*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #667 Logical AND Gate in AR

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**Project:** AR-VR-VE for Computer Science

**Product Owner(s)**: Francisco Ortega

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name: Logical AND Gate in AR**

* Description: As a student I would like to view a logical AND gate in augmented reality so I can see its output value based on different binary inputs.

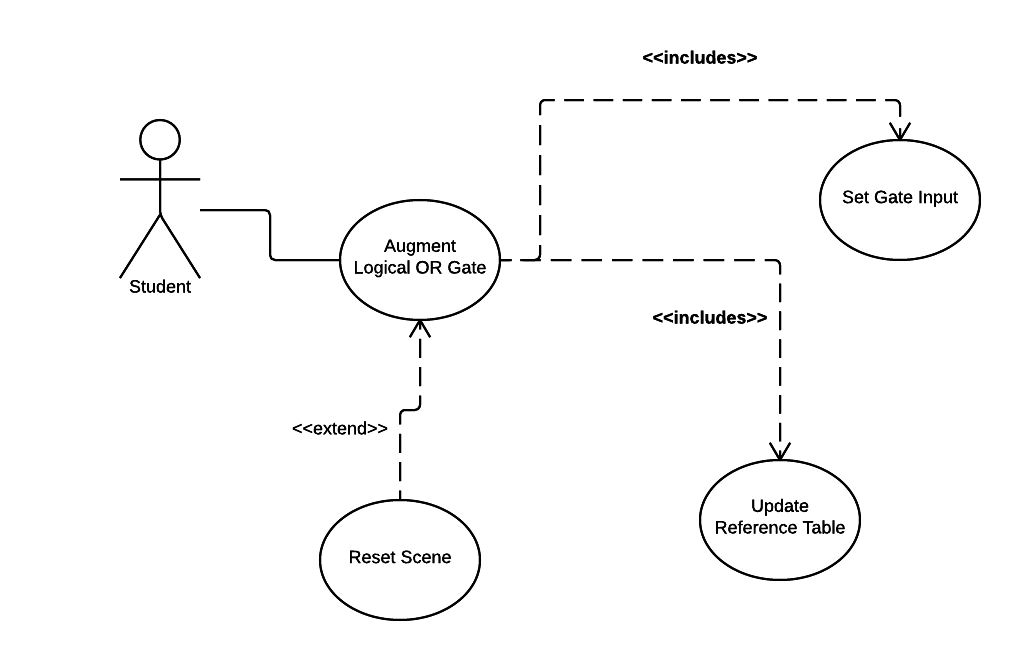
Acceptance Criteria

* The user can change the input to 00, 01, 10, and 11.
* The model notifies or displays the output.

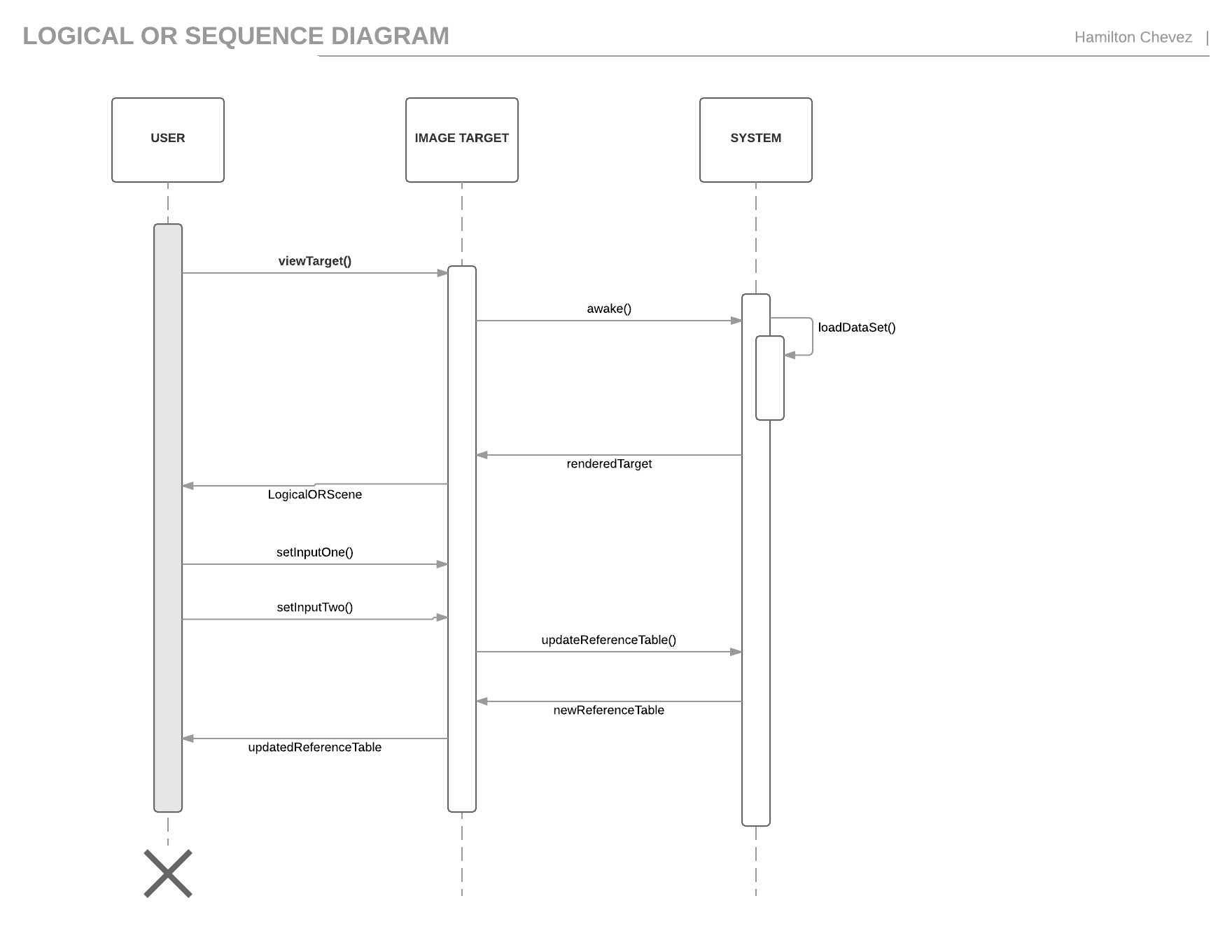
**Use Case**

* Name: Augment Logical OR Gate
* Actor: Student
* Preconditions: The student is aiming the video camera at the image target.
* Description:
  + User touches virtual table reference button.
    - System displays a table data image.
  + User touches InputOne virtual button.
    - System updates Input One image.
  + User touches InputTwo virtual button.
    - System updates Input Two image.
    - System updates output image.

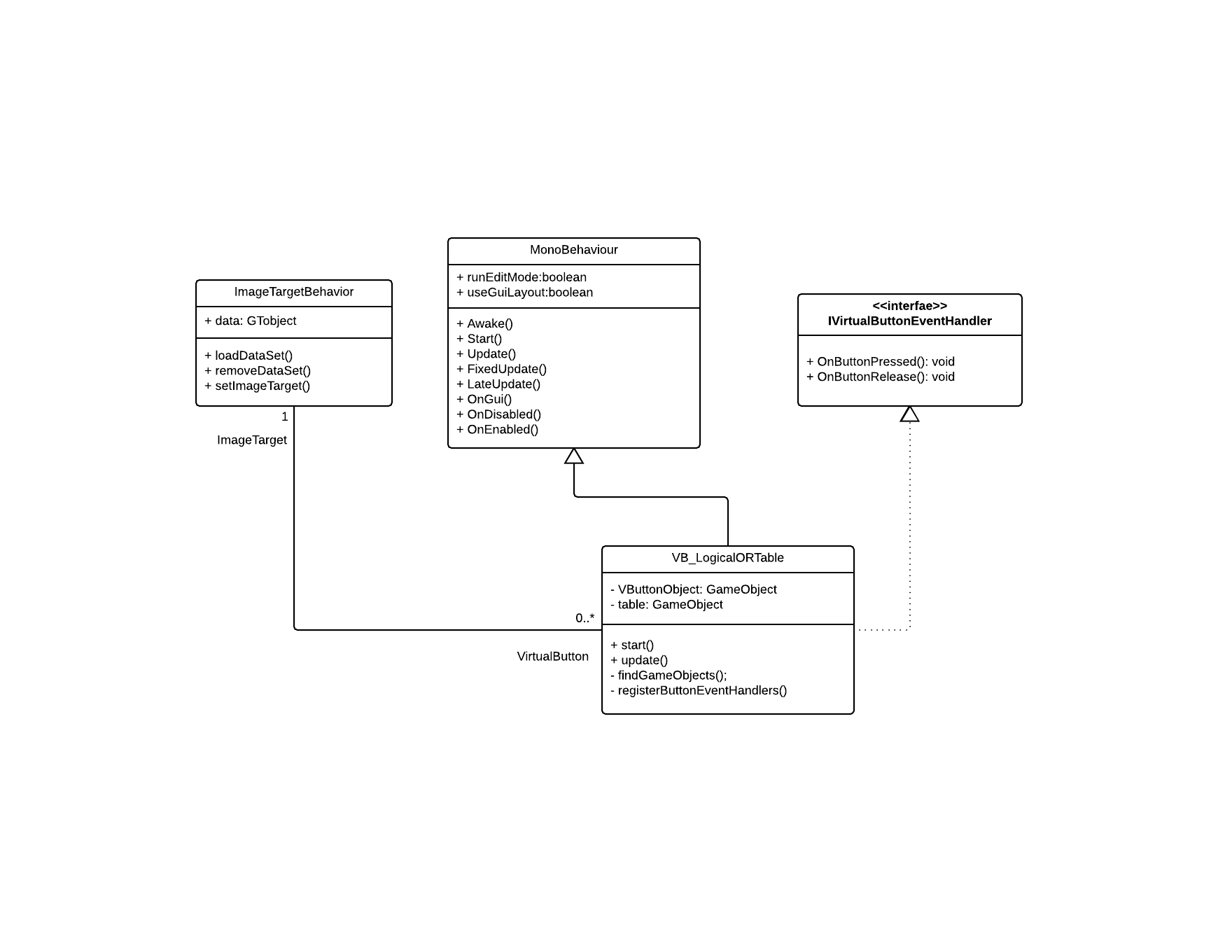
**Use Case Diagram**

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**Sequence Diagram**



**Class Diagram**

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**Unit Test**

|  |  |
| --- | --- |
| Test Case ID | LOG-001 |
| Description/Summary of Test: | Verify that registerButtonEventHandler assigns VButtonObject an event handler instance. |
| Pre-condition: | findGameObjects() has been called and we have reference of the game objects in the scene.  registerButtonEventHandler is called by VButtonObject. |
| Expected Results: | registerButtonEventHandler() returns True. |
| Actual Result: | The method returned True. |
| Status(Fail/Pass) | Pass |

**Visual User Guide**

