

Bug Tracking System

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Team Members :

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Main Function in project ::

==>Manger :

- 1-adding developer
- 2-adding tester
- 3-view all bugs with full details
- 4-view bugs filtered by status
- 5-assigned project to developer

==>Tester :

- 1-adding new bug with full details
- 2-bug added with status open to database
- 3-name of tester reported it

==>Developer :

- 1-can view bugs filtered by priority (((done)))
- 2-can view bugs filtered by type (((done)))
- 3-update status of bugs from open to closed
- 4-provide his name to view all bugs assigned to him

- **Using OOP Concepts :**
 - 1- Encapsulation .
 - 2- Abstraction .
 - 3- Inheritance .
 - 4- Polymorphism .

Note : We forgot to add the function `Person::login` to the UML after some slight changes to the code which is an application of polymorphism.

UML Diagram :

