Unity University

College of Engineering, Technology and Computation Sciences Department of Computer Science

Final Project Document Standard outline

Chapter One - Introduction

- 1.1 Background Information
- 1.2 Statement of the Problem
- 1.3 Objectives
 - 1.3.1 General Objective
 - 1.3.2 Specific Objectives
- 1.4 Scope of the Project
- 1.5 Tools and Methodologies
 - 1.5.1 Data Collection Methodologies
 - 1.5.2 System Development Methodology
 - 1.5.3 Development Tools
- 1.6 Beneficiaries
- 1.7 Schedule

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- 2.3 Resource Planning
 - 2.3.1 Human Resource Planning
 - 2.3.2 Material / Equipment Planning
- 2.4 Financial Planning
 - 2.4.1 Human Resource Financial Plan
 - 2.4.2 Material / Equipment Financial Plan
 - 2.4.3 Project Budget
- 2.5 Team Organization
- 2.6 Process Model
- 2.7 Risk MMM Plan
 - 2.7.1 Risk Items Table
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Chapter Three - System Analysis

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- 3.2 Current System Overview
- 3.3 Proposed System Overview
 - 3.3.1 Functional Requirements
 - 3.3.2 Non-Functional Requirements
- 3.4 System Models Requirement Determination
 - 3.4.1 Essential Use Case Modeling
 - 3.4.1.1 Use Case Diagram
 - 3.4.1.2 Use Case Documentation
 - 3.4.2 Essential UI Prototype
 - 3.4.3 User Interface Flow Diagram
 - 3.4.4 Supplementary Specifications
 - 3.4.4.1 Business Rules
 - 3.4.4.2 Constraints
 - 3.4.4.3 Change Case
- 3.5 System Models Analysis
 - 3.5.1 System Use Case Modeling
 - 3.5.1.1 Use Case Diagram
 - 3.5.1.2 Use Case Documentation
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- 4.2 Design Goals
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- 4.4 Subsystem Decomposition
- 4.5 Design Phase Models
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 - 4.5.2.1 Mapping Class Diagram to Relation
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- 4.5.3 User Interface Design
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- 4.5.5 Network Design

Chapter Five - Implementation

- 5.1 Introduction
- 5.2 Sample Code

Chapter Six - Conclusion and Recommendation

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- 6.2 Recommendation