

# Termination Analysis

**C-TALK**

Version 1.0

**Author:**

Anjali Kumari(201452042)

Vipin Shahu(201452051)



Indian Institute of Information Technology Vadodara

**Team members :**

TEAM MEMBER	ID
Bhoopendra Singh	201452020
Shikhar Dhing	201452021
Venkata Sandeep	201452037
Anjali Kumari	201452042
Vipin Sahu	201452051
Prahlad	201452052
Sachin Jangid	201452060
Sunny Sankhlecha	201452061
Kenneth Tenny	201452066

**Revision History**

Version	Description	Date	Authors	Reviewers
1.0	Termination Analysis	21/10/2016	Anjali Kumari, Vipin Shahu	Kenneth

## Table of Contents

1. Introduction.....	4
1.1 Purpose.....	4
1.2 Scope.....	4
2. Termination Analysis.....	4
2.1 Project Undertaking.....	4
2.2 Reasons for choosing the Project.....	4
2.3 Goals Achieved.....	5
2.4 Unachieved Targets.....	6
2.5 Future Scope.....	7
2.6 Lessons from the Project.....	7
2.6.1 Technical Lessons.....	7
2.6.2 Non-Technical Lessons.....	7
2.7 List of Deliverables.....	7
3. Conclusion.....	8

## 1. Introduction

The process of termination starts when the development process is over. The basic reason for performing termination analysis is to provide information about the development process and to understand what new gains have been made (in terms of new skills mastered, technologies learned, etc.) throughout the entire duration of the project.

### **1.1. Purpose**

Termination Analysis can serve as a reference document for determining project feasibility of a new project and learning from the experience of a previous team.

### **1.2. Scope**

This document seeks to summarise the closure of our project. It includes reasons for choosing the project, the achieved and unachieved goals and the benefits obtained from choosing the project.

#### **General Information**

Project Name	C Talk
Termination Date	
Group Number	Group 2
Institute	IIIT Vadodara
Course	IT-303 Software Engineering
Course Instructor	Prof. Asim Banerjee
Project Manager	Shrikanth sir, Kiran reddy sir
Group Leader	Anjali Kumari

## **2. Termination Analysis**

## **2.1. Project Undertaking**

The main objective of our project was to design a web application for an autonomous organisation (our college), in-order to provide a platform in which target users can post question/answer. In a nutshell, after analysing the survey we came to a conclusion that client wanted us to design such a platform. We were asked to implement certain features, which can be found in survey report.

## **2.2. Reasons for choosing the Project**

The main reasons for choosing to work on this project are as follows:

- Since, hesitation while asking question in the classroom is very common in students. We realised the need of application which will give students a platform for clarifying the doubts.
- We had already studied the basics of Database Management in a previous course and we got an opportunity to apply the concepts to a real situation.
- Further, owing to the altered technique of Software Engineering that gives more importance to Requirement Analysis, Design and proper Documentation as opposed to the traditional way of attributing a lot of weightage to Coding, we got to take a more systematic and organised approach to developing the system.

## **2.3. Goals Achieved**

We have developed a web application which fulfils the requirements stated by our client. Here are the details of the features we have successfully implemented in the web app:

- **System Architecture:** The client required that we store all the details of the posted question/answer and provide information about each answer in an organised way to facilitate easy reference. Also, once client posted a question, he/she should be able to see all the notification regarding question in a priority based manner.
  - The login/signup module ensure that the client belongs to the specified autonomous system.
  - To ensure that interaction with the customer is maintained and any significant changes made are conveyed to the customer, we have implemented a notification functionality that will make sure that the customer is kept up to date about all the questions/answers.

- The topic of interest field make sure that client will get all the information associated with topics that he/she has selected.
  - The search module ensure that if a user ask an existing question then he/she will be redirected to the corresponding answer.
  - Client has also an option to change topic of interest.
  - Client has authority to post question/answers and also to up-vote/down-vote answers posted by other client.
  - The Search Module ensures that if the user post an existing question then he/she will be redirected to corresponding answer.
- **User Interface:** We were able to apply some of the concepts that we have learn during courses information technology and database management system. It is not only important to satisfy all the requirements but to do so in a way that appeals to the user is important.
    - We have chosen an amicable colour scheme that is good to look at and appeals to the user.
    - We have also designed the interface in such a way that the important buttons are easily locatable.
    - Also, the important details are so placed that they are not missed by the user.
    - The home button can be accessed from each page.

## 2.4. Unachieved Target

- We are not able to do tag wise searching.

## 2.5. Future Scope

It is possible to add a lot of other functionalities to the application depending on what the client needs. For example, we can add a functionality through which clients can exchange book or other premises.  
Professors can conduct online mock tests, quizzes.

## **2.6. Lessons from the Project**

### **2.6.1. Technical Lessons:**

- Got a good understanding of programming languages like Nodejs, HTML, Javascript, bootstrap.
- Learned how to use tools and technologies like Ajax, MySQL.

### **2.6.2. Non-Technical Lessons:**

- We should never delay in completing the assigned document since it add pressure due to time constraint.
- We should have used the coding skills that we have used before since learning new coding skill is time consuming  
And very few member could contribute into backend coding.
- We understand why documentation is important?.
- Got a very good idea about working in a team and learnt to respect ideas while critiquing them in a constructive way.
- Learnt how to avoid conflicts and deal with them.
- Learnt that the contribution of each member of the group is very essential and can affect the entire project such as project quality, project duration e.t.c.

## **2.7. List of Deliverables**

1	Work Product	Status
2	Feasibility Report	✓
3	Project Proposal	✓
4	Project Plan	✓
5	Requirement gathering	✓

6	Software Requirement Specification(SRS)	✓
7	Student Survey Report	✓
8	Professor Survey Report	✓
9	SDLC model	✓
10	Gantt Chart	✓
11	Draft User Manual	✓
12	System Test Plan	✓
13	Traceability Matrix	✓
14	Quality Assurance Plan	✓
15	Risk Management	✓
16	System Design Documents	✓
17	Coding Standards	✓
18	Termination Analysis	✓
19	Source Code	✓
20	Test Report	✓
21	Installation Manual	✓
22	Meeting Log	✓

### 3. Conclusion



As a whole, it has been fruitful learning experience that has helped us improve both our technical and non-technical skills. The project that we chose also helped us to know how to use solving problems of the real world.