DELHI TECHNOLOGICAL UNIVERSITY

SOFTWARE QUALITY & METRICS (SE-411)

PROJECT STEP 2

Submitted To:

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Team Introduction:

In order to do the Software Quality & Metric Project, a group of 5 members is formed. Details are mentioned below:

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Requirements modeling

Requirements' modeling is the process used in software development projects where requirements and solutions constantly evolve through collaborative efforts and teamwork.
The main aim of requirements modeling is to support the end goals of software development. It also aims to achieve these objectives:

1. Identify and establish the best practices required to create an effective model.
2. Outline the ways you intend to put said practices into action.
3. Always have alternatives to improve the overall modeling approach.

We have made 6 Sequence diagrams (of basic flows of each use case), 1 Class diagram and 1 Activity diagram (of whole scenario).

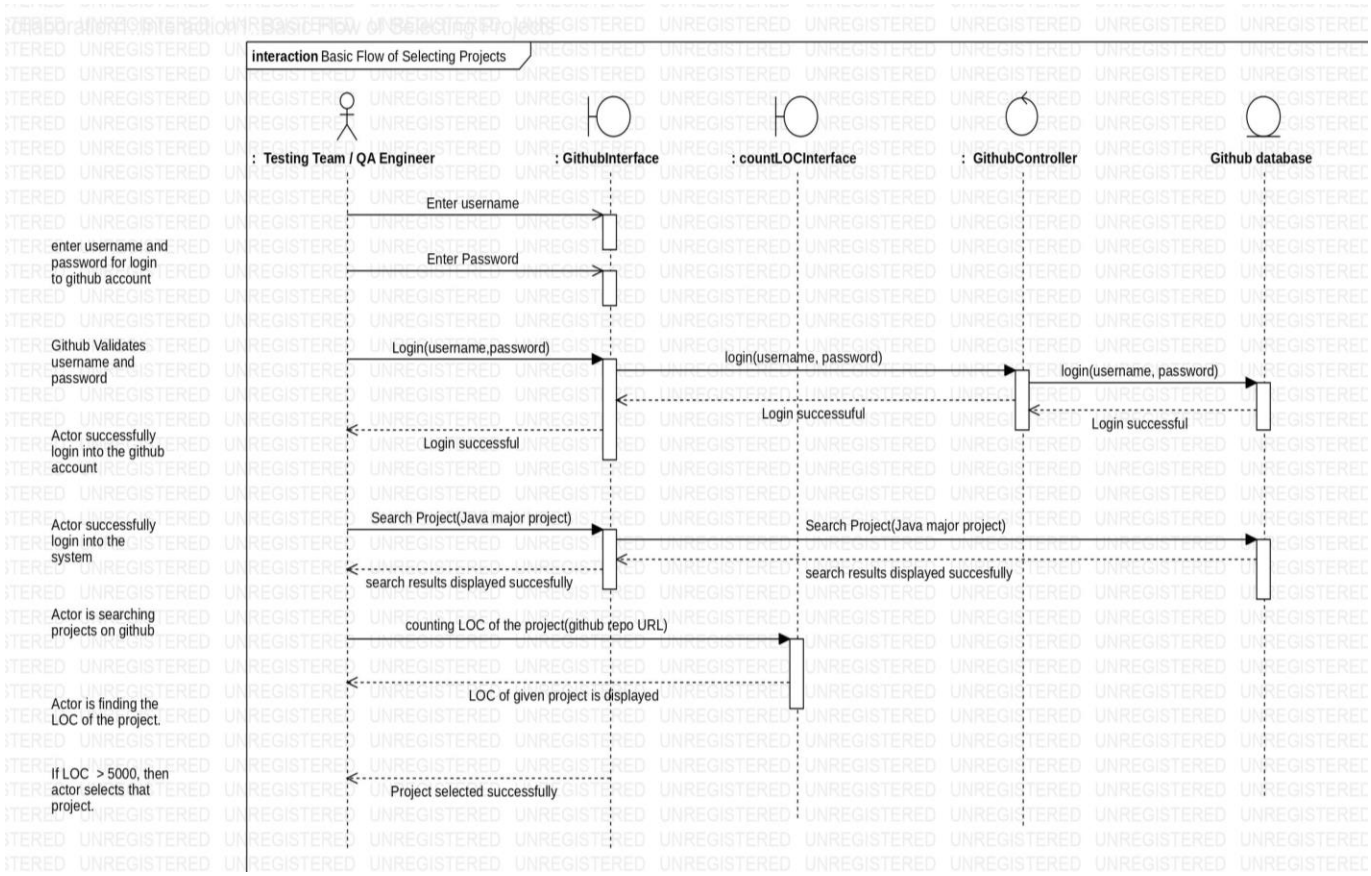
In software engineering, a **class diagram** in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods).

A **sequence diagram** is a Unified Modeling Language (UML) diagram that illustrates the sequence of messages between objects in an interaction. A sequence diagram consists of a group of objects that are represented by lifelines, and the messages that they exchange over time during the interaction.

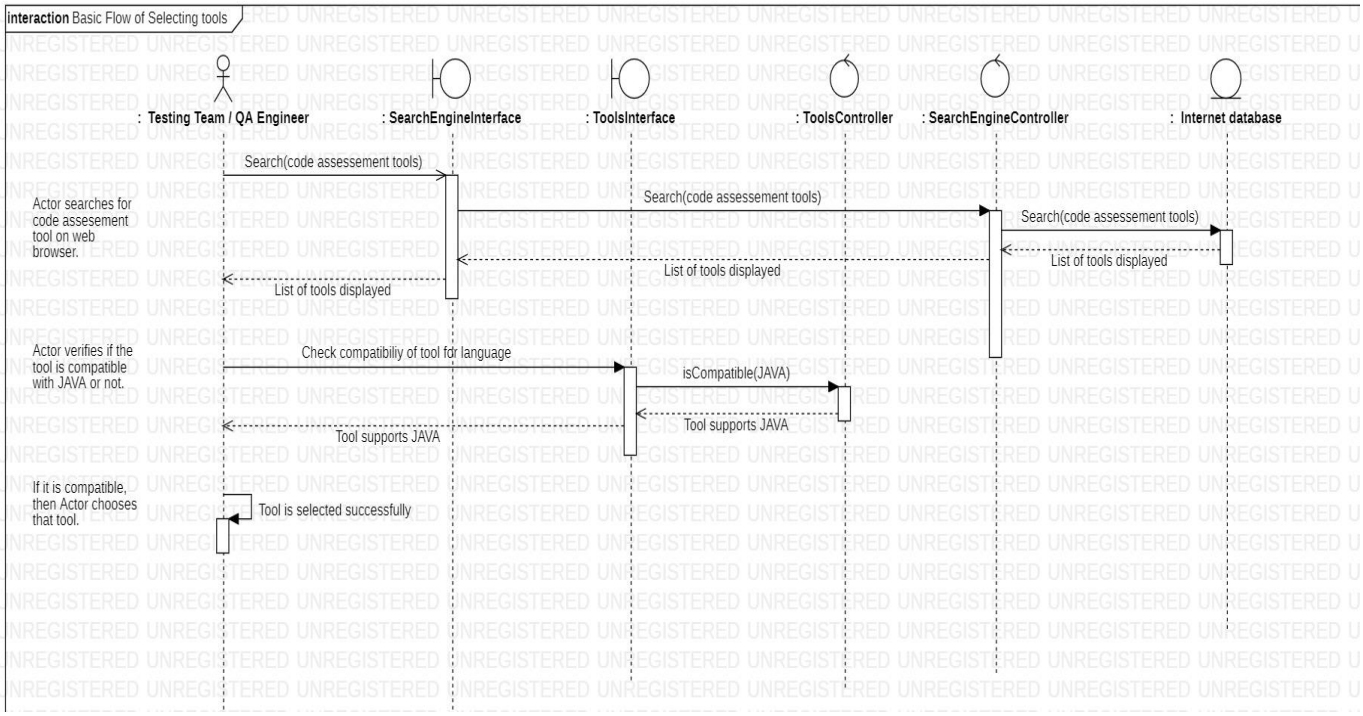
In software engineering**, an activity diagram** is a behavioral diagram i.e. it depicts the behavior of a system.

SEQUENCE DIAGRAMS

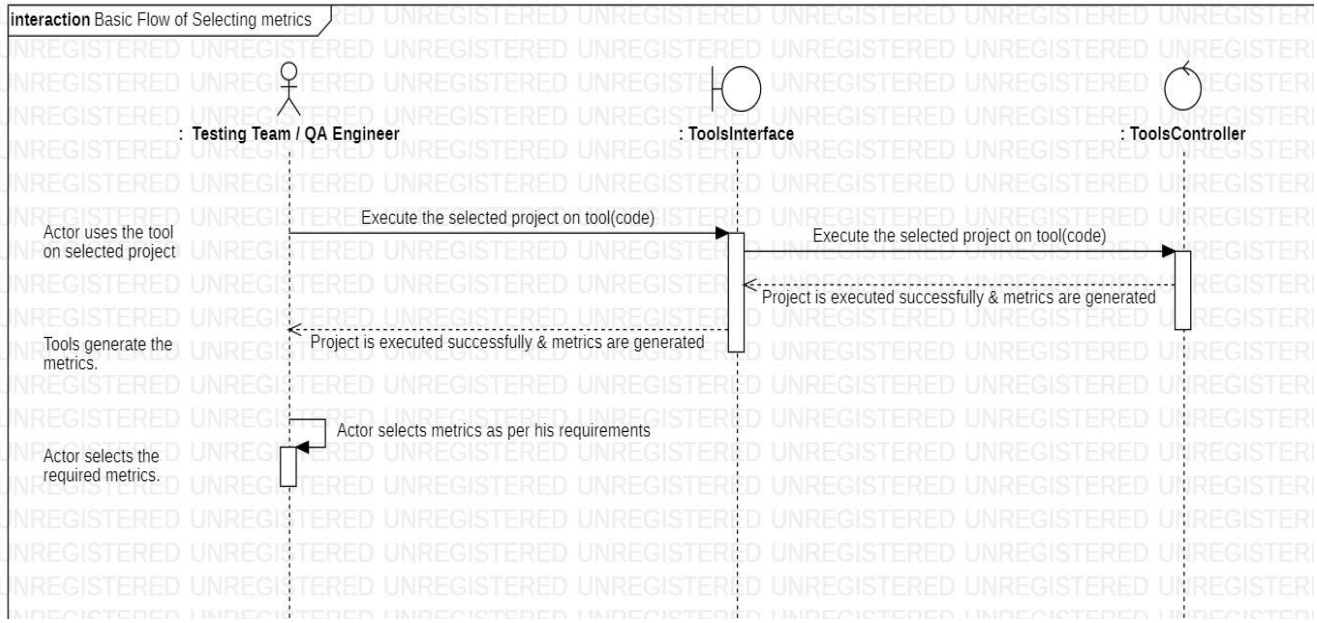
Basic Flow – Selecting Projects



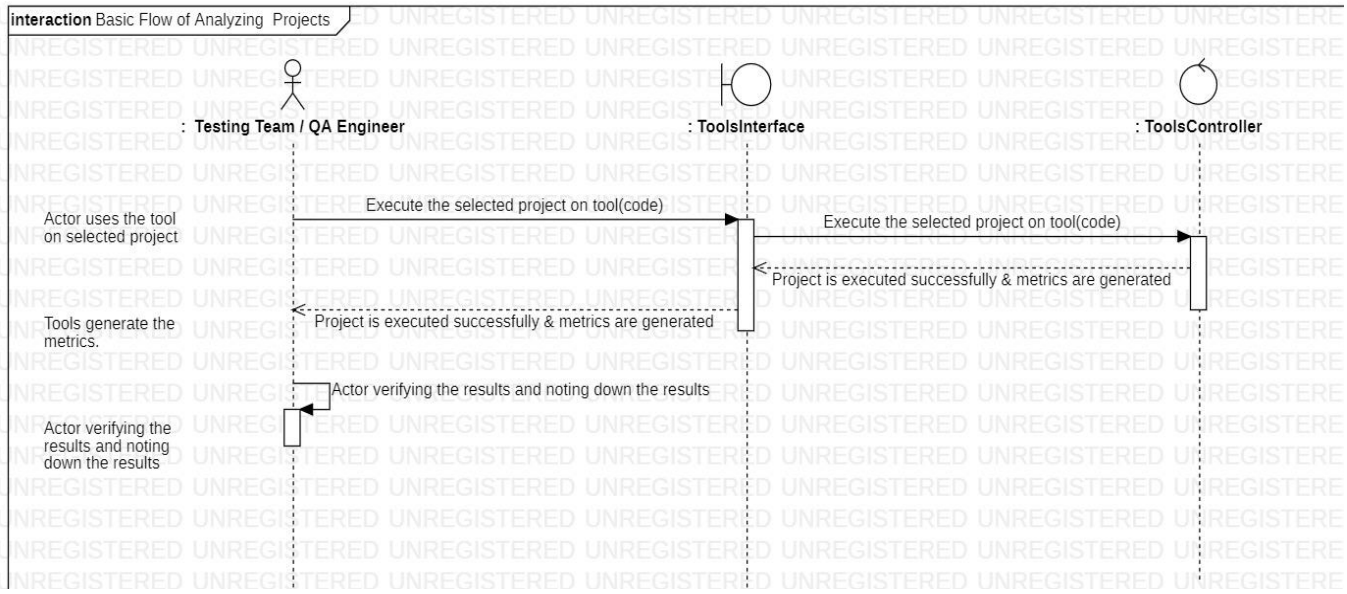
Basic Flow – Selecting Tools



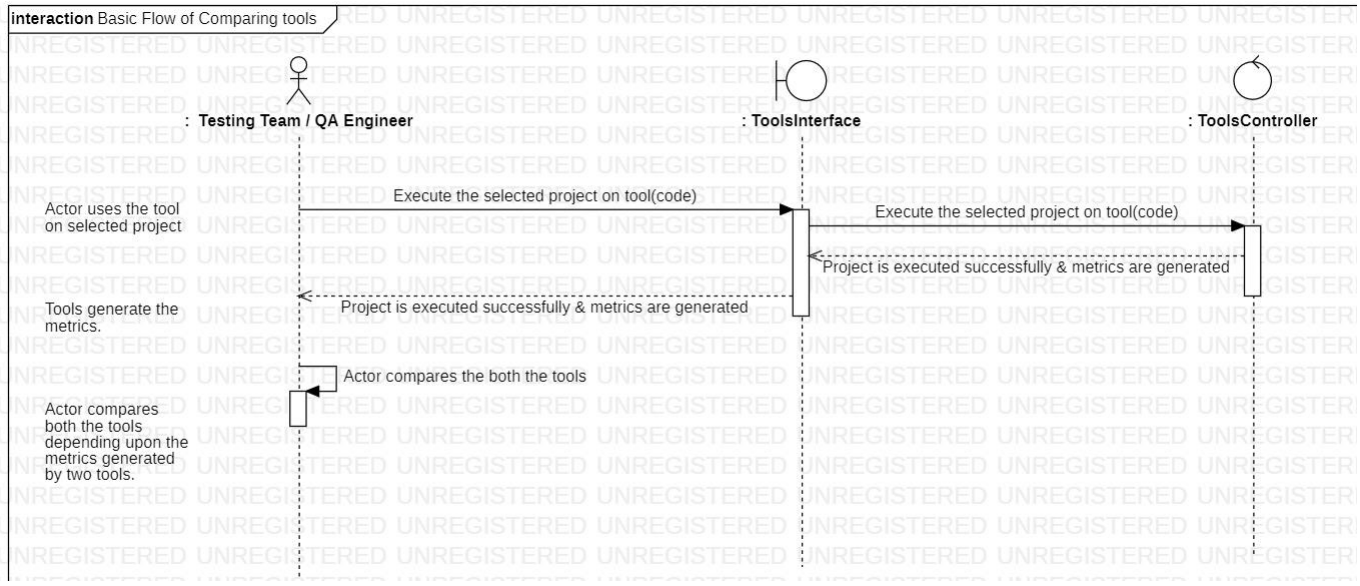
Basic Flow – Selecting Metrics



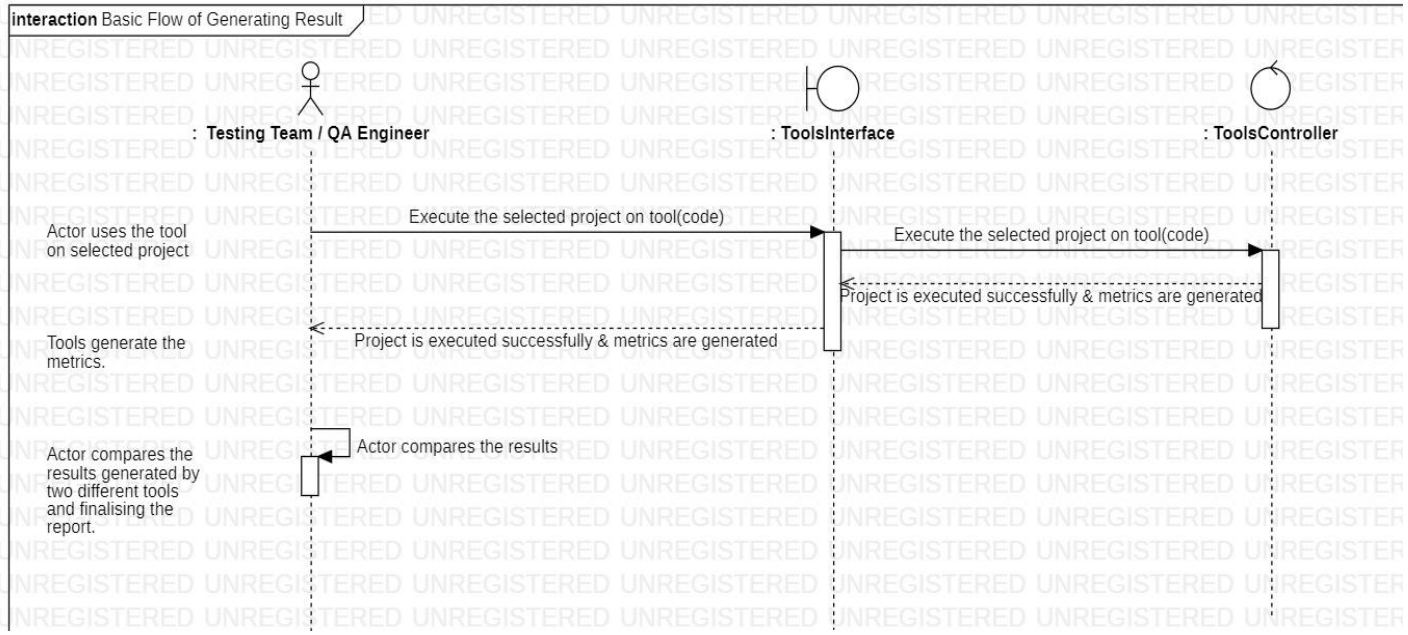
Basic Flow – Analyzing Projects using tools



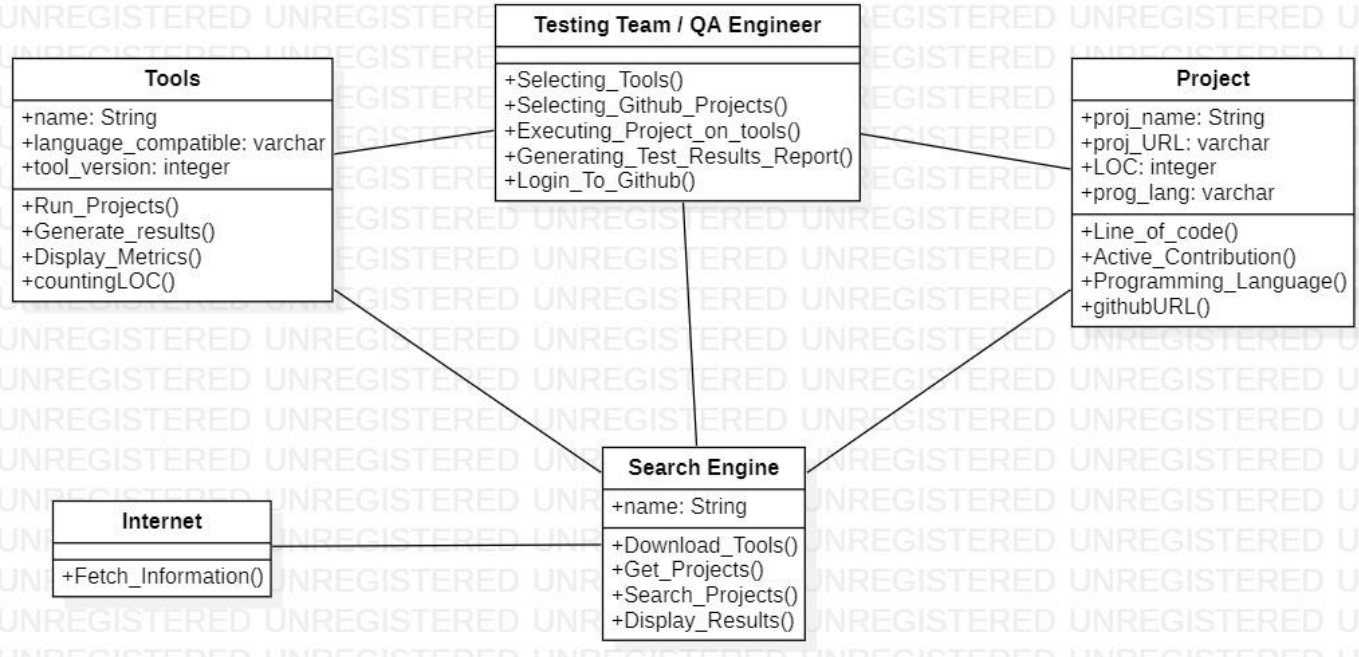
Basic Flow – Comparing the tools



Basic Flow – Generating Results



CLASS DIAGRAM



ACTIVITY DIAGRAM