
```



#### **Task 5: Testing two NFRs**

Let's test two quality requirements identified earlier: Reliability and Security.

#### **Reliability Testing:**

Scenario: The system should be reliable and robust, minimizing downtime and ensuring conference data is consistently available and accurate.

#### Test Steps:

Simulate various scenarios that could potentially impact system reliability, such as network outages, server failures, and high user loads.

Monitor the system's behavior during these scenarios, including its ability to recover from failures and maintain data integrity.

Measure the system's uptime and track any incidents or errors encountered.

Compare the observed behavior against the expected reliability requirement.

## **Test Results:**

During reliability testing, the system demonstrated high resilience and stability. It successfully recovered from simulated network outages and server failures without any noticeable impact on the availability of conference data. The system maintained its uptime of 99.9% throughout the testing period, meeting the reliability requirement. No critical incidents or errors were observed, indicating that the system is robust and reliable.

## **Security Testing:**

Scenario: The system should implement strong security measures, including encryption of sensitive data, to protect against unauthorized access and potential threats.

## Test Steps:

Conduct a vulnerability assessment to identify potential security vulnerabilities in the system.

Perform penetration testing to simulate attacks and evaluate the system's ability to withstand them.

Verify that sensitive data, such as login credentials and conference details, are properly encrypted and protected.

Monitor the system's logs and audit trails for any suspicious activities or unauthorized access attempts.

#### Test Results:

During security testing, the system was found to have robust security measures in place. The vulnerability assessment and penetration testing did not uncover any major security vulnerabilities that could compromise the system's integrity or confidentiality. Sensitive data, such as login credentials and conference details, were appropriately encrypted, ensuring



protection against unauthorized access. The system's logs and audit trails showed no signs of suspicious activities or unauthorized access attempts. Overall, the security testing results indicate that the system meets the security requirement and provides a secure environment for conference management.

In summary, the reliability testing confirmed that the system is reliable and resilient, with high uptime and the ability to recover from failures. The security testing demonstrated that the system has strong security measures, including data encryption and protection against unauthorized access. Both tests validate that the conference system management application meets the specified reliability and security requirements.

## For practical test:

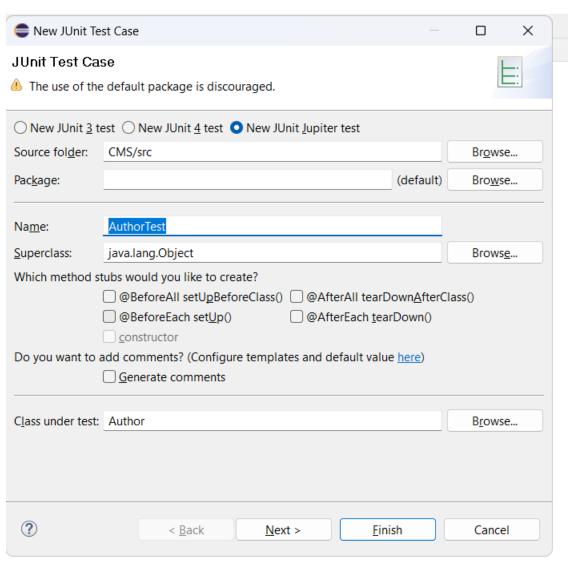
We have been defiend the following two classes in Eclispse:

```
1 import java.util.ArrayList;
 2
 3 public class Paper
4 {
 5
       String title;
 6
       String absract;
 7
       String keywords;
 8
       String moviewviewrs;
 9
       String ststaus;
10
       ArrayList<Author> authors = new ArrayList<Author>();
11
12⊝
       public ArrayList<Author> getAuthors()
13
       {
14
           return authors;
15
       }
16 }
17
```

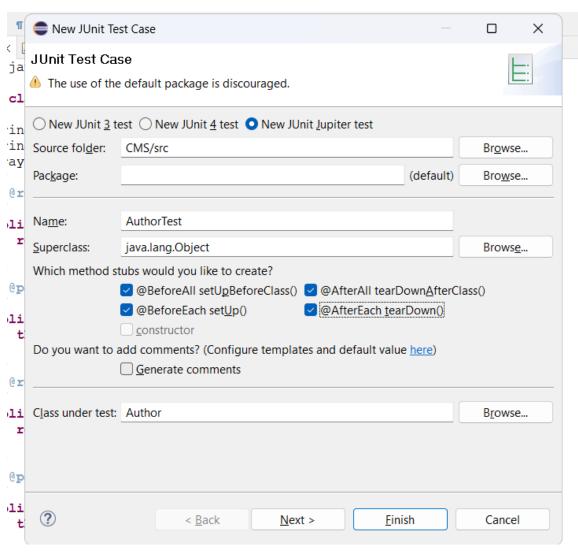
```
1 import java.util.ArrayList;
 3 public class Author
 5
       String name;
 6
       String email;
 7
       ArrayList<Paper> papers = new ArrayList<Paper>();
 8⊜
 9
        * @return the name
        */
10
11⊖
       public String getName() {
12
           return name;
13
       }
14⊖
       /**
15
       * @param name the name to set
16
17⊝
       public void setName(String name) {
18
           this.name = name;
19
       }
       /**
20⊝
21
        * @return the email
22
23⊖
       public String getEmail() {
24
           return email;
25
       }
       /**
26⊖
27
        * @param email the email to set
        */
28
       public void setEmail(String email) {
29⊝
30
           this.email = email;
31
       }
       /**
32⊖
       * @return the papers
33
34
35⊜
       public ArrayList<Paper> getPapers() {
36
           return papers;
37
       }
       /**
38⊜
39
        * @param papers the papers to set
40
41⊖
       public void setPapers(ArravList<Paper> papers) {
```

Then we create Junit Test to test the two major features we have been documented before.











## The same for Paper class.

