

CSE 3105 / CSE 3137 OBJECT-ORIENTED ANALYSIS AND DESIGN FALL 2023

COURSE PROJECT: Reunion

Requirements Analysis Document

Group 17

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1 Introduction

It was developed to increase the social interaction of elderly people living in nursing homes and provide them with a healthier sense of community. The reunion website allows users to communicate easily. Our success criterion is to ensure that users actively use our website.

2 Current System

Reduce restrictions due to physical limitations and promote fast and effective communication.

3 Proposed System

3.1 Functional Requirements

- 1.The user clicks on the "REUNION".
- 2. The user specifies that type of register (psychologist, volunteer or resident).
- 3. The user clicks sign up if the user hasn't an account.
- 4. The user clicks log in if the user has an account.
- 5. the user enters user name and password
- 6. the user selects meeting or messaging
- 7. the user sends request that another user
- 8.If both users accept the requests starts communication.

3.2 Nonfunctional Requirements

- 1. we will use Norton to prevent the cyber attacks.
- 2. we will use Java to develop our background of application
- 3. we will use CSS and HTML design our application page.
- 4. we will use network adapter to prevent network errors.
- 5. if either of the users drop, system will try connect again in half-minute.
- 6. The time of meetings will be maximum 10 minutes.
- 7. Users that using the application are general.

3.3 System Models

3.3.1 Scenarios

Scenario Name	CommunicateWithElderlyResident
Participating Actor Instances	Uncle Roger: Elderly Resident, Jennifer: Volunteer, Sarah: Psychologist,
	John: System Manager
Flow of Events	1. Uncle roger logs into the reunion website and schedules to play the
	game $% \left(1\right) =\left(1\right) \left(1\right)$
	the month .
	2. On the fifteenth of the month he enters the website and decides to
	talk to a volunteer or a psychologist.
	3. He sends a request to the profile of jennifer, one of the volunteers
	avaible, to talk to her.
	4. Jennifer receives match notification.
	5. If the match did not occur for the 2 minutes which is set by the
	John. The system would cancel this match but jennifer has
	agreed to the match.
	6. They start talking and uncle roger gets annoyed by jennifer's rude
	behavior and uncle roger ends the call.
	7.He goes to the review section on the main page, gives her a low
	score and writes a complaint to get her banned.

8. after receiving the complaint, John looks at the reasons and adds a cross to jennifer's profile because of her rude behavior, the system gives a red alarm and says that the cross has tripled and the system manager bans jennifer.

9.Uncle roger who is disturbed by jennifer's behavior decides to talk to a psychologist. He sends a request to Sarah's profile, which is avaible on the home page.

- 10. Sarah receives uncle roger's match notification.
- 11. If the match did not occur for the 2 minutes which is set by the

John. The system would cancel this match.

12. They start talking. Uncle Roger talks about jennifer's behavior and sarah asks him to talk about his interests to calm him down. Uncle roger says he's interested in playing games. sarah suggests him to play sudoku and they end the conversation.

13. to play the game suggested by the psychologist, he finds sudoku in the game section on the homepage and plays it.

Subscenario 1

Uncle roger complains to jennifer and rates her one star. The system manager investigates the reason for the complaint and decides that it is not something that is banned. He does not add the one star to jennifer's profile.

Subscenario 2

Lara, a newcomer to the platform, realizes that she is experiencing emotional difficulties.

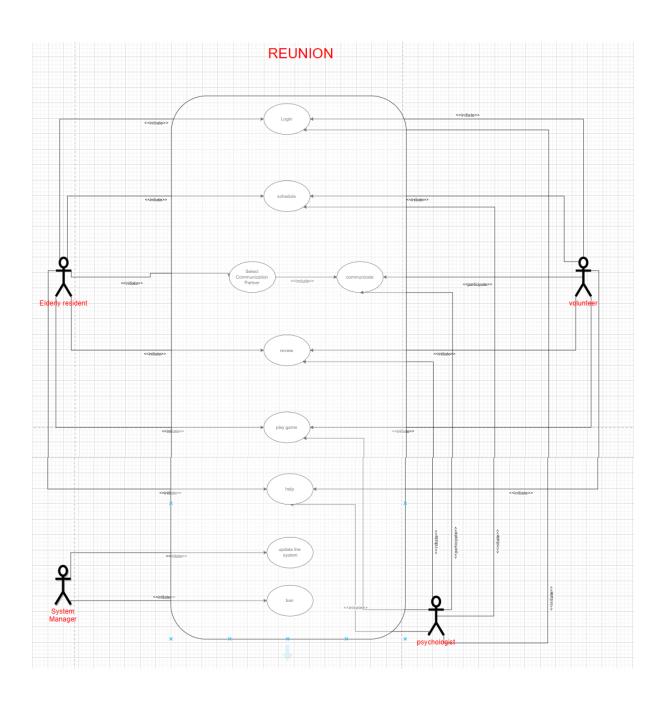
She creates a support request in the "Request Help" section on the homepage.

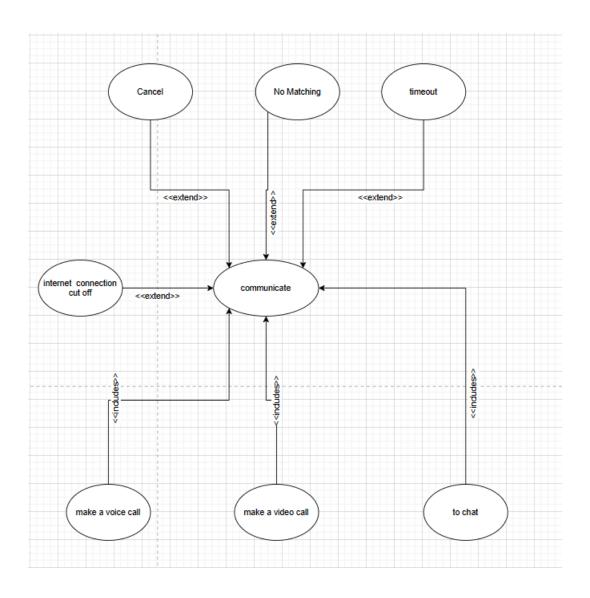
The System Manager reviews Lara's request and directs her to the most appropriate psychologist.

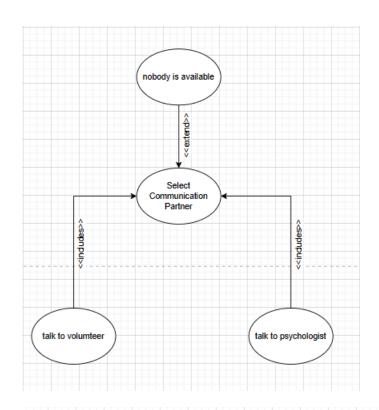
3.3.2 Use Case Model

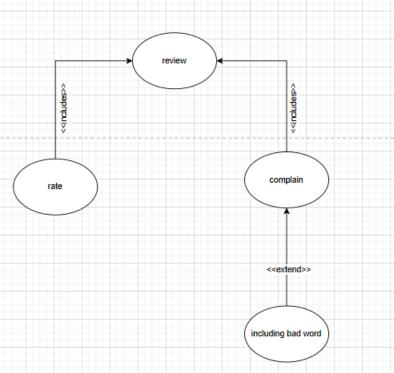
Use case Name	Communicate
Participating actors	Initiated by Elderly Resident, Communicates with Volunteer,
	Psychologist and System Manager
Flow of events	1.Elderly resident selects the person available (psychologist or volunteer)
	in communication section.
	2. Elderly resident clicks on one of the search options.
	3. The system sends a talk request to the available person.
	4. The System Manager will cancel this match if the match does not occur
	for the 2 minutes specified by the system manager
	5. If the request is accepted, the conversation starts.
Entry condition	Elderly resident enters the communication section on the home page.
Exit conditions	Elderly resident communicate wity psychologist or volunteer OR Elderly
	resident is rejected by psychologist or volunteer. And communication
	cancels
	Cabadada
Use case Name	Schedule
Participating actors	Initiated by Elderly Resident
Flow of events	1. The Elderly resident clicks on the calendar and decides what to do on
	which day
	2. The Elderly resident writes down what he will do on the day he chooses
	3. When the they came system send a notification to the Elderly resident.
Entry condition	Elderly resident enters the Schedule section on the home page.
Exit conditions	Elderly resident puts a check mark on what he does when he completes it.

Use case Name	Review
Participating actors	Initiated by Elderly Resident, Complain to Volunteer,
	and System Manager
Flow of events	1. Elderly resident finds the profile of the offended person.
	2. Elderly resident rates the person from one to five .
	3. Elderly resident writes the reasons for complaint in the complaint
	section and submit it
	4. After receiving the complaint, the system manager looks at the reasons
	and adds a cross to her or his profile.
	5. The system gives a red alarm if the cross has tripled. The system
	manager bans the person.
Entry condition	Elderly resident enters the review section on the home page.
Exit conditions	The system manager check the reasons adds a cross to her or his profile.

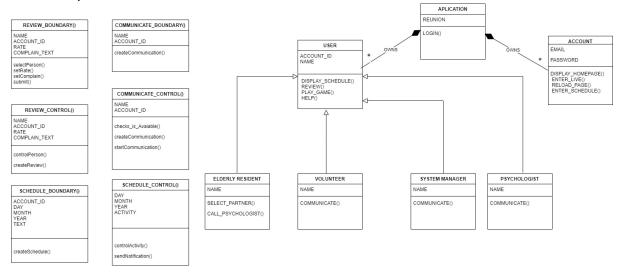




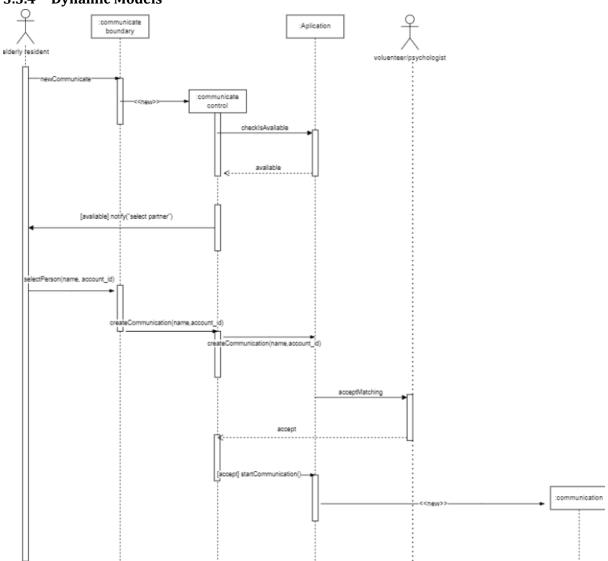


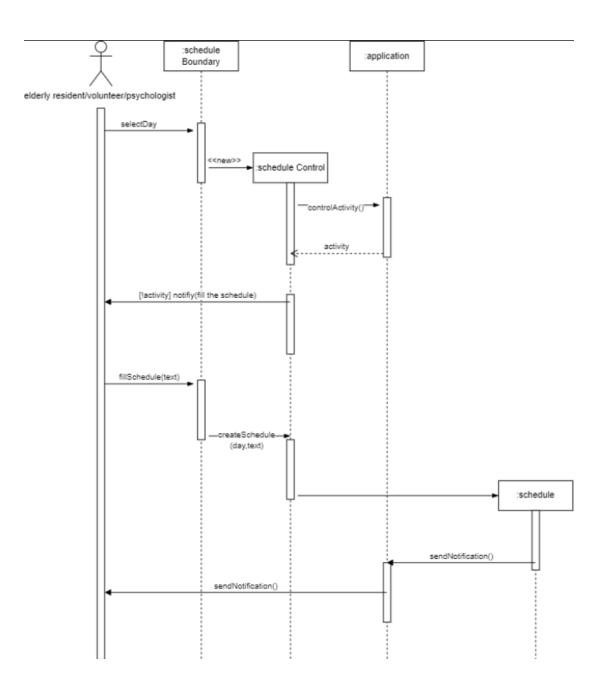


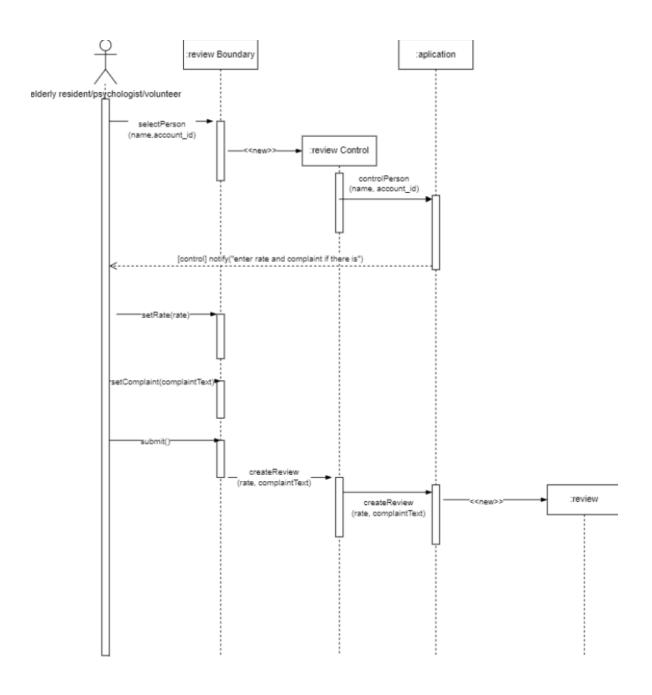
3.3.3 Object Model



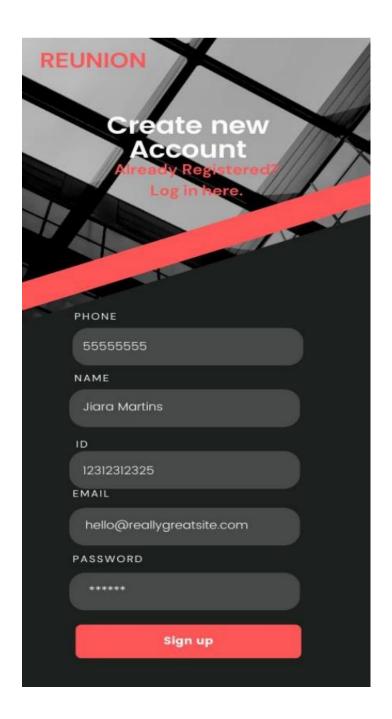
3.3.4 Dynamic Models

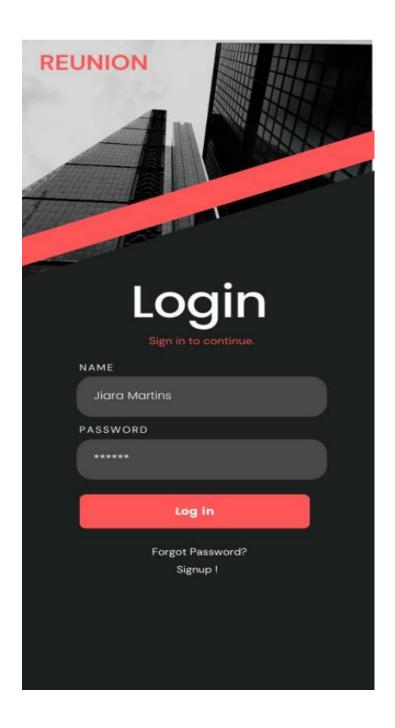


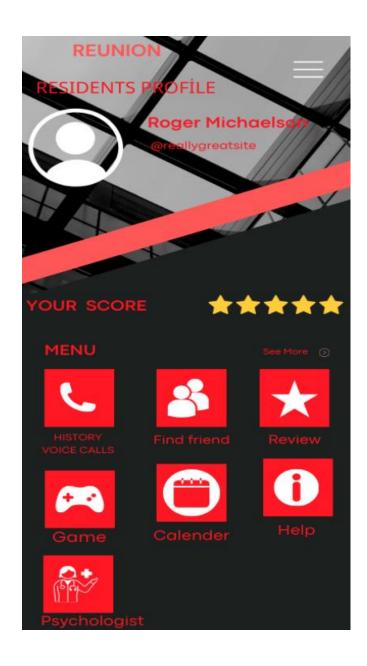


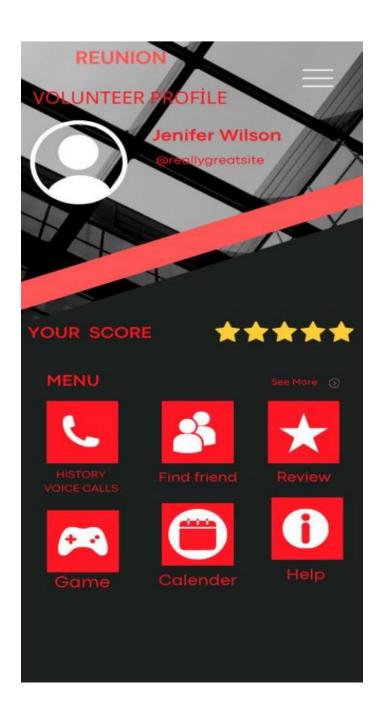


3.3.5 User Interface Mock-ups

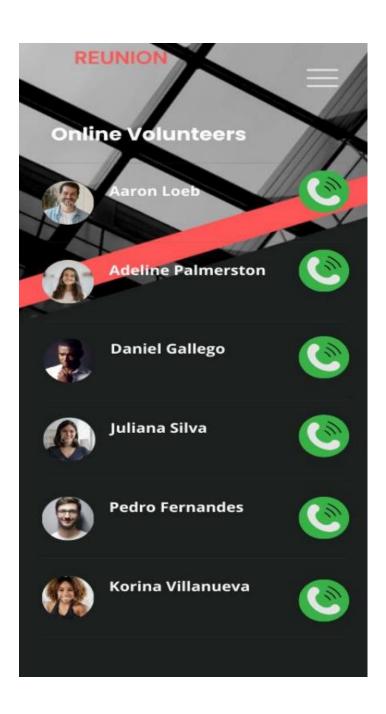


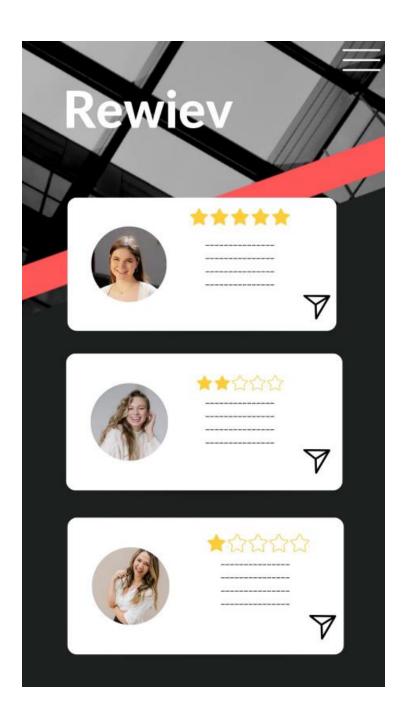






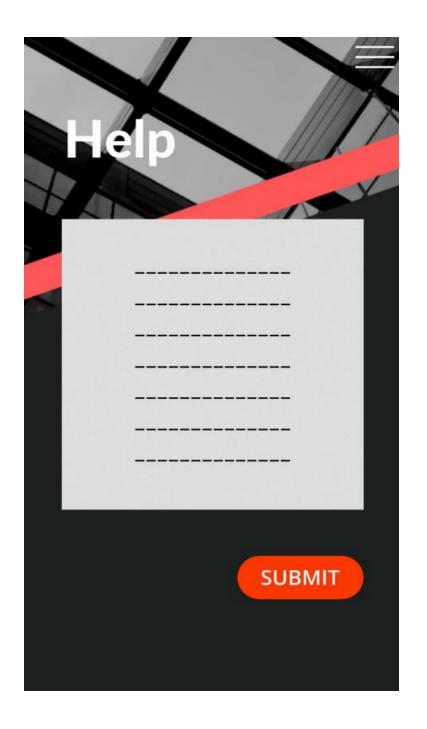


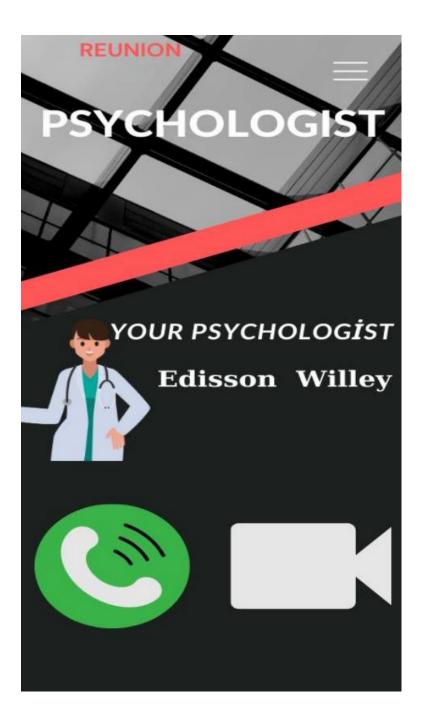












4 Glossary

System manager: solves the problem in the system and checks whether to ban people by reviewing the reasons of the complainant

Volunteer: a person who wants to help and social with elderly resident people.

Psychologist: as a volunteer take a obligation of listening elderly resident people's problem

and find a solution for it.

Elderly resident: a person in the nursing home.

communicate: communiciation between people

Review: it is rating and complaining section.

Ban: blocking an account.

Help: asking for a request

Schedule: planning next days on the calender

5 Appendix

• Annex – I: Distribution of Work

• Annex – II: Meeting Minutes

Distribution of Work

Selva and Mehmet took part in the use case drawing, textual description and scenario part of the project.

Batın and Bilal took part in UI mock-up and nonfunctional and functional requirement part.

Meeting Minutes

<Copy this sheet as much as you need (for each meeting)>

Date:	28.10.2023
Location:	teams
Duration:	23 minutes
Participants:	Bilal Ayakdaş, Batın Taha Önal, Mehmet Alpergün, Selvanur Kıraç

Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)

We consider about scenario subject. We discuss that what we can do and we decided to make an website of Elderly Residents.

Date:	07.11.2023
Location:	teams
Duration:	2 hours
Participants:	Bilal Ayakdaş, Batın Taha Önal, Mehmet Alpergün, Selvanur Kıraç

Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)

We've decided to continue with the scenario we've set. We decided to work in two groups. We decided that Selva and Mehmet will take part in the use case drawing, textual description scenario part of the project. We decided that Batın and Bilal took part in UI mock-up, nonfunctional and functional requirement part.

Date:	11.11.2023
Location:	teams
Duration:	2.5 hours
Participants:	Mehmet Alpergün, Selvanur Kıraç
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Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)

Mehmet and Selva started to write scenario and subscenario. And after finished it. They started to design usecase model. And they shared to studies with other members via whatsapp to get other members' ideas and improve scenario or use case model .

Date:	14.11.2023
Location:	teams
Duration:	2.41 hours
Participants:	Bilal Ayakdaş, Batın Taha Önal
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Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)

Bilal and Batın started to design UI mock-up according to scenario and use case model. They shared to UI mock-up with other members via whatsapp. They write functional and nonfunctional requirements finally.

Date:	18.11.2023
Location:	teams
Duration:	1.52 hours
Participants:	Bilal Ayakdaş, Batın Taha Önal, Mehmet Alpergün, Selvanur Kıraç

Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)

we checked the missing parts of what we have done and made arrangements. We prepared the report by bringing together the tasks we have completed. The project has been completed so far.

Date:	12.12.2023
Location:	teams
Duration:	20 minutes
Participants:	Bilal Ayakdaş, Batın Taha Önal, Mehmet Alpergün, Selvanur Kıraç

Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)

We discussed that what we can do about sharing task. We decided that the sequence diagram would be made by Mehmet Alpergün and Selvanur Kıraç. And class diagram would be made by Batın Taha Ünal and Bilal Ayakdaş.

Date:	15.12.2023
Location:	teams
Duration:	1 hour 30 minutes
Participants:	Bilal Ayakdaş, Batın Taha Önal

Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)

Bilal Ayakdaş and Batın Taha Önal made class diagram. And they sent Mehmet and Selvanur the class diagram via whatsapp

Date:	18.12.2023
Location:	teams
Duration:	2 hour 3 minutes
Participants:	Mehmet Alpergün, Selvanur Kıraç

Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)

Mehmet Alpergün, Selvanur Kıraç made sequence diagram according to class. And they sent Bilal and Batın the class diagram via whatsapp and Bilal and Batın updated the class diagram again according to sequence

Date:	20.12.2023
Location:	teams
Duration:	42 minutes
Participants:	Bilal Ayakdaş, Batın Taha Önal, Mehmet Alpergün, Selvanur Kıraç

Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)

We checked the final version of the project. We fixed the some mistakes and prepared the report