#### Lost and Found

Software Requirements Specification

Version 1.0

Date :5/10/2013

Dinesh Kumar Lodhi

Roll No : 205112069

MCA –III SEM

# Introduction

This is common problem of human being to forget or misplace the things. Many times in Annex, hostel, messes and many other places of campus we found a slip that I lost my pen drive /phone/notebook etc.

So this application is intended for helping the people to finding their lost items or things. Some time it is found that somebody get something which has no importance for him but is very essential for the person who lost it.

Using this application individual can registered his complaint and if someone found anything he also registered information regarding the things he/she found.

We can collect all the missing things in a place and handed over it to the person whoever lost it.

## Purpose

The purpose of this SRS is to help individuals to find their lost stuffs inside the campus .The main intention for this project is to help students to find their lost things . If somebody find the things he can handover it to the person who lost it using this system easily and I hope it will be convenient for both of the user (who find the stuffs or lost the stuffs)

## Scope

*(1) The system entitled “ lost and found “ has manages in such a way that it helps the students to find their lost stuffs . for this we maintain a list of found items and inform all the students by various source of communication like social networking site or we can message the users if their information available in database.*

*(2) It will help the individuals to find their stuffs by spreading the information into the whole campus*

*(3) The benefit of the system is if somebody find some stuffs anywhere in the campus then it could be handed over to the right person.*

**E-R Diagram**

Item

User

Find/lost

## Data Flow Diagrams (DFD)

**2.**

**System Requirements:-**

Windows 98, XP, 2000, ME

Intel Pentium IV 1.6GHz or above.

512 RAM or above.

Hard disk requirement of at least 200MB

Display card supporting DirectDraw overlay

Minimal desktop resolution 1024x768 Recommended.

**Report on Configuration DefaultConfig** Packages

Default

Language: C++

Globals:

FoundandLost

Language: C++

**Object Model Diagrams:**

****

Overridden Properties

Subjects:

Format

Metaclasses:

Class

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,0

Font.Font: Arial

Fill.FillColor: 255,255,255

Line.LineStyle: 0

DefaultSize: 0,34,84,148

Font.Size: 10

Line.LineColor: 121,122,0

Link

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,128

Font.Underline: 1

Font.Font: Arial

Font.Size: 10

Line.LineColor: 0,112,0

Object

Properties:

Font.Underline@Child.NameCompartment@Name: 1

Line.LineWidth: 1

Font.FontColor: 0,0,0

Font.Font: Arial

Fill.FillColor: 255,255,255

Line.LineStyle: 0

DefaultSize: 0,34,84,148

Font.Size: 10

Line.LineColor: 121,122,0

## State-Transition Diagrams (STD)

****

Overridden Properties

Subjects:

Format

Metaclasses:

FoundMessage

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,128

Font.Font: Arial

Fill.FillColor: 0,112,0

DefaultSize: 0,0,60,17

Font.Size: 10

Line.LineColor: 0,112,0

InstanceLine

Properties:

Line.LineWidth: 0

Font.FontColor: 0,0,0

Font.Font: Arial

Fill.FillColor: 255,255,255

DefaultSize: 0,0,96,437

Font.Size: 10

Line.LineColor: 121,122,0

Message

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,128

Font.Font: Arial

Font.Size: 10

Line.LineColor: 0,112,0

LostMessage

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,128

Font.Font: Arial

Fill.FillColor: 0,112,0

DefaultSize: 0,0,60,17

Font.Size: 10

Line.LineColor: 0,112,0

DataFlow

Properties:

Line.LineWidth: 0

Font.FontColor: 0,0,128

Font.Font: Arial

Line.LineStyle: 2

Font.Size: 10

Line.LineColor: 0,112,0

EnvironmentLine

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,0

Font.Font: Arial

Fill.FillColor: 255,255,255

DefaultSize: 0,0,96,437

Font.Size: 10

Line.LineColor: 0,0,0

SequenceDiagram

Metaclasses:

General

Properties:

ClassCentricMode: True

RealizeMessages: True

CleanupRealized: True

Use Case Diagrams:

# Use case diagram

****

Overridden Properties

Subjects:

Format

Metaclasses:

Actor

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,128

Font.Font: Arial

Fill.FillColor: 255,255,255

DefaultSize: 0,26,84,168

Font.Size: 10

Line.LineColor: 111,0,107

FreeText

Properties:

Font.Height: 13

Fill.Transparent\_Fill: 1

Multiline: True

Line.Transparent: 1

Wordbreak: False

VertAlign: 0

HorzAlign: 0

Font.Font: Arial

Font.Size: 10

UseCase

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,0

Font.Font: Arial

Fill.FillColor: 255,255,255

DefaultSize: 0,21,129,92

Font.Size: 10

Line.LineColor: 111,0,107

System\_Border

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,0

Font.Font: Arial

Fill.FillColor: 255,255,255

DefaultSize: 0,0,228,240

Font.Size: 10

Line.LineColor: 111,0,107

Association

Properties:

Line.LineWidth: 1

Font.FontColor: 0,0,128

Font.Font: Arial

Font.Size: 10

Line.LineColor: 221,0,0

Depends

Properties:

Line.LineWidth: 0

Font.FontColor: 0,0,128

Font.Font: Arial

Line.LineStyle: 1

Font.Size: 10

Line.LineColor: 0,16,230

Events:

# connect

# FOUND

# LOST

# MANAGE

Globals:

Objects:

found

Implicit, Multiplicity of 1

Association Ends:

itsManage

Association with manage, Multiplicity of 1, Bi-directional, Navigable

Operations:

add

Primitive-operation , Public, Return type is void

change

Primitive-operation , Public, Return type is void

connect

Reception

FOUND

Reception

remove

Primitive-operation , Public, Return type is void

Attributes:

date

Type of int, Public, Multiplicity of 1

item

Type of int, Public, Multiplicity of 1

name

Type of int, Public, Multiplicity of 1

place

Type of int, Public, Multiplicity of 1

lost

Implicit, Multiplicity of 1

Association Ends:

itsManage

Association with manage, Multiplicity of 1, Bi-directional, Navigable

Operations:

add

Primitive-operation , Public, Return type is void

change

Primitive-operation , Public, Return type is void

LOST

Reception

remove

Primitive-operation , Public, Return type is void

Attributes:

date

Type of int, Public, Multiplicity of 1

item

Type of int, Public, Multiplicity of 1

name

Type of int, Public, Multiplicity of 1

pace

Type of int, Public, Multiplicity of 1

manage

Implicit, Multiplicity of 1

Association Ends:

itsFound

Association with found, Multiplicity of 1, Bi-directional, Navigable

itsLost

Association with lost, Multiplicity of 1, Bi-directional, Navigable

Operations:

add

Primitive-operation , Public, Return type is void

MANAGE

Reception

manage

Primitive-operation , Public, Return type is void

remove

Primitive-operation , Public, Return type is void

Attributes:

date

Type of int, Public, Multiplicity of 1

desig

Type of int, Public, Multiplicity of 1

name

Type of int, Public, Multiplicity of 1

Links:

lost\_manage

Instantiated Association: lost\_manage (itsManage - itsLost)

End1(lost): itsManage , Multiplicity of 1

End2(manage): itsLost , Multiplicity of 1

found\_manage

Instantiated Association: found\_manage (itsManage - itsFound)

End1(found): itsManage , Multiplicity of 1

End2(manage): itsFound , Multiplicity of 1

Actors:

# admin

Association Ends:

itsFound

Association with Found, Multiplicity of 1, Bi-directional, Navigable

itsLost

Association with Lost, Multiplicity of 1, Bi-directional, Navigable

itsManage

Association with Manage, Multiplicity of 1, Bi-directional, Navigable

# user

Association Ends:

itsFound

Association with Found, Multiplicity of 1, Bi-directional, Navigable

itsLost

Association with Lost, Multiplicity of 1, Bi-directional, Navigable

Operations:

Operation\_0

Primitive-operation , Public, Return type is void

Use Cases:

# Found

Association Ends:

itsUser

itsAdmin

# Lost

Association Ends:

itsUser

itsAdmin

# Manage

Association Ends:

itsAdmin Components

DefaultComponent

Language: C++

Component Settings:

Build type: Executable

Configurations:

# DefaultConfig

Scope type: Explicit

Instrumentation type: None

Time-model type: Real-time

Statechart generation type: Flat

Files and Folders: