# IT - 314 Software Engineering

# LAB - 4 Specifying Tools and Technology

### Group - 21

# **Renting System**

## Finalized Tools, Technology, and frameworks:

#### VS Code

oUsing an IDE, we can maintain track of the project files as we work on it by connecting to Github.

#### ❖ GitHub

• We need a version control solution to keep the project up to date while working with the full team.

### React

- A front-end JS framework is called react. Small- to medium-sized projects can benefit from it since it speeds up the construction of single-page apps.
- It also provides support for code readability.

### MongoDB

- MongoDB is the best option since NoSql is necessary. MongoDB's
  Document Data Model is a powerful method for storing and retrieving data.
- oMoreover, MongoDB is accessible in a number of significant public clouds. It offers an excellent user experience and a good scalable architecture.

#### Chrome DevTools

- o It provides us the tool to inspect and fix the errors in our code.
- o It assists us in evaluating the effectiveness of our website.
- o It aids in testing the website's responsiveness across various browsers and devices.

### Bootstrap

o Bootstrap includes simple boilerplate code, making it quicker and more efficient to develop. It aids in the responsiveness of our website.

### CodePly

o It gives programmers the ability to test and use our code (such as HTML, CSS, JavaScript, etc.) without having to submit the website to the browser.

### ❖ Node.js:

- oA back-end JavaScript runtime environment called Node.js is utilized to enable developers to create and run apps concurrently.
- One of the most popular backend tools is Node.JS, along with React and MongoDB.

## Use Case classification based on complexity:

Use case	Transaction	Use case complexity	Weightage
Sign in/Sign up	7	Average	10
Lending a product	4	Average	10
Search a product	4	Average	10
Add product to wishlist	3	Simple	5
Borrow a product	7	Average	10
Payment gateway	5	Average	10

# Unadjusted Use-Case Weight (UUCW):

Use case Complexity	Use case weight	No. of use cases	Product
Simple	5	1	5
Average	10	5	50
Complex	15	0	0
Unadjusted Use-C	55		

# Classification of Actor based on complexity:

Actor	Actor Complexity	Actor Weight
Non-member	Complex	3
Lender	Complex	3
Borrower	Complex	3
Admin	Average	2
User Database	Simple	1
Product Database	Simple	1

# Unadjusted Actor Weight (UAW):

Actor Complexity	Actor Weight	Number of Actors	Product
Simple	1	2	2
Average	2	1	2
Complex	3	3	9
Unadjusted Actor Weight (UAW) :			13

Unadjusted Use-Case Points (UUCP) = 
$$UUCW + UAW$$
  
=  $55 + 13$   
=  $68$ 

# **❖** Technical Factors:

Factor	Description	Weight (W)	Rated Value (RV) (0-5)	Impact (I = W * RV)
T1	Distributed system	2.0	0	0
T2	Response time or throughput performance objectives	1.0	3	3
T3	End user efficiency	1.0	4	4
Т4	Complex internal processing	1.0	0	0
T5	Code must be reusable	1.0	5	5
Т6	Easy to install	0.5	0	0
T7	Easy to use	0.5	5	2.5
Т8	Portable	2.0	4	8
Т9	Easy to change	1.0	4	4
T10	Concurrent	1.0	5	5
T11	Includes special security objectives	1.0	3	3
T12	Provides direct access for third parties	1.0	0	0
T13	Special user training facilities are required	1.0	0	0
Total Technical Factor (TFactor)				34.5

# Technical Complexity Factor(TCF):

TCF = 
$$0.6 + (0.01 \times TFactor)$$
  
=  $0.6 + (0.01 \times 34.5)$   
=  $0.945$ 

# **\*** Environmental Complexity Factors:

Factor	Description	Weight	Rated Value	Impact (I = W * RV)
E1	Familiar with the development process	1.5	4	6
E2	Application experience	0.5	4	2
E3	Object-oriented experience	1	3	3
E4	Lead analyst capability	0.5	2	1
E5	Motivation	1	4	4
E6	Stable requirements	2	4	8
E7	Part-time staff	-1	0	0
E8	Difficult programming language	-1	2	-2
Total Environment Factor (EFactor)			22	

ECF (Environmental Complexity Factor) = 
$$1.4 + (-0.03 \times \text{EFactor})$$
  
=  $1.4 + (-0.03 \times 22)$   
=  $0.74$ 

## **\*** USE CASE POINTS (UCP)

UCP are the adjusted use case points

- Approximating 4 man hours per use case point.
- Estimated Effort= UCP x Hours/UCP

 $=47.55 \times 4$ 

**=190.2** man hours.