Wave

Version <1.0>

Revision History

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| **Date** | **Version** | **Description** | **Author** |
| 05/10/2011 | 1.0 | Create and write Use-Case Specification | Li Gong |
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# Introduction

## Purpose

The purpose of setting up the Glossary is to define the relevant terms and reduce the ambiguity.

## Scope

The Glossary will affect the SRS of the project, the analysis and the design of the project and the test of the project.

## References

Craig Larman. (2009). *Applying UML and Patterns an Introduction to Object-Oriented Analysis and design and Iterative Development .*Beijing: China Machine Press

Roger S. Pressman. (2006).*Software Engineering A Practitioner’s Approach Sixth Edition*. Beijing: China Machine Press

## Overview

This document is organized by the Introduction, definitions and UML Stereotypes. The introduction includes the Purpose, Scope and References. The Definitions includes each term of the project.

# Definitions

## <Activity>

Activity is applied by the Org, confirmed by Admin and organized by the Org. The User is the participator of the activity.

## <Admin>

Admin is the abbreviation of Administrator. Admin is the manager of the software and has a high authority. There are more than one admins using the software.

## <Guest>

Guest is one kind of the users of the software which is not signed up in the software. Guest has the lowest authority of the software. There can be more than one Guest using the software.

## <>

[The definition for <aTerm> is presented here. As much information as the reader needs to understand the concept should be presented.]

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## <Org>

Org is the abbreviation of Organization. Org is one kind of the users of the software. The Org is the event organization. Also there can be more than one Orgs using the software.

## <Super Admin>

Super Admin is the highest administrator of the software. Super Admin has the highest authority of the software. There is only one Super Admin using the software.

## <User>

User is one kind of the users of the software. User is the main participator of the software.

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[The definition for <aTerm> is presented here. As much information as the reader needs to understand the concept should be presented.]

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# UML Stereotypes

[This section contains or references specifications of Unified Modeling Language (UML) stereotypes and their semantic implications—a textual description of the meaning and significance of the stereotype and any limitations on its use—for stereotypes already known or discovered to be important for the system being modeled. The use of these stereotypes may be simply recommended or perhaps even made mandatory; for example, when their use is required by an imposed standard or when it is felt that their use makes models significantly easier to understand. This section may be empty if no additional stereotypes, other than those predefined by the UML and the Rational Unified Process, are considered necessary.]