

SOFTWARE
ENGINEERING
CONCEPTS
(LAB MANUAL)

Software Concepts & Engineering - Lab

Manual

Overview of the Project	2
Business Architecture Diagram	3
Requirements as User Stories	4
Architecture Diagram	5
Test Strategy	6
Deployment Architecture of the application	7

OVERVIEW

An On-Duty Management System (ODMS) is designed to manage, track, and optimize the scheduling and duties of students who are on duty whether it is inter-college events or intra-college events.

Key components:

User roles:

- *Faculty : adds/ deletes events , manages events , accepts/ denies OD request sent by student
- *Student :request OD

OD type:

- *Inter college
- *Intra college

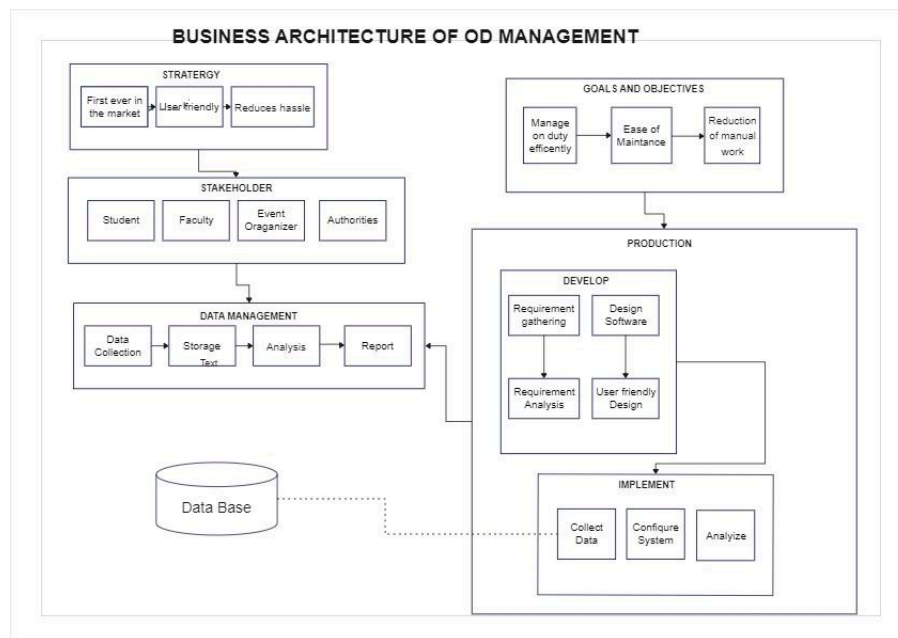
OD Request process:

- *Submission: Students submit OD requests through the system.
- *Approval of OD: Requested are routes to the faculty for approval.
- *Notification: Students and faculties receive notification about OD request status.
- *Tracking: OD taken is tracked and balanced are upload accordingly.

Benefits :

- *Efficiency : Streamlines the OD request and approval process, reducing paperwork and manual errors.
- *Transparency : Provides clear visibility into OD balances and minimizing misunderstandings.

BUSINESS ARCHITECTURE



Requirements as user stories

As a student, I should be able to log in to the website using my university credentials so that I can access the website

As a student, I must be able to reset my password so that I can log in even if I forget the password

As a Faculty, I should be able to log in to the website using my credentials so that I can access the website

As a Faculty, I must be able to add or remove events from the list so that students can avail for OD for those events

As a student, I must be able to select events from the list and attach proof so that the faculty can verify and grant me od

As a student, I must be able to track my OD so that I can check the progress of my od request

As a faculty, I must be able to view the students OD request with proof so that i can verify and provide od for the students

As a faculty, I must be able to send an od letter as a pdf to the students so that they can use it for proof to other faculty members

As a student, I must be able to view if my OD request is approved or denied so that I can take appropriate action

As a student, I should receive notifications about the status of my OD request so that I am informed of any updates.

Poker Planning Estimation For User stories:

Student login: 3 story points

Password reset: 5 story points

Faculty login: 3 story points

Add/remove events: 8 story points

Select events and attach proof: 5 story points

Track OD request: 5 story points

View OD requests with proof: 5 story points

Send OD letter as PDF: 8 story points

View OD request status: 3 story points

Non Functional Requirements:

Performance:

The system should respond to user requests within 2 seconds for 95% of the requests.

Usability:

User Interface: The system should have an intuitive and user-friendly interface, with clear navigation and helpful tooltips.

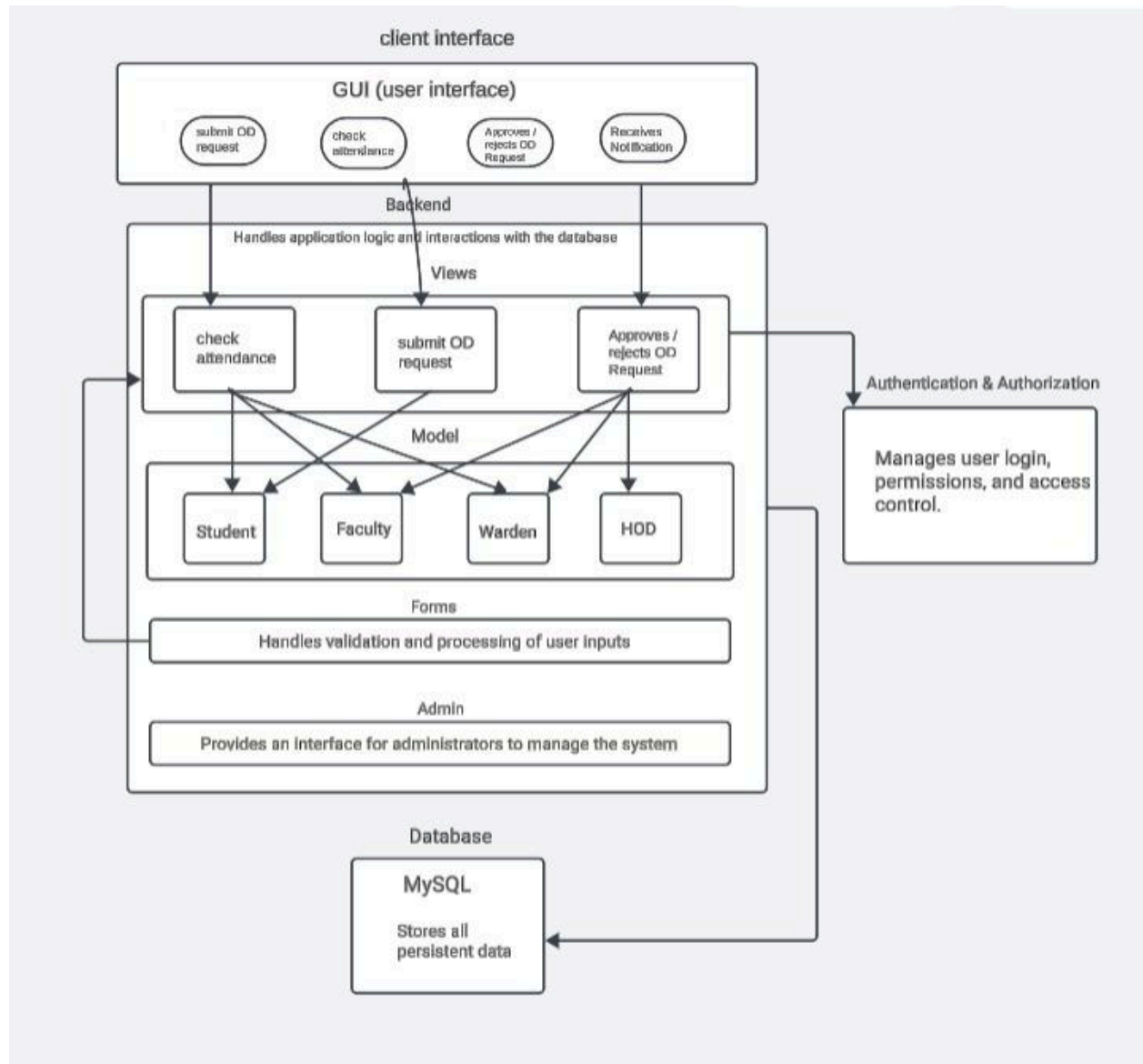
Reliability:

Error Handling: The system should handle errors gracefully and provide meaningful error messages to users.

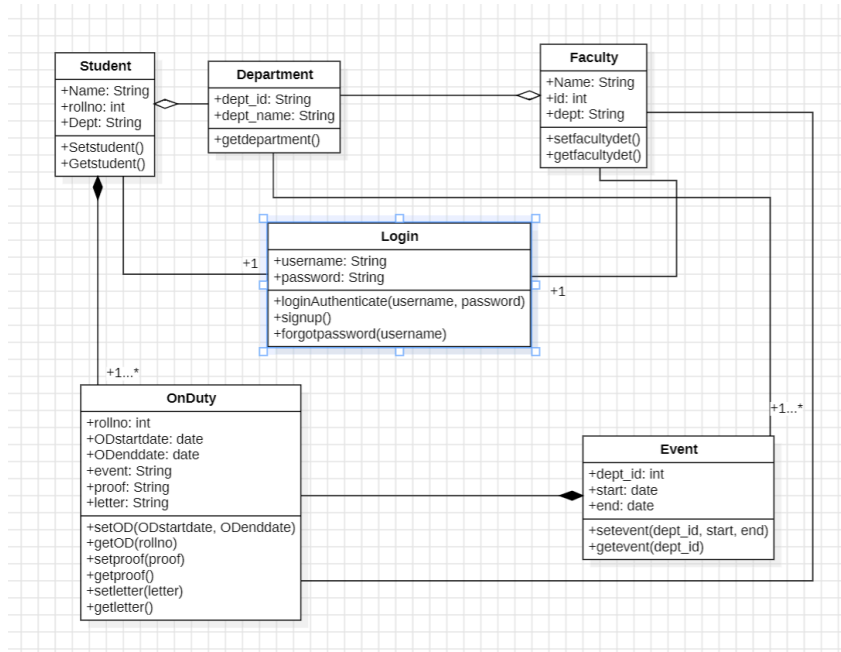
Security

Data Encryption: All sensitive data, such as login credentials and OD request details, should be encrypted both in transit and at rest.

ARCHITECTURE DIAGRAM

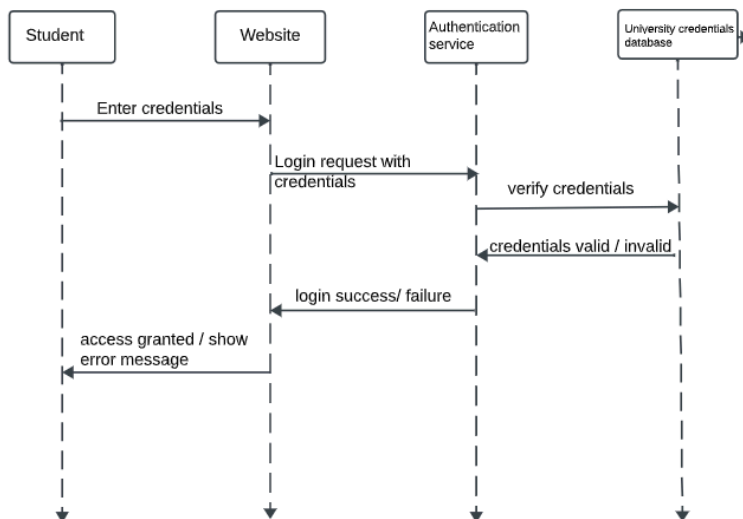


Class Diagram

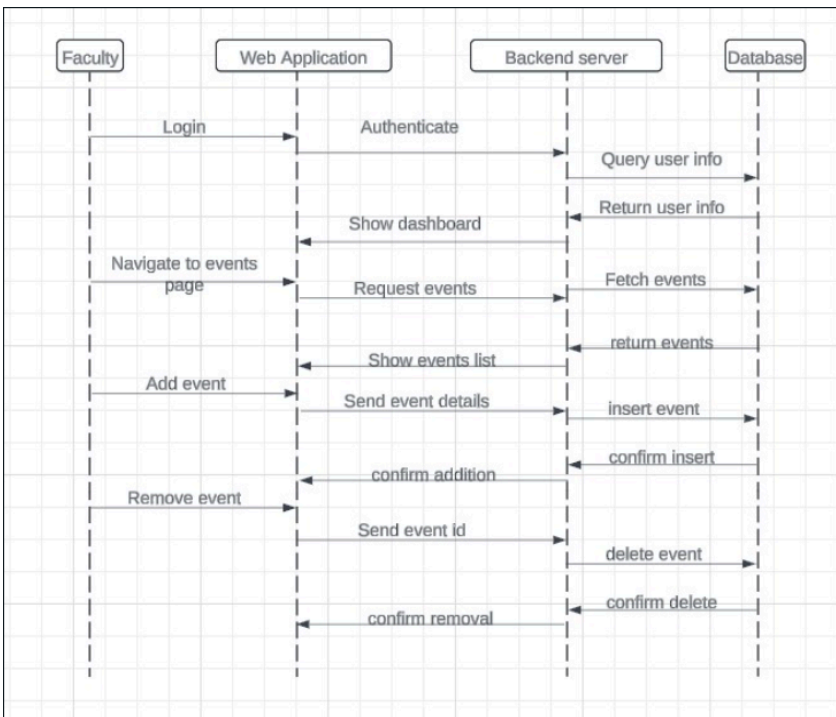


Sequence Diagram

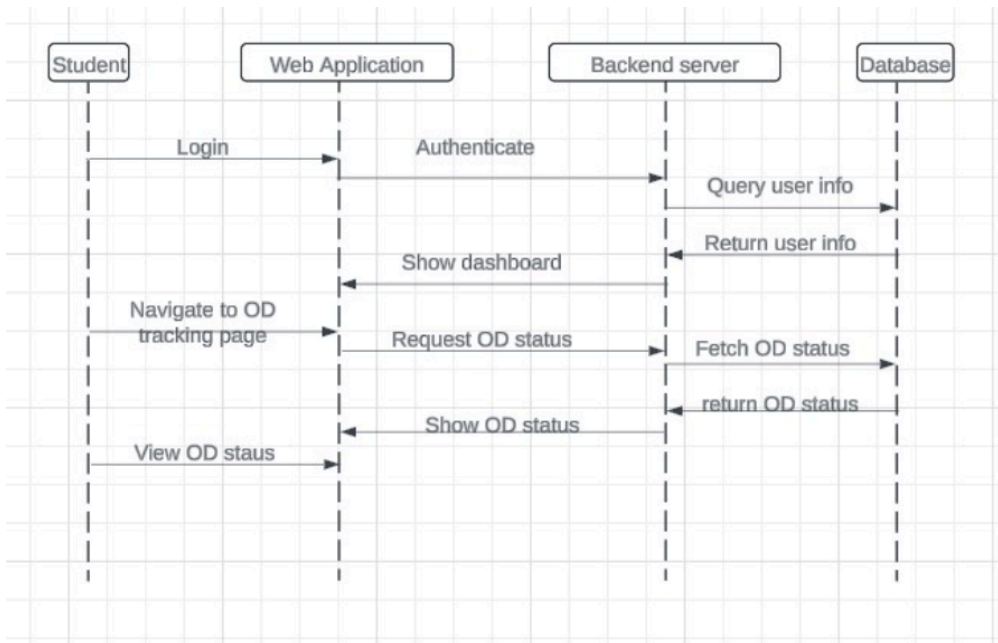
1) User story: As a student, I should be able to log in to the website using my university credentials so that I can access the website



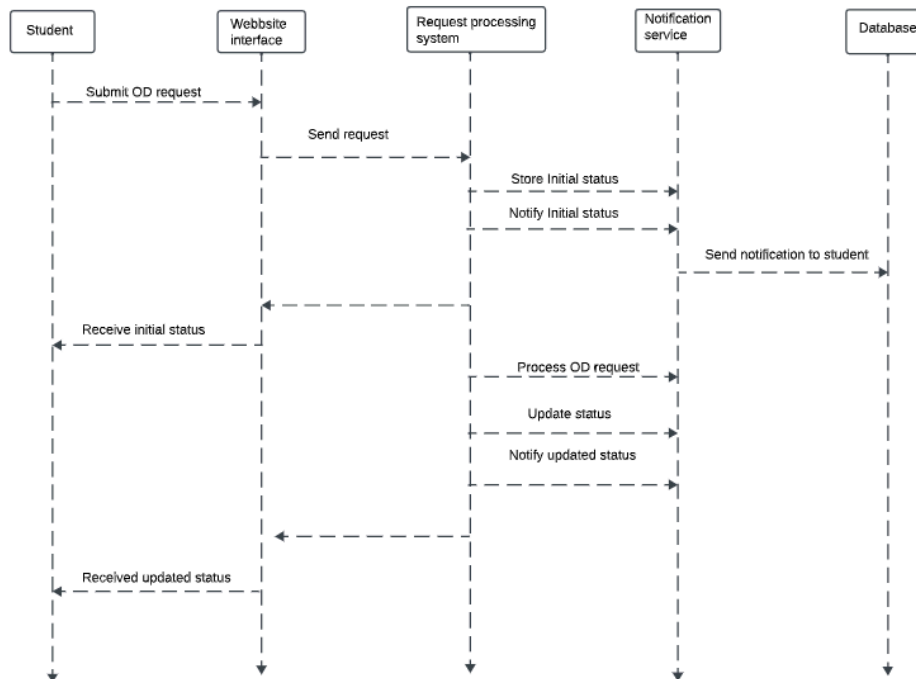
2) User story :As a Faculty, I must be able to add or remove events from the list so that students can avail for OD for those events



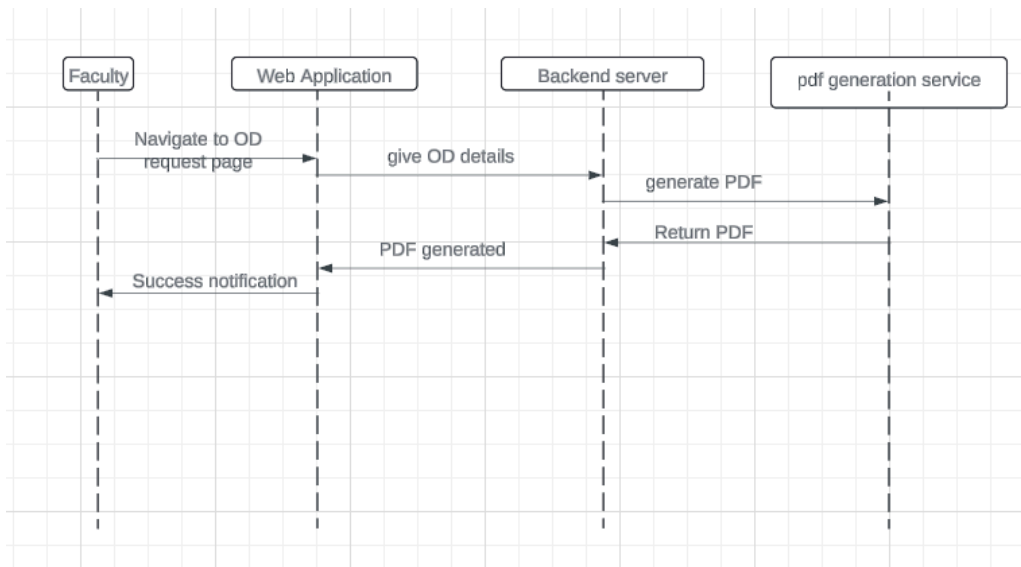
3)User story:As a student, I must be able to track my OD so that I can check the progress of my OD request



4)User story:As a student, I should receive notifications about the status of my OD request so that I am informed of any updates.



5)User story:As a faculty, I must be able to send an od letter as a pdf to the students so that they can use it for proof to other faculty members



TEST STRATEGY FOR ON-DUTY MANAGEMENT SYSTEM :

1. Test Scope and Objectives:

- Define the scope of testing, including functional areas (e.g., duty scheduling, assignment, reporting).
- Specify the objectives: validate system functionality, ensure data accuracy, and verify compliance with business rules.

2. Test Levels:

- Unit Testing: Validate individual components (e.g., duty assignment algorithms).
- Integration Testing: Verify interactions between modules (e.g., shift handovers).
- System Testing: Validate end-to-end scenarios (e.g., duty creation, assignment, and reporting).

3. Test Data Strategy:

- Generate synthetic data for duties, shifts, personnel, and roles.
- Cover various scenarios (e.g., overlapping shifts, different duty types).

4. Test Environment:

- Set up test environments mirroring production (e.g., databases, servers).
- Ensure data privacy and security, especially when handling sensitive information.

5. Functional Testing:

- Test the following scenarios:
 - Duty creation and assignment.
 - Shift handovers and continuity.
 - Duty swaps or replacements.
 - Reporting and analytics.
 - Compliance with labor laws (e.g., maximum working hours).
 - User roles (e.g., admin, supervisor, staff).

6. Non-Functional Testing:

- Performance Testing: Evaluate system responsiveness under varying loads.
- Security Testing: Verify access controls, data encryption, and user authentication.
- Usability Testing: Assess user-friendliness and navigation.

7. Regression Testing:

- Ensure that new features or bug fixes do not impact existing functionality.

SAMPLE TEST CASES:

1. User Story: Create a New Duty:

- Happy Path:
 - Verify that a new duty can be created with valid details (date, time, location).
 - Confirm that the duty appears in the system after creation.
- Error Scenarios:
 - Attempt to create a duty with missing or invalid information (e.g., blank date).
 - Check error messages for proper validation.

2. User Story: Assign Duty to Staff:

- Happy Path:
 - Assign a duty to a staff member.
 - Validate that the staff member's schedule reflects the assigned duty.
- Error Scenarios:
 - Try to assign a duty to an unavailable staff member (already assigned elsewhere).
 - Verify error handling for conflicting assignments.

3. User Story: Generate Duty Reports:

- Happy Path:
 - Generate duty reports for a specific date range.
 - Ensure accurate representation of assigned duties.
- Error Scenarios:
 - Attempt to generate a report with invalid date ranges.
 - Check for missing or incorrect data in the report.

4. User Story: Swap Duties:

- Happy Path:
 - Allow staff members to request duty swaps.
 - Validate that swapped duties are reflected correctly.
- Error Scenarios:
 - Verify handling of invalid swap requests (e.g., requesting a swap with an incompatible duty).

5. User Story: Compliance with Working Hours:

- Happy Path:
 - Assign duties while adhering to maximum working hours per day/week.
 - Confirm that the system prevents overloading staff.

- Error Scenarios:
 - Assign duties that exceed legal working hour limits.
 - Check for warnings or violations.

DEPLOYMENT ARCHITECTURE

