

SRI KRISHNA COLLEGE OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

20IT302-SOFTWARE ENGINEERING AND MANAGEMENT LABORATORY

SEMESTER-III

NAME : ARTHIKA G

REGISTER NO. : 20EUCS015

DEGREE & BRANCH: B.E. COMPUTER SCIENCE ENGINEERING

CLASS & SECTION: CSE A II YEAR



SRI KRISHNA COLLEGE OF ENGINEERING AND TECHNOLOGY DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

20IT302-SOFTWARE ENGINEERING AND MANAGEMENT LABORATORY

CONTINUOUS ASSESSMENT RECORD

SUBMITTED BY

NAME: ARTHIKA G REG.NO.: 20EUCS015

CLASS: CSE A BRANCH: CSE

BONAFIDE CERTIFICATE

This is to certify that this bonafede record work done by Ms. ARTHIKA G (Reg.No:20EUCS015) during the academic year 2021.

LIST OF EXPERIMENT

EXP NO	DATE	EXPERIMENT	PAGE NO	MARKS	SIGNATURE
1	04/08/2021	UML Diagram (For ATM System)	5		
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SRI KRISHNA COLLEGE OF ENGINEERING AND TECHNOLOGY COIMBATORE

(An Autonomous Institution)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

20IT302-SOFTWARE ENGINEERING AND MANAGEMENT LABORATORY

ODD SEMESTER - 2021-2022

CONTINUOUS EVALUATION SHEET

REFERENCES RUBRICS TABLE

		Range of	Marks	
Criteria	Excellent	Good	Average	Below Average
Objective, Description with sample data (20 marks)	18-20	14-17	10-13	0-9
Scenario with proper syntax and structure (30 marks)	27-30	21-26	15-20	0-14
User story creation with description, source code (30 marks)	27-30	21-26	15-20	0-14
Testing and output (10 marks)	9-10	7-8	5-6	0-4
Documentation and Viva(10 marks)	9-10	7-8	5-6	0-4

	OVERALL MARKS											
90-100	70-89	50-69	0-49									
Excellent	Good	Average	Below Average									

UML DIAGRAM

EX: 1 DATE: 10/08/2021

ROLL.NO: 20EUCS015 NAME:ARTHIKA G

AIM

To draw an UML Diagram for Stack Inventory System.

SOFTWARE USED

Draw io

PROCEDURE

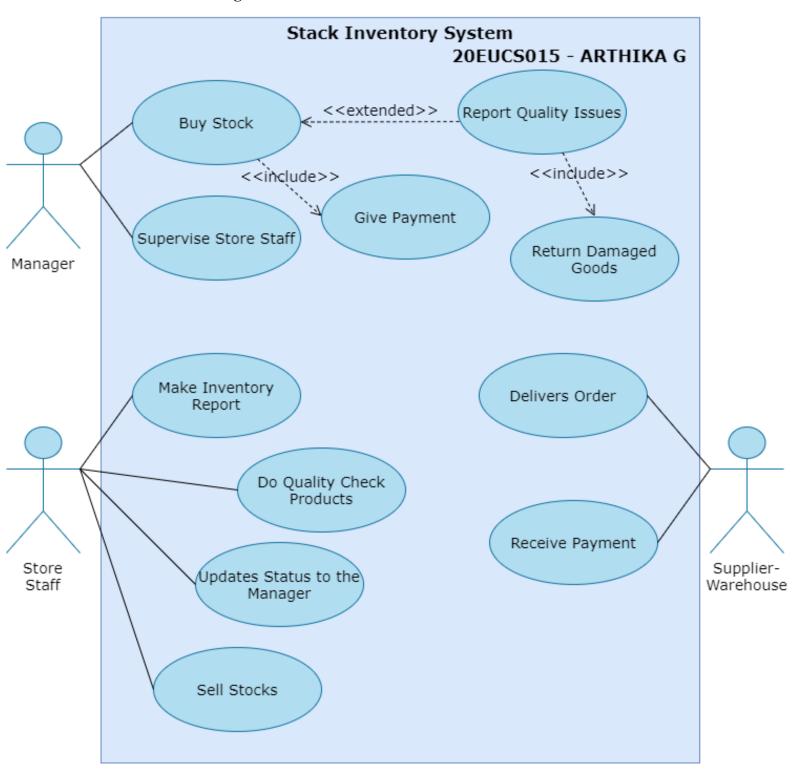
The UML Diagrams for ATM System is made possible using the Draw.io Software available online. Draw.io software consists of various graphing tools from which UML tools are chosen accordingly. By following the below mentioned steps UML diagrams are drawn.

- A new blank sheet is inserted into the work area by clicking on File -> New -> Blank Sheet -> OK.
- From the various graphing tools available at the left side of the work area UML tools is selected and the drop down arrow mark is clicked.
- A drop down list along with various shapes and functionalities of UML diagram pops out.
- An Actor is chosen and set as initial start of the diagram, from the actors various Objects, Relations, Functionalities etc, are added as required.
- Finally a frame is added with respect to the individual functionalities compiling the various objects under one Block of activity.
- The objects, relations, functions are interconnected as such it delivers a flaw less flow of execution.
- Finally the rendered Xml file is saved by clicking on File -> Save -> Drive in the respective Drive folder.
- The File could be saved in various Format such as XML, JPG, PNG etc.,

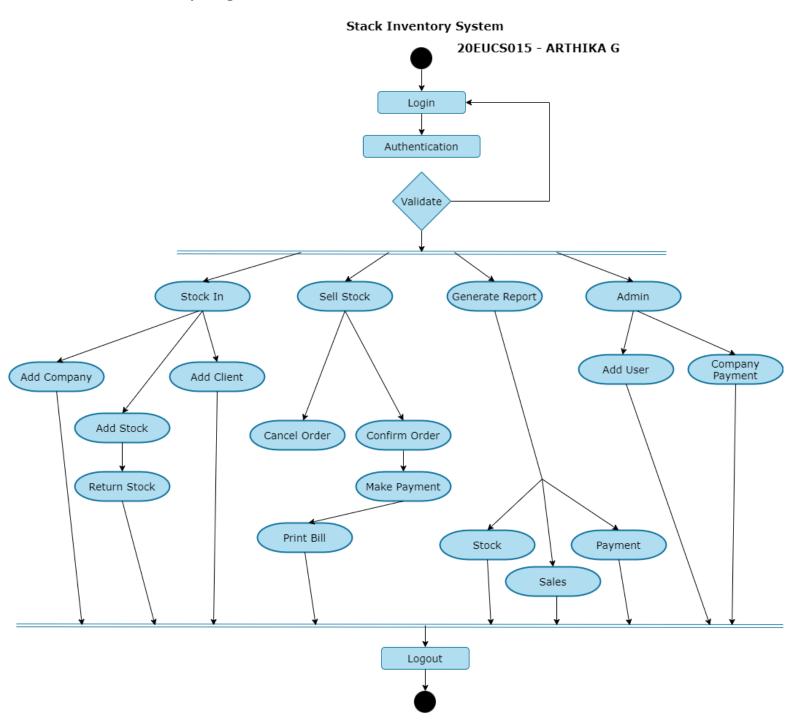
OUTPUT

The Screenshots of the UML diagrams for Stack Inventory System is attached below.

1. Use Case Diagram



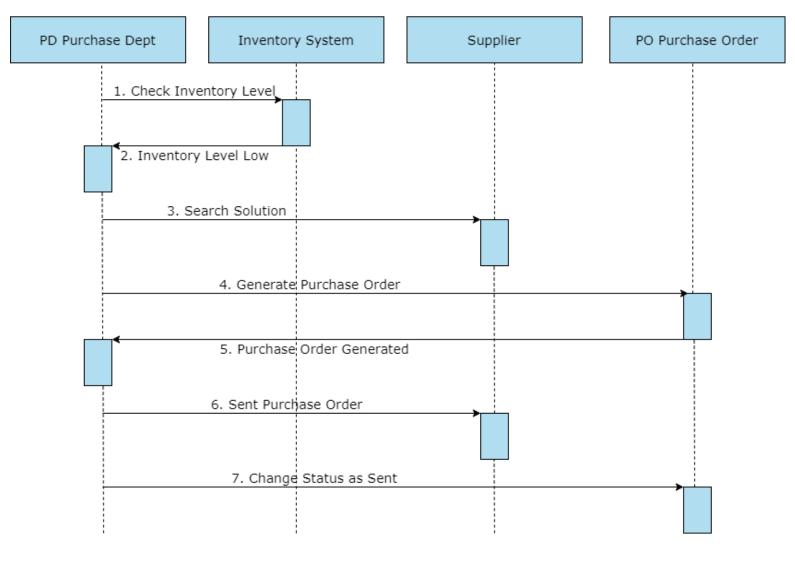
2. Activity Diagram



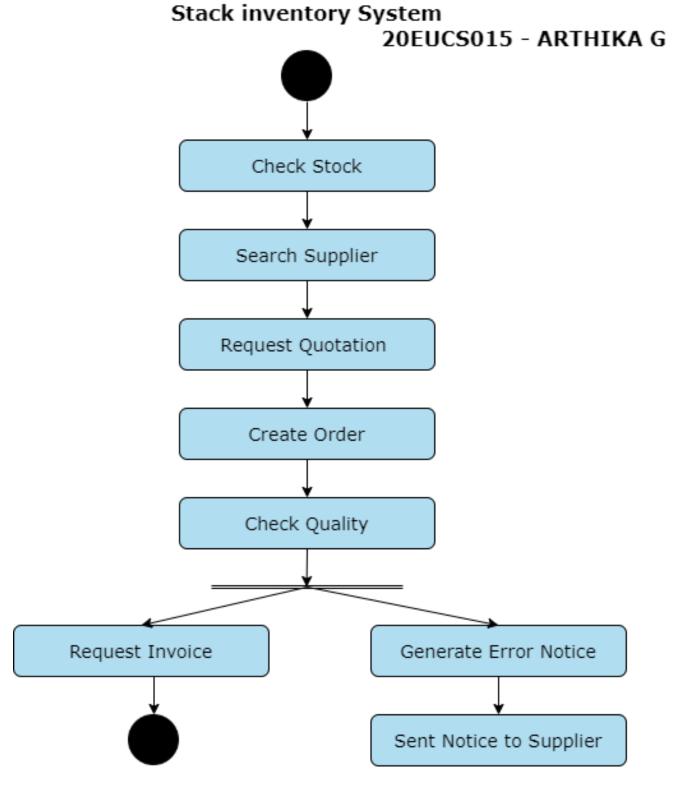
3. Sequence Diagram

Stack Inventory System

20EUCS015 - ARTHIKA G



4. State Chart Diagram



RESULT

Thus the required UML outputs for the Stack Inventory System is rendered as shown in the screenshots above

DFD DIAGRAM

EX: NO: 2 NAME: ARTHIKA G

DATE: 23/08/2021 ROLL.NO: 20EUCS015

AIM:

To design and implement Vehicle Maintenance Depot using **Data Flow Diagram** of Level 0 and Level 1.

DFD-0

PROCEDURE:

STEP 1: START

STEP 2: Customer enters issues and problems in their vehicle

STEP 3: System accept and forward the issues

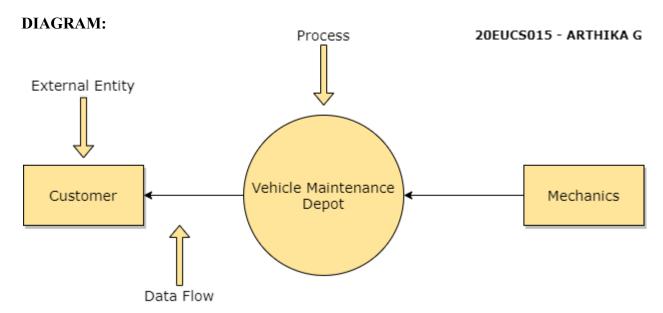
STEP 4: User gets help from the Mechanics and from the database

STEP 5: Finally, get feedback of their vehicle from costumer

STEP 6: STOP

DESCRIPTION:

This is the Zero Level DFD of Vehicle Maintenance Depot, where we have elaborate the high level process of Vehicle Maintenance. It is a basic overview of the Vehicle Maintenance process being analysed or modelled. It's designed to be an at-a-glance view of place, customer and showing the system as a single level process. It should be understood by a wide audience .In Level Zero of DFD of Customer Service, we have describe the high flow of the Vehicle Maintenance Depot.



DFD-1

PROCEDURE:

STEP 1: START

STEP 2: Customer enters issues and faults. **STEP 3**: System accept and forward the issue

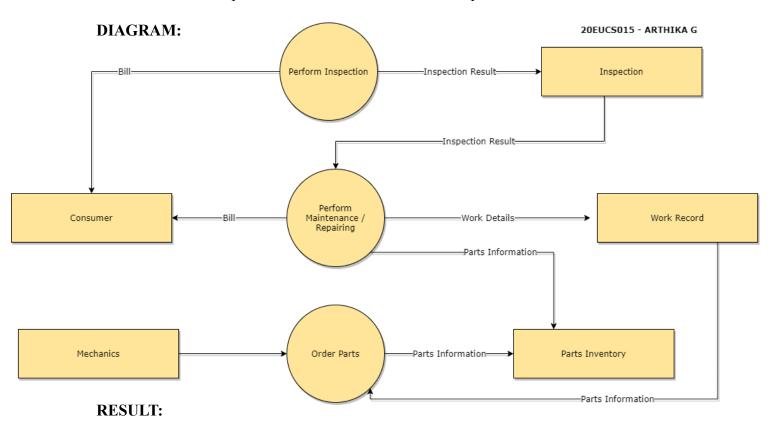
STEP 4: User gets help from the Mechanics and from the database

STEP 5: Finally, get feedback of their vehicle from costumer

STEP 6: STOP

DESCRIPTION:

First Level DFD of Vehicle Maintenance Depot shows how the system is divided into subsystems, each of which deals with one or more of the data flows to or from an external agent and which together provide a lot of the functionality of the Vehicle Maintenance Depot as a whole. DFD Level 1 provides a more detailed breakout of pieces of the 1st Level 1 of DFD.



Vehicle Maintenance Depot using **Data Flow Diagram** of Level 0 and Level 1 is designed and implemented.

EXP.No.: 3

DATE: 11-09-2021

NAME: ARTHIKA G ROLL NUMBER: 20EUCS015

Identify User Stories, Product Backlog and Sprint tasks

AIM:

To identify Product Backlog, Sprint Backlog for an Online Quiz Creation system system scenariousing an online tool.

THEORY:

1. Product Backlog:

A product backlog is a prioritized list of work for the development team that is derived from the roadmap and its requirements. The most important items are shown at the top of the product backlog so the team knows what to deliver first.

2. Sprint Backlog:

A sprint backlog is the set of items that a cross-functional product team selects from its product backlog to work on during the upcoming sprint. Typically the team will agree on these items during its sprint planning session.

3. User Story:

A user story is an informal, general explanation of a software feature written from the perspective of the end user or customer. The purpose of a user story is to articulate how a piece of work will deliver a particular value back to the customer.

Procedure:

- 1. Open Easy Backlog online tool. Sign up and click on create a new backlog.
- 2. Add the Product Backlog in order of Higher priorities. This creates the Product Backlog.
- 3. Add user story and Acceptance criteria to each of the Product Backlog added.
- 4. Set Sprint Velocity and points in accordance to the backlog to each and every product backlog.
- 5. Create Number Of sprints needed. Add the necessary Product Backlog to the user story. This creates the Sprint Backlog
- 6. Make the status of the product backlog as accepted to add it to the sprint backlog.

PRODUCT BACKLOG:

Online Quiz Cr							e: \$60, Velo			
Theme	ID	User Story	Acceptance Criteria	Comments	Sprint	Status	Point			
.ogin	LOG1	As User	a) Email should be valid		Sprint 1	Accepted	2.0	\$24	0.4	
		I want to Enter my Email and Password								
		So I can be verified								
	LOG2	As Admin	a) Password must be verified		Sprint 1	Accepted	2.0	\$24	0.4	
		I want to Recieve student email and								
		password								
	T-1-1 C-	So I can verify the User				40	#4010	٠		
		r theme 'Login'								
Jser Name	USN1	As User	a) Should be only Alphabets and		Sprint 2	Accepted	2.0	\$24	0.4	
		I want to Enter my Name	underscore							
	LICKIO	So I can open the quiz page			0		0.0	404	0.4	
	USNZ	As Admin I want to Receive User Name			Sprint 2	Accepted	2.0	\$24	0.4	
		So I can redirect to quiz page								
	Total fo					4.0 points	#40 J N C	daug		
			La Charlet and a hard after Eastern		0-110					
upmit Yuiz	20041	As User I want to chosse the answers and submit	a) Should only submit after 5 mins		Sprint 3	Accepted	5.0	\$60	1.0	
			b) Should attend all the questions							
		So I can get the result								
	Total fo					5.0 points	J ecn J 1	n dan		
		·			0.114	· ·				
Quiz Marks	UUMI				Sprint 4	Accepted	5.0	\$60	1.0	
		I want to Publish the Mark So I can give results to user								
	OLINA?				Control 4	Accepted	3.0	400	0.6	
	21710	I want to Recive mark			Sprint 4	Accepted	3.0	\$36	0.6	
		So I can know mu mark								
	Total fo					8.0 points	1496116	8 days \$24 \$24 8 days \$60 1.0 day \$60 \$36 \$36 \$36 \$36 \$36 \$60 \$36 \$60 \$36		
		·	-) Character (states "" "6-:1"		Carinta	Accepted	5.0			
Juiz Status	UOSI	As Admin I want to Assign Status	a) Status is either "pass" or "fail"		Sprint 3	Accepted	5.0	\$60	1.0	
		So I can give status to student								
	OLIS2				Sprint 4	Accepted	3.0	436	0.6	
	عددي	I want to Recieve Status			Opinik 4	мосеркеа	3.0	\$30	0.0	
		So I can check if i am eligible for the								
		certificate								
	QUS3	As Admin			Sprint 4	Accepted	3.0	\$36	0.6	
		I want to verify the answers			'	·				
		So I can Assign marks								
	Total fo	r theme 'Quiz Status'				11.0 points /	\$132 / 2.2	2 days		
Pass/Fail	PAF1	As User	a) Status should be "pass"		Sprint 5	Accepted	3.0	\$36	0.6	
		I want to get the quiz certificate	j ·			·				
		So I can show my achievement								
	PAF2		a) Status should be "fail"		Sprint 5	Accepted	5.0	\$60	1.0	
		I want to retake this quiz								
		So I can pass the quiz								
	Total fo	r theme 'Pass/Fail'		8.0 points / \$96 / 1.6 days						
atabase	Total for theme "U Quiz SUQ1	As Admin			Sprint 5	Accepted		\$0	0.0	
		I want to Update Mark and Status to								
		Database								
		So I can Access if needed later								
	Total fo	r theme 'Database'				0.0 points	1 \$0 1 0.0) days		

EXPLANATION:

1. User Email and Password

a. User: Enter email and password

b. Admin: Collect User email and verify password

2. User Name

a. User: Enter Name

b. Admin: Collect User Name

3. Submit Quiz

a. User: Choose answers and Submit the quiz

b. Admin: Verify the answers

4. Quiz Mark

a. Admin : Assign Quiz Markb. User : Receive Quiz Mark

5. Quiz Status

a. Admin: Assign Pass if mark > 50% else assign Fail

b. User: Receive Quiz Status

6. Pass / Fail

a. User: Get the quiz certificate if status is Pass

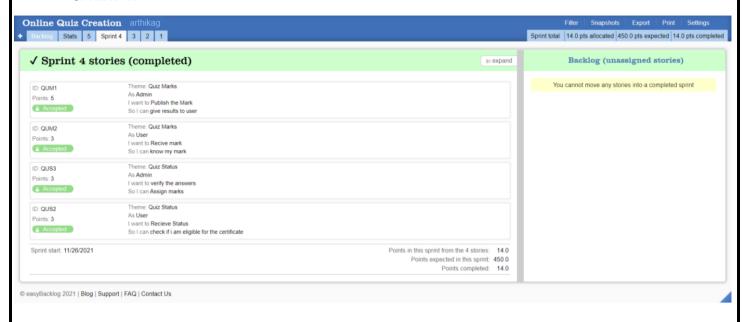
b. User: Retake the quiz after 24 hours if status is Fail

7. Database

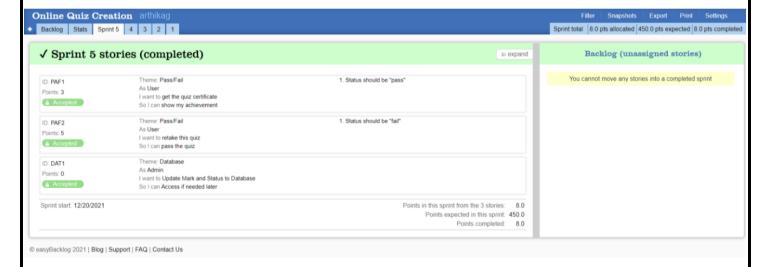
a. Admin: Update Mark and Status

SPRINTS: SPRINT 1: Online Quiz Creation ar Backlog Stats 5 4 3 2 Sprint 1 Sprint total 4.0 pts allocated 450.0 pts expected 4.0 pts comple ✓ Sprint 1 stories (completed) Backlog (unassigned stories) You cannot move any stories into a completed sprint 1. Email should be valid ID: LOG1 As User I want to Enter my Email and Password So I can be verified Accepted Theme: Login ID: LOG2 1. Password must be verified As Admin I want to Recieve student email and password So I can verify the User Points: 2 Accepted Sprint start: 09/18/2021 Points in this sprint from the 2 stories: 4.0 Points expected in this sprint: 450.0 Points completed: 4.0 @ easyBacklog 2021 | Blog | Support | FAQ | Contact Us **SPRINT 2:** Online Quiz Creation arthikag Backlog Stats 5 4 3 Sprint 2 1 Sprint total | 4.0 pts allocated | 450.0 pts expected | 4.0 pts completed Backlog (unassigned stories) ✓ Sprint 2 stories (completed) You cannot move any stories into a completed sprint Theme: User Name 1. Should be only Alphabets and underscore As User I want to Enter my Name So I can open the quiz page A Accep Theme: User Name ID: USN2 As Admin Points: 2 I want to Receive User Name So I can redirect to quiz page Accepted Points in this sprint from the 2 stories: 4.0 Points expected in this sprint: 450.0 Sprint start: 10/11/2021 Points completed: 4.0 @ easyBacklog 2021 | Blog | Support | FAQ | Contact Us **SPRINT 3:** Online Quiz Creation art + Backlog Stats 5 4 Sprint 3 2 1 Sprint total | 10.0 pts allocated | 450.0 pts expected | 10.0 pts comp ✓ Sprint 3 stories (completed) ⊭expand Backlog (unassigned stories) You cannot move any stories into a completed sprint 1. Should only submit after 5 mins eme: Submit Quiz Points: 5 I want to chosse the answers and submit the quiz So I can get the result A Accepted Theme: Quiz Status 1. Status is either "pass" or "fail" ID: QUS1 As Admin I want to Assign Status So I can give status to student Points: 5 Accepted Points in this sprint from the 2 stories: 10.0 Points expected in this sprint: 450.0 Sprint start: 11/03/2021 Points completed: 10.0 © easyBacklog 2021 | Blog | Support | FAQ | Contact Us

SPRINT 4:



SPRINT 5:



SNAPSHOTS:

	acklog Comparin									Help? E		PIIIIL	CIUS
Onlin	e Quiz Creation	n, 17 Sep 202	1 13:02				Agree	ed estimation to	o client, 17 S	ep 2021 0	9:41		
				Rate: \$	60, Velo	city: 5.0					Rate: \$	60, Velo	city:
ID	User Story	Acceptance Criteria	Comments	Score	Cost	Days	ID	User Story	Acceptance Criteria	Comments	Score	Cost	Da
Login	(Code: LOG)						Login	(Code: LOG)					
LOG1	As User I want to Enter my Email and Password So I can be verified	a) Email should be valid		2.0△	\$24△	0.4△	LOG1	As User I want to Enter my Email and Password So I can be verified	b) Should start with 20eu*****		1.0▽	\$12▽	0.2
LOG2	As Admin I want to Recieve student email and password So I can verify the User	a) Password must be verified		2.0△	\$24△	0.4△	LOG2	As Admin I want to Recieve student email and password So I can verify the User	a) Password must be verified		1.0∇	\$12▽	0.2
		Login totals: 4.	0 points∆ /	\$48△	/ <mark>0.8</mark> d	lays∆		l	Login totals: <mark>2.</mark>	0 points▽ /	\$24▽	/ 0.4 c	lays
User N	Name (Code: USN))					User Name (Code: USN)						
USN1	As User I want to Enter my Name So I can open the quiz page	a) Should be only Alphabets and underscore		2.0△	\$24△	0.4△	USN1	As User I want to Enter my Name So I can open the quiz page	b) Should be only Alphabets		1.0▽	\$12▽	0.2
USN2	As Admin I want to Receive User Name So I can redirect to quiz page			2.0△	\$24△	0.4△	USN2	As Admin I want to Receive User Name So I can redirect to quiz page			1.0∇	\$12▽	0.2
	User	Name totals: 4.	<mark>0 points</mark> △ /	\$48△	/ <mark>0.8 d</mark>	lays∆		User	Name totals: <mark>2.</mark>	0 points▽ /	\$24▽	/ <mark>0.4 c</mark>	lays
Submi	t Quiz (Code: SUC	Q)					Submi	t Quiz (Code: SUC	Q)				
SUQ1	I want to chosse the answers and submit the quiz			5.0	\$60	1.0	SUQ1	As User I want to chosse the answers and submit the quiz So I can get the result	a) Should only submit after 5 mins		5.0	\$60	1.0
	S	Submit Quiz tota	ls: 5.0 poin	ts / \$6	0 / 1.0	days		Si	ubmit Quiz tota	ıls: 5.0 poin	ts / \$6	0 / 1.0	day
Quiz N	larks (Code: QUM)					Quiz N	larks (Code: QUM)				
QUM1	As Admin I want to Publish the Mark So I can give results to user			5.0	\$60	1.0	QUM1	As Admin I want to Publish the Mark So I can give results to user			5.0	\$60	1.0
QUM2	As User I want to Recive mark So I can know			3.0	\$36	0.6	QUM2	As User I want to Recive mark So I can know			3.0	\$36	0.6
	my mark							my mark					

Quiz S	Status (Code: QUS	5)					Quiz S	tatus (Code: QUS	5)					
QUS1	As Admin I want to Assign Status So I can give status to student	a) Status is either "pass" or "fail"		5.0	\$60	1.0	QUS1	As Admin I want to Assign Status So I can give status to student	a) Status is either "pass" or "fail"		5.0	\$60	1.0	
QUS2	As User I want to Recieve Status So I can check if i am eligible for the certificate			3.0	\$36	0.6	QUS2	As User I want to Recieve Status So I can check if i am eligible for the certificate			3.0	\$36	0.6	
QUS3	As Admin I want to verify the answers So I can Assign marks			3.0	\$36	0.6	QUS3	As Admin I want to verify the answers So I can Assign marks			3.0	\$36	0.6	
	Qı	uiz Status totals:	: 11.0 point	s / \$13	2 / 2.2	days	Quiz Status totals: 11.0 points / \$132 / 2.2 da							
Pass/l	Fail (Code: PAF)						Pass/Fail (Code: PAF)							
PAF1	As User I want to get the quiz certificate So I can show my achievement	a) Status should be "pass"		3.0	\$36	0.6	PAF1	As User I want to get the quiz certificate So I can show my achievement	a) Status should be "pass"		3.0	\$36	0.6	
PAF2	As User I want to retake this quiz So I can pass the quiz	a) Status should be "fail"		5.0△	\$60△	1.0△	PAF2	As User I want to retake this quiz So I can pass the quiz	a) Status should be "fail" b) Should only retake after 24 hours		3.0▽	\$36▽	0.6⊽	
	Pas	ss/Fail totals: 8.0	0 points∆ /	\$96△	/ <mark>1.6 d</mark>	lays∆		Pas	s/Fail totals: <mark>6.0</mark>) points∇	\$72▽	/ <mark>1.2</mark> d	ays∇	
Databa	ase (Code: DAT)						Databa	ase (Code: DAT)						
DAT1	As Admin I want to Update Mark and Status to Database So I can Access if needed later				\$0	0.0	DAT1	As Admin I want to Update Mark and Status to Database So I can Access if needed later				\$0	0.0	
		Database tot	als: 0.0 poi	nts / \$	0.0	days			Database tot	als: 0.0 po	ints /	\$0 / 0.0	day	
		ls: 40.0 point											ays⊽	

Result:

Product Backlog , Sprint Backlog for an Online Quiz Creation system system scenario using an online tool were identified and created successfully .

EX.NO: 4

DATE:11.09.2021

NAME: ARTHIKA G Roll.NO:20EUCS015

ESTIMATION FOR IDENTIFIED USER STORIES

AIM:

To identify User Story and estimate the user story for an Online Quiz Creation system system scenariousing an online tool.

THEORY:

1. User Story

A user story is an informal, general explanation of a software feature written from the perspective of the end user or customer. The purpose of a user story is to articulate how a piece of work will deliver a particular value back to the customer.

2. Burn Down Charts:

A burn down chart is a graphical representation of work left to do versus time. The outstanding work is often on the vertical axis, with time along the horizontal.

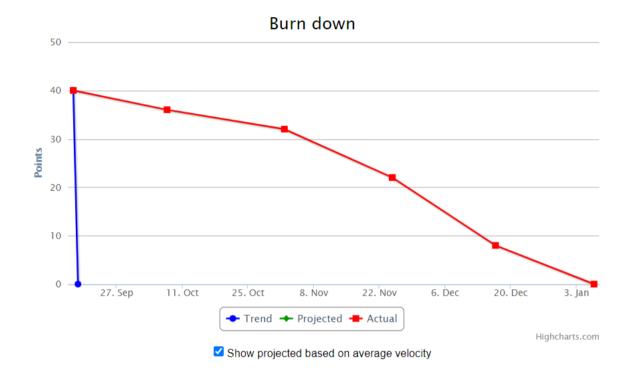
3. Sprint Velocity:

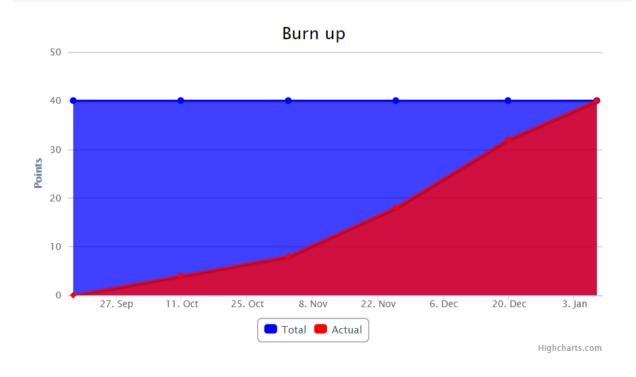
A Velocity is a measure of the amount of work a Team can tackle during a single Sprint and is the key metric in Scrum. Velocity is calculated at the end of the Sprint by totaling the Points for all fully completed User Stories.

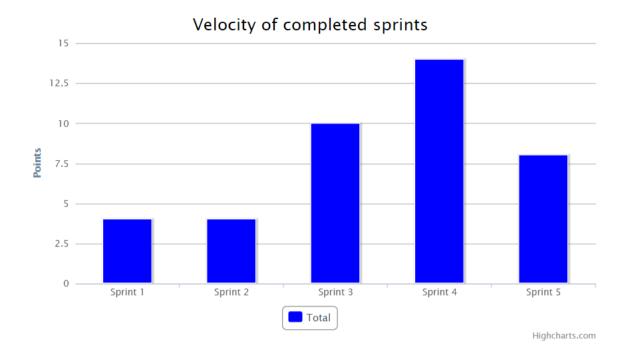
Procedure:

- 1. Open Easy Backlog online tool. Sign up and click on create a new backlog.
- 2. Add the Product Backlog in order of Higher priorities. This creates the Product Backlog.
- 3. Add user story and Acceptance criteria to each of the Product Backlog added.
- 4. Set Sprint Velocity and points in accordance to the backlog to each and every product backlog.
- 5. Create Number Of sprints needed. Add the necessary Product Backlog to the user story. This creates the Sprint Backlog
- 6. Make the status of the product backlog as accepted to add it to the sprint backlog..
- 7. Click on statistics .Here you can find the Burn down, Burn up charts and Velocity of sprints.

BURNDOWN CHART:







RESULT:

User story for an Online Quiz Creation system system scenario using an online tool was created andestimated successfully.

EX.NO: 5

DATE:11.09.2021

NAME: ARTHIKA G Roll.NO:20EUCS015

USER STORIES, SPRINT SCHEDULE AND SPRINT TASKS

AIM:

To Fill user stories, sprint schedule and sprint tasks for an Online Quiz Creation system scenariousing an online tool.

THEORY:

1. User Story

A user story is an informal, general explanation of a software feature written from the perspective of the end user or customer. The purpose of a user story is to articulate how a piece of work will deliver a particular value back to the customer.

Procedure:

- 1. Open Easy Backlog online tool. Sign up and click on create a new backlog.
- 2. Add the Product Backlog in order of Higher priorities. This creates the Product Backlog.
- 3. Add user story and Acceptance criteria to each of the Product Backlog added.
- 4. Set Sprint Velocity and points in accordance to the backlog to each and every product backlog.
- 5. Create Number Of sprints needed. Add the necessary Product Backlog to the user story. This creates the Sprint Backlog
- 6. Make the status of the product backlog as accepted to add it to the sprint backlog..
- 7. Click on statistics .Here you can find the Burn down, Burn up charts and Velocity of sprints.

USER STORIES:

Backlog: Online Quiz Creation

LOG1

Theme: Login

2/2

As User

I want to Enter my Email and

Password

So I can be verified

Backlog: Online Quiz Creation

LOG2

Theme: Login

2/2

As Admin

I want to Recieve student email

and password

So I can verify the User

Backlog: Online Quiz Creation

USN1

Theme: User Name

2/2

As User

I want to Enter my Name

So I can open the quiz page

Backlog: Online Quiz Creation

USN2

Theme: User Name

2/2

As Admin

I want to Receive User Name So I can redirect to quiz page

Acceptance Criteria

USN1

a) Should be only Alphabets and underscore

Acceptance Criteria

USN₂

Acceptance Criteria
a) Email should be valid

LOG1

Acceptance Criteria

LOG2

a) Password must be verified

Backlog: Online Quiz Creation SUQ1
Theme: Submit Quiz 5 / 5

Backlog: Online Quiz Creation QUM1
Theme: Quiz Marks 5 / 5

As User

I want to chosse the answers and submit the quiz So I can get the result As Admin
I want to Publish the Mark
So I can give results to user

Backlog: Online Quiz Creation QUM2
Theme: Quiz Marks 3 / 3

Backlog: Online Quiz Creation QUS1
Theme: Quiz Status 5 / 5

As **User**I want to **Recive mark**So I can **know my mark**

As Admin
I want to Assign Status
So I can give status to student

Acceptance Criteria QUM2

Acceptance Criteria QUS1

a) Status is either "pass" or "fail"

Acceptance Criteria SUQ1
a) Should only submit after 5 mins
b) Should attend all the questions

Acceptance Criteria QUM1

Backlog: Online Quiz Creation QUS2 Backlog: Online Quiz Creation Theme: Quiz Status 3/3 Theme: Quiz Status As User As Admin I want to Recieve Status I want to verify the answers So I can check if i am eligible for So I can Assign marks the certificate Backlog: Online Quiz Creation PAF1 Theme: Pass/Fail 3/3 As User As User I want to get the quiz certificate So I can show my achievement **Acceptance Criteria** PAF1 a) Status should be "pass"

QUS2

Acceptance Criteria

Backlog: Online Quiz Creation
Theme: Pass/Fail

As User
I want to retake this quiz
So I can pass the quiz

Acceptance Criteria
a) Status should be "fail"

Acceptance Criteria
QUS3

QUS3

3/3

Backlog: Online Quiz Creation Theme: Database	DAT1	Acceptance Criteria	DAT1
As Admin I want to Update Mark and to Database So I can Access if needed			

Online Quiz Cr	eation				Ra	te: \$60, Velo	city: 5.0						
Theme	ID	User Story	Acceptance Criteria	Comments	Sprint Status	Point	Cost	Days					
_ogin	LOG1	As User I want to Enter my Email and Password So I can be verified	a) Email should be valid		Sprint 1 Accepted	2.0	\$24	0.4					
	LOG2	As Admin I want to Recieve student email and password So I can verify the User	a) Password must be verified		Sprint 1 Accepted	2.0	\$24	0.4					
	Total fo	r theme 'Login'			4.0 points	1 \$48 / 0.8	days						
Jser Name	USN1	As User I want to Enter my Name So I can open the quiz page	a) Should be only Alphabets and underscore		Sprint 2 Accepted	2.0	\$24	0.4					
	USN2	As Admin I want to Receive User Name So I can redirect to guiz page			Sprint 2 Accepted	2.0	\$24	0.4					
	Total fo	r theme 'User Name'			4.0 points	/ \$48 / N 8	daus						
Submit Quiz			a) Should only submit after 5 mins b) Should attend all the questions		Sprint 3 Accepted	5.0	\$60	1.0					
	Total fo	r theme 'Submit Quiz'			5 O poin	ts / \$60 / 1	n dau						
		As Admin			Sprint 4 Accepted	5.0	\$60	1.0					
		I want to Publish the Mark So I can give results to user											
	QUM2	As User I want to Recive mark So I can know mu mark			Sprint 4 Accepted	3.0	\$36	0.6					
	Total for theme 'Quiz Marks' 8.0 points / \$96 / 1.6 days												
Quiz Status	QUS1	As Admin I want to Assign Status So I can give status to student	a) Status is either "pass" or "fail"		Sprint 3 Accepted	5.0	\$60	1.0					
To Quiz Status QL	QUS2	As User I want to Recieve Status So I can check if i am eligible for the certificate			Sprint 4 Accepted	3.0	\$36	0.6					
	QUS3	As Admin I want to verify the answers Sol can Assign marks			Sprint 4 Accepted	3.0	\$36	0.6					
	Total fo	r theme 'Quiz Status'			11.0 points	\$132 / 2.2	2 days						
Pass/Fail	PAF1	As User I want to get the quiz certificate So I can show my achievement	a) Status should be "pass"		Sprint 5 Accepted	3.0	\$36	0.6					
	PAF2	As User I want to retake this quiz So I can pass the quiz	a) Status should be "fail"	fail" Sprint 5 Acc				1.0					
	Total fo	r theme 'Pass/Fail'			8.0 points	1 \$96 / 1.6	days						
Database	DAT1	As Admin I want to Update Mark and Status to Database So I can Access if needed later			Sprint 5 Accepted		\$0	0.0					
	Total fo	r theme 'Database'			0.0 point	s/ \$ 0/0.0	days						
		ne Quiz Creation'			40.0 points								

SNAPSHOTS:

911711	9110101													
easyBa	acklog Comparin	ig Snapshots								Help? E	xport	Print	Close	
Onlin	e Quiz Creation	n, 17 Sep 202	21 13:02				Agree	ed estimation to	o client, 17 S	ep 2021 0	9:41			
				Rate: \$	\$60, Velo	city: 5.0	1				Rate: \$	60, Velo	city: 5.0	
ID	User Story	Acceptance Criteria	Comments	Score	Cost	Days	ID	User Story	Acceptance Criteria	Comments	Score	Cost	Days	
Login	(Code: LOG)						Login	(Code: LOG)						
LOG1	As User	a) Email should	I	2.0△	\$24△	0.4△	LOG1	As User	b) Should start		1.0▽	\$12▽	0.2▽	
	I want to Enter my Email and Password So I can be verified	be valid						I want to Enter my Email and Password So I can be verified	with 20eu****					
LOG2	As Admin I want to Recieve student email and password So I can verify the User	verified		2.0△				As Admin I want to Recieve student email and password So I can verify the User	verified			\$12▽		
		Login totals: 4.	0 points∆ /	\$48△	/ <mark>0.8 d</mark>	ays∆	1		Login totals: 2.	.0 points▽ /	\$24▽	/ 0.4 d	ays∇	
User N	Name (Code: USN))					User Name (Code: USN)							
USN1	As User I want to Enter my Name So I can open the quiz page	a) Should be only Alphabets and underscore		2.0△	\$24△	0.4△		As User I want to Enter my Name So I can open the quiz page	b) Should be only Alphabets		1.0∇	\$12▽	0.2▽	
USN2	As Admin I want to Receive User Name So I can redirect to quiz page			2.0△	\$24△	0.4△	USN2	As Admin I want to Receive User Name So I can redirect to quiz page			1.0▽	\$12▽	0.2▽	
	User	r Name totals: 4.	.0 points△ /	\$48 △	/ <mark>0.8 d</mark>	lays∆	į	User	Name totals: 2.	.0 points▽ /	\$24▽	/ <mark>0.4 d</mark>	ays∇	
Submi	it Quiz (Code: SUC	Q)					Submi	it Quiz (Code: SU	Q)					
SUQ1	As User I want to chosse the answers and submit the quiz So I can get the result	a) Should only submit after 5 mins b) Should attend all the questions		5.0	\$60	1.0		As User I want to chosse the answers and submit the quiz So I can get the result	a) Should only submit after 5 mins		5.0	\$60	1.0	
	5	Submit Quiz tota	als: 5.0 poir	nts / \$6	60 / 1.0	days		S	Submit Quiz tota	als: 5.0 poir	nts / \$6	0 / 1.0	days	
Quiz N	Marks (Code: QUM	Л)					Quiz N	Marks (Code: QUM	<i>A</i>)					
QUM1	As Admin I want to Publish the Mark So I can give results to user			5.0	\$60	1.0		As Admin I want to Publish the Mark So I can give results to user			5.0	\$60	1.0	
QUM2	As User I want to Recive mark So I can know my mark			3.0	\$36	0.6		As User I want to Recive mark So I can know my mark			3.0	\$36	0.6	
		Quiz Marks tota	als: 8.0 poir	nts / \$9)6 / 1.6	days			Quiz Marks tota	als: 8.0 poir	its / \$9	6 / 1.6	days	

Quiz 9	Status (Code: QUS	5)					Quiz S	tatus (Code: QUS	5)					
QUS1	As Admin I want to Assign Status So I can give status to student	a) Status is either "pass" or "fail"		5.0	\$60	1.0	QUS1	As Admin I want to Assign Status So I can give status to student	a) Status is either "pass" or "fail"		5.0	\$60	1.0	
QUS2	As User I want to Recieve Status So I can check if i am eligible for the certificate			3.0	\$36	0.6	QUS2	As User I want to Recieve Status So I can check if i am eligible for the certificate			3.0	\$36	0.6	
QUS3	As Admin I want to verify the answers So I can Assign marks			3.0	\$36	0.6	QUS3	As Admin I want to verify the answers So I can Assign marks			3.0	\$36	0.6	
	Qı	uiz Status totals	: 11.0 points	s / \$13	2 / 2.2	days		Qu	iz Status totals:	11.0 poin	ts / \$1	32 / 2.2	days	
Pass/	Fail (Code: PAF)						Pass/Fail (Code: PAF)							
PAF1	As User I want to get the quiz certificate So I can show my achievement	a) Status should be "pass"		3.0	\$36	0.6	PAF1	As User I want to get the quiz certificate So I can show my achievement	a) Status should be "pass"		3.0	\$36	0.6	
PAF2	As User I want to retake this quiz So I can pass the quiz	a) Status should be "fail"		5.0△	\$60△	1.0△	PAF2	As User I want to retake this quiz So I can pass the quiz	a) Status should be "fail" b) Should only retake after 24 hours		3.0▽	\$36▽	0.6▽	
	Pas	ss/Fail totals: 8.0	0 points△ /	\$96△	/ 1.6 d	ays∆		Pas	s/Fail totals: <mark>6.0</mark>) points⊽	\$72▽	/ 1.2 d	lays⊽	
Databa	ase (Code: DAT)						Datab	ase (Code: DAT)						
DAT1	As Admin I want to Update Mark and Status to Database So I can Access if needed later				\$0	0.0	DAT1	As Admin I want to Update Mark and Status to Database So I can Access if needed later				\$0	0.0	
		Database to	tals: 0.0 poi	ints / S	\$0 / 0.0) days	1		Database to	otals: 0.0 p	oints	/ \$0 / 0	.0 day	
	Tota	ls: 40.0 point	s ^ / \$480) ^ / 8	8 0 da	avs ^		Tota	ls: 34.0 poin	ts ▽ / \$4	$08 \triangle$	686	/ave	

RESULT:

User story sprint schedule and sprint tasks for an Online Quiz Creation system

EX.NO: 06

DATE: 28.09.2021 NAME: ARTHIKA G
ROII.NO: 20EUCS015

UNIT TESTING

AIM:

To write unit tests aligned to xUnit framework for TDD.

THEORY:

1. Unit Testing

Unit testing is a software testing method by which individual units of source code—sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures—are tested to determine whether they are fit for use.

Procedure:

- 1. Open a Java IDE, and create a new package.
- 2. Create a class and write a code for the given problem.
- 3. Create a new JUnit Test Case and add it to the build path.
- 4. Create appropriate objects and call the required functions.
- 5. Pass the test case as a parameter in the built in assertEquals function.
- 6. Save the program and run it. By the Left hand side you can see the test case results (the count of Runs or Errors or Failures).

PROGRAMS

Reverse String:

```
Package javaclass;
Public class Reversestring{
    String str="Happy";
    StringBuilder sb=new StringBuilder(str);
    return sb.reverse().toString();
```

TEST CASE PROGRAM:

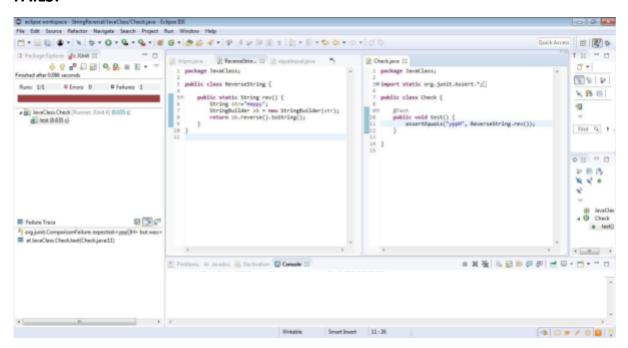
```
Package javaclass;
Import static org.Junit.Assert.*;
Public class check{
Public void test(){
assertEquals("yppaH",reversestring.rev());}}
```

RUNS:

```
eclipse workspace - StringReversal/JavaClass/Check.java - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
Ouick Access
                            - -
📮 Package Explorer 🗗 JUnit 🛭

☑ Check.java 
☒
        1 package JavaClass;
                                                                                             package JavaClass;
Finished after 0.041 seconds
                                           public class ReverseString {
                                                                                              3⊕ import static org.junit.Assert.*;[]
 Runs: 1/1 ☐ Errors: 0 ☐ Failures: 0
                                               public static String rev() {
                                                                                               public class Check {
                                                  String Str="Happy";
StringBuilder sb = new StringBuilder(str);
return sb.reverse().toString();
 JavaClass.Check [Runner: JUnit 4] (0.000 s)
                                                                                                  public void test() {
                                                                                                     assertEquals("yppaH", ReverseString.rev());
                                         10 }
                                                                                            13
14 }
15
                               园 罩 智
Failure Trace
```

FAILS:



RESULT:

Unit tests aligned to xUnit framework for TDD were written and tested successfully.

EX.NO: 07

DATE: 06.10.2021 NAME: ARTHIKA G
ROII.NO: 20EUCS015

REFACTORING

AIM:

To Refactor a given design for next sprint requirements..

THEORY:

1. Refactoring:

Refactoring is the process of clarifying and simplifying the design of existing code, without changing its behavior. Agile teams are maintaining and extending their code a lot from iteration to iteration, and without continuous refactoring, this is hard to do.

Procedure:

- 1. Open a Java IDE, and create a new package.
- 2. Create a class and write a code for the given problem.
- 3. Create a new JUnit Test Case and add it to the build path.
- 4. Create appropriate objects and call the required functions.
- 5. Pass the test case as a parameter in the built in assertEquals function.
- 6. Save the program and run it. By the Left hand side you can see the test case results (the count of Runs or Errors or Failures).

PROGRAMS

STRING EQUIVALENCE:

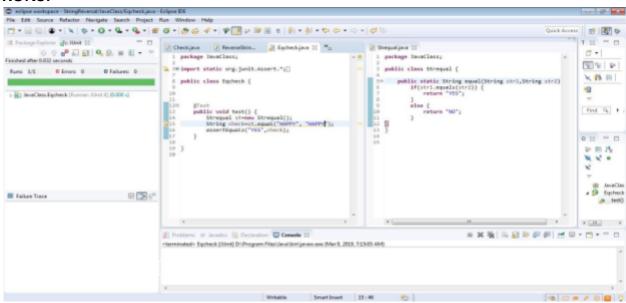
```
Package javaclass;
Public class strequals{
Public static String equal(String str1,String str2){
  if(str1.equals(str2)){
    return "yes";
  }
else{
return "no";
```

return "no";
}

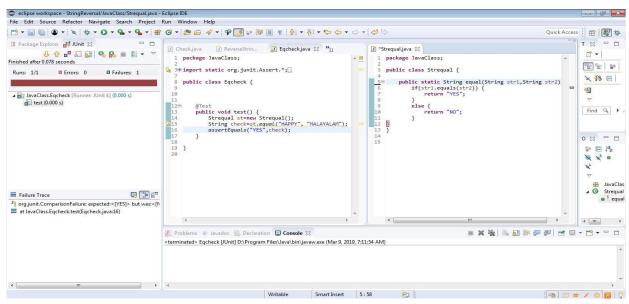
TEST CASE PROGRAM:

```
Package javaclass;
  Import static org.Junit.Assert.*;
Public class check{
Public void test(){
  Stringequal s=new strequal();
  String b=s.b.equal("Happy", "Malayalam");
  assertEquals("yes",b);}}
```

RUNS:



FAILS:



RESULT:

A given design for next sprint requirements was refactoring

EX.NO: 08

DATE: 28.09.2021 NAME: ARTHIKA G

Roll.NO: 20EUCS015

CONTINOUS INTEGRATION- AUTOMATED TOOLS

AIM:

To execute continuous integration using a automated tool such as Jenkins.

THEORY:

Continuous Integration:

Continuous integration (CI) is the practice of automating the integration of code changes from multiple contributors into a single software project. The CI process is comprised of automatic tools that assert the new code's correctness before integration. A source code version control system is the crux of the CI process.

Procedure:

- 1. Open a Java IDE, and create a new package.
- 2. Create a class and write a code for the given problem.
- 3. Create a new JUnit Test Case and add it to the build path.
- 4. Create appropriate objects and call the required functions.
- 5. Pass the test case as a parameter in the built in assertEquals function.
- 6. Save the program and run it. By the Left hand side you can see the test case results (the count of Runs or Errors or Failures).

PROGRAMS

ALPHABET CHECK:

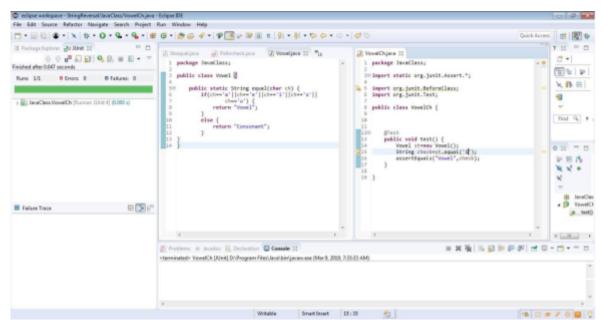
```
Package javaclass;
Public class vowel{
Public static String equal(char ch){
  if(ch=='a' || ch=='e' || ch=='i' || ch=='o' || ch=='u' ){
    return "vowel";}
  else{
    return "consonant";
```

return Consonant

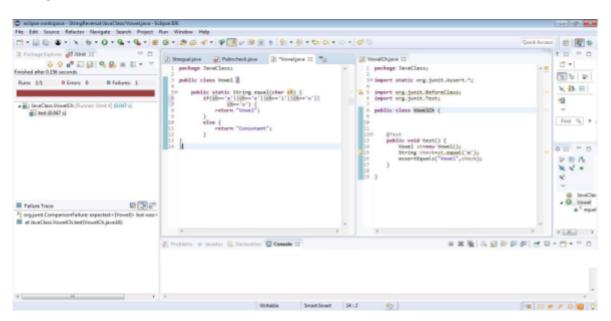
TEST CASE PROGRAM:

```
Package javaclass;
import static org.Junit.Assert.*;
Public class check
{
    Public void test() {
    vowel s=new vowel();
    String b=s.b.equal("a");
    assertEquals("yes",b);
}
```

RUNS:



FAILS:



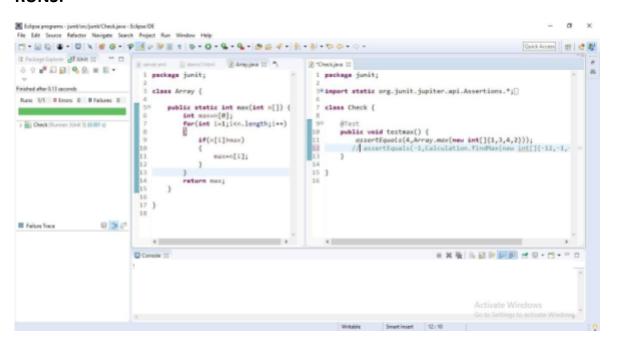
Largest number:

```
Package junit;
Class Array{
Public static int max(int n[])
{
  int max=n[0];
  for(int i=1;i<n.length;i++)
  {
  if(n[i]>max)
  {
    max=n[i];
  }
}
return max;
}
```

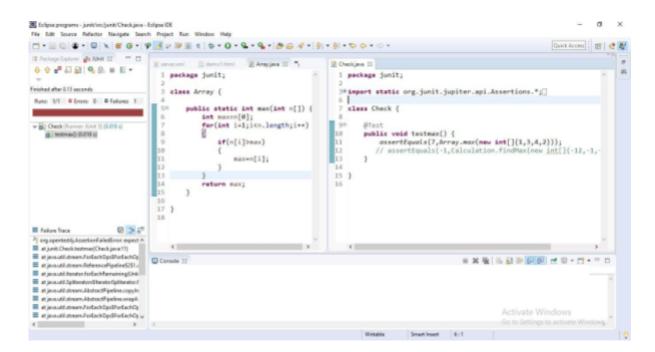
TEST CASE PROGRAM:

```
Package junit;
import static org, junit.Assertions.*;
public class check{
public void testmax()
{
  assertEquals(4,Array.max(new int[] {1,3,4,2}));
}
```

RUNS:



FAILS:



RESULT:

Continuous integration using a automated tool such as Jenkins were executed and tested successfully.