

**CS251 – Software Engineering I**

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# Team

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# Document Purpose and Audience

This document describes WebService2Codein terms of functional and nonfunctional requirements. This document is for the system developers and system client ( SWE-1 TA ).

# Introduction

## Software Purpose

WebService2Code encapsulates a Web-Service and converts it to Java methods and classes.

## Software Scope

WebService2Code supports Soap web-services ONLY.

## Definitions, acronyms, and abbreviations

**Web Service**: It is an App on web that serves people with a specific service. Visit <http://www.w3schools.com/webservices/tempconvert.asmx>

# Web Service Definition Language (WSDL):  is an XML-based language that is used for describing the functionality offered by a web service.

# Visit <http://www.w3schools.com/webservices/tempconvert.asmx?WSDL>

# Requirements

## Functional Requirements

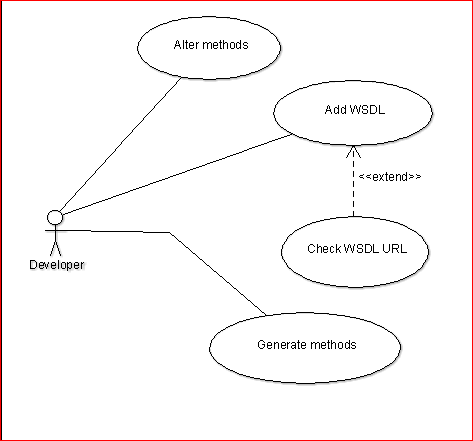
1. WebService2Code should ask the user to enter the URL of the WSDL.
2. WebService2Code should show for the user a list of all methods of the web-service and the user selects which classes and methods to generate.
3. WebService2Code should ask the user to enter the name of the package required to generate classes and methods in.
4. WebService2Code should ask the user for the destination folder required to save the generated classes and methods.
5. WebService2Code should show for the user all generated java source files to select which one to alter or modify.

## Non Functional Requirements

1. WebService2Code will generate the Java source files within 3 seconds.
2. WebService2Code will show an error message to the user after 6 seconds if the system failed to generate the required methods and classes.
3. Developer takes at most 5 seconds to learn how to use WebService2Code.
4. WebService2Code can be accessed by any developer.

# System Models

## Use Case Model



## 

## Use Case Tables

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 1 | |
| Use Case Name: | Add WSDL | |
| Actors: | Developer | |
| Pre-conditions: | None | |
| Post-conditions: | A new WSDL is added | |
| Flow of events: | **User Action** | **System Action** |
| 1- User clicks on Add command. |  |
|  | 2- System displays a message box for entering WSDL URL. |
| 3- User types the WSDL URL then clicks add. |  |
|  | 4- System removes the message box. |
| Exceptions: | Branching action ( Check WSDL URL Use Case ) | |
|  | 3-a - User types the WSDL URL then clicks add. |  |
|  |  | 3-b- System notifies wrong WSDL URL. |
|  | 3-c- User types a correct WSDL URL then clicks add. |  |
| Includes: | None | |
| Notes and Issues: |  | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 2 | |
| Use Case Name: | Generate methods | |
| Actors: | Developer | |
| Pre-conditions: | System should have a previously added WSDL. | |
| Post-conditions: | System Should have generated selected methods. | |
| Flow of events: | **User Action** | **System Action** |
| 1- User clicks generate command. |  |
|  | 2- System displays a message box for entering package name. |
| 3- User types the package name then clicks ok. |  |
|  | 4- System displays save as dialog window for choosing the output folder. |
| 5- User chooses the output folder then clicks save. |  |
|  | 5- System Displays a check-list of all methods. |
| 6- User Selects methods to be generated then click ok. |  |
| Exceptions: | None | |
| Includes: | None | |
| Notes and Issues: |  | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 3 | |
| Use Case Name: | Alter methods | |
| Actors: | Developer | |
| Pre-conditions: | System should have generated WSDL methods first. | |
| Post-conditions: | User should have altered his selected methods. | |
| Flow of events: | **User Action** | **System Action** |
| 1- User Clicks the Alter Command. |  |
|  | 2- System displays open dialog window of the output folder. |
| 3- User Selects specific method then clicks open. |  |
| 4- User alter the selected method then saves it. |  |
| Exceptions: | None | |
| Includes: | None | |
| Notes and Issues: |  | |

# 

# Ownership Report

* **Remove the following notes and any red notes**
* **For every item in this document, write the owners. If someone is owner of something, s/he understands it 100 %**
* **Team leader must verify the table with the team members.**

|  |  |
| --- | --- |
| **Item** | **Owners** |
|  |  |
|  |  |

# Policy Regarding Plagiarism:

**Students have collective ownership and responsibility of their project. Any violation of academic honesty will have severe consequences and punishment for ALL team members.**

1. تشجع الكلية على مناقشة الأفكار و تبادل المعلومات و مناقشات الطلاب حيث يعتبر هذا جوهريا لعملية تعليمية سليمة
2. ساعد زملاءك على قدر ما تستطيع و حل لهم مشاكلهم فى الكود و لكن تبادل الحلول غير مقبول و يعتبر غشا.
3. أى حل يتشابه مع أى حل آخر بدرجة تقطع بأنهما منقولان من نفس المصدر سيعتبر أن صاحبيهما قد قاما بالغش.
4. قد توجد على النت برامج مشابهة لما نكتبه هنا أى نسخ من على النت يعتبر غشا يحاسب عليه صاحبه.
5. إذا لم تكن متأكدا أن فعلا ما يعد غشا فلتسأل المعيد أو أستاذ المادة.

فى حالة ثبوت الغش سيأخذ الطالب سالب درجة المسألة ، و فى حالة تكرار الغش سيرسب الطالب فى المقرر.