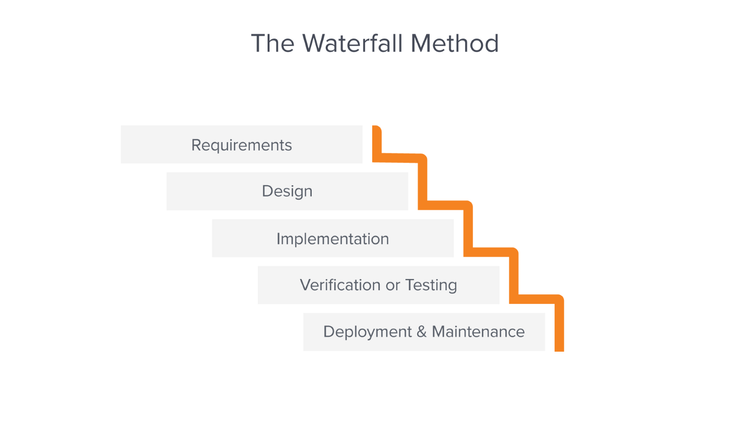
**SCCE/03823P/2021**

**Michael Kitonga**

**SYSTEM PROJECT**

**Software engineering methodology**

Waterfall methodology will be used for this project. The methodology is preferred because it breaks down complex programs to simple modules that are easy to handle a step at a time.



**Context models**

Context models in software development refer to the techniques and approaches used to represent and understand the various aspects and interrelationships within a software system. These models help developers analyze and design software by capturing the relevant contextual information and organizing it in a structured manner.

There are several types of context models commonly used in software development:

1. Use Case Models: Use case models describe the interactions between actors (users, systems, or external entities) and the software system. They illustrate the functional requirements of the system and help identify the system's behavior from a user's perspective.

2. Class Models: Class models depict the static structure of the software system by representing classes, their attributes, and relationships. These models are typically created using Unified Modeling Language (UML) and assist in identifying the key entities and their associations within the system.

3. Sequence/Interaction Models: Sequence or interaction models illustrate the dynamic behavior of the software system by showing the sequence of interactions between objects or components. They capture the flow of messages or method calls during the execution of a particular functionality.

4. State Models: State models represent the various states and transitions that an object or system can undergo during its lifecycle. They are particularly useful in modeling complex systems with different operational modes or when handling events and state changes.

5. Deployment Models: Deployment models depict the physical deployment of software components across different hardware and network infrastructure. They provide a visual representation of how the software system is distributed and interconnected in a real-world environment.

6. Data Models: Data models describe the structure and organization of data within the software system. They define entities, attributes, relationships, and constraints, and are commonly used in database design and implementation.

**Interactive models**

Contra despite being an embedded system will necessitate creation of an extension to enhance interaction with users via curated interface.

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These context models help software developers communicate and visualize different aspects of the software system, enabling better understanding, analysis, and collaboration among team members.

**Structural model**

Structural models in software development are used to represent the structure or architecture of a software system. These models provide a visual and conceptual framework for understanding the organization, components, and relationships within the system. They help developers analyze, design, and communicate the software's structure to ensure its efficiency, scalability, and maintainability.

Here are some commonly used structural models in software development:

1. Component Diagrams: Component diagrams illustrate the modular structure of a software system by showing the high-level components or building blocks and their relationships. They depict the organization of software modules, libraries, frameworks, or other reusable units of code, highlighting their dependencies and interfaces.

2. Class Diagrams: Class diagrams represent the static structure of a software system by capturing the classes, their attributes, methods, and relationships. They provide a detailed view of the system's data structures, behavior, and inheritance hierarchies. Class diagrams are widely used in object-oriented programming to design and document software systems.

3. Package Diagrams: Package diagrams depict the organization of software elements into packages or namespaces. They show how classes, components, and other artifacts are grouped and organized to provide a logical structure within the system. Package diagrams help manage complexity, enforce modularity, and define the system's boundaries.

4. Composite Structure Diagrams: Composite structure diagrams model the internal structure of a single class or component, illustrating the relationships between its parts, such as attributes, operations, and sub-components. These diagrams provide a detailed view of the internal implementation of a specific element and are useful for designing complex classes or components.

5. Deployment Diagrams: Deployment diagrams depict the physical deployment of software components across hardware and network infrastructure. They illustrate the distribution of software artifacts to different nodes or devices and show the communication paths and dependencies between them. Deployment diagrams help ensure that the software system is properly deployed and configured in a real-world environment.

6. Package Dependency Diagrams: Package dependency diagrams show the dependencies between software packages or modules. They highlight the relationships and dependencies between different packages, helping developers identify potential coupling and cohesion issues. These diagrams assist in managing dependencies and ensuring a well-structured and modular architecture.

**Behavioral model**

Behavioral models in software development are used to capture and represent the dynamic behavior and interactions of a software system. These models focus on illustrating how different components or objects within the system behave and collaborate to accomplish specific functionalities or processes. Behavioral models help developers understand, analyze, and validate the system's behavior, ensuring that it meets the desired requirements and performs as intended.

Here are some commonly used behavioral models in software development:

1. Use Case Diagrams: Use case diagrams describe the interactions between actors (users, systems, or external entities) and the software system. They represent the functional requirements of the system from a user's perspective and illustrate the different use cases or scenarios in which the system is involved.

2. Sequence Diagrams: Sequence diagrams depict the interaction and message flow between objects or components over a specific period of time. They show the chronological order of method invocations, the exchange of messages, and the collaboration between objects to achieve a particular functionality or scenario. Sequence diagrams help developers understand the dynamic behavior of the system and identify potential bottlenecks or communication issues.

3. State Diagrams: State diagrams represent the different states that an object or system can transition through during its lifecycle. They capture the events, conditions, and actions that cause state transitions and illustrate how the system responds to different stimuli. State diagrams are particularly useful for modeling systems with complex state-based behavior or when managing events and state changes.

4. Activity Diagrams: Activity diagrams model the flow of activities or processes within a system. They represent the steps, decisions, and concurrent actions involved in accomplishing a specific task or process. Activity diagrams provide a visual representation of the system's workflow and help identify potential inefficiencies, bottlenecks, or alternative paths.

5. Communication Diagrams: Communication diagrams, also known as collaboration diagrams, depict the interactions and relationships between objects or components within the system. They emphasize the structural organization of objects and the messages exchanged between them. Communication diagrams provide a high-level view of the system's collaboration and help in understanding the system's dynamic behavior and dependencies.

Behavioral models allow developers to visualize and analyze the system's dynamic aspects, including its interactions, flows, and state transitions. These models assist in verifying the correctness of the system's behavior, identifying potential issues, and supporting effective communication among stakeholders. By using behavioral models, developers can ensure that the software system meets the desired functional requirements and behaves as expected.

**Project requirements**

1.**Property operations**: The system should always contain real-time happenings in the properties managed by Vibrant management.

2.**Customer care**: The system should contain a readily available customer care personnel and contacts for smooth service.

3. **Marketing Strategies**: The system should have a good marketing strategies in order to market properties though inclusion of adds and other online marketing strategies.