

Danmarks
Tekniske
Universitet



Software Engineering User Manual

02161 | Software Engineering 1

Group 3

May 9th

Spring 2022

Andreas Bigom - s200925

Asbjørn Ebenezer Magnussen - s183546

Kasper Helverskov Petersen - s203294

Mads Vibe Ringsted - s204144

Marcus Roberto Nielsen - s204126

Contents

1	Download, Test and Run Software	2
1.1	Download Project Code	2
1.2	Import and Test Software	2
1.3	Run Software	2
2	Logging In	4
2.1	Available Accounts	4
2.2	Log In as User	4
2.3	Log Out	5
3	Managing Projects and Activities	6
3.1	Creating New Project	6
3.2	Editing Project Details	7
3.3	Creating New Non Work Activity	8
3.4	Creating New Activity	9
3.5	Editing Activity	10
3.6	Generate Project Report	10
4	Developer Overview	12
5	Time Registration	14
6	View Calendar	15

1 Download, Test and Run Software

1.1 Download Project Code

To run the software, first download the project code from our GitHub repository or use the zip file from the submission on DTU Learn (make sure to unzip it).

The GitHub page can be found at https://github.com/amagnus98/SE_Exam_Project.

1.2 Import and Test Software

To test the software, you first have to import the project code into Eclipse. To import the project code into Eclipse, open Eclipse and navigate to **File** → **Import** and choose **Maven** → **Existing Maven project**. Then make sure to choose the `project_03` folder with the `pom.xml` file in it.

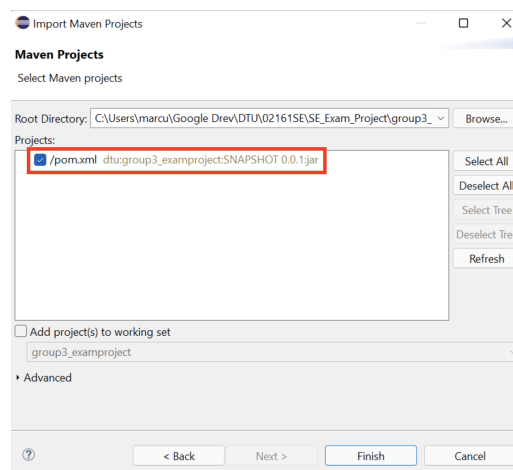


Figure 1: Open project in Eclipse.

The Cucumber and JUnit tests can be run by right clicking on the `project_03` folder in the package explorer and choosing **Run As** → **JUnit Test**.

1.3 Run Software

After successfully downloading the project code, navigate to `project_03` → `src` → `main` → `java` → `system` and then run the `RunApp.java` file. If the software was successfully opened, you will be prompted with the following log in page:

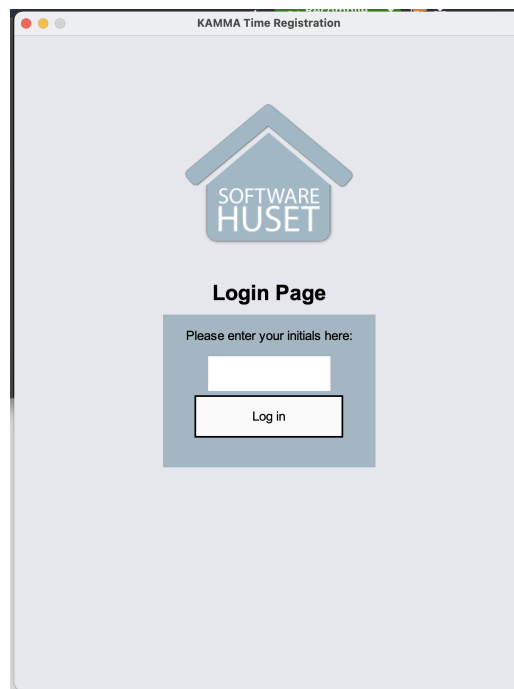


Figure 2: Software Launch Screen.

2 Logging In

2.1 Available Accounts

To access the system, you need to log in as one of the developers of the company. To be able to test the system, five dummy developers have been created. These developers are:

Name	Initials
Andreas Bigom	anbi
Asbjørn Magnussen	amag
Kasper Petersen	kape
Marcus Nielsen	mani
Mads Ringsted	mari

Table 1: Dummy developers for testing the system.

2.2 Log In as User

To log in to the system as a user, enter the initials of the developer you wish to log in as (one of the initials from table 1), and then press **Log In**.

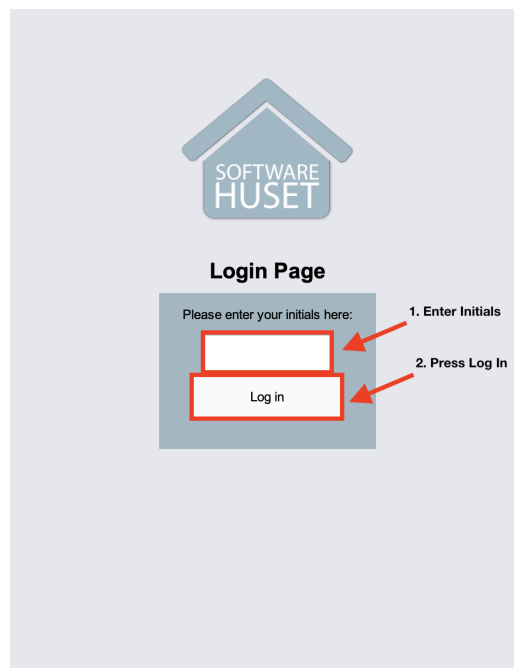


Figure 3: Log in as a user.

When you are successfully logged in as a user in the system, a label displaying the initials of the developer currently logged in is present on all pages of the system.

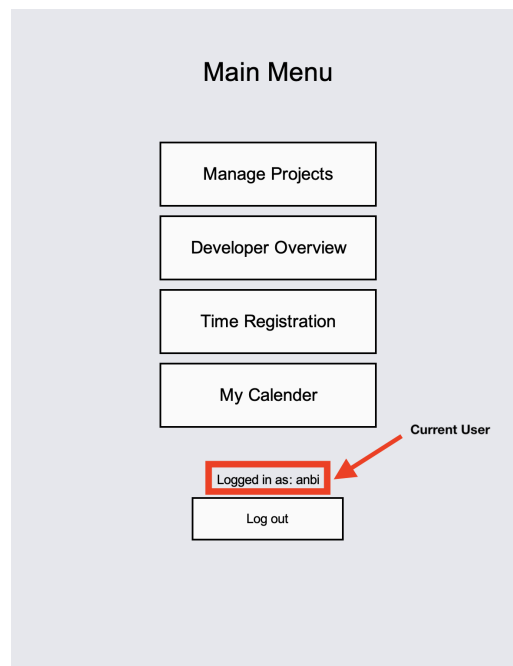


Figure 4: Logged in as a user.

2.3 Log Out

To log out of the system, press the Log Out button on the main page. If you are successfully logged out of the system, you will be prompted with the log in screen.

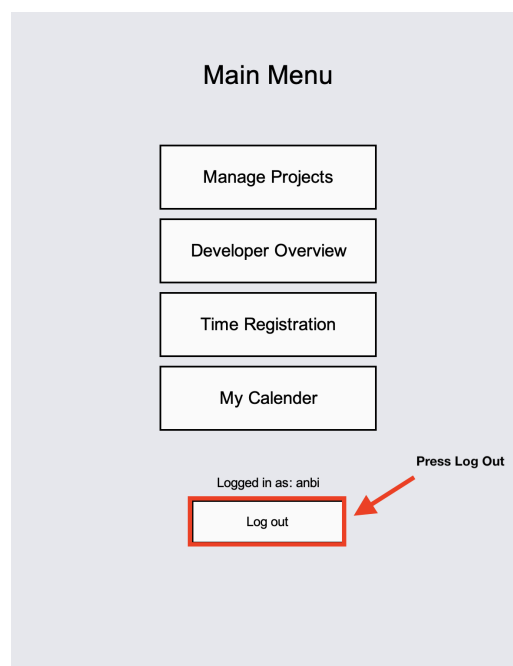


Figure 5: Log out of the system.

3 Managing Projects and Activities

To manage projects and activities navigate to **Main Menu** → **Manage Projects**. Here you will be prompted with a list of all past, present and future projects of the company, as well as a Non Work Activities button, which will take you to the manage non-work activities page.

3.1 Creating New Project

To create a new project press **Create new project** at the bottom of the **Project Overview** page, then optionally enter a project name and lastly press **Create**.

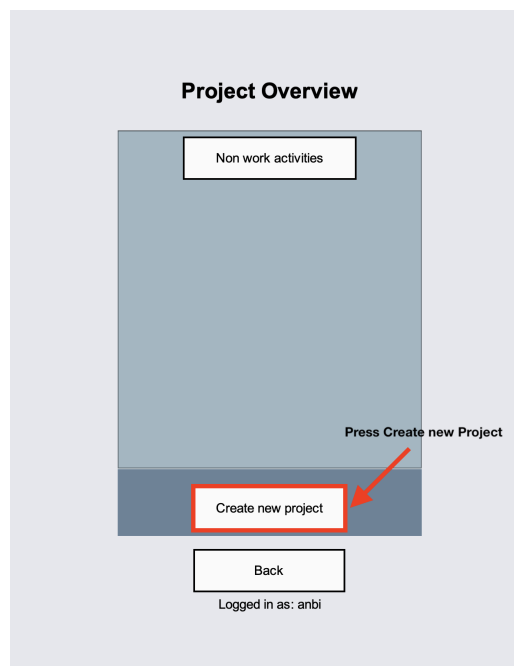
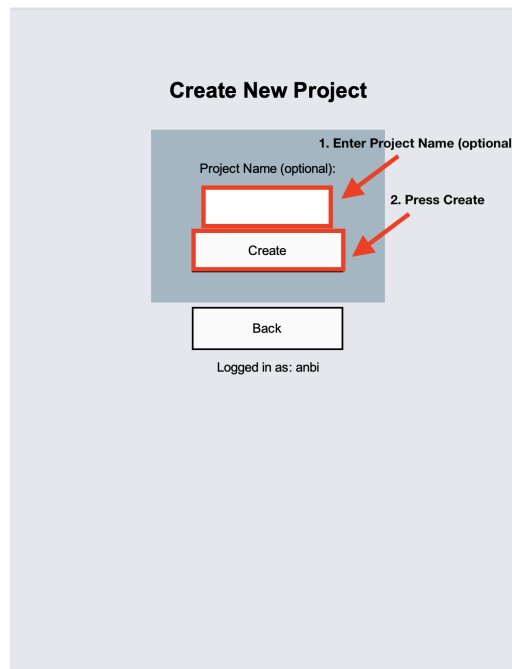


Figure 6: Create new project step 1.

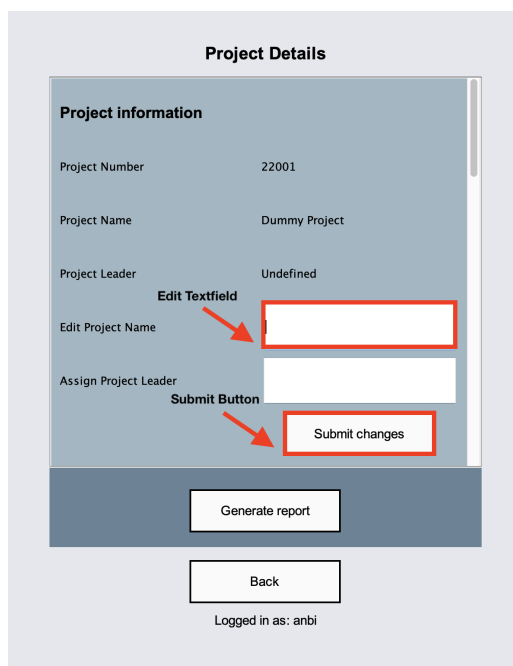


The screenshot shows a web form titled "Create New Project". Inside the form, there is a section labeled "1. Enter Project Name (optional)" which contains a text input field labeled "Project Name (optional):". Below this input field is a "Create" button. A red arrow points from the text "2. Press Create" to the "Create" button. Below the "Create" button is a "Back" button. At the bottom of the form, it says "Logged in as: anbi".

Figure 7: Create new project step 2.

3.2 Editing Project Details

To edit a project press on the project name of the project you wish to edit under **Project Overview**. Then you will be prompted with the project page of the given project. On the project page you are able to edit the details of the project such as name, project leader, estimated hours, time horizon and more. To edit a project attribute, enter the value in the **Edit Textfield** and press the **Submit Button** as seen below.



The screenshot shows a web interface titled "Project Details". Inside, there's a "Project information" section with a table-like structure. The first row shows "Project Number" as "22001". The second row shows "Project Name" as "Dummy Project". The third row shows "Project Leader" as "Undefined". Below this, there's an "Edit Project Name" label next to a text input field, which is highlighted with a red box. An arrow points from the text "Edit Textfield" to this input field. Below the input field is an "Assign Project Leader" label next to another text input field. Below that is a "Submit Button" label next to a button labeled "Submit changes", which is also highlighted with a red box. An arrow points from the text "Submit Button" to this button. At the bottom of the form, there's a "Generate report" button and a "Back" button. Below the "Back" button, it says "Logged in as: anbi".

Figure 8: Editing the name of a project

Similarly the project leader can be assigned to a project by writing the initials in the **Assign Project Leader Textfield** and then press the **Submit Button** as shown above.

3.3 Creating New Non Work Activity

To create a new non work activity navigate to the non-work activities page by **Project Overview** → **Non Work Activities**, enter the non work activity name and press **Create new activity** as seen below.

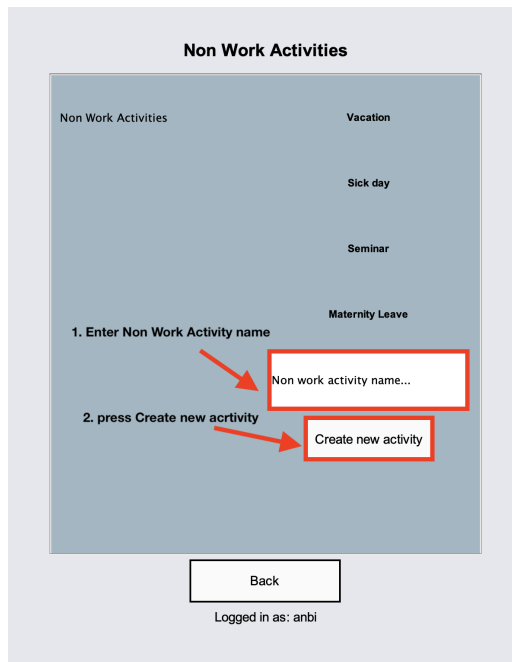


Figure 9: Create non work activity.

3.4 Creating New Activity

To create a new activity under a project press the project name on the **Project Overview** page, then scroll down to **Activity Overview**, enter the activity name and press **Create new activity** as seen below.



Figure 10: Create new Activity.

3.5 Editing Activity

To edit an activity under a project press the project name on the **Project Overview** page, then scroll down to **Activity Overview** and press on the activity you wish to edit as seen below.



Figure 11: Edit Activity step 1.

Then you will be prompted with the **Activity Page**, where you can edit the attributes, developers and request assistance on the given activity in the same way as on the project page, described in **3.2 Editing Project Details**.

3.6 Generate Project Report

To generate a **Project Report** of a given project, press the project name on the **Project Overview** page and then press **Generate report** as seen below.

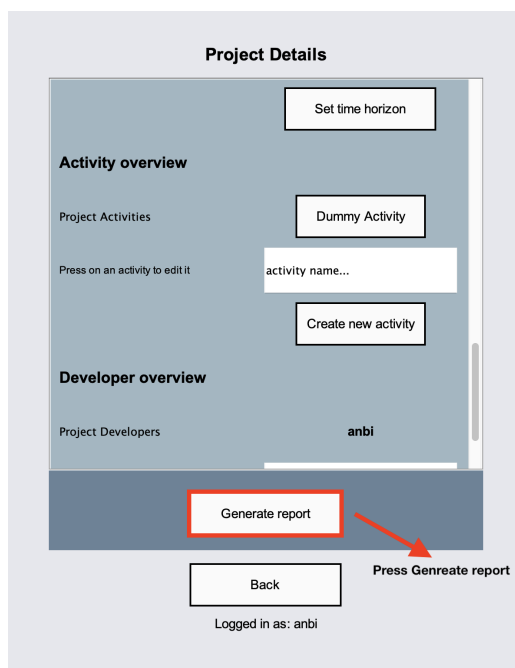



Figure 12: Generate Project Report.

4 Developer Overview

The developer overview allows users of the system to get an overview of which activities the developers of the company are working on in a given period of time. To access the developer overview, navigate to **Main Menu** → **Developer Overview**. On this page enter the time period you wish to get a developer overview of and press **Get Overview** as seen below.



The screenshot shows a web form titled "Choose Time of Overview". Below the title is the instruction "1. Enter Time Period". The form contains four input fields: "Start Week", "Start Year", "End Week", and "End Year". A red rectangular box highlights these four input fields, with a red arrow pointing to it from the instruction "1. Enter Time Period". Below the input fields is a "Get Overview" button, which is also highlighted with a red rectangular box. A red arrow points to this button from the instruction "2. press Get Overview". Below the "Get Overview" button is a "Back" button. At the bottom of the form, it says "Logged in as: anbi".

Figure 13: Get Developer Overview.

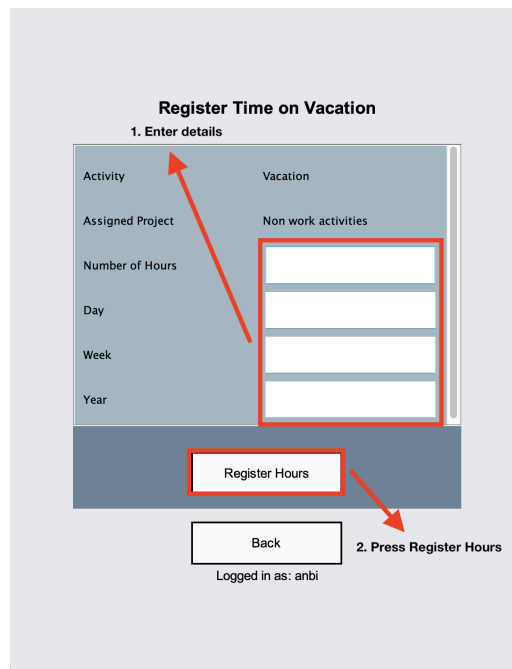
After successfully entering the details of the overview, you will be prompted with the following overview page:



Figure 14: Get Developer Overview.

5 Time Registration

Time Registration allows the user to register hours to a given activity of the company. To access **Time Registration** navigate to **Main Menu** → **Time Registration**. On this page you will get a list of all projects and activities which the current user is allowed to register hours to. To register hours press on an activity, enter the details of the registration and press **Register Hours** as below.



The screenshot shows a web form titled "Register Time on Vacation". Below the title is the instruction "1. Enter details". The form is divided into two main sections: "Activity" on the left and "Vacation" on the right. The "Activity" section contains labels for "Assigned Project", "Number of Hours", "Day", "Week", and "Year". The "Vacation" section contains a label for "Non work activities" and a list of four empty input fields. A red arrow points from the "1. Enter details" instruction to the "Activity" section. Another red arrow points from the "2. Press Register Hours" instruction to the "Register Hours" button. Below the form is a "Back" button. At the bottom of the page, it says "Logged in as: anbi".

Figure 15: Software Launch Screen.

6 View Calendar

The Calendar of the system allows the current user to get a calendar overview of the hours he/she has registered. The format of the calendar is as described below:

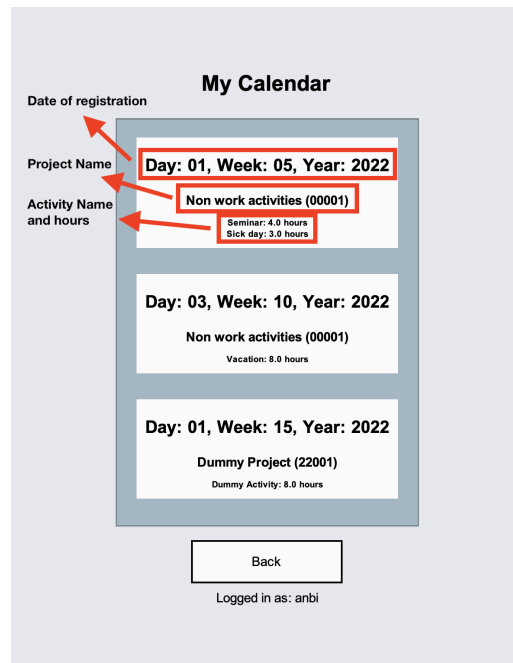


Figure 16: View Calendar.