*Florida International University*

*School of Computing and Information Sciences*

CIS 4911 - Senior Capstone Project

Software Engineering Focus

Feature Document

User Story #**812**

**Team Member:**

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Francisco Ortega

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**User Story**  Implement a responsive windowed view of the application

* **As a Developer I would like to** be able to interpret input from devices and have the application draw that input without having to know how drawing is implemented in this application **so that I** focus solely on my device and this creates a separation of concerns in the application where all drawing is handle in one location and all input is handled in another.

Acceptance Criteria

* There exists a class to represent the event of drawing.
* There exists a class that handles all drawing and accepts draw events.
* When I pass the illustrator class draw events, it draws.
* The illustrator can draw circles, squares, triangles, and lines

**Use Case** #**812 – Implement and design a unified interface for devices to be able to hand off drawing to the application.**

Use Case:

Design and implement a unified interface to allow all devices to draw

Details:

Actor: developer

Pre-conditions:

* Project working on VS2015

Description:

* If I want to add a new device, I can handle the input in a unified way across all devices.
* When writing a device handler I should not need to know how the application.

Decision Support:

Frequency: Often. Developers need to easily understand code

Criticality: High. Enables developers to work more efficiently

Risk:Low. Team members need to get used to new structure

Constraints:

Reliability: Very Reliable.

Performance: There may need to be performance improvements

Supportability:

Must work with ACER Multitouch, Leap, RealSense and Eyex

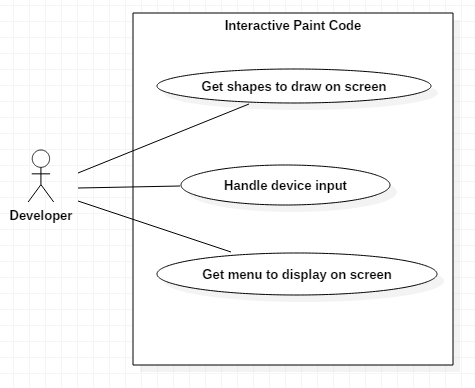
Modification History:

Owner: Jorge Nonell

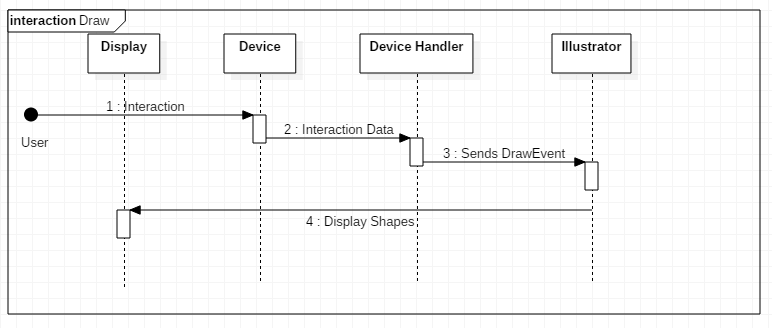
Initiation date: 07/5/2016

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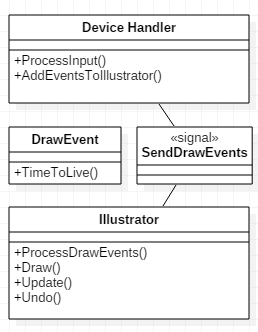
**Use Case Diagram**



**Sequence Diagram**



**Class Diagram**



**Unit Test**

Sunny Day Tests

Test Case 1: Devices Still Work

Test Purpose: Ensure that user can still use the devices to draw on screen after the window is resized

Test Setup:

⦁ run program

Test Output:

Every line drawn correctly

Expected Output:

After testing all integrated devices, i.e. the RealSense, Leap and Eyex can still contribute to drawing, the screen should draw correctly

**Integration Test**

Devices can still be used to draw in the application, i.e. the RealSense, Leap and Eyex can still contribute to drawing. The menus are responsive to the screen size.