

BAAT-CHEET

UCS503 Software Engineering Project Report

End -Semester Evaluation

Submitted by:

Rachana - 102016085

Manan Singh Mehra - 102016066

Bhoomica Gupta - 102016070

Utkarsh Chauhan - 102066006

BE Second Year /COSE

Group No: 2CS11

Submitted to:

Mr. Ashish



Computer Science and Engineering Department

TIET, Patiala

May 2022

TABLE OF CONTENTS

S.No.	Assignment	Page No.
1.	Project Selection Phase	
1.1	Software Bid	
1.2	Project Overview	
2.	Analysis Phase	
2.1	Use Cases	
2.1.1	Use-Case Diagrams	
2.1.2	Use Case Templates	
2.2	Activity Diagram	
2.3	Data Flow Diagrams (DFDs)	
2.3.1	DFD Level 0	
2.3.2	DFD Level 1	
3.	Design Phase	
3.1	Class Diagram	
3.2	Sequence Diagram	
3.3	Collaboration Diagram	
3.4	Database Design : ER Diagram	
3.5	State Chart Diagrams	
3.6	Object diagram	
3.7	Meta dictionary	

4. Implementation

4.1 Component Diagrams

4.2 Deployment Diagrams

Software Bid/ Project Teams

UCS 503- Software Engineering Lab Dated:23rd March,2021

Group : 2CS11

Team Name:

Team ID (will be assigned by Instructor):

Please enter the names of your Preferred Team Members.

- You are required to form **a three to four person teams**

First Choice	ONE STOP (TOUR AND TRAVEL)
Second Choice	TALKING MENTAL HEALTH
Third Choice	BAAT CHEET

Fourth Choice	Counselling
---------------	-------------

- Choose your team members wisely. You will not be allowed to change teams.

Name	Roll No	Project Experience	Programming Language used
MANAN SINGH MEHRA	102016066	Minor project in python, Web development frontend	Python, html,css
UTKARSH CHAUHAN	102066006	Minor project in python, web development	Python
BHOOMICA GUPTA	102016070	Minor project in python, web dev	Python
RACHANA	102016085	Minor project in python, web dev	Python Html, css

Programming Language / Environment Experience

List the languages you are most comfortable developing in, **as a team**, in your order of preference. Many of the projects involve Java or C/C++ programming.

1. HTML
2. CSS
3. JAVA SCRIPT

Choices of Projects:

Please select **4 projects** your team would like to work on, by order of preference:

Additional Remarks/ Inputs

Please tell us about any other factors that we should take into consideration (e.g., if you really would like to work on a project for some particularly convincing reason).

.....

.....

.....

.....

.....

.....

1 PROJECT DESCRIPTION

1 Project Overview

In today's era everyone wants to grow their network. Network defines progress, but due to hectic schedule a person doesn't get time to interact. Through our application one will get exposure of outer world. People will be able to interact with new people and grow their network. We provide one platform for all the activities needed to have a fun-growing interaction.

Functional Requirements

The functional requirements of BAAT-CHEET are:
The system will allow

1. users to share their opinions and views openly on the discussion forum.
2. users to chat with each other.
3. users to share their live locations.
4. users to listen to music.
5. users to share photos with each other.
6. users to play games and quizzes.

2 The purpose of the project

Content

Through this project, we aim to provide an empirical solution to a very genuine problem faced by people, especially introverts, i.e, initiate a conversation. The project is based on the various latest features such as a discussion forum where people can share their views and have one-to-one conversation if they feel like more talking, can share their live locations to plan hang-outs together, listen to same music together, can play various interesting games online and can share their posts/views publicly and obtain opinions of others.

This SRS proposes an web-based software application that can be used to access the above-mentioned. The proposed system not only helps in interaction among people but also allow people to share their photos with one another and take into consideration the interest of other person.

Motivation

Chat based systems was first implemented by face-book, a social-media app which helped people to share their views publicly and chat personally. These days, however, with technology growing at a fast pace various platforms like instagram, discord, reddit, etc. are being used to let people interact with each other. However, still all the features are not available at one platform. We either get the platform to discuss and chat or to play. Their are different platforms for every thing, and sometimes it becomes quite tedious to switch between different applications. Apart from that, extroverts or ambiverts socially interact easily and always have an upper edge over introverts who finds it very difficult to even initiate a conversation. Through our platform they will be knowing the common interest of one another and can start a conversation related to that or can play the common games, listen to same music.

3 The Scope of the Work

- Any person can make use of this software system which could benefit the concerned stakeholders with its provided features.
- This system would provide a set of various features such as open discussion forum and views in the database, chat notification(s), along with live location of other person, if they feel like sharing and can further dine out together.

4 Product Scenarios

4a Product Scenario List

1. Open discussion forum where a person can talk about any and every thing, from his/her personal life experience to some social issues.
2. Personal chat option is available if they want the privacy and are comfortable with each other.
3. Can play several games with each other or alone to keep themselves entertained and motivated.
4. Share live locations with one another to plan hang out together.
5. Listen to music
6. Can share their posts/reviews.

5 Stakeholders

5a The Client/Customer

i. General Public

Requirement: A software system that could benefit the general public by providing a platform to interact with one another.

Through our website they will be able to interact easily with like-minded people.

3. Customer Satisfaction: When thinking about customer satisfaction as a constraint, it is required to keep in mind that simply delivering a project on time, within budget and scope does not mean the customer will be satisfied. It should provide all the expected functionality as well as few extra useful features which could delight the customers. The interface of the product should be easy to use and understand so that almost any kind of customer can use the product.

11 REQUIREMENTS

6 Product use cases

A use case diagram shows a set of use cases and actors and their relationships. Use case diagrams address the static use case view of the system. These diagrams are especially important in organizing and modelling the behaviours of the system.

6a Use case diagrams

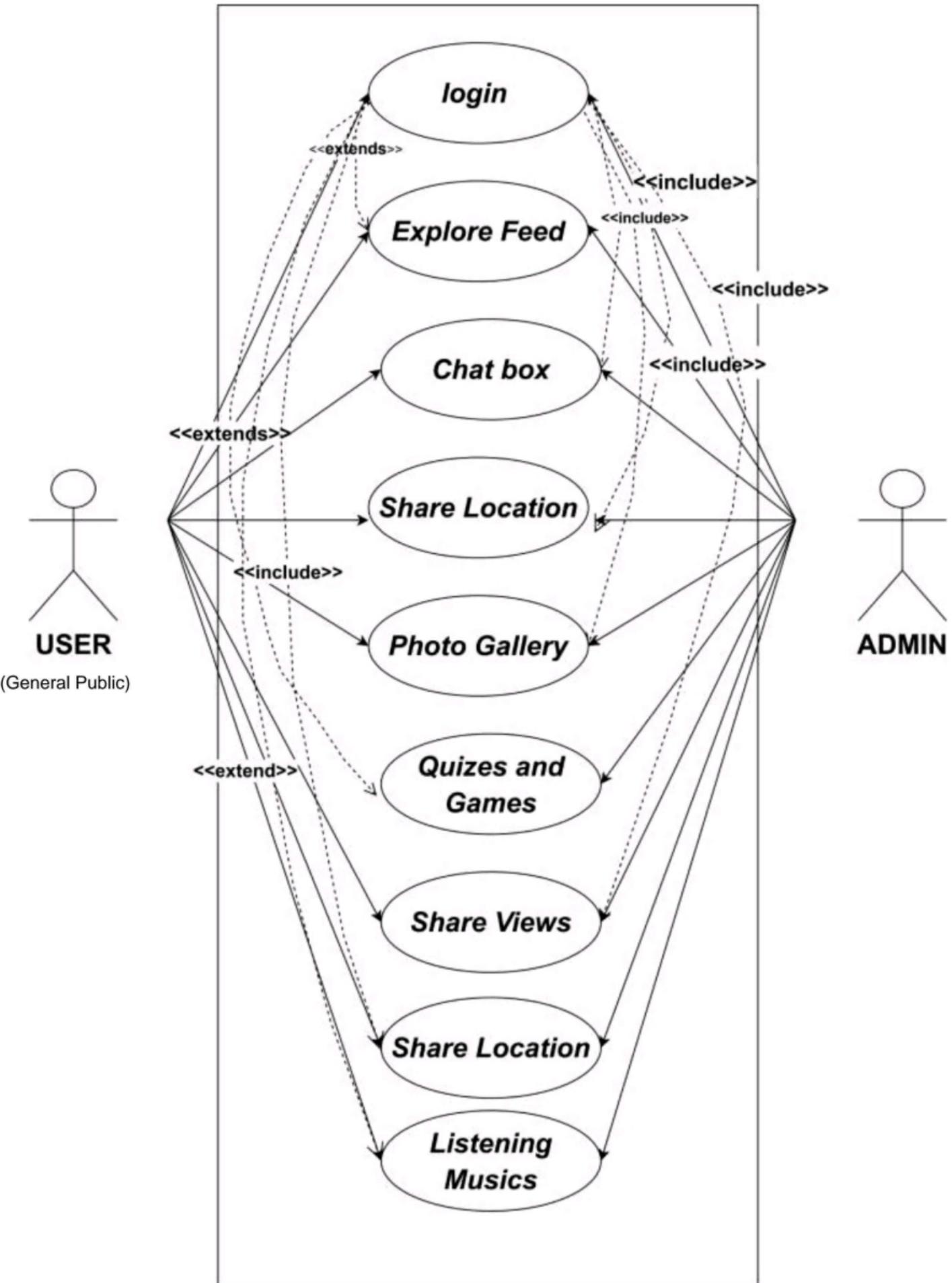
User: The user in this case is any person who wants to interact with other like-minded people that is User is General public.

Actions: The user can perform any of the given actions:

- i. Explore Feeds
- ii. Chat
- iii. Share Live Location
- iv. Listen to music
- v. Share Photos
- vi. Share opinions/Give feedback
- vii. Play games

Admin: Admin is the person who will manage all the things in the backend and make it user-interactive.

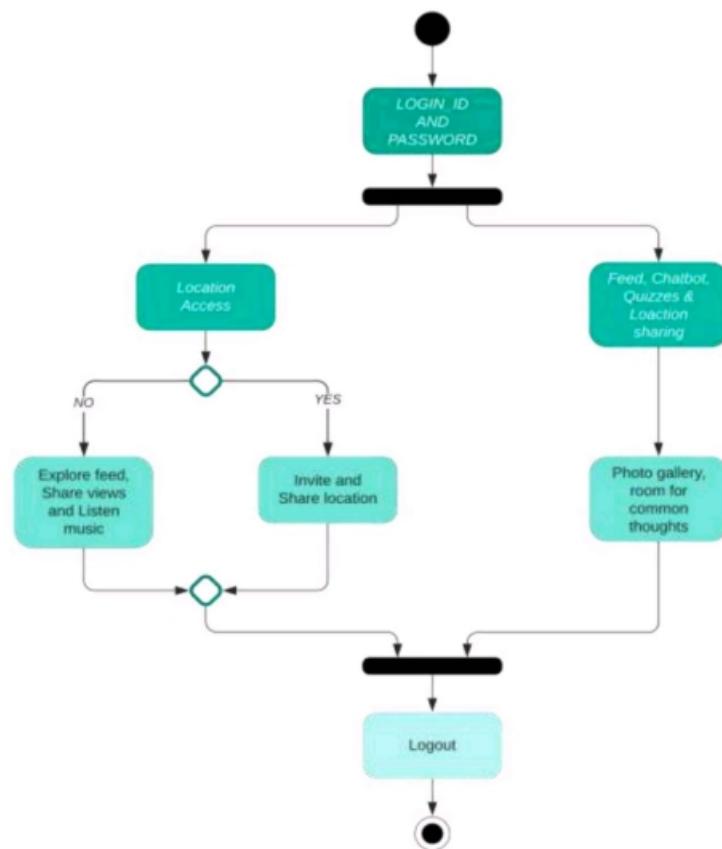
BAAT CHEET

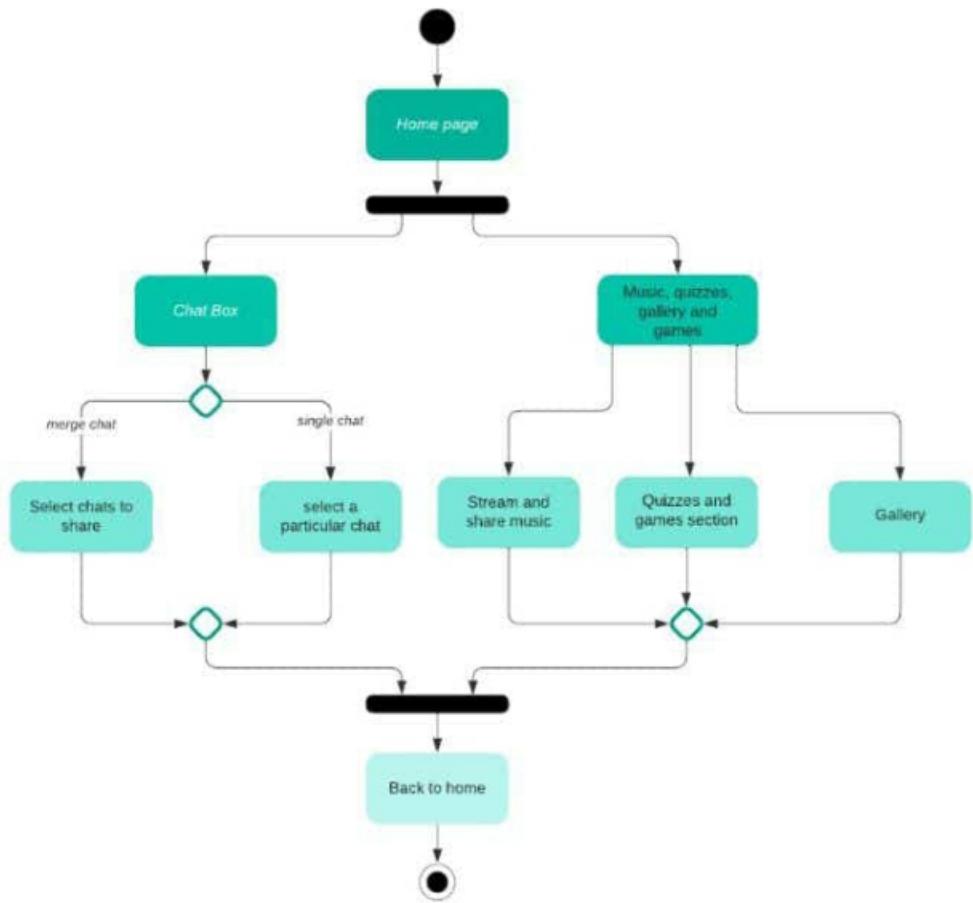


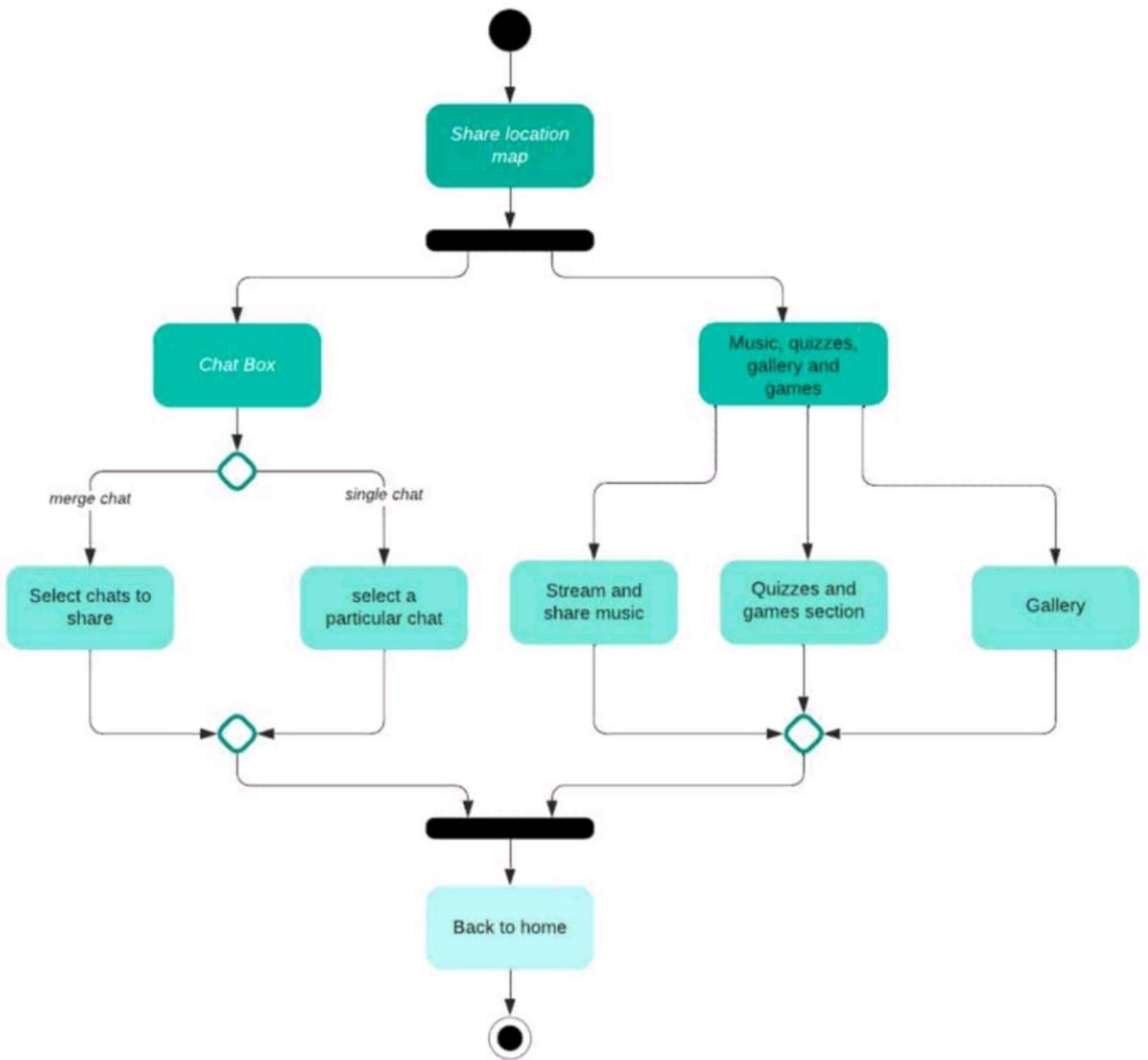
Share opinions	The user has to share the opinions of his own with others.
Sharing Thoughts	Share thoughts with others.
Use Case Id	1
Actors	General Public
5. Description	
The user can share his/her opinions with other people through the open discussion forum. They can further communicate with each other personally and share their thoughts. Through this like-minded people will be able to interact easily.	
5.1 Pre Conditions	
The user must be the registered users and logged in through correct credentials. For new users they should register first.	
5.2 Task Sequence	
<ul style="list-style-type: none"> 1. After logging in the feed page will open up having posts/feed of other people. 2. The user can comment or reply on that using the comment option. 3. If they further want to connect, they can visit the person's profile and send them request. 	
5.3 Post Conditions	
<ul style="list-style-type: none"> 1. The user can listen to music together. 2. They can play games and quizzes with each other. 	
6. Assumption	
The user must know how to use the app and take full benefit of the features.	

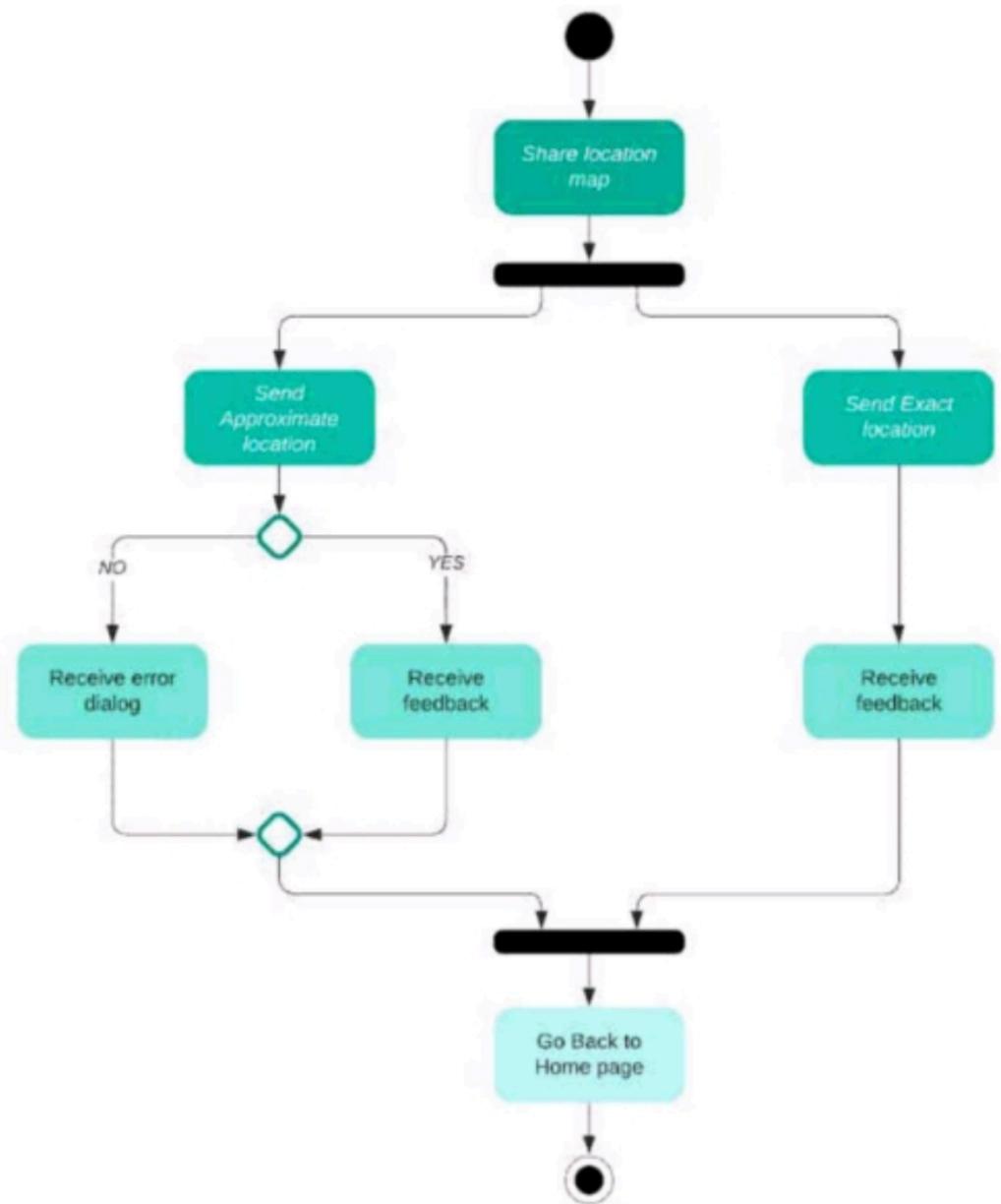
Use Case Template

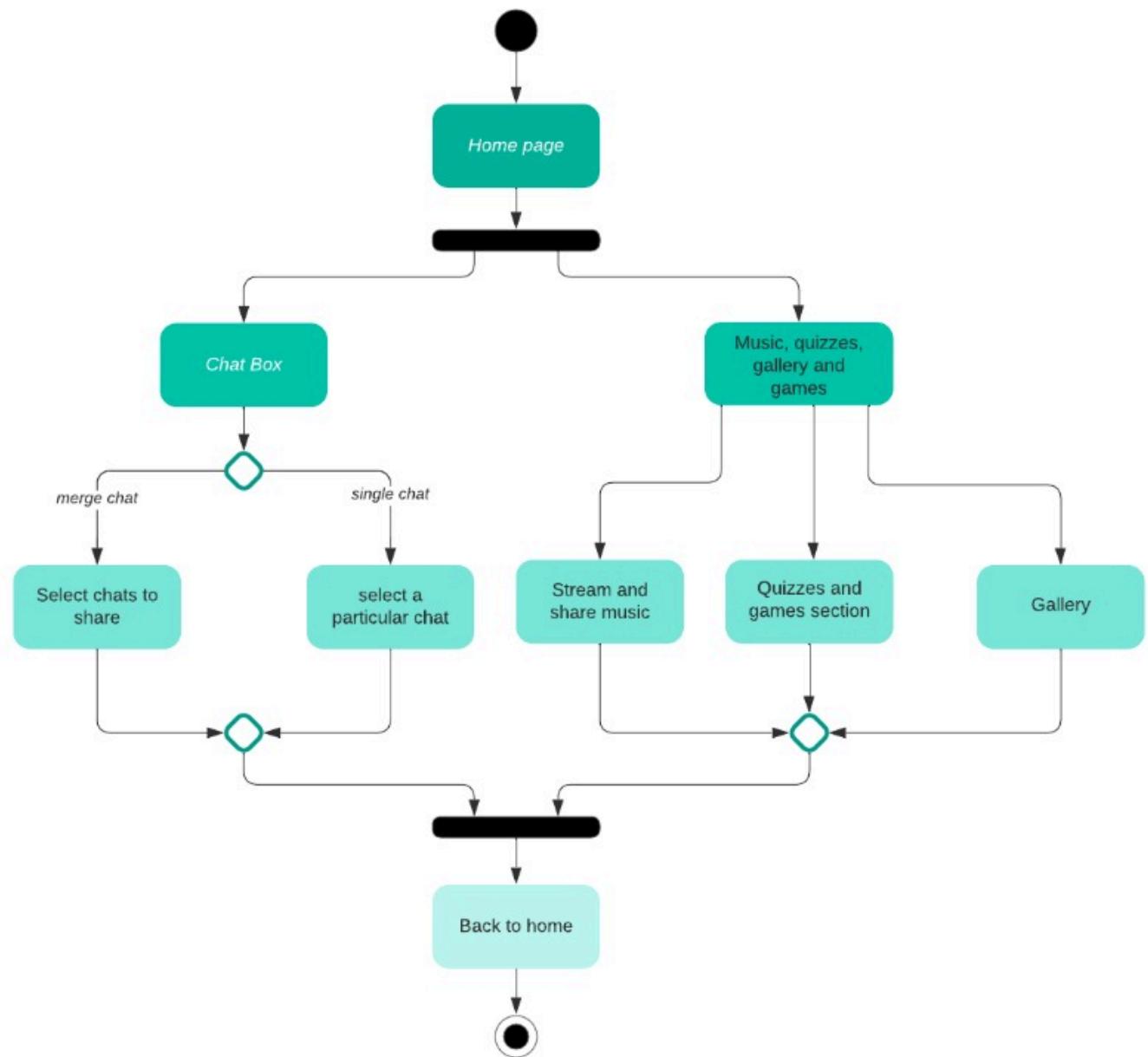
ACTIVIY DIAGRAM

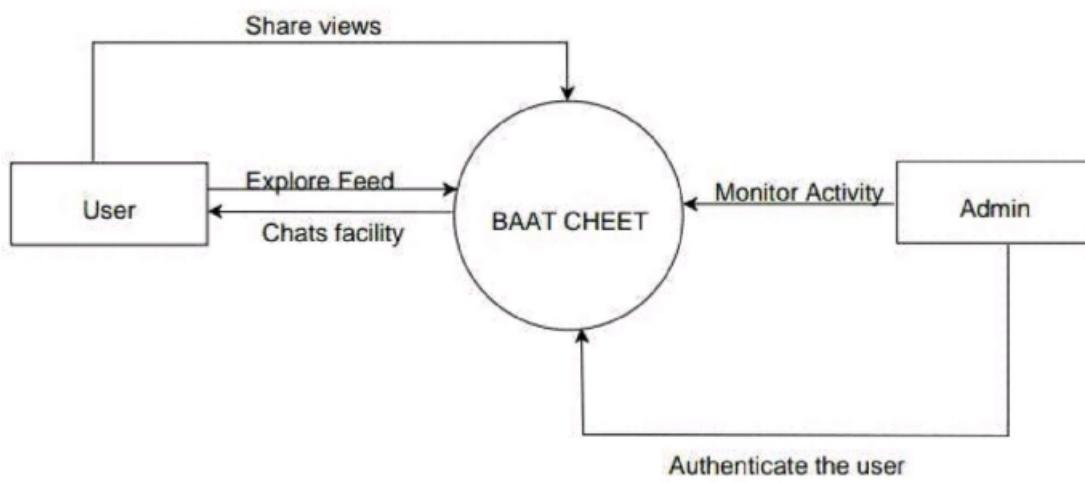




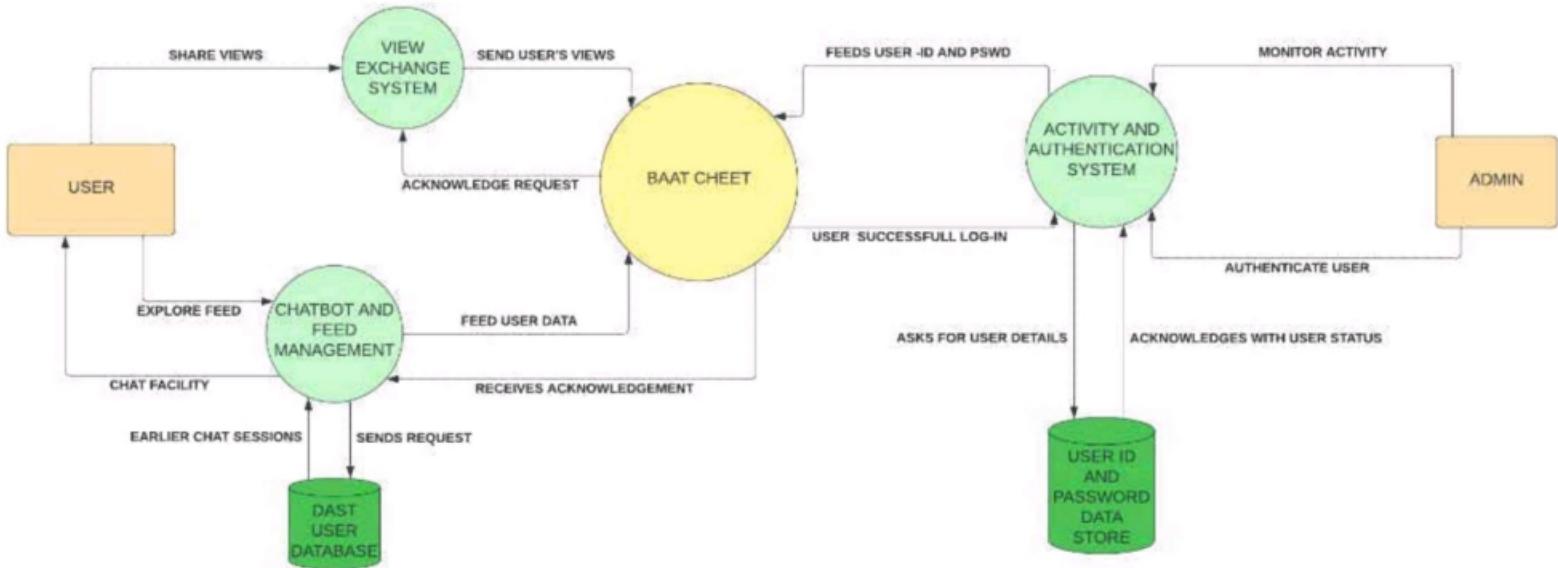






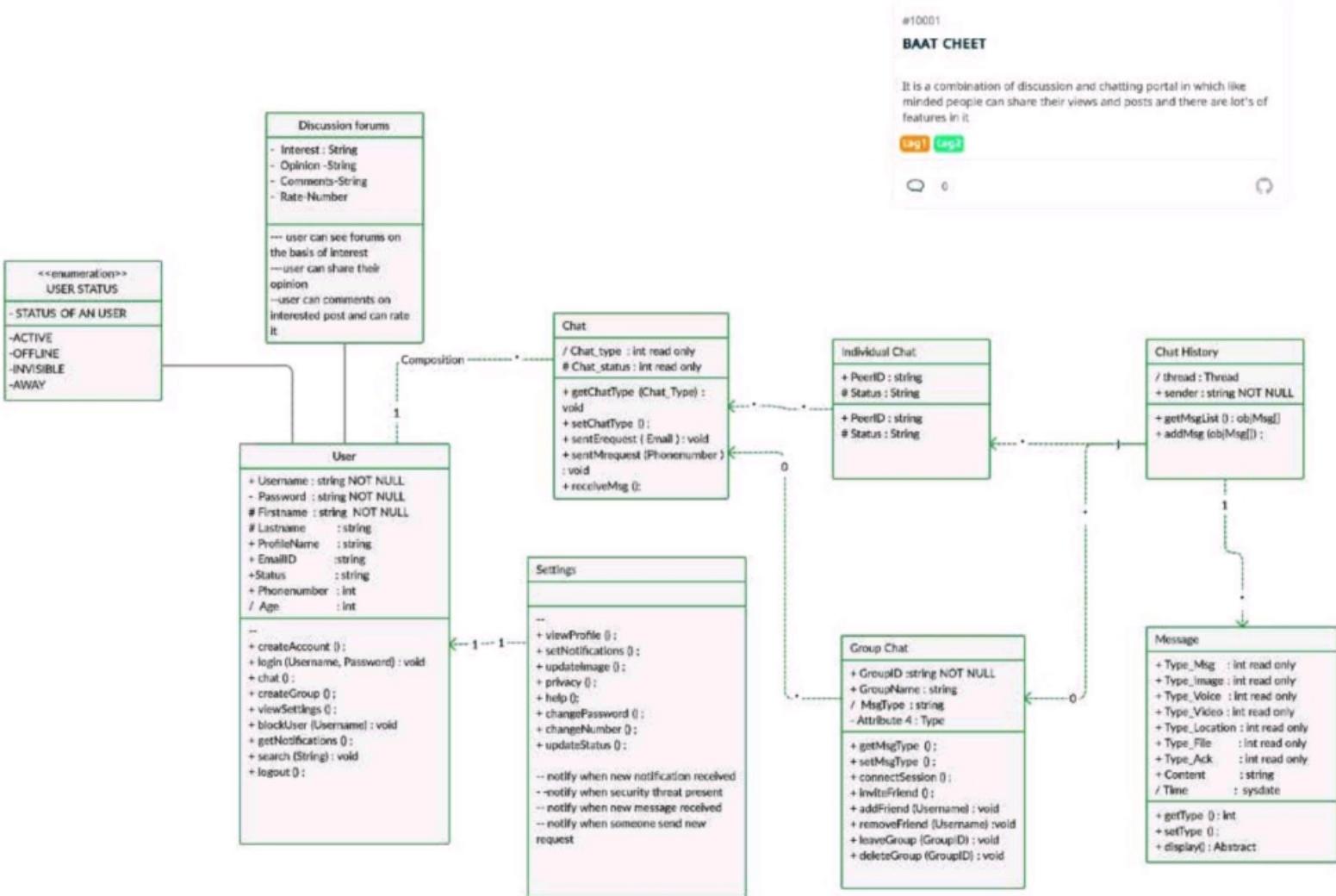


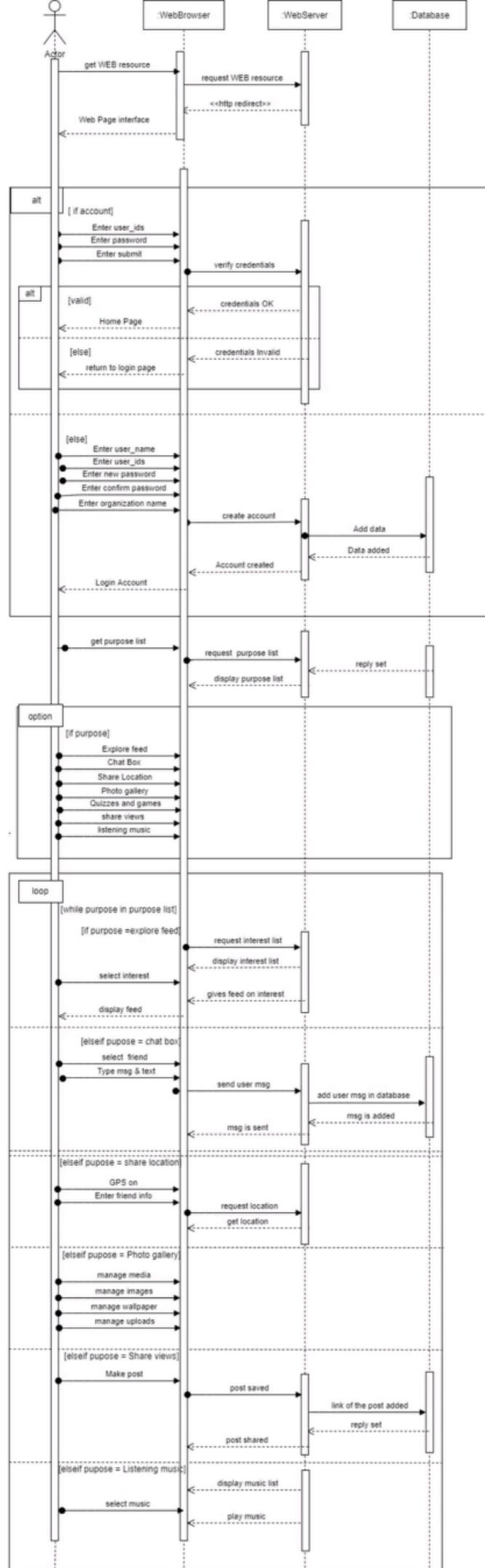
DFD – LEVEL 0



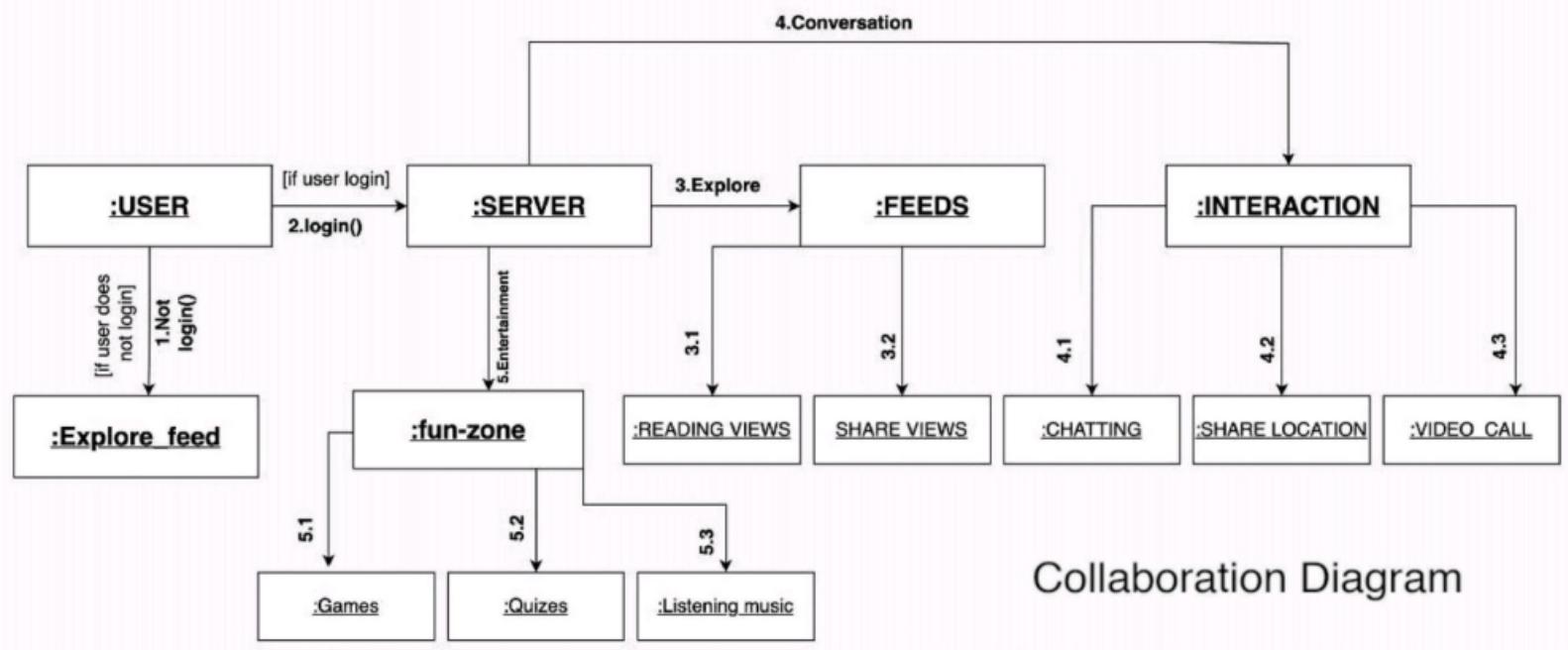
LEVEL-1

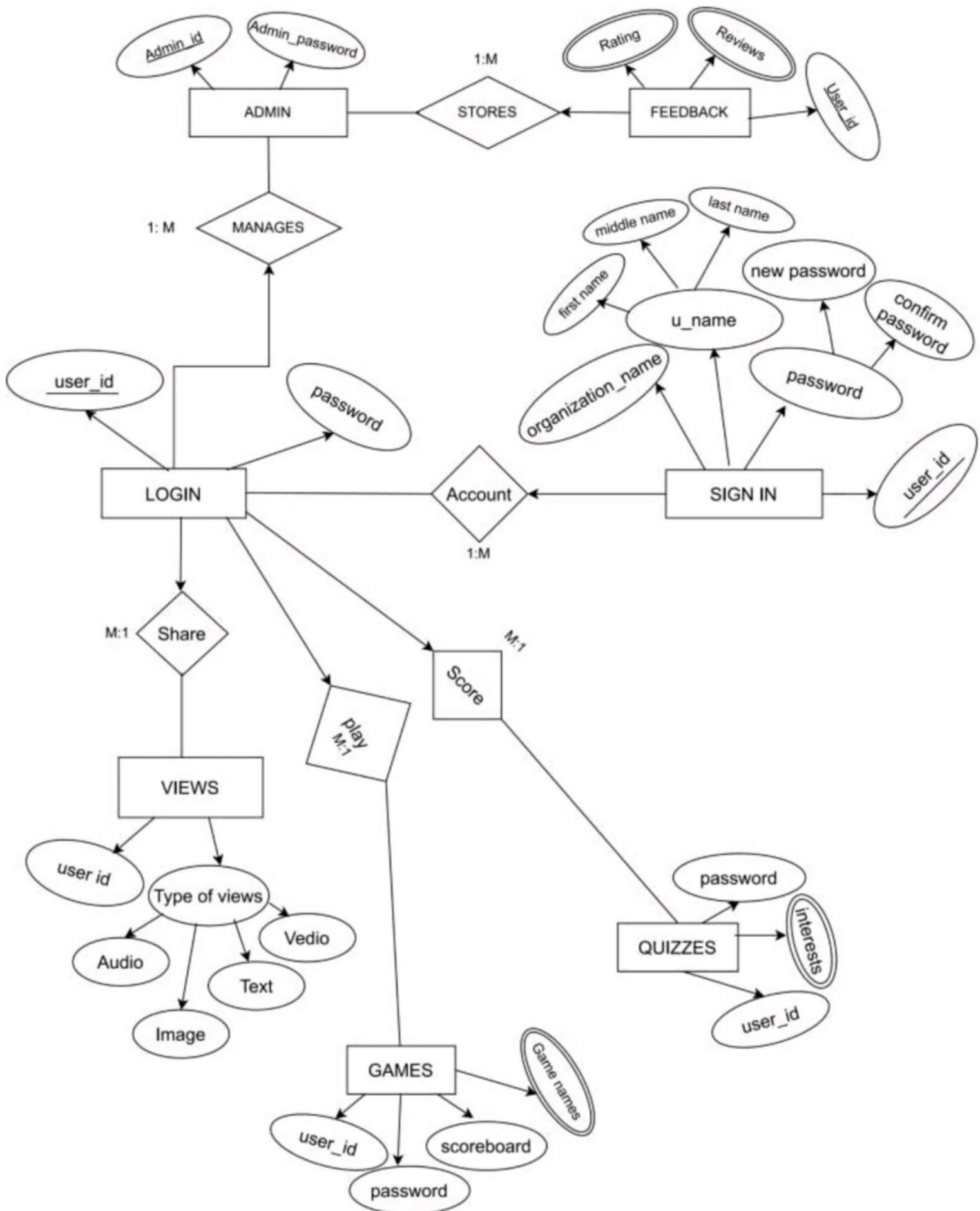
Class diagram





Sequence Diagram





ER into Tables

ADMIN (RELATIONSHIP - STORES - 1:M)

ATTRIBUTES	CONSTRAINTS	DATA TYPES
ADMIN_ID	UNIQUE	VARCHAR2
ADMIN_PASSWORD	NOT NULL	VARCHAR2

FEEDBACK (TABLE 1)

ATTRIBUTES	CONSTRAINTS	DATA TYPES
USER_ID	UNIQUE KEY	VARCHAR2
RATING	DEFAULT	NUMBER
ADMIN_ID	FOREIGN KEY	VARCHAR2

Table 2

ATTRIBUTES	CONSTRAINTS	DATA TYPES
USER_ID	UNIQUE KEY	VARCHAR2
REVIEWS	DEFAULT	VARCHAR2
ADMIN_ID	FOREIGN KEY	VARCHAR2

Double Tap
to Edit

ADMIN (RELATIONSHIP - MANAGES - M:1)

ATTRIBUTES	CONSTRAINTS	DATA TYPES
ADMIN_ID	UNIQUE	VARCHAR2
ADMIN_PASSWORD	NOT NULL	VARCHAR2
USER_ID	FOREIGN KEY	VARCHAR2

LOGIN

ATTRIBUTES	CONSTRAINTS	DATATYPES
USER_ID	PRIMARY KEY	VARCHAR2
PASSWORD	NOT NULL	VARCHAR2

LOGIN (RELATIONSHIP - ACCOUNT - 1:M)

ATTRIBUTES	CONSTRAINTS	DATATYPES
USER_ID	PRIMARY KEY	VARCHAR2
PASSWORD	NOT NULL	VARCHAR2

SIGN IN

ATTRIBUTES	CONSTRAINTS	DATATYPES
USER_ID	PRIMARY KEY FOREIGN KEY	VARCHAR2
FIRST NAME	NOT NULL	VARCHAR2
MIDDLE NAME		VARCHAR2
LAST NAME	NOT NULL	VARCHAR2
NEW PASSWORD	DEFAULT	VARCHAR2
CONFIRM PASSWORD	DEFAULT	VARCHAR2
ORGANIZATION NAME		VARCHAR2

LOGIN (RELATIONSHIP - SHARE - M:1)

ATTRIBUTES	CONSTRAINTS	DATATYPES
USER_ID	PRIMARY KEY	VARCHAR2
PASSWORD	NOT NULL	VARCHAR2

VIEWS

ATTRIBUTES	CONSTRAINTS	DATATYPES
USER_ID	FOREIGN KEY	VARCHAR2
AUDIO		
IMAGE		
TEXT		
VEDIO		

LOGIN (REALTIONSHIP - PLAY - M:1)

ATTRIBUTES	CONSTRAINTS	DATA TYPES
USER_ID	PRIMARY KEY,FOREIGN KEY	VARCHAR2
PASSWORD	NOT NULL	VARCHAR2

GAMES (TABLE 1)

ATTRIBUTES	CONSTRAINTS	DATA TYPES
USER_ID	PRIMARY KEY	VARCHAR2
PASSWORD	NOT NULL	VARCHAR2
SCOREBOARD		NUMBER

(Table 2)

ATTRIBUTES	CONSTRAINTS	DATA TYPES
USER_ID	PRIMARY KEY	VARCHAR2
GAME NAMES		VARCHAR2

LOGIN(REALTIONSHIP - QUIZZES - M:1)

ATTRIBUTES	CONSTRAINTS	DATA TYPES
USER_ID	PRIMARY KEY,FOREIGN KEY	VARCHAR2
PASSWORD	NOT NULL	VARCHAR2

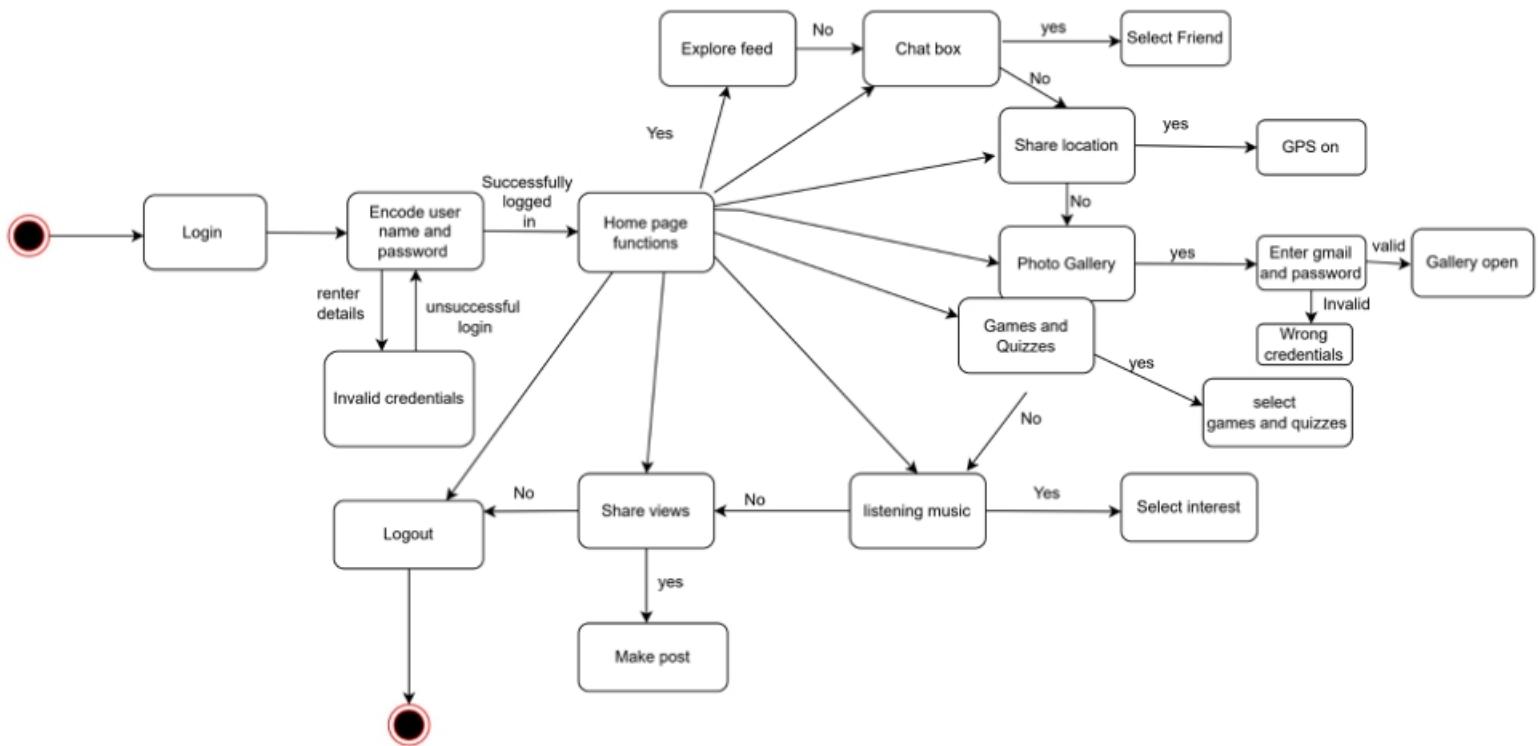
QUIZZES (TABLE 1)

ATTRIBUTES	CONSTRAINTS	DATA TYPES
USER_ID	PRIMARY KEY	VARCHAR2
PASSWORD	NOT NULL	VARCHAR2

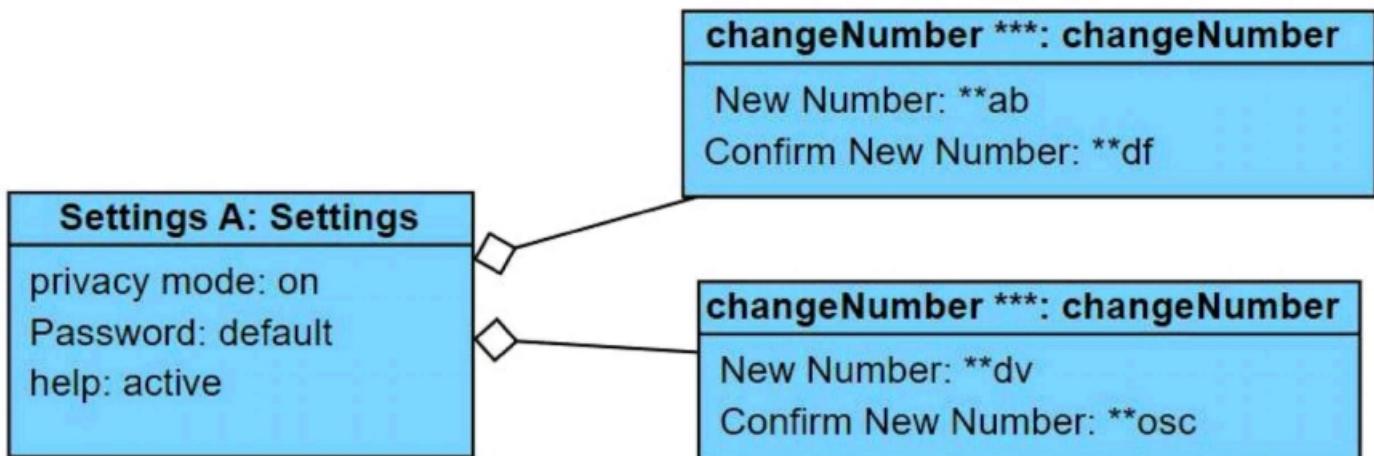
Table 2

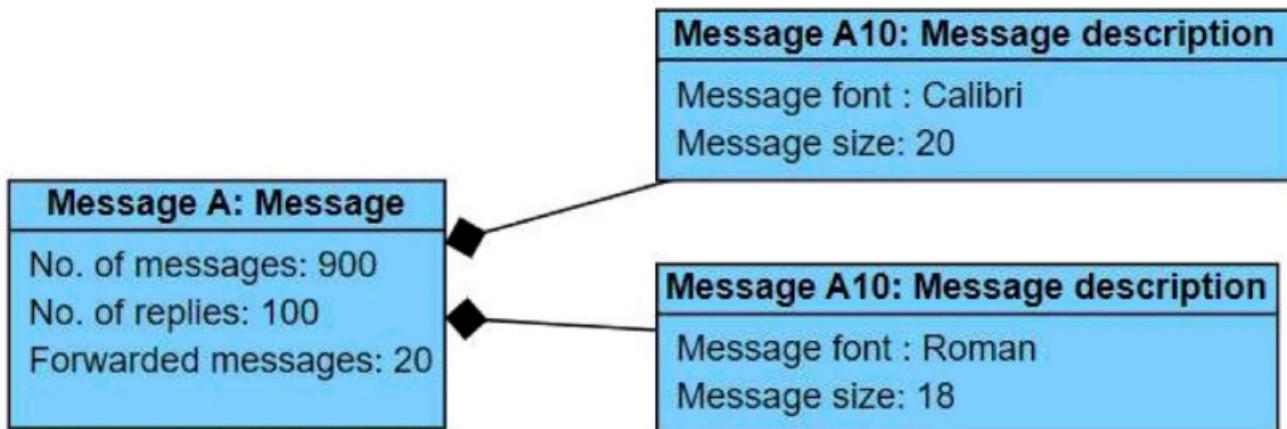
ATTRIBUTES	CONSTRAINTS	DATA TYPES
USER_ID	PRIMARY KEY	VARCHAR2
PASSWORD	NOT NULL	VARCHAR2
INTERESTS		VARCHAR2

STATE TRANSITION DIAGRAM



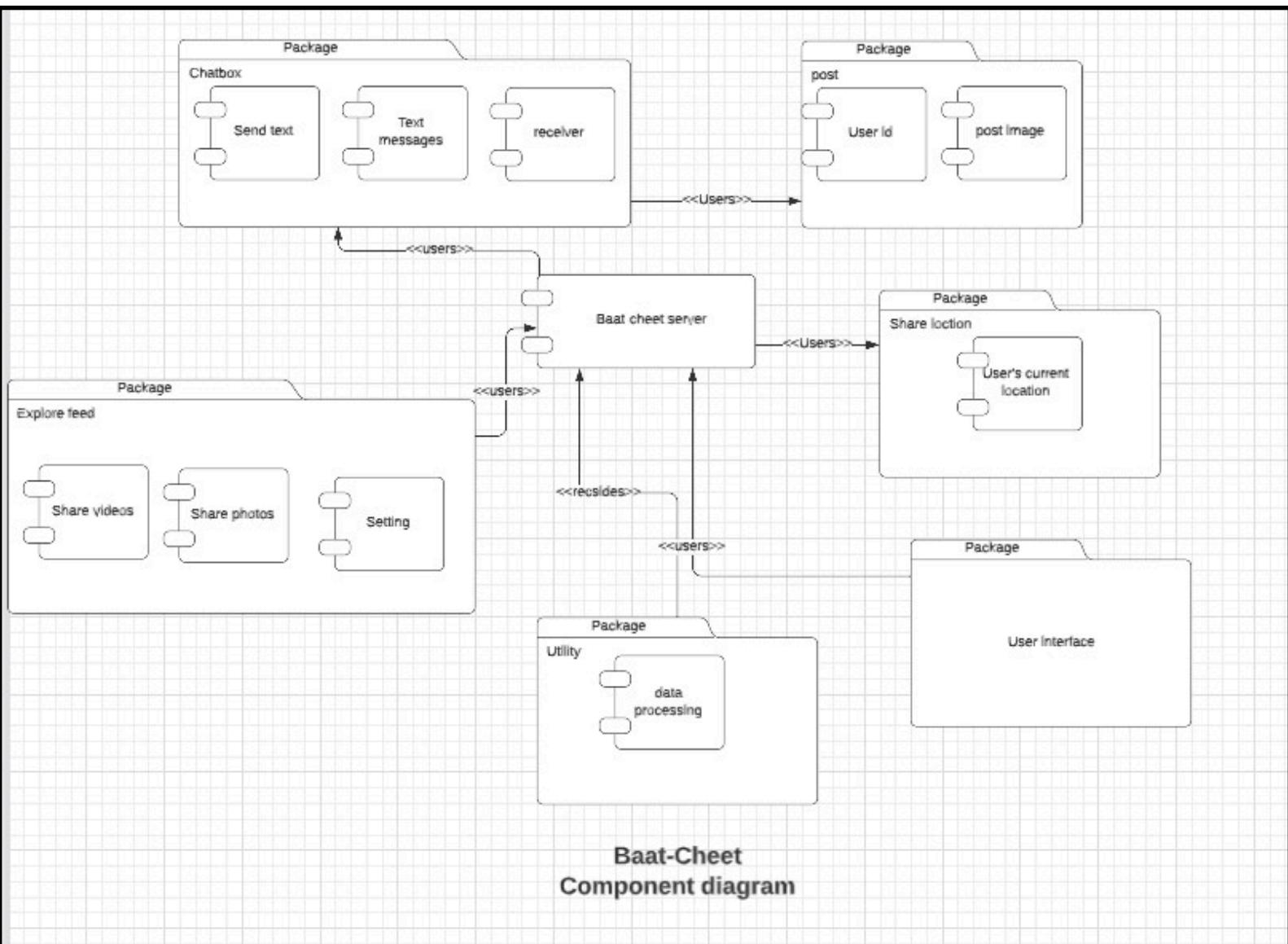
Object Diagram





DATA DICTIONARY

CONTROL DESCRIPTION	TYPE OF CONTROL	DATA TYPE	FORMAT SIZE	MANDATORY	CONSTRAINTS
ADMIN ID	TEXT	VARCHAR2	12	YES	PRIMARY KEY
ADMIN PASSWORD	PASSWORD FIELD	HASH	15	YES	NOT NULL
USER ID	TEXT	VARCHAR2	12	YES	PRIMARY KEY
USER PASSWORD	PASSWORD FIELD	HASH	15	YES	NOT NULL
U_NAME	TEXT	VARCHAR2	500	YES	NOT NULL
ORGANISATION NAME	TEXT	VARCHAR2	1000	YES	NOT NULL
TYPES OF VIEW	TEXT	VARCHAR2	10	YES	NOT NULL
SCORE BOARD	NUMBER	INT	INT_MAX	NO	DEFAULT
GAME NAME	TEXT	VARCHAR2	30	YES	UNIQUE
INTEREST	TEXT	VARCHAR2	1000	NO	NOT NULL
RATING	NUMBER	INT	10	NO	DEFAULT
REVIEWS	TEXT	VARCHAR2	100	NO	DEFAULT



Deployment diagram

