*Florida International University*

*School of Computing and Information Sciences*

CIS 4911 - Senior Capstone Project

Software Engineering Focus

Feature Document

User Story # 554

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Francisco Ortega

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# **User Story**

* As a User I would like to save my file so I can reload it at a later time.

## **Use Case**

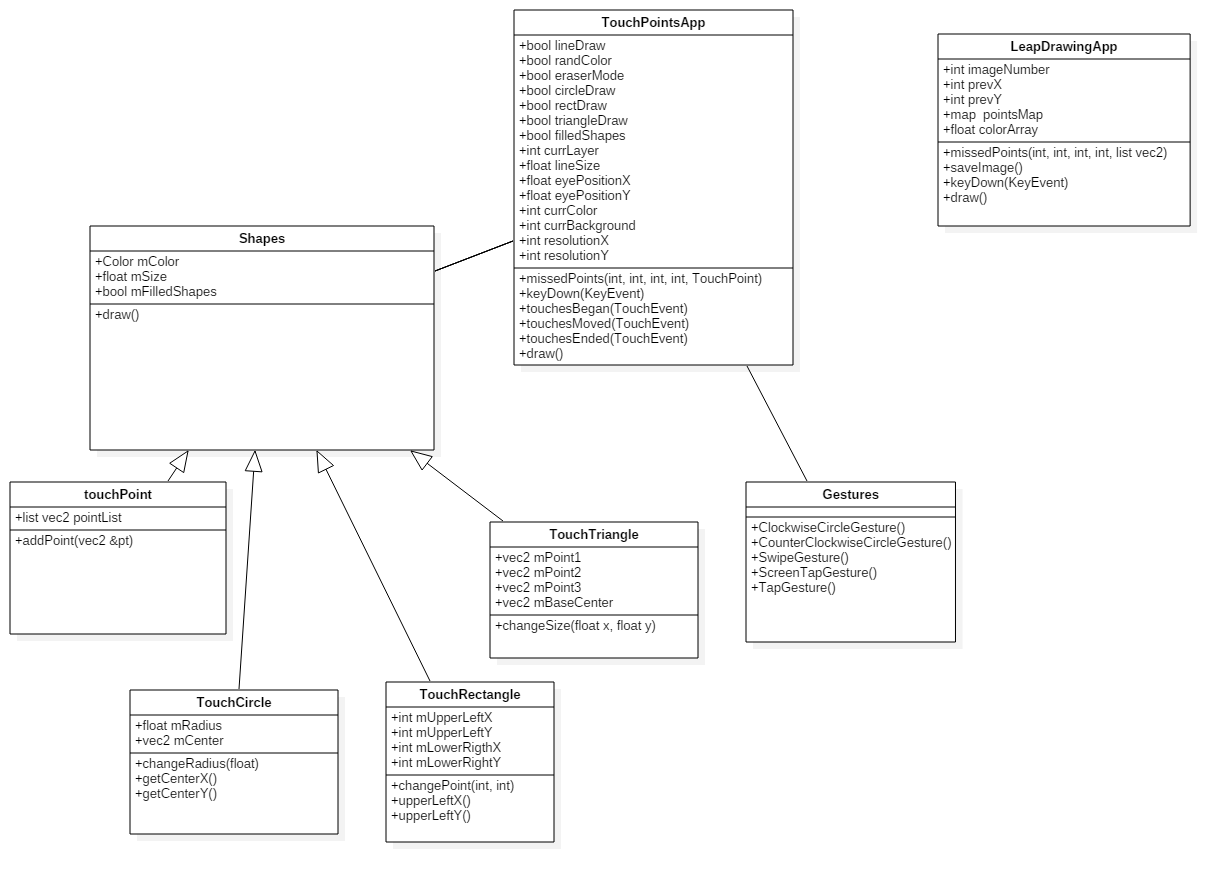
Save file in touchPoint app

* Details:
* Actor:
  + User
* Pre-conditions:
  + TouchPoint app is running.
  + User creates a new image on a canvas.
* Description:
  + Use case begins when user needs to save work done on canvas.
  + User can save image on canvas in three different files by pressing keyboard. P = .png , J = .jpg T = .tif
  + When User select decides on file type and presses a key the canvas is saved and file is created in home directory.
* Post-conditions:
  + User can find specified saved file in home directory and can then open file to observe saved canvas.
* Decision Support:
  + Frequency: High , User will be saving work periodically during development and also will need to save the completed image.
  + Criticality: Medium , The save function is critical for playback function which will be implemented in later sprints.
  + Risk: Low, Needed to read about cinders Image input output library.
* Constraints:
* Usability:
  + Save function can be used for any device implemented in the paint program.
* Reliability
  + High
* Performance
  + Performance High , low failure
* Supportability
  + All device in touchPoint app
* Modification History:
  + Owner: Garrett Lemieux
  + Initiation Date 02/11/2015
  + Date last Modified: 02/15/2015

## **Sequence Diagram**

## 

## **Class Diagram**



## **Unit Test**

* A User can select three different types of files to save canvas as and image number will be provided and destination will be in home directory.

## **Integration Testing**

* The ability to us save function will be available for all devices implemented in the touchPoints app.

## **User Guide**

* Once a user has decided to save his or her canvas by pressing specific keys the image of the canvas will be saved. Keys … P = .png , J = .jpg , T = .tif
* The saved file can be found in Users home directory / cinder/ Saved\_Image