# xUFCFB6-30-2 Group Coursework assignment OOSD “UWE Accommodation System”

# Adwait Chhetri, George Jones & Jamie Mills

## Project Description – Describes how the idea is turned into a project

The University of the West of England (UWE) has several on-site halls for accommodation of students that require it. In managing these halls, there are several different people involved in keeping them up to standard, and performing management manually would take too long. The project will involve creating a system to allow all users of the on-site accommodation, namely, the students, hall wardens and hall managers, to manage, lease, apply and otherwise view the details of the accommodation using a simple graphical user interface (GUI). Depending on the permission level of the user, the user will be able to perform tasks related to their role in the system, the details of which are as follows;

Student – View halls of residence, apply for rooms

Hall Warden – View details of halls and rooms, change cleanliness status

Hall Manager – View details of halls, rooms, and applications. Modify hall and room details, approve or deny application requests.

## Use Case

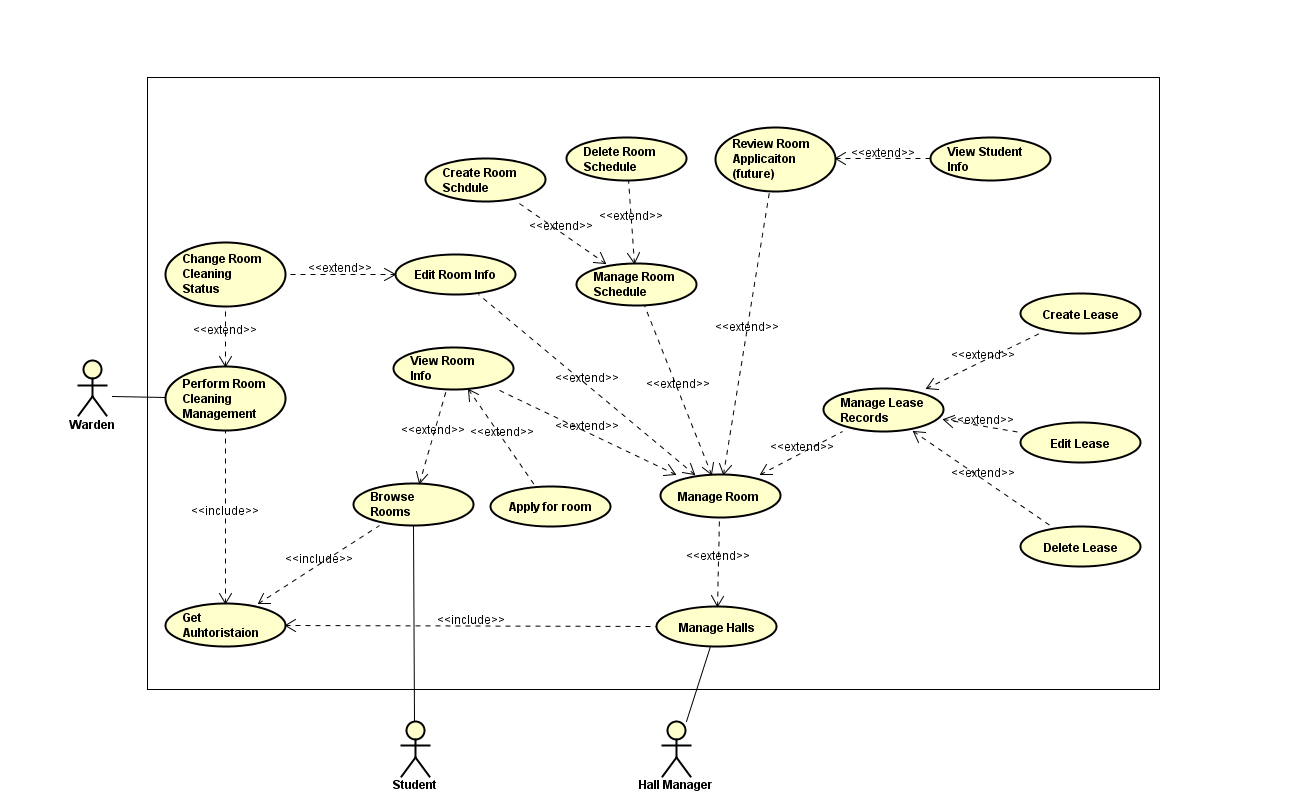


Figure . Use Case Diagram for UWE Accommodation System

The Use case contains three actors who will be using the system, namely, Students, Hall Managers, Wardens. The use case shows that all three actors must get authorization before they can access the system, depending on their user access the can use certain features. Hall managers have the authority manage lease records and room schedule, whereas wardens only have access to change the room cleaning status and student to view rooms and apply for rooms.

## Class Diagram

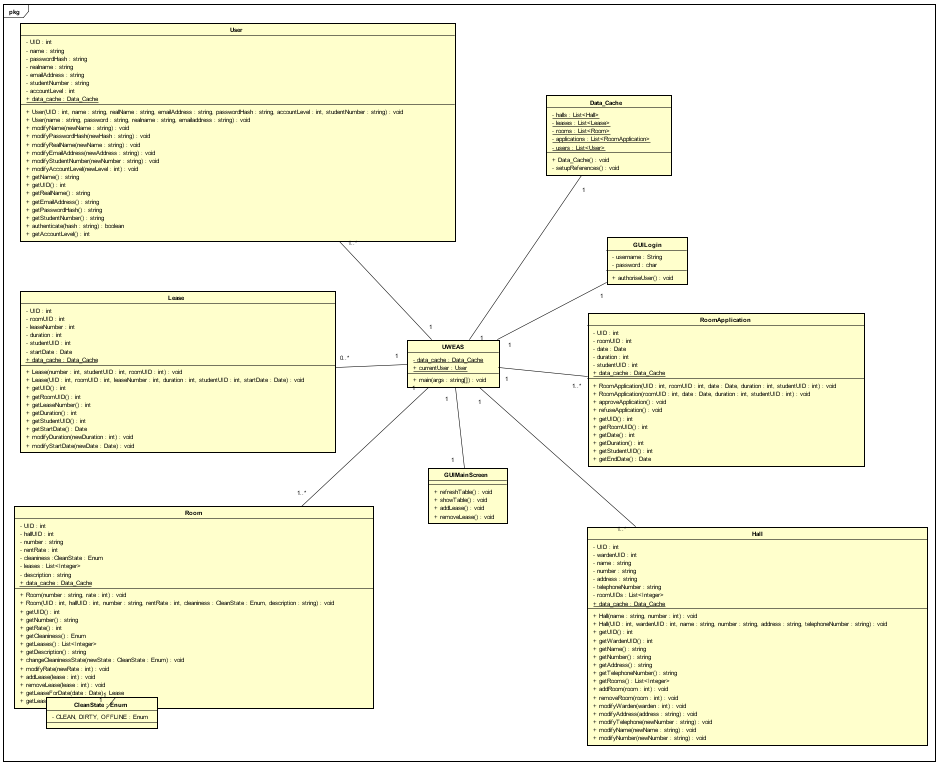


Figure Class Diagram for UWE Accommodation System

Figure 2 ….

## Sequence Diagram

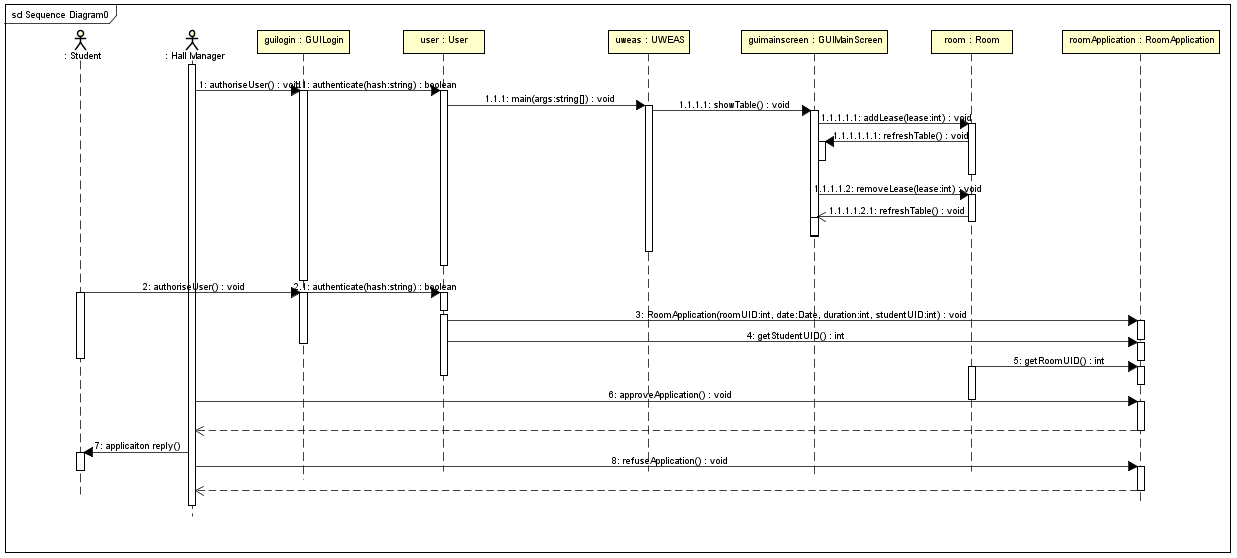


Figure Sequence Diagram Application Process

## Agile Practices

Team communication face book group meetings

Simple

Continuous

Working as a team

Iterations

Working on design and implementation and testing throughout the project

Testing the code while working on the code

## Coding

## Testing

Test Strategy:

The Important features that need to be tested in this system are as follows;

* update, delete GUI buttons work as intended
* occupancy status
* cleaning status
* creating a new lease
* deleting previous lease
* the different states shown in the table,
* selecting a lease, warden restricted views (cannot edit )

The type of testing we will follow is first test the functional aspects of the system making sure that the systems works as intended follow up with UI testing making sure that the GUI works as intended then load/stress testing checking that any errors that come up with wrong or large values are solved. Most of these testing will be done manually as we are following agile practices, we will focus more on the test plan and as to bugs in the program we plan on fixing them manually oppose to automatic bug fixing. The test entry criteria will revolve around the important features that need to be tested for example with the occupancy testing the test entry condition will be, occupancy status

UI testing , functional testing , load/sress testing

How to perform these type of testing : manual

Bugs = manually solve them

Test entry critea and test exit

Track testing = throught test plan

|  |  |  |  |
| --- | --- | --- | --- |
| Test Case | Purpose | Expected Result | Actual Result |
| Occupancy status is occupied | To create a lease, occupancy status must be unoccupied |  |  |
| Room status is offline | To create a lease room status must be clean or dirty |  |  |
|  |  |  |  |