

# Graphical Specification Language for the Entity-Labeling Aspect

Structure and time estimate – Master Thesis

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## 1 Time estimate

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1	Introduction	1w
2	Fundamentals	3w
3	Design: Graphical specification language	6w
4	Design: Editor GUI	2w
5	Implementation	5w
6	Evaluation	3w
7	Outlook and Future Work	1w
8	Summary	1w
	Total	22w

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**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