

Graphical Specification Language for the Entity-Labeling Aspect

Structure and time estimate – Master Thesis

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1 Time estimate

1	Introduction	2/3 w
2	Fundamentals	3 w
3	Design: Graphical specification language	6 w
4	Design: Editor GUI	2 w
5	Implementation	6 w
6	Evaluation	5 w
7	Outlook and Future Work	2/3 w
8	Summary	2/3 w
	Spare	2 w
Total		26 w

Table 1: Estimated working time in weeks

2 Content structure

1. Introduction
 - 1.1 Domain
 - 1.2 Motivation
 - 1.3 Goal
 - 1.4 Approach
2. Fundamentals
 - 2.1 Security Models
 - 2.2 Aspect-oriented Security Engineering and Entity-Labeling Aspect
 - 2.3 Graphical notation models (*UML, ERD, RBAC-notation by Sandhu*)
 - 2.4 Gestalt laws and human optical perception
 - 2.5 GUI design (*design patterns, usability*)
3. Design: Graphical specification language
 - 3.1 Concept (*approach, basic ideas, adoptions from literature*)
 - 3.2 Elements
 - 3.3 Relationships
 - 3.4 Structure
 - 3.5 *Optional: Visualization on the higher abstraction level*
4. Design: Editor GUI
 - 4.1 Structure
 - 4.2 Sections
5. Implementation
 - 5.1 Implementation base (*Qt, MVC*)
 - 5.2 Structure
 - 5.3 GUI sections
6. Evaluation
 - 6.1 Graphical specification language
 - 6.2 Editor
7. Outlook and Future Work
8. Summary