WORKFLOW FOR VP PROJECT

PROJECT: **CODE GENERATION FROM UML CLASS DIAGRAM**
PROJCT EVALUATER: **Mr. NAEEM UR REHMAN**
SUBMITTED BY: **JAVERIA NOOR (01-133132-116)**

DECIDING HOW SOFTWARE WILL BE DEVELOPED

Dividing Workflow of my project into 8 weeks as:

Time for building project is eight weeks. First week will be for deciding workflow and then representing how developed software will look like. Boundaries for software will be decided and list of tools that will be used to build project. Second week comprises of dividing project into chunks and deciding how to iterate between them and from where to start along with guidelines provided by Sir. Next three weeks are for implementation. Second last week will be for testing, removing unchecked errors and exceptions. In last week I will find rooms for improvements in the code and anything that lacks in the Project will be incorporated in it.

WEEK 01

- Developing Work-Flow process.
- Prototype development for the software, which will explain how project will look and how software will interact with user.
- Made Search regarding Project.
- Understanding UML class diagram in detail.

BOUNDRIES:

Project will provide space to build UML class diagram only.
All the features provided by Class Diagram will be used and handled.
Code will be based on what user provides in class.

WEEK 02

- Meeting with the instructor and get task to be accomplished within given time.
- Divide Project into small chunks.

- Establishing Criteria which chunk/module to be solved first. (Considering each chunk a problem)

WEEK 03

- Get Task from Sir.
- Implementation starts here.
- Complete the task.
- Get it to Sir and find rooms for improvements.

The same procedure will be repeated for **Week 04, Week 05, Week 06.**

WEEK 07

- Put all the work done together.
- Check Overall implementation of modules
- Start testing.
- Find out if project behaves within the scope/boundaries decided in Week 01.
- In meeting with Sir, discuss project and present him for a brief testing.
- Peer Review.

WEEK 08

- Implement what lacks in your Software (mentioned by Sir in last meeting).
- Find rooms for improvements, if there exists any implement them.
- Write User manual (If required by Teacher).

At the end of this week project will be submitted to Sir.

EXCEPTIONS:

If I will fail to complete my tasks or implementation phase of the project exceeds mentioned time (3 weeks) then I will ask for more assistance from Sir.

DECIDING HOW SOFTWARE WILL PROCESS

INPUTS:

Components for making class diagram are Classes, interfaces, packages, objects, enumerations, relations (associations, composition, aggregation, realization, inheritance etc.). These are the things that are required for input. User will get these symbols. With each selected symbol a dialogue box will get inputs from user.

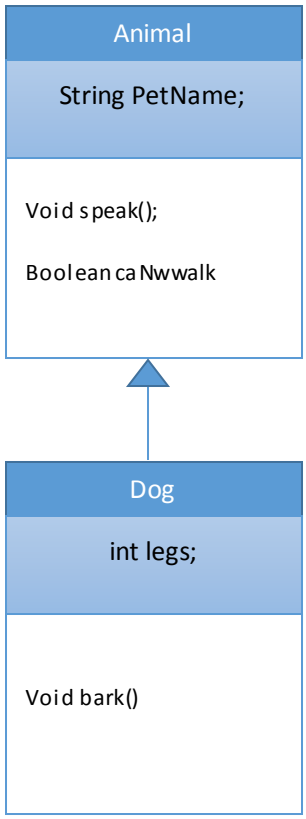
For example, A Dialogue box generated for Class Symbol will ask user to enter Name of class, properties(variable name and select its type from a drop down menu) ,methods and notes (if required).

PROCESS:

After user completes the diagram, a click on the button named ”Generate Code” will start a process. Code according to the diagram will be generated in the backend file. Diagram will be converted into written text following C# syntax.

OUTPUT:

CONSIDERING EXAMPLE



Code:

```
public class Animal
{
        private String Pet Names;
        public Animal()
        {}
        public void speak()
        {}
        public Boolean canWalk()
        {}
}
public class Dog extends Animal
{
        private int legs;
        public Dog()
        {}
        public void bark()
        {}
}
```