*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #720 Logical NOT Gate in AR

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**Project:** AR-VR-VE for Computer Science 1.0

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

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name: Logical NOT Gate in AR**

* Description: As a user I would like to view the logical NOT gate in AR, so that I can see its output value based on different binary input values.

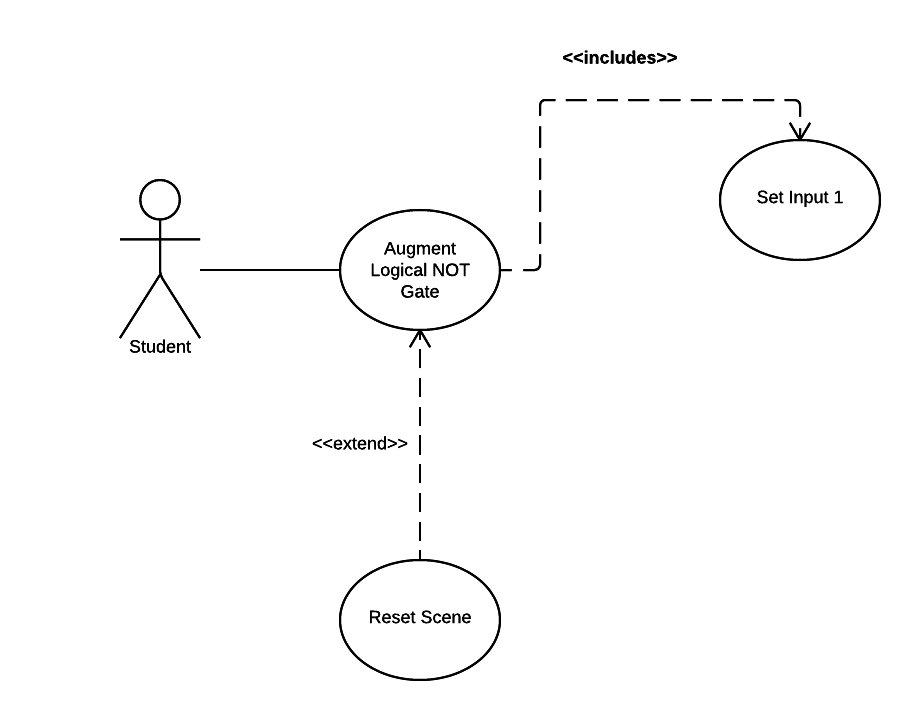
Acceptance Criteria

* The user can set the inputs to either 1 or 0 but not both.
* The model notifies the user of when the output changes.

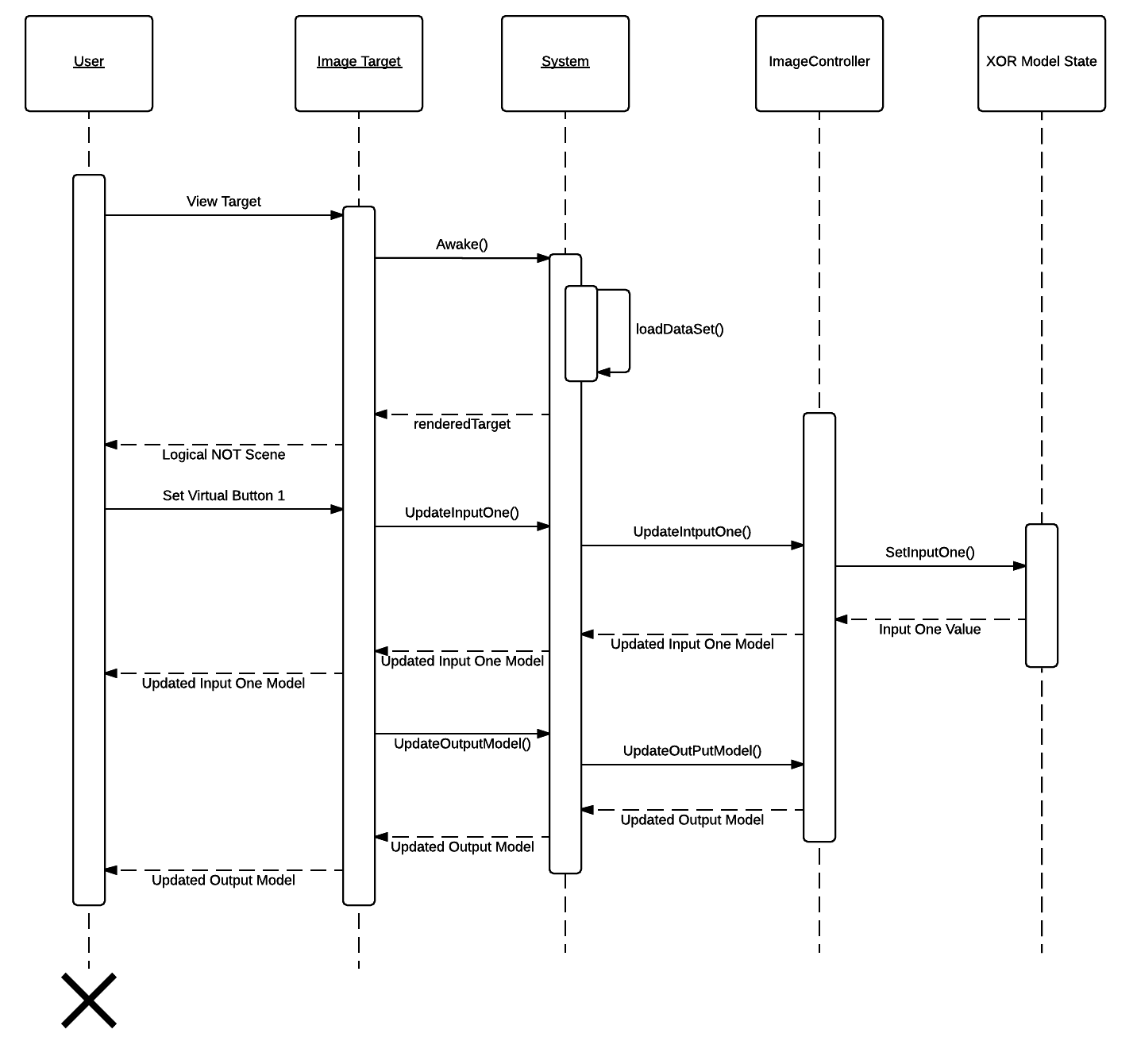
**Use Case**

* Name: Augment Logical NOT Gate
* Actor: Student
* Preconditions: The student is aiming device camera towards image target.
* Description :
  + System displays logical not model.
  + System displays data reference plane.
* User touches virtual button 1 to set input 1 value.
  + System updates output value.

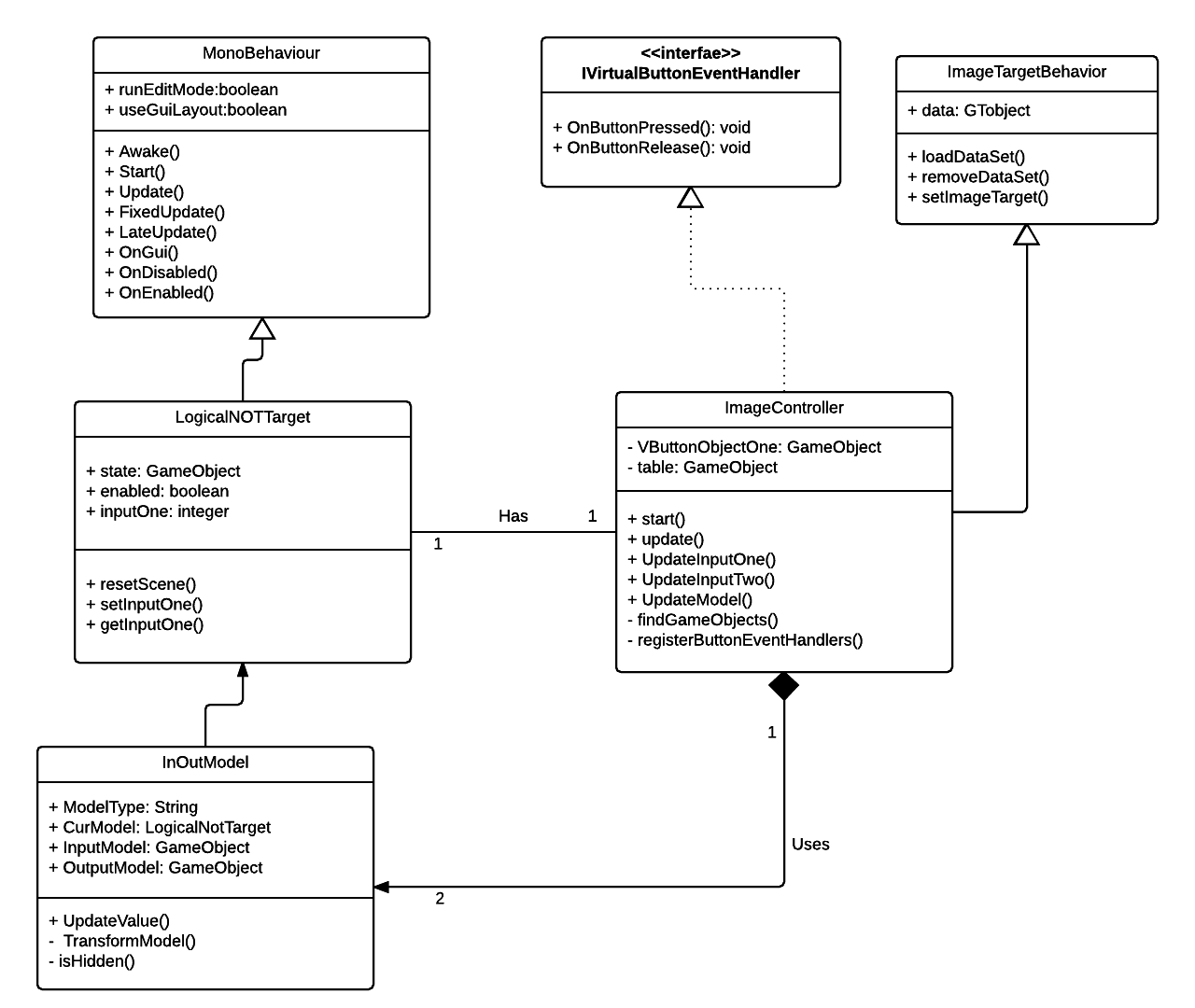
**Use Case Diagram**

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**Sequence Diagram**



**Class Diagram**



**Unit Test**

|  |  |
| --- | --- |
| Test Case ID | LOG-012 |
| Description/Summary of Test: | Verify that updateModel() changes to correct 3d model in Unity. |
| Pre-condition: | updateModel() is called after user touches virtual button one to decimal value one. |
| Expected Results: | updateModel() returns the InOutMOdel type as “Input One: One” |
| Actual Result: | updateModel() returns the InOutModel type: “Input One: One” |
| Status(Fail/Pass) | Pass |

**Visual User Guide**

