UML Diagram

1) We are attempting to develop a software that allows a user to generate UML diagrams that model their software and programs.

2) System Personnel

2.1) The users are Dr. Hutchens. He is a professor of computer science.

2.2) The system developers are Eric Dougherty, Kelsey Fulton, Ryan Peterson, Matthew McAnulty, and Timothy Kettering.

3) Operational Settings

3.1) Our target platforms are Windows, Mac OS X, and Linux.

3.2) The required software environment is Windows, Mac OS X, and Linux.

3.3)

4) Functional Requirements

4.1) Functional Description

4.1.1) The UML editor will allow the user to create class boxes. Once the class boxes are created, the user can create different relationships. The user can also remove class boxes.

4.1.2) The UML editor has the features of creating a class box, creating a relationship, deleting a class box, a file menu bar, and a context menu bar.

4.2) User Interface

4.2.1) The user interface includes a pop up window when the application is opened. The window includes a file menu bar and a context menu bar.

4.2.2) The menus included are a file menu bar an a context menu bar. The file menu bar contains file, edit, preferences, and help selections. The context menu bar contains an add box, an add relation, and a delete box selection.

4.2.3) The UML editor has one window that pops up when you open the application.

4.2.4)

4.3) Use Cases

5) Non-Functional Requirements

5.1) Reliability

5.2) Performance

5.3) Usability

5.4) Portability

6) Future enhancements include the addition of being able to click and move the class boxes and relationships around, arrow heads on the relationships, undo and redo buttons, saving and loading of diagrams, adding scroll bars to the workspace, the ability to select and deleter relations, the ability to add text to the relations and inside the class boxes, standard toolbar and button designs, the minimization of unused pieces in the class box, four distinct sections in the class box, the binding of relation endpoints to the class box, and box placement boundaries.