G2U - a second life for every treasure

Course ID.: CPE-334

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Department of Computer Engineering in partial fulfillment of the requirements for the completion of CPE-334 Software Engineering course.

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Revision History

Revision	Date	Author(s)	Description
v0.1	2023-04-21	John Doe	First release, include experimentation results

Abstract

We would like to think about it later.

Keywords: We would like to think about it later.

Acknowledgments

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Part I Project Description

Introduction

- 1.1 Background
- 1.2 Market study
- 1.2.a SEA Market
- 1.2.b EU Market
- 1.3 Scope of work

1.4 A dummy section

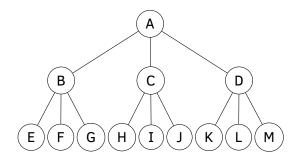


Figure 1.1: The proposed tree structure for the array implementation.

Project Management

TODO: Comparative analysis of each methodology and what they deliver

2.1 Incremental funding methodology

Used for high level decisions.

2.2 Agile Method with Kanban Tool

Used for low level decision and workflow orchestration.

Part II Requirements

Requirements Elicitation

- 3.1 Elicitation Techniques
- 3.2 Stakeholders
- 3.3 Data Flow Diagram
- 3.4 Use Case Diagram
- 3.5 Functional Design
- 3.6 Usability
- 3.7 Other Non-functional requirements
- 3.7.a Mandated constraints

Examples include: Economics

Chapter 4 Usability Requirements

Part III Design and Development

Systems Design

- **5.1** Software Architecture
- 5.2 Class Diagram
- **5.3** Components Diagram
- 5.4 Sequence Diagram
- **5.5** Deployment Diagram
- 5.5.a Demonstration model
- 5.5.b Full scale production model

Implementation

- 6.1 Low Code
- **6.2** Prototyping
- 6.3 Coding
- 6.4 Systems Integration

Part IV Test and Evaluation

Evaluation of Outcomes

- 7.1 Testing Methodologies
- 7.2 Results
- 7.3 Discussion

Conclusion

- 8.1 Discussion
- 8.2 Future Work
- 8.3 Recommendation

References