B.TECH. (CSE)
V Semester
UE21CS341A –Software Engineering

PROJECT REPORT
on

Project Title

COLLEGE MANAGEMENT SYSTEM

Submitted by :Name:

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Project Description:

Coviteam revolutionizes education by encouraging collaborative learning through study groups and project teams. With intelligent teammate matching, real-time group collaboration tools, a vibrant learning community, and a vast resource repository, Coviteam empowers students to excel academically while fostering a sense of belonging and skill development. Potential customers include students from various educational levels, including high school students, undergraduates, and postgraduates, who will use Coviteam to find study groups, collaborate on projects, and enhance their learning experience.

The functional features will include:

● Users can create accounts and profiles, including personal details and academic interests and edit and update their profiles.

● A user can search for study groups or project teams based on their domain, skills, or department. They can also send connection requests to join the study/project groups.

● The system provides intelligent matching, suggesting suitable study groups or teammates.

● Users can create study groups, defining the group's purpose, subject, and goals. Group creators can invite members and assign roles (e.g., admin, moderator, member).

● Study groups have discussion boards, file sharing, and real-time chat for collaboration.

● Users can upload and share study resources within study groups, including notes, documents, and links.

● Project creators or assigned moderators have access to project management tools. Project details, progress, and timelines can be tracked within the platform.

● Users receive notifications about study group activity, connection requests.

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Plan of Work and Project Ownership:

1. User Registration and Profile Management (Gagan R):
2. Teaming Up and Matching (Gagan R):
3. Study Group Creation and Management(Gagan R):
4. Resource Sharing (Gaurav B V):
5. Discussion Forums and Community Interaction (Gaurav B V):
6. Notifications and Updates(Gaurav B V):
7. User Authentication and Authorization (Charan S Gowda):
8. Resource Repository(Charan S Gowda):
9. Project Management (Charan S Gowda):

PROJECT PLAN:

1.LIFECYCLE MODEL

We will be using ITERATIVE lifecycle for the execution of our project in which continuous refinement and incremental development are essential.

Reasons why we feel that iterative lifecycle is best suited for our project:

- **Continuous Improvement**: The iterative model emphasizes continuous improvement through repeated cycles. This is best suited with our goal of creating a dynamic and evolving educational platform. Each iteration allows for the incorporation of user feedback and the refinement of features.

- **Incremental Development:** Coviteam can be developed in increments, focusing on specific features or modules in each iteration. This approach enables us to deliver functional components of the platform early and receive feedback.

- **User-Centric Approach:** An iterative model encourages strong user involvement throughout the development process. This applies particularly in our project, where user feedback and needs drive feature enhancements.

• **Risk Mitigation:** By dividing the project into manageable iterations, risks can be identified and addressed early in our project.

2.TOOLS

The following tools will be used throughout the lifecycle of our project

• Planning Tool:

Jira is a versatile project management and issue tracking tool that can be used for project planning, task assignment, and Agile project management.

• Design Tools:

Figma is a cloud-based design and prototyping tool that supports collaborative design and wireframing, which is valuable for creating the user interface of Coviteam.

• Version Control:

Git is a distributed version control system, and **GitHub** is a web-based platform that provides Git repository hosting. This combination allows for version control, collaboration, and code review.

• Development Tools:

Visual Studio Code is a versatile code editor with a wide range of extensions for different programming languages. • Bug Tracking:

Besides its planning capabilities, **Jira** also provides robust issue tracking, making it suitable for tracking and managing bugs throughout the development process.

• Testing Tools:

Selenium is an open-source testing framework for web applications. It's suitable for automated testing of the Coviteam web-based user interface.

.3.DELIVERABLES

o **Reuse Components**:

- Third-Party Libraries and Frameworks:

  Justification: Many software projects, including Coviteam, rely on third-party libraries and frameworks.These components are considered "reuse" as they are not developed from scratch but incorporated to provide specific functionality. For example, the use of a web framework like Vite+React (front-end) and Go (back-end) can be considered reuse.

- Database Management System (DBMS):

  Justification: The Coviteam project utilizes a DBMS, such as MySQL 8.0, for data storage and retrieval. The DBMS

  is a fundamental component for most software applications and can be categorized as "reuse" because it is an existing technology used as is.

- Operating Systems:

  Justification: The project specifies compatibility with Linux and Windows Server as operating systems. These are standard, existing platforms that are not developed but leveraged for system deployment.

- Web Servers:

  Justification: The Coviteam system relies on web servers like Apache or Nginx. These are mature, existing solutions that are reused for hosting the application.

- User Authentication Mechanisms:

  Justification: User authentication is a crucial component, and many projects leverage existing solutions for this purpose. Coviteam may integrate with third-party authentication providers or use industry-standard authentication mechanisms like OAuth. These are

considered reuse components.

o **Build Components:**

• User Interface (UI):

Justification: The user interface of Coviteam, including the web-based interface, is a custom design and build component. It is tailored to the project's unique requirements and user experience goals.

• Business Logic:

Justification: The business logic of the Coviteam application, which includes features like project management, task assignment, and document collaboration, is a custom-built component. It is developed specifically for the project's unique functional requirements.

• Project-Specific Code:

Justification: Any code, scripts, or components that are designed to meet the project's unique requirements and functionalities are considered "build" components. This encompasses all the custom code developed exclusively for Coviteam.

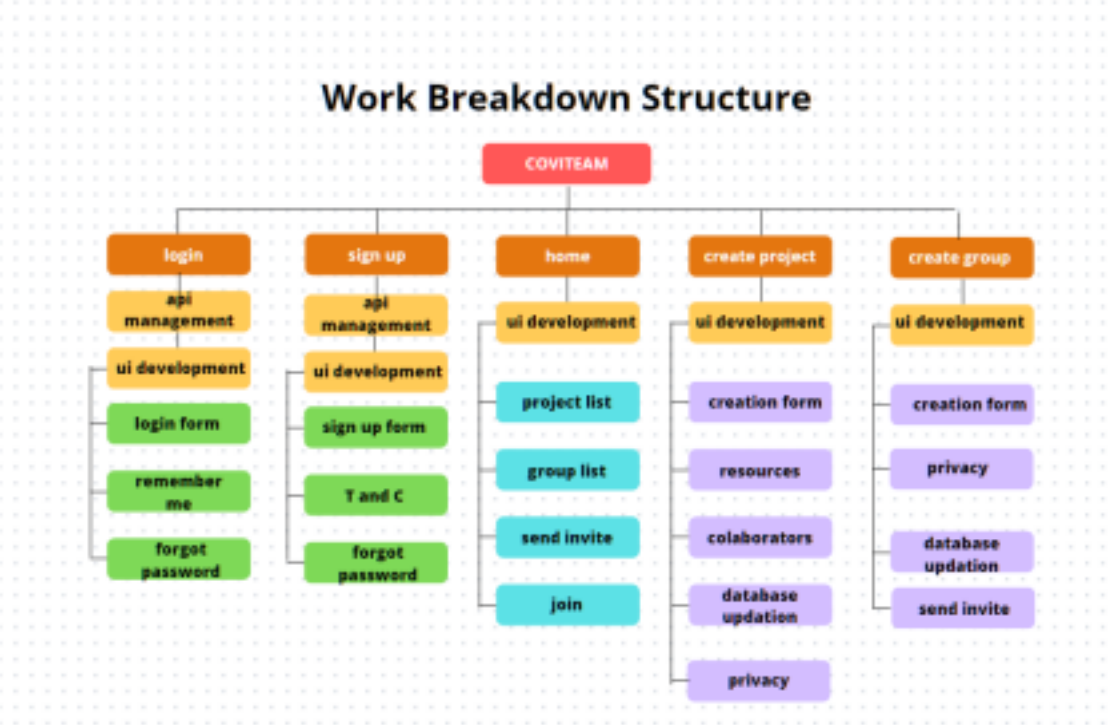
• Custom Reports and Analytics:

Justification: Coviteam's reporting and analytics features are customized for the platform's specific needs. This code is developed from scratch and is tailored to generate insights for improving team efficiency.

• Unique Documentation:

Justification: While there may be references to existing educational platforms, the documentation for Coviteam, such as user guides, tutorials, and project-specific documents, is unique and built to cater to the platform's users.

4.WBS



5.EFFORT ESTIMATION

Software Projects	a	b	c	d
Organic	2.4	1.05	2.5	0.38
Semi-Detached	3.0	1.12	2.5	0.35
Embedded	3.6	1.20	2.5	0.32

Using Cocomo model (semi-detached),

a=3.0
b=1.12
c=2.5
d=0.35
$$\text{Effort} = a \times (\text{KLOC})^{b}$$

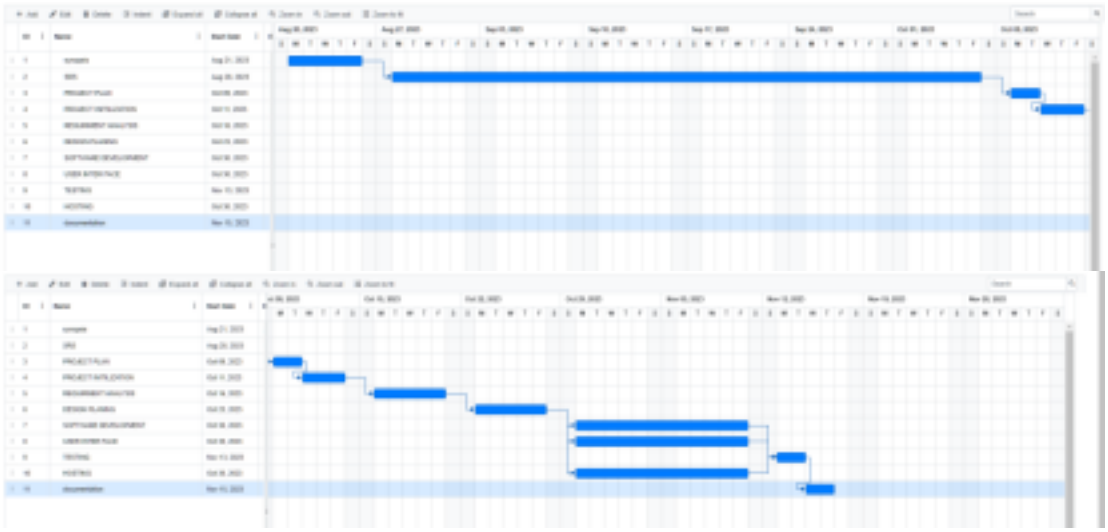
$$\text{Time} = c \times (\text{Effort})^{d}$$

KLOC =1

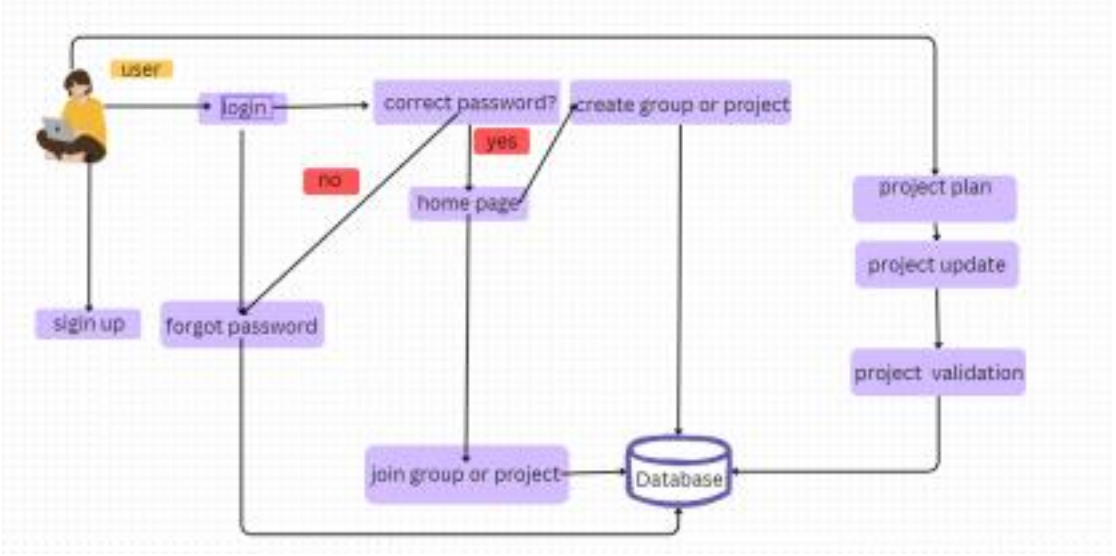
Effort = $3 \times (1)^{1.12}$
= 3 Person months
Time = $2.5 \times (3)^{0.35}$
= 3.6 months
With 3 people in team,
Time taken = 3.6722 /3

= 1.22 months

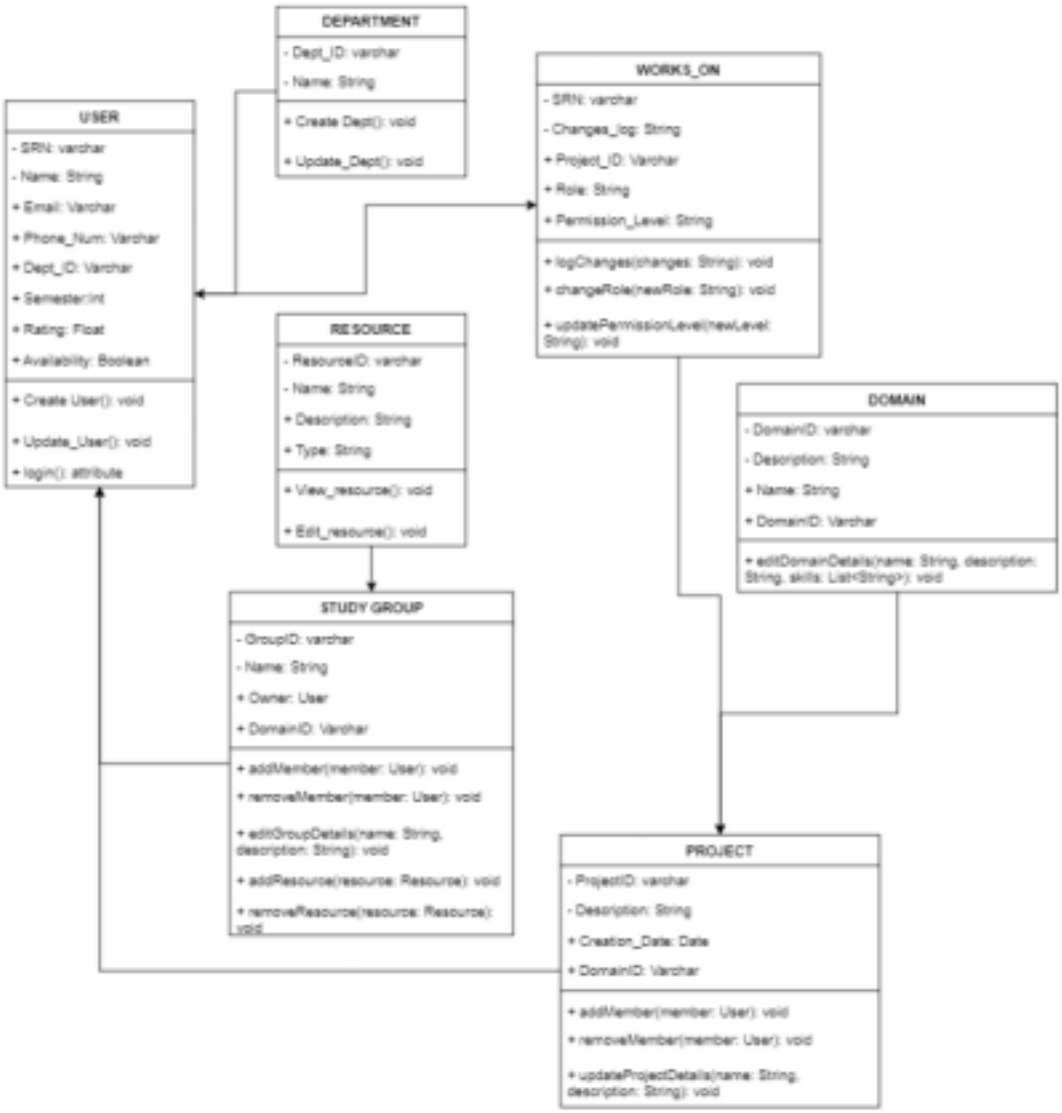
6.GANTT CHART



7.ARCHITECTURE DIAGRAM



8.CLASS DIAGRAM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- Name: String
+ Create Dept(): void
+ Update_Dept(): void
WORKS_ON
- SRN: varchar
- Changes_log: String
+ Project_ID: Varchar
+ Role: String
+ Permission_Level: String
+ logChanges(changes: String): void
+ changeRole(newRole: String): void
+ updatePermissionLevel(newLevel: String): void
USER
- SRN: varchar
- Name: String
+ Email: Varchar
+ Phone_Num: Varchar
+ Dept_ID: Varchar
+ Semester:int
+ Rating: Float
+ Availability: Boolean
+ Create User(): void
+ Update_User(): void
+ login(): attribute
RESOURCE
- ResourceID: varchar
- Name: String
+ Description: String
+ Type: String
+ View_resource(): void
+ Edit_resource(): void
DOMAIN
- DomainID: varchar
- Description: String
+ Name: String
+ DomainID: Varchar
+ editDomainDetails(name: String, description: String, skills: List<String>): void
STUDY GROUP
- GroupID: varchar
- Name: String
+ Owner: User
+ DomainID: Varchar
+ addMember(member: User): void
+ removeMember(member: User): void
+ editGroupDetails(name: String, description: String): void
+ addResource(resource: Resource): void
+ removeResource(resource: Resource): void
PROJECT
- ProjectID: varchar
- Description: String
+ Creation_Date: Date
+ DomainID: Varchar
+ addMember(member: User): void
+ removeMember(member: User): void
+ updateProjectDetails(name: String, description: String): void

*****

SOFTWARE REQUIREMENTS SPECIFICATIONS

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Revision History

Name Date Reason For Changes Version			

PES UNIVERSITY

BENGALURU

Introduction

Purpose

This SRS document outlines the functional and non-functional requirements for the Coviteam platform. It encompasses all features and aspects of the software system, covering user registration, teammate matching, study group and project collaboration, resource sharing, user interfaces, security measures, and system performance.

Coviteam serves as a collaborative learning and project collaboration platform designed for diverse user groups, including students, educators, professionals, and individual learners. This SRS defines the requirements for the entire system to ensure that it effectively fulfills its intended purpose: facilitating collaborative learning, project management, and community engagement.

Intended Audience

This document serves as a comprehensive guide for software development, enabling the development team to gain a thorough understanding of the project's objectives, functionalities, and quality standards. Additionally, it facilitates effective communication among stakeholders, ensuring that the final product aligns with the project's vision and objectives.

Product Scope

Coviteam is a collaborative learning and project management platform designed to empower students, educators, professionals, and individual learners. Its purpose is to facilitate collaborative learning, promote project collaboration, and build a vibrant learning community. Coviteam's objectives include academic excellence, skill development, community engagement, and alignment with educational goals.

References

We draw inspiration and insights from existing educational platforms like Zoom for Education, Google Classroom, Microsoft Teams for Education, Canvas by Instructure, and Blackboard Learn. These platforms serve as valuable references for understanding the landscape of collaborative learning, virtual classrooms, and educational collaboration. Analyzing their features and user experiences helps us refine and enhance Coviteam's capabilities to meet the diverse needs of our users.

Overall Description

Product Perspective

The COVITEAM - Collaborative Virtual Teammate Network is envisioned as a self-contained software solution designed to foster efficient collaboration and teamwork within virtual teams. It does not belong to an existing product family but serves as an independent platform with a specific focus on enhancing remote collaboration. COVITEAM is not intended as a direct replacement for any existing systems but as a complementary tool to facilitate virtual teamwork.

Product Functions

1. *User Authentication and Management:*
   - *Enable users to register, log in, and manage their profiles.*
   - *Administer user roles and permissions for secure access control.*

2. *Collaboration Workspace:*
   - *Provide a virtual workspace for real-time document collaboration.*
   - *Facilitate chat and instant messaging for team communication.*
   - *Support video conferencing and screen sharing for meetings.*

3. *Resource Sharing and Storage:*

   - *Allow users to upload, access, and manage shared documents and resources.* • *Implement version control for document tracking and history.*

4. *Task and Project Management:*

   - *Enable users to create, assign, and manage tasks.*
   - *Support project planning, scheduling, and progress tracking.*

5. *Communication Tools:*

   - *Offer internal communication channels for team discussions.*
   - *Allow integration with external communication tools if desired.*

6. *Reporting and Analytics:*

   - *Provide reporting capabilities to monitor user activity and collaboration metrics.*
   - *Generate insights for improving team efficiency.*

7. *Security and Data Protection:*

   - *Ensure data security through encryption and access controls.*
   - *Comply with privacy regulations and data protection standards.*

8. *External Integration:*

   - *Allow integration with third-party applications and services via APIs.*
   - *Support data exchange with external systems and tools.*

9. *User Support and Help Center:*
   - *Offer user assistance, tutorials, and a help center for guidance.*

• *Provide customer support and feedback mechanisms.*

User Classes and Characteristics

• *Students: Students from various educational levels, including high school, undergraduate, and postgraduate, who use Coviteam to find study groups, collaborate on projects, and enhance their learning experiences.*

• *Tutors and Instructors: Educators who leverage Coviteam to facilitate group learning, provide additional resources, and engage with their students.* • *Study Group Creators and Moderators: Users who take the initiative to create and manage study groups, ensuring a conducive learning environment for participants.* • *Community Contributors: Users who share educational resources, participate in discussions, and actively engage in Coviteam's learning community.*

• *Administrators and Moderators: Individuals responsible for maintaining and moderating the Coviteam platform, ensuring a safe and supportive environment for users*

Operating Environment

COVITEAM - Collaborative Virtual Teammate Network operates in an environment that encompasses various technologies and components. Below is a description of the operating environment for COVITEAM, highlighting the hardware platform, operating systems, and software components it needs to coexist with:

• *Hardware Platform:*

COVITEAM is designed to run on standard computing hardware commonly used by individuals and organizations, including desktop computers, laptops, tablets, and smartphones.

It should be compatible with a range of hardware specifications, considering both high-end and lower-end devices to ensure accessibility.

• *Operating Systems and Versions:*

o *Server-side:*

The server-side components of COVITEAM, which include the web server and database server, are typically hosted on a variety of operating systems. Common choices include Linux distributions (e.g., Ubuntu, CentOS), Windows Server, or cloud-based platforms like AWS, Azure, or Google Cloud.
The specific operating system version may depend on the hosting environment and organizational preferences.

o *Client-side:*

The web-based user interface of COVITEAM is designed to be cross-platform and should be compatible with modern web browsers, including but not limited to:
Google Chrome

Mozilla Firefox
Apple Safari
Microsoft Edge

- *Software Components and Technologies:*

  - *Programming Languages:*
    Server-side components are implemented using technologies like Go (Golang) for server logic, JavaScript for client-side scripting, HTML for web page structure, and CSS for styling.
    SQL is used for database management and data retrieval.

  - *Web Server:*
    COVITEAM typically runs on web servers like Apache, Nginx, or cloud-based serverless platforms.

  - *Database:*
    SQL-based relational databases such as MySQL or SQL Server may be used for data storage and retrieval.

Design and Implementation Constraints

The project is subject to various constraints that can significantly influence the design and implementation of the system. These constraints encompass budgetary limitations, project timeline considerations, and technological restrictions. They play a pivotal role in shaping project decisions, impacting resource allocation, development approaches, and the overall project trajectory. Managing these constraints effectively is essential to ensure the successful delivery of the system within the defined parameters.

2.6 Assumptions and Dependencies

Assumed that third-party components, libraries, and services, such as authentication providers and cloud storage platforms, will be available and functional as required and the organization's data privacy policies and regulatory compliance measures will be followed during the development and deployment of COVITEAM.

Dependencies

Data Center Infrastructure: The availability and reliability of the data center infrastructure on which COVITEAM is hosted are critical to system uptime and performance.

Release of Third-Party Updates: COVITEAM may rely on third-party software components that receive updates. The project depends on timely and compatible releases from these third-party providers.

External APIs: The project depends on external APIs for services such as document storage and authentication, and any changes or discontinuation of these APIs may impact

COVITEAM's functionality.

External Interface Requirements

User Interfaces

- *Web-based User Interface*
- *Interface elements for integrating with external applications and services, including APIs and third-party app connections.*
- *The help center and support interface provide user assistance, tutorials, FAQs, and support request options.*

Software Interfaces

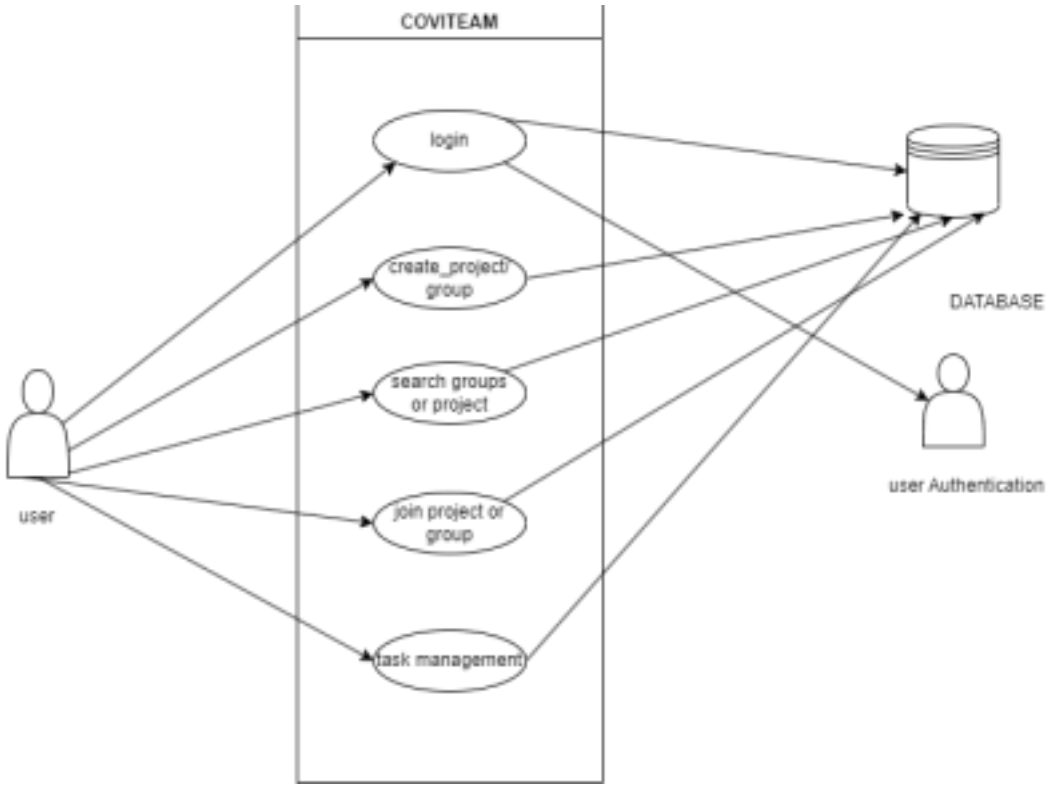
- *Database Management System (DBMS) :*
  MySQL 8.0
- *Operating System Compatibility:*
  Linux, Windows Server

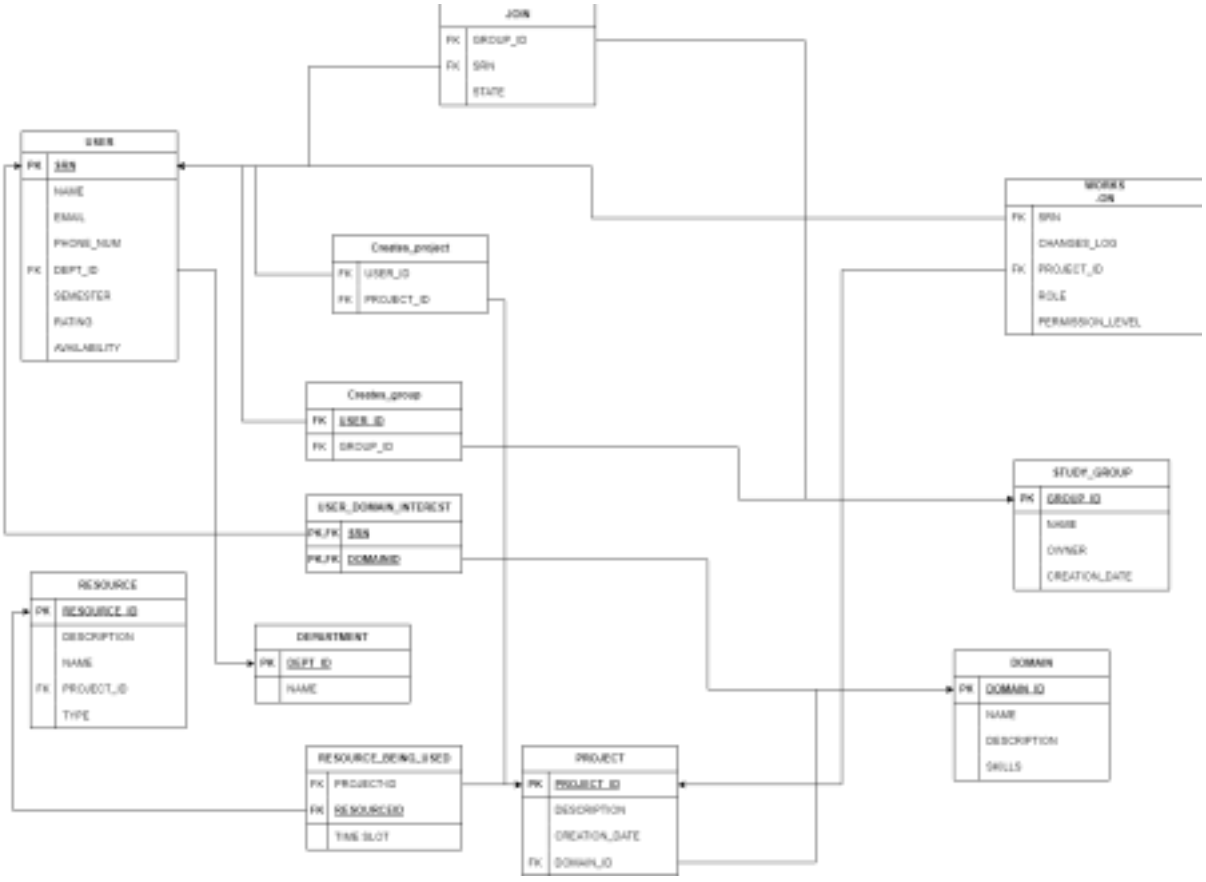
- *Front-End Framework:*
  Flutter or React
- *Back-End Framework*
  Golang or nodejs

Communications Interfaces

COVITEAM's communication interfaces are vital for effective collaboration and user interaction. These interfaces include email notifications, web browser access, secure network protocols, real-time chat, electronic forms, and data transfer optimization. Key requirements include adhering to email standards, ensuring browser compatibility, implementing secure communication protocols, enabling real-time chat with encryption, and accommodating various data transfer rates. Additionally, synchronization mechanisms are employed to minimize conflicts and maintain data consistency. These measures collectively enhance user experience, data security, and smooth communication within COVITEAM.

Analysis Models




JOIN
FK GROUP_ID
FK SRN
STATE
USER
PK SRN
NAME
EMAIL
PHONE_NUM
FK DEPT_ID
SEMESTER
RATING
AVAILABILITY
WORKS _ON
FK SRN
CHANGED_LOG
FK PROJECT_ID
ROLE
PERMISSION_LEVEL
Creates_project
FK USER_ID
FK PROJECT_ID
Creates_group
FK USER ID
FK GROUP_ID
STUDY_GROUP
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DOMAIN
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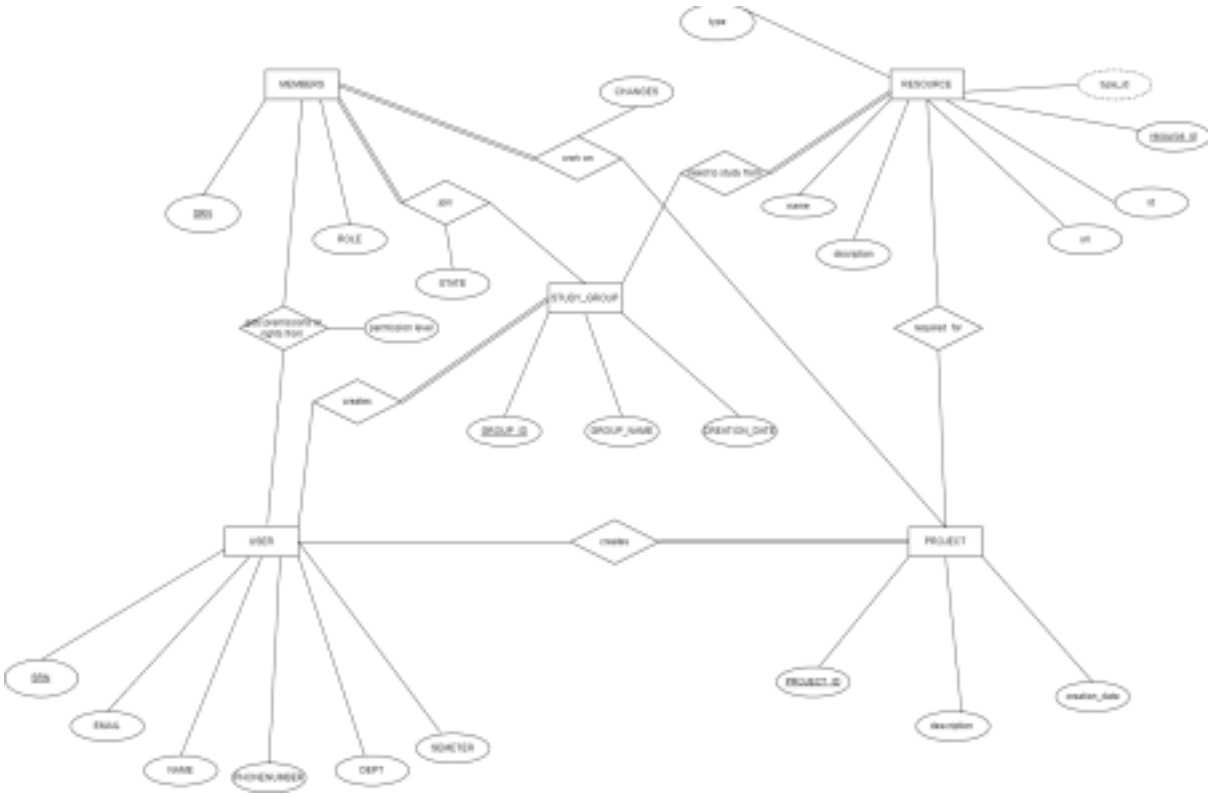


System Features

1. User Management

1.1 User Registration

• Users should be able to register by providing essential information. • The system must validate and store user registration data securely. • Confirmation emails should be sent for account verification.

1.2 User Authentication

• Users must be able to log in securely with their credentials.

• Authentication should be protected against unauthorized access attempts. • Password reset functionality should be available.

2. Project Management

2.1 Create and Edit Projects

• Users with appropriate permissions should be able to create and edit projects. • Projects must have a name, description, and associated team members. 2.2 Project Assignment

• Project managers should be able to assign team members to projects. • Assignments should include roles and responsibilities.

2.3 Project Goals and Objectives

• Users should set clear goals and objectives for each project.

• Goals should be measurable and trackable.

3. Task Management

3.1 Create and Assign Tasks

• Users should create tasks within projects.

• Tasks must include titles, descriptions, due dates, and priorities.

• *Task assignment to team members should be supported.*

3.2 Task Progress Tracking

• *Users and project managers should be able to track task progress.* • *Task completion should be marked, and status should be updated.*

4. Document Management

4.1 Upload and Share Documents

• *Users should upload and store project-related documents.*

• *Document sharing and access control based on user roles should be available.* • *Version control for documents is required.*

4.2 Document Collaboration

• *Users should collaborate on documents in real-time.*

• *Comments and annotations on documents should be supported.*

•

5. Search and Filtering

5.1 Search Functionality

• *Users should be able to search for tasks, documents, and discussions.* • *Advanced search options and filtering should be provided.*

6. Resource Management

6.1 Resource Allocation

• *Project managers should be able to allocate resources (e.g., team members, equipment, materials) to specific tasks and projects.*

• *Resource allocation should consider availability, skills, and workload.*

6.2 Resource Tracking

• *The system should provide real-time tracking of resource usage and availability.* • *Resource status (e.g., allocated, available, on leave) should be visible to project managers and team members.*

6.3 Resource Reports

• *Generate resource utilization reports to help project managers make informed decisions.*

• *Reports should include resource allocation history, workload distribution, and resource cost analysis.*

Other Non Functional Requirements

Performance Requirements

• *Response Time*
• *Scalability*
• *Data Retrieval Efficiency*
• *Real-Time Collaboration Synchronization*
• *Resource Utilization*

Safety Requirements

• *Data Security and Privacy*
• *User Authentication*
• *System Availability*
• *Security Incident Response*
• *Compliance with Privacy Regulations*

Security Requirements

- *Data Encryption*
- Access Control
- Data Privacy Compliance
- Data Backup and Recovery
- Security Certifications

Software Quality Attributes

COVITEAM prioritizes key software quality attributes to ensure user satisfaction and facilitate efficient development and maintenance. These attributes encompass usability, reliability, maintainability, portability, security robustness, interoperability, scalability, adaptability, testability, and availability. These attributes guide the development of COVITEAM, ensuring a robust and user-centric platform.

Business Rules

- *User Authentication*
- *User Roles*
- *Data Access*
- *Document Sharing*
- *Task Assignment*
- *Security and Compliance*
- *Communication*
- *Data Backup*
- *User Conduct*
- *Usage Policies*

Other Requirements

NO other requirments.

Appendix A: Glossary

COVITEAM: Collaborative Virtual Teammate Network - The software product designed to facilitate collaboration and project management among virtual teams.

GUI: Graphical User Interface - The visual interface that allows users to interact with and navigate the COVITEAM software.

API: Application Programming Interface - A set of rules and protocols that allows different software applications to communicate and interact with each other.

DBMS: Database Management System - Software that manages and organizes the storage and retrieval of data in a database.

Appendix B: Field Layouts

Project table

Field Name	Data Type	Description	Required
Project Name	Text	Name of the project	Yes
Project ID	Auto Number	Unique project identifier	Automatically
Project Manager	User/Picker	Assigned project manager	Yes
Start Date	Date	Project start date	Yes
End Date	Date	Project end date	Yes
Description	Text Area	Project description	No

Study group table

Field Name	Data Type	Description	Required
Group Name	Text	Name of the study group	Yes
Group ID	Auto Number	Unique group identifier	Automatically
Course Name	Text	Name of the course	Yes
Instructor	Text	Instructor's name	No
Start Date	Date	Start date of the group	Yes
End Date	Date	End date of the group	No
Description	Text Area	Group description	No

USER table

Field Name	Data Type	Description	Required
User ID	Auto Number	Unique user identifier	Automatically
Username	Text	User's username	Yes
First Name	Text	User's first name	Yes
Last Name	Text	User's last name	Yes
Email	Email	User's email address	Yes
Role	Dropdown	User's role(e.g.,Admin,Moderator,Member)	Yes
Status	Dropdown	User's status (e.g., Active,Inactive)	Yes
Registration Date	Date	Date of user registration	Yes
Profile Picture	Image	User's profile picture	No

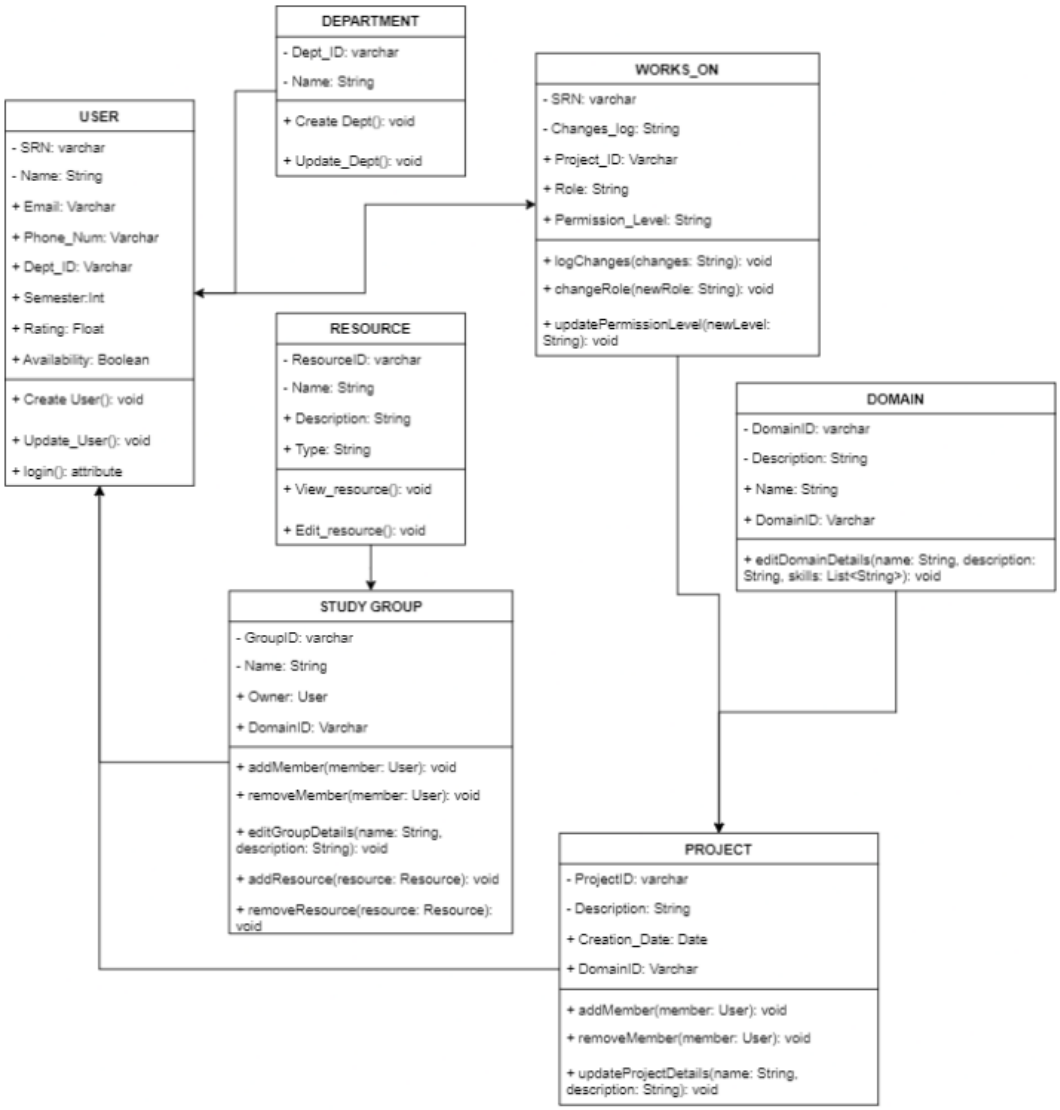
C: Requirement Traceability Matrix

Sl. No	Requirement ID	Brief Description of Requirement	Architecture Reference	Design Reference	Code File Reference	Test Case ID	System Test Case ID
1	R001	User Management	Authentication Layer	User Registration & Authentication UI and Workflow	auth/user-management.js	TC001	STC001
2	R002	Project Management	Project Management Module	Project Creation, Editing, Assignment, Goals & Objectives UI and Logic	project/project-management.js	TC002	STC002
3	R003	Task Management	Task Management Module	Task Creation, Assignment, Progress Tracking UI and Logic	task/task-management.js	TC003	STC003
4	R004	Document Management	Document Management Module	Document Upload, Sharing, Collaboration, Version Control UI and Logic	document/document-management.js	TC004	STC004
5	R005	Search and Filtering	Search and Filtering Component	Search Functionality, Advanced Search Options, and Filtering UI and Logic	search/search-functionality.js	TC005	STC005
6	R006	Resource Management	Resource Management Module	Resource Allocation, Tracking, Reports, and Resource Status UI and Logic	resource/resource-management.js	TC006	STC006

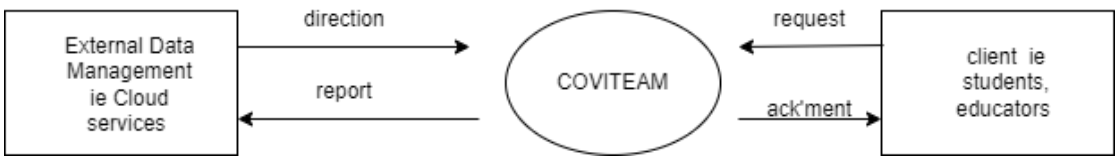
DESIGN DIAGRAM:

SL NO.	TOPIC
1.	CLASS DIAGRAM
2.	DATA FLOW DIAGRAM (L0)
3.	DATA FLOW DIAGRAM (L1)
4.	ARCHITECTURE DIAGRAM
5.	ARCHITECTURAL STYLE

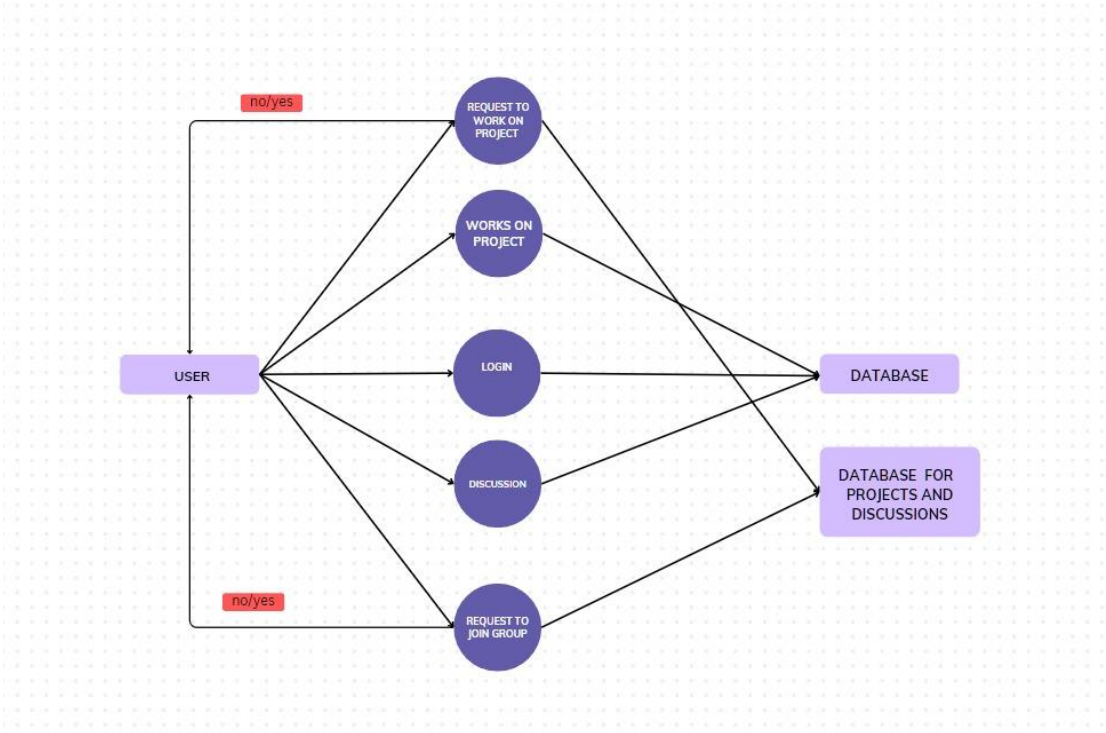
1.CLASS DIAGRAM :



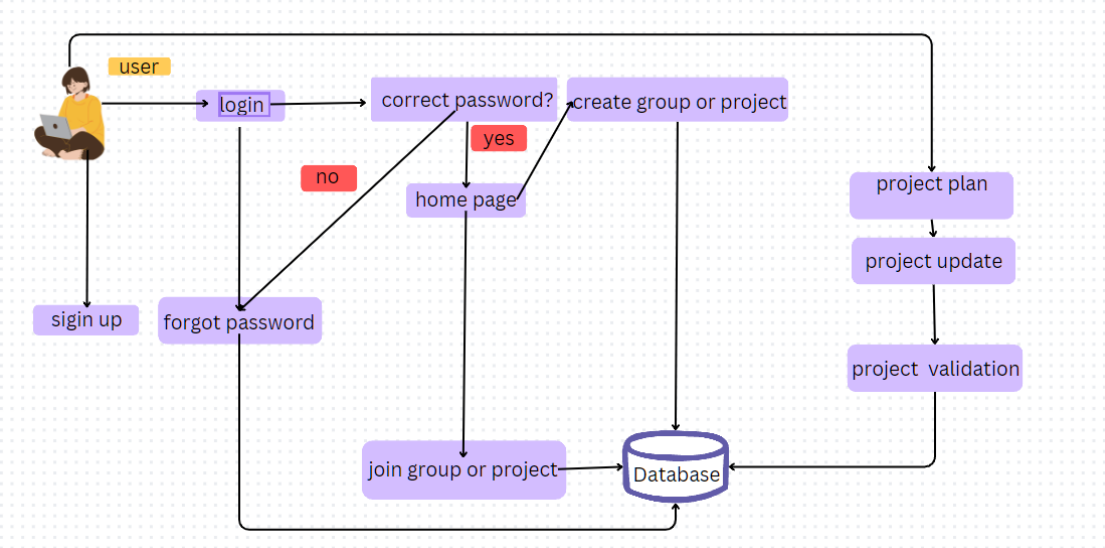
2.DATA FLOW DIAGRAM (L0)



3.DATA FLOW DIAGRAM (L1)



4.ARCHITECTURE DIAGRAM :



5.ARCHITECTURE STYLE (client server)

Client-Server: The client–server model is a distributed application structure that partitions tasks or workloads between the providers and service requesters.

Justification:

Scalability: Client-server architecture allows for horizontal scalability. You can scale the system by adding more servers to handle an increasing number of clients. This makes it suitable for applications that may experience variable or high loads, as you can distribute the load across multiple servers.

Security Enforcement: By centralizing authentication and authorization mechanisms on the server, you can control and enforce security policies more effectively.

Centralized Data Management: Storing data on a central server allows for consistent data management, backup, and recovery. This is crucial for applications that require data integrity and availability.

Resource Sharing: Client-server architecture allows multiple clients to share a common set of resources or services provided by the server, making it an effective choice for scenarios where resource sharing is required.

Test case:

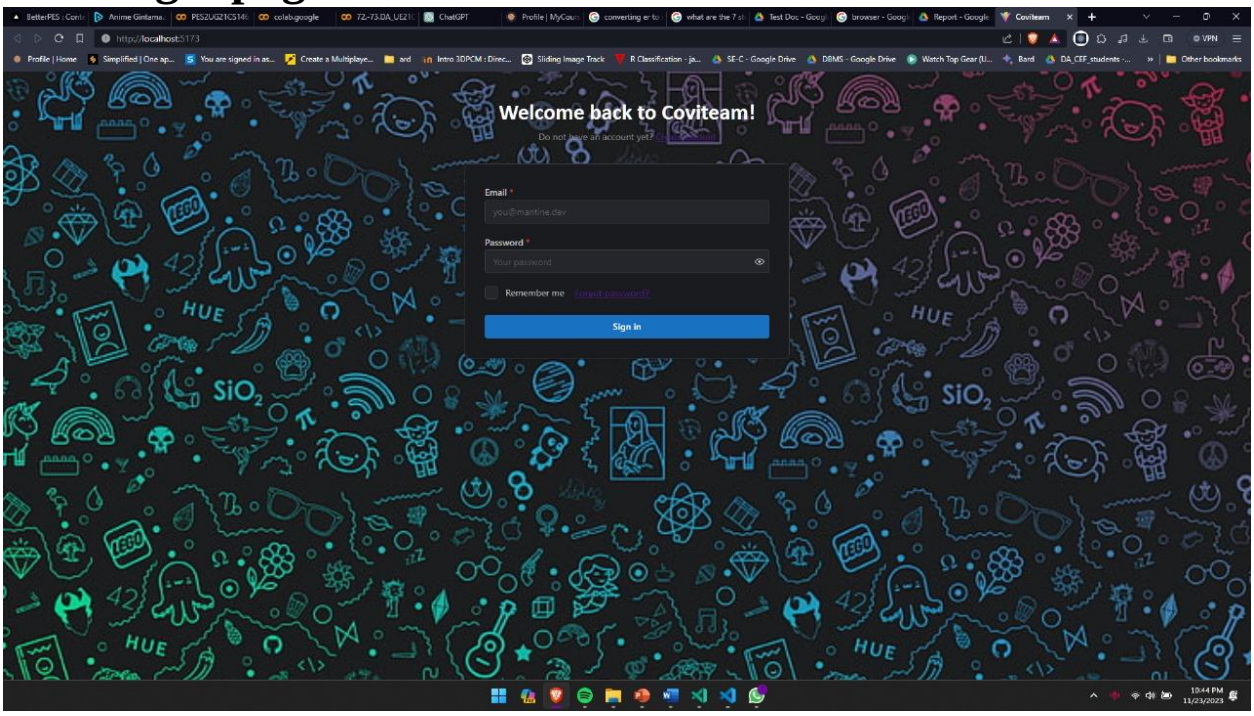
Test Case ID	Name of Module	Test Case Description	Pre-conditions	Test Steps	Test Data	Expected Results	Actual Results	Test Result
UT-01	**Sign-up**	**To test creating account**	**Need to have email ,phone number and a browser**	**Step1:Fill the form Step 2: Enter capta Step3: Enter your intressts Step4:click finish**	**New credentials**	**Redirected to login page**	**Redirected to ligin page**	**Pass**
UT-02	**Login**	**To test login functionality**	**User should have signed up**	**Enter email And password Click login in**	**Valid Credentials**	**Redirected to home page**	**Redirected to home**	**Pass**
UT-03	**Creation of groups**	**To create study groups**	**Logged in as a legit uses**	**Click on the your groups create on (+) button enter group name And description And press create group**	**Group name should not be null**	**Redirected to home page**	**Redirected to home**	**Pass**

UT-04	**Creation of project**	**To create Project**	**Logged in as a legit user**	**Click on the your projects create on (+) button enter project name, description and select the domain And press create group**	**Project name should not be null Should have a domain**	**Redirected to home**	**Redirected to home**	**Pass**
UT-05	**Requesting access for project**	**To join project**	**Logged in as a legit user**	**Click on recommended projects press on request access on the desired project**	**NULL**	**Notification sent to owner**	**Notification sent to owner**	**Pass**
UT-06	**Requesting access for study group**	**To join study group**	**Logged in as a legit user**	**Click on recommended projects press on request access on the desired project**	**NULL**	**Notification sent to owner**	**Notification sent to owner**	**Pass**
UT-07	**Messaging**	**To check messaging**	**Logged in as a legit user And should be a member of the group**	**Enter the text u want to send and click send**	**Message should not be null**	**Message sent**	**Message sent**	**Pass**

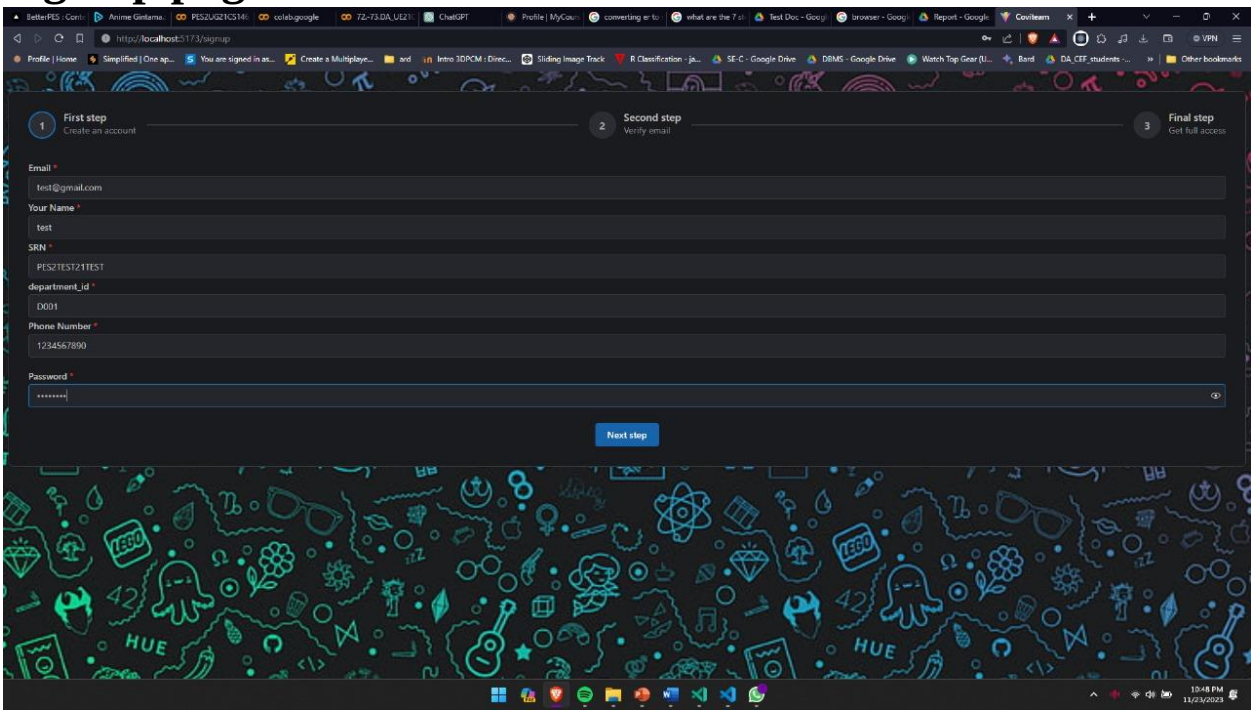
UT-08	**Uploading file for projects**	**Upload file for projects**	**Logged in as valid user and part of the project**	**Click on upload select file Click on confirm upload**	**File should not be video or audio**	**Returns uploaded successfully**	**Returns uploaded successfully**	**Pass**
UT-09	**Editing groups Info**	**Editing Group info**	**Logger in as valid user Should group owner**	**Click on the 3 lines(Burger) edit it press on save**	**Group name should not be null**	**Redirected to home page**	**Redirected to home page**	**Pass**
UT-10	**Editing project info**	**Editing project info**	**Logger in as valid user Should have the permissions**	**Click on the 3 lines(Burger) edit it press on save**	**Project name should not be null**	**Redirected to home page**	**Redirected to home page**	**Pass**
UT-11	**Forgot passord page**	**Forgot password**	**Should know email**	**Click forgot password reset password**	**User should have signed up before**	**Redirected to login page**	**Redirected to login page**	**pass**

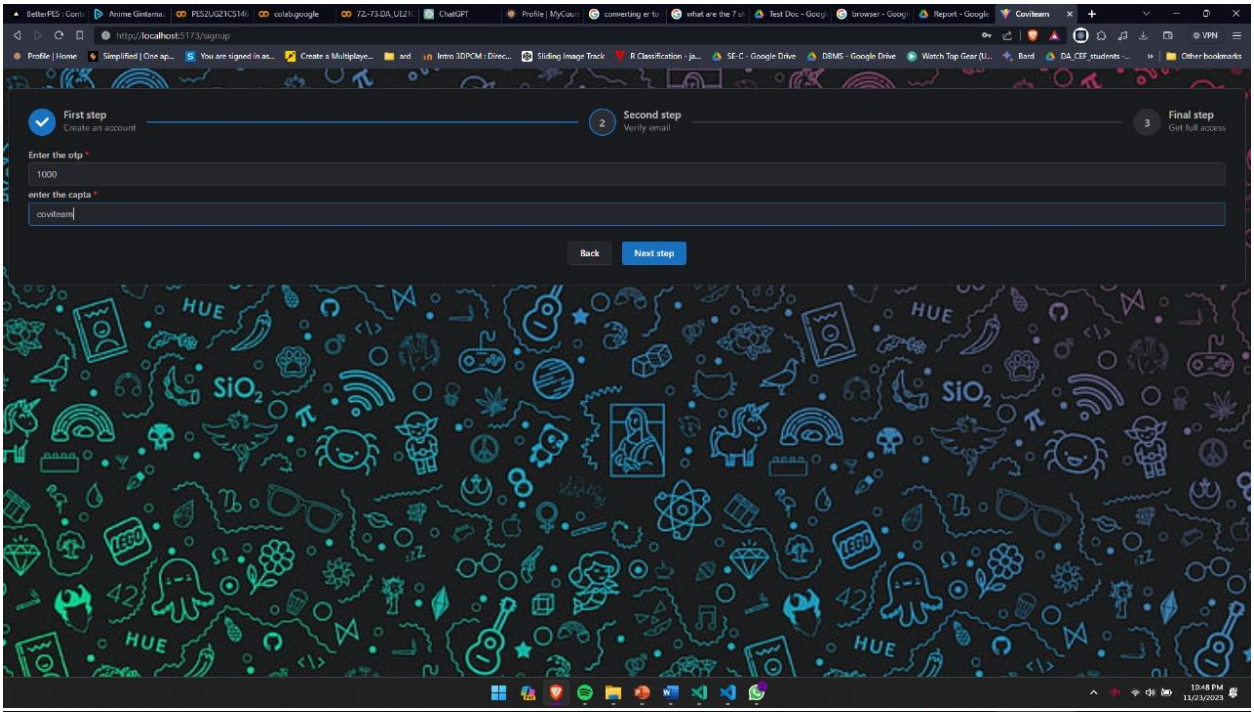
SCREENSHOTS:

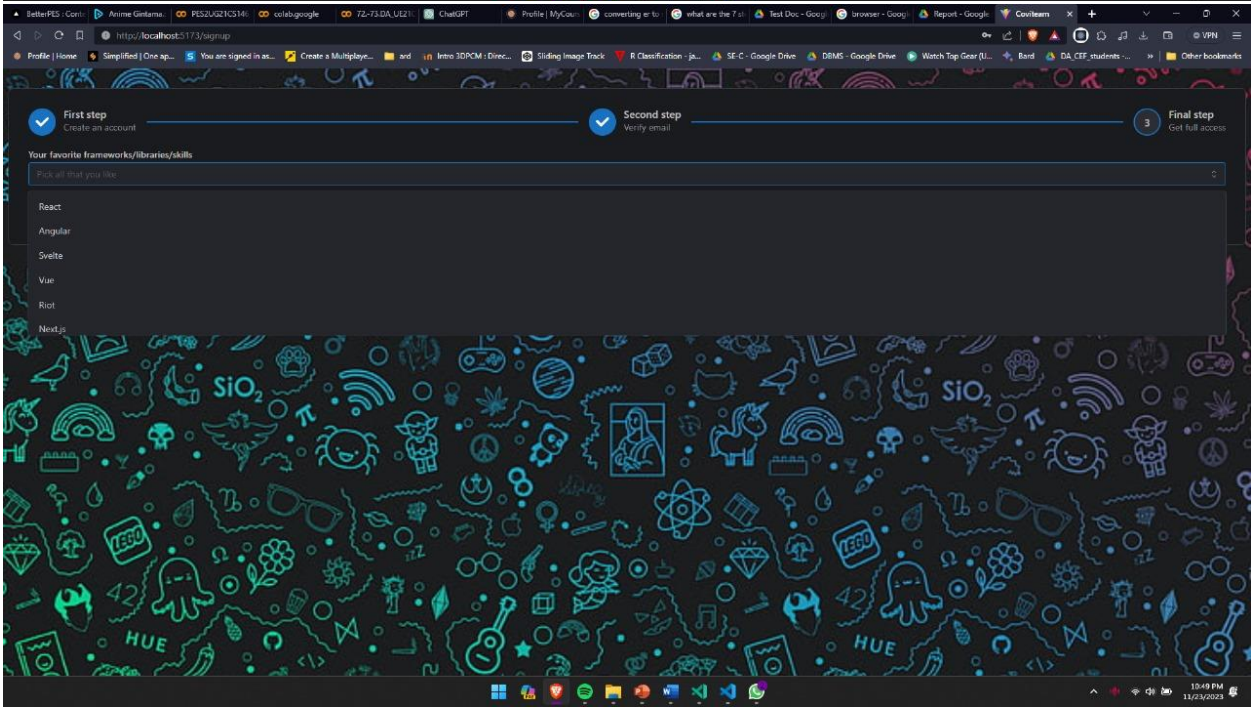
Login page:

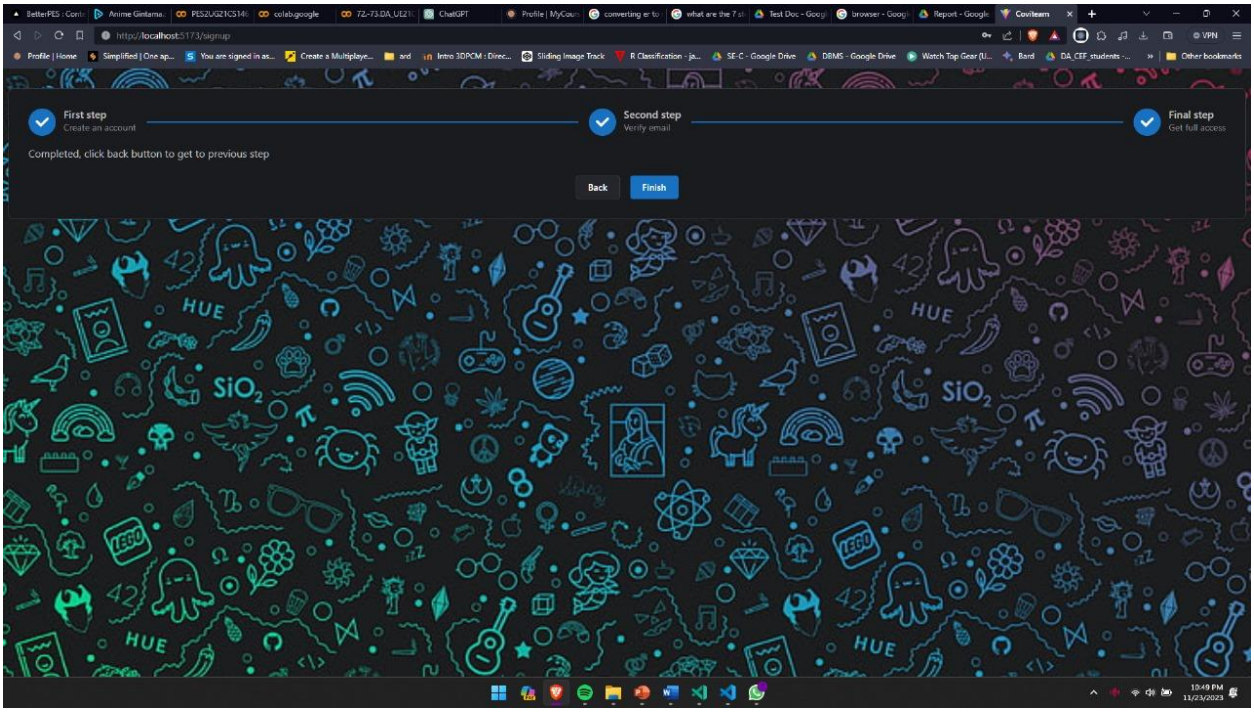


Sign up page:

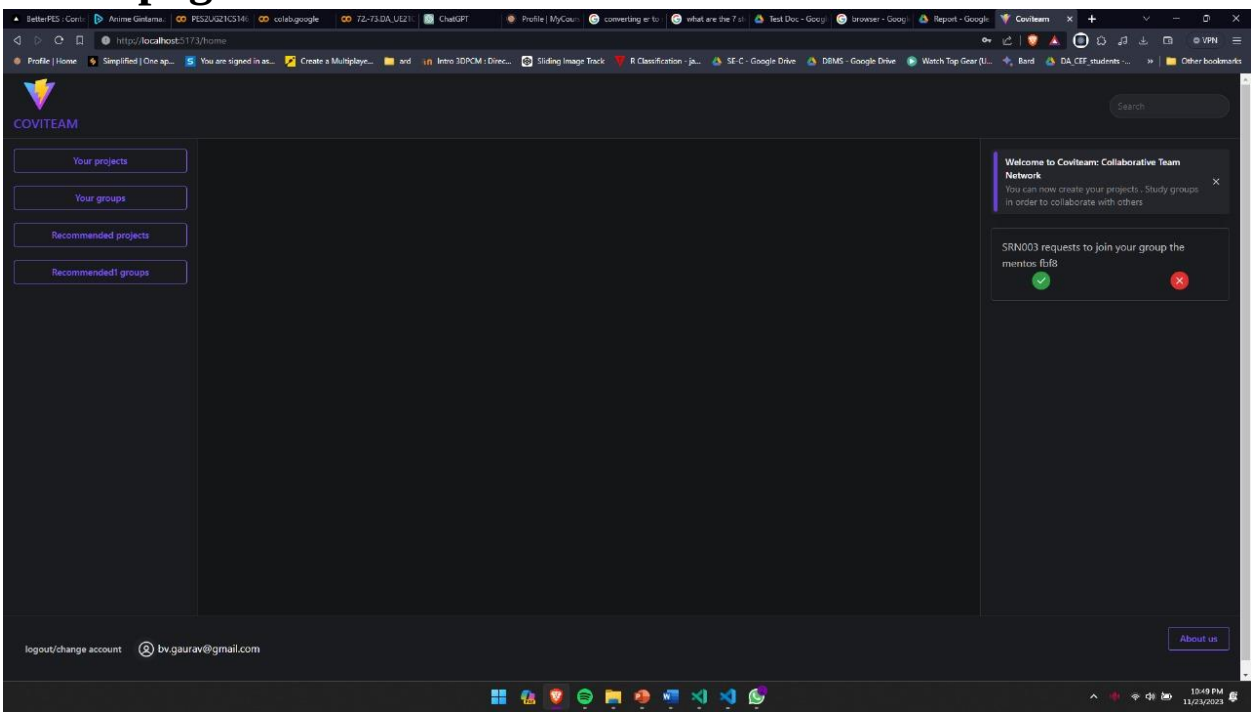



First step
Create an account
2
Second step
Verify email
3
Final step
Get full access
Enter the otp *
1000
enter the capta *
coviteam
Back
Next step

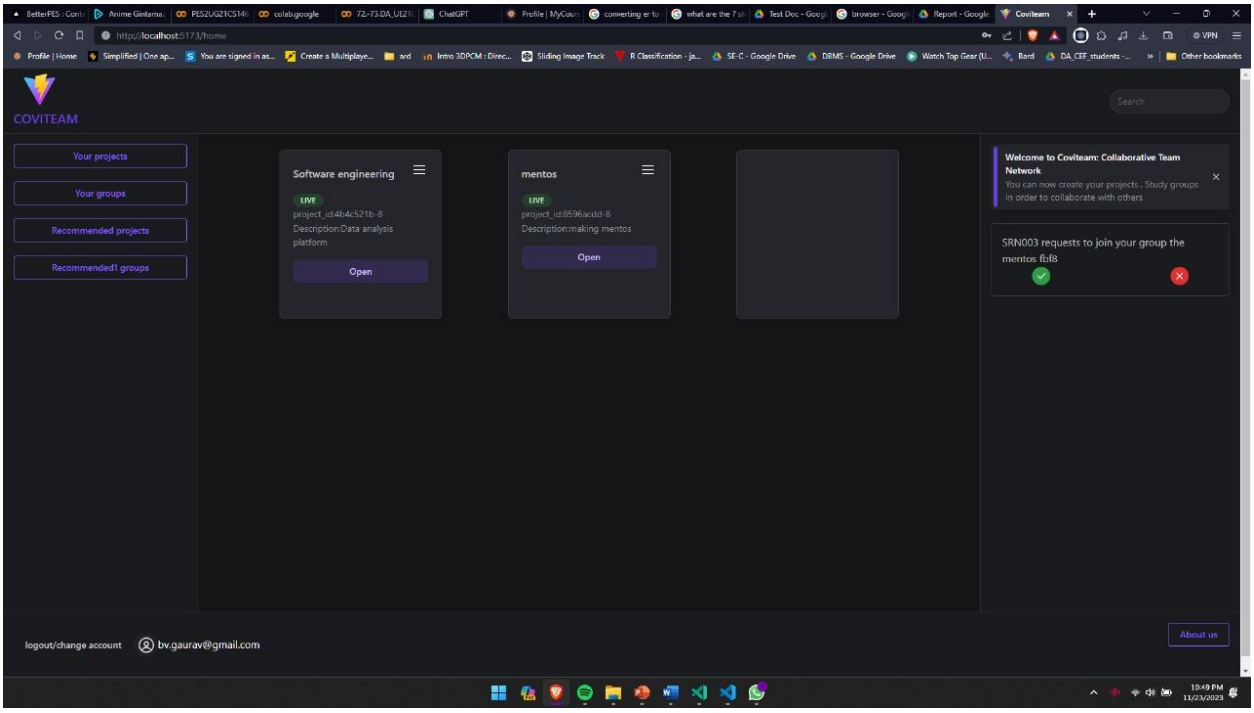

First step
Create an account
Second step
Verify email
3
Final step
Get full access
Your favorite frameworks/libraries/skills
Pick all that you like
React
Angular
Svelte
Vue
Riot
Next.js



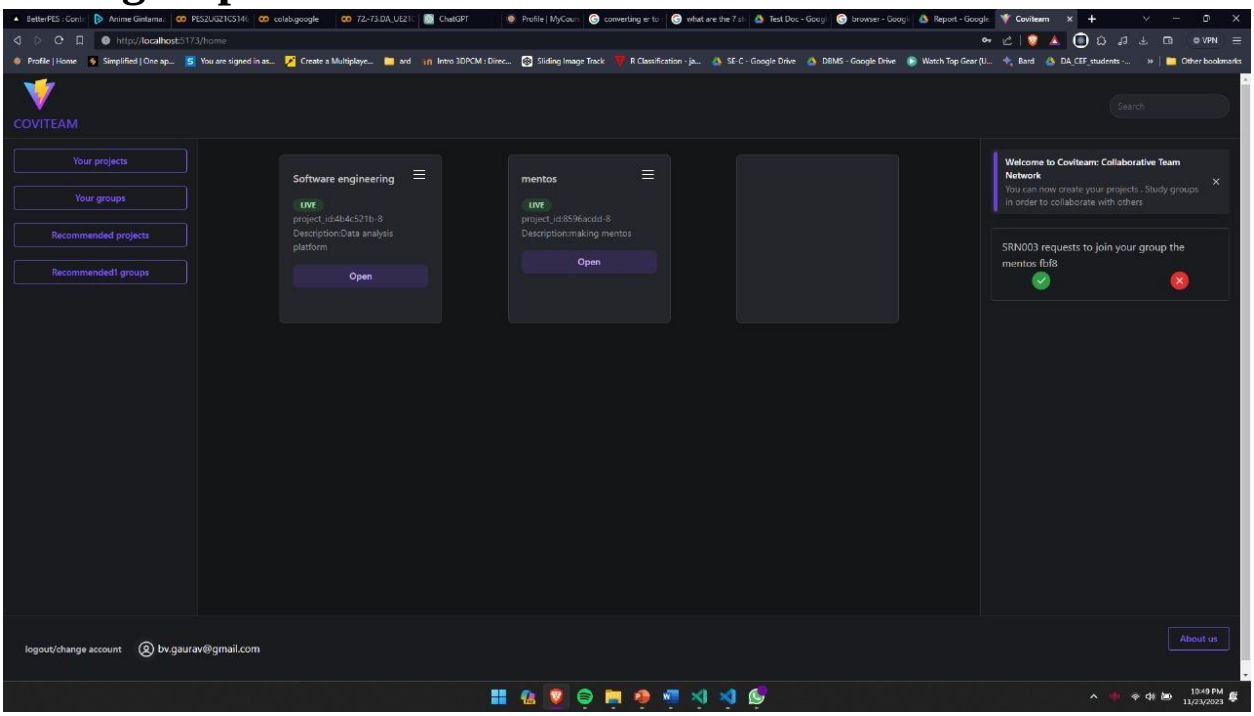
Home page:



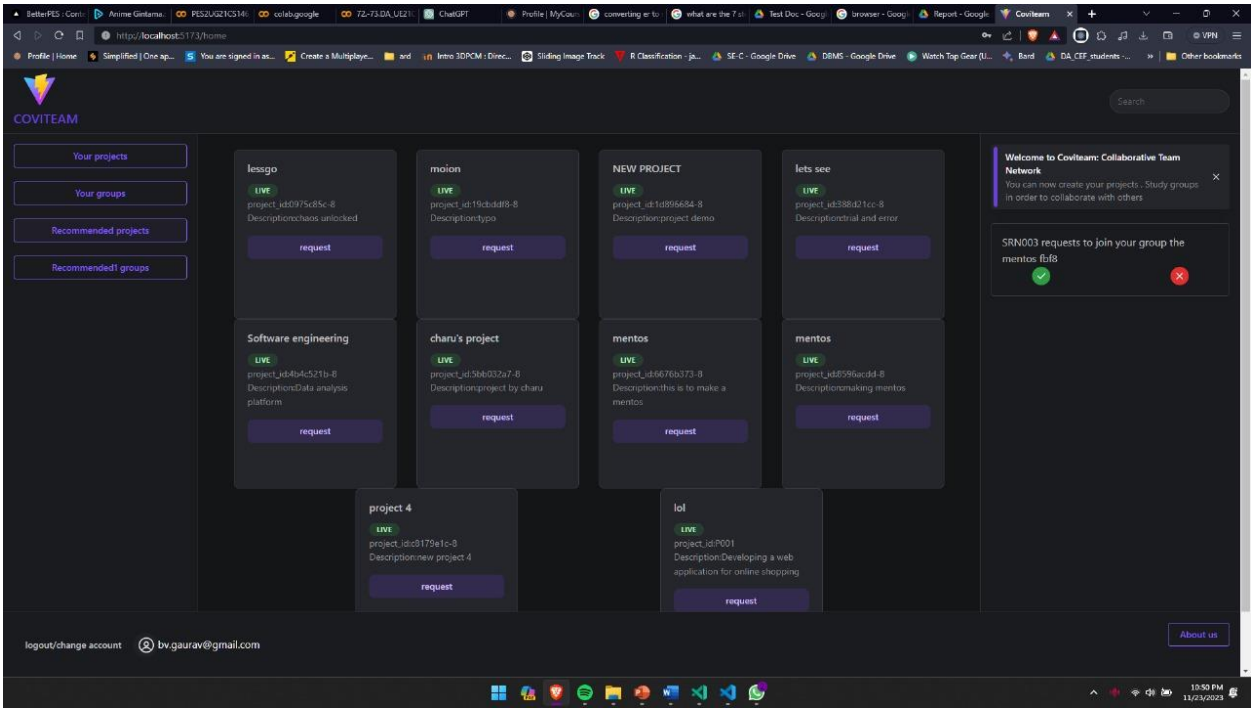
Your projects:



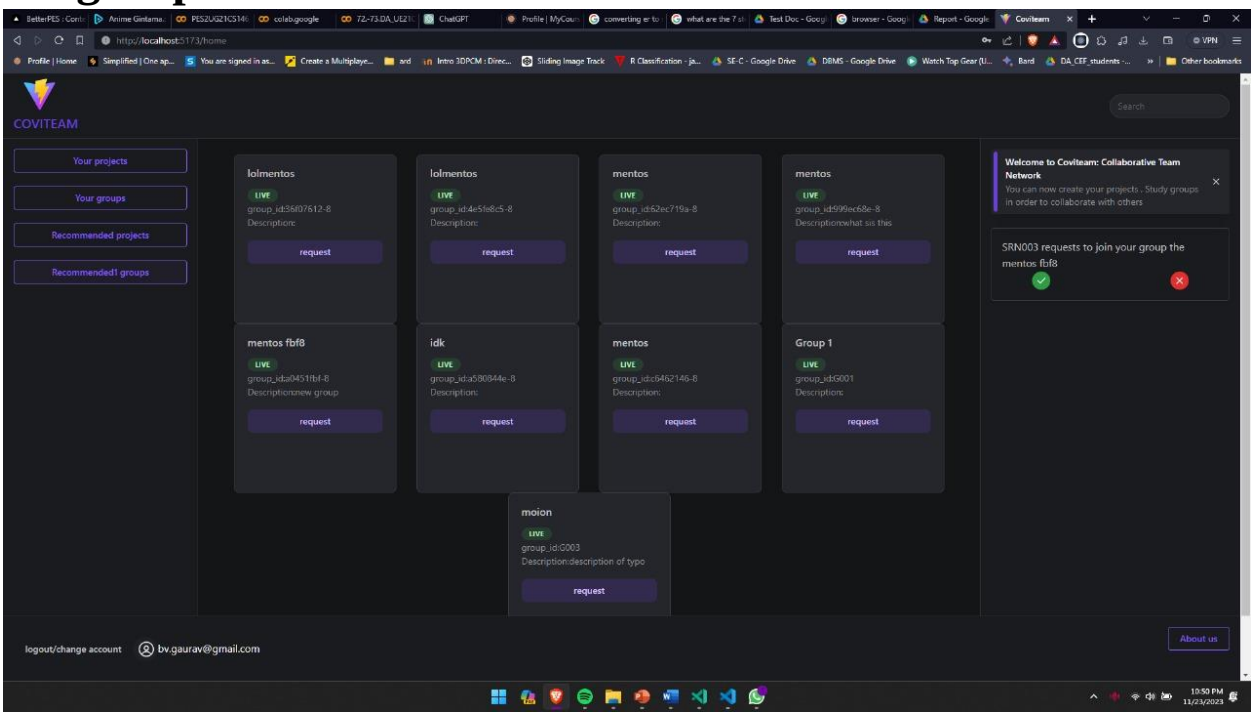
Your groups:



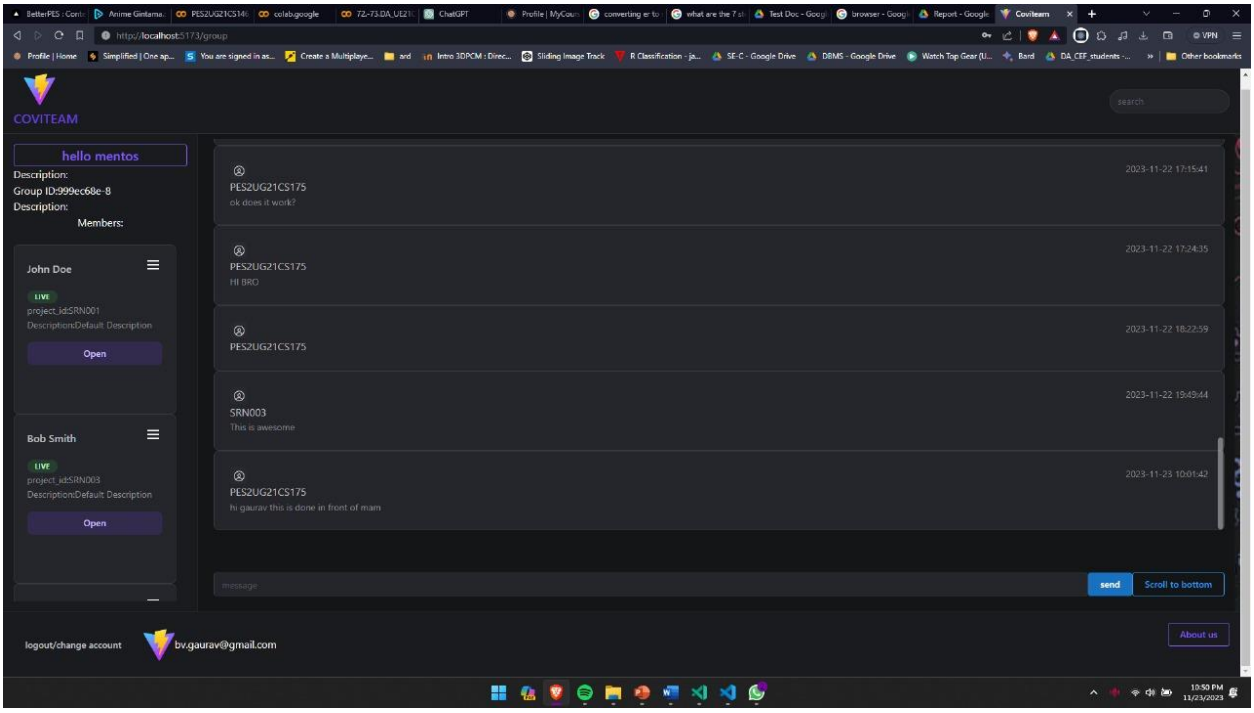
All projects :



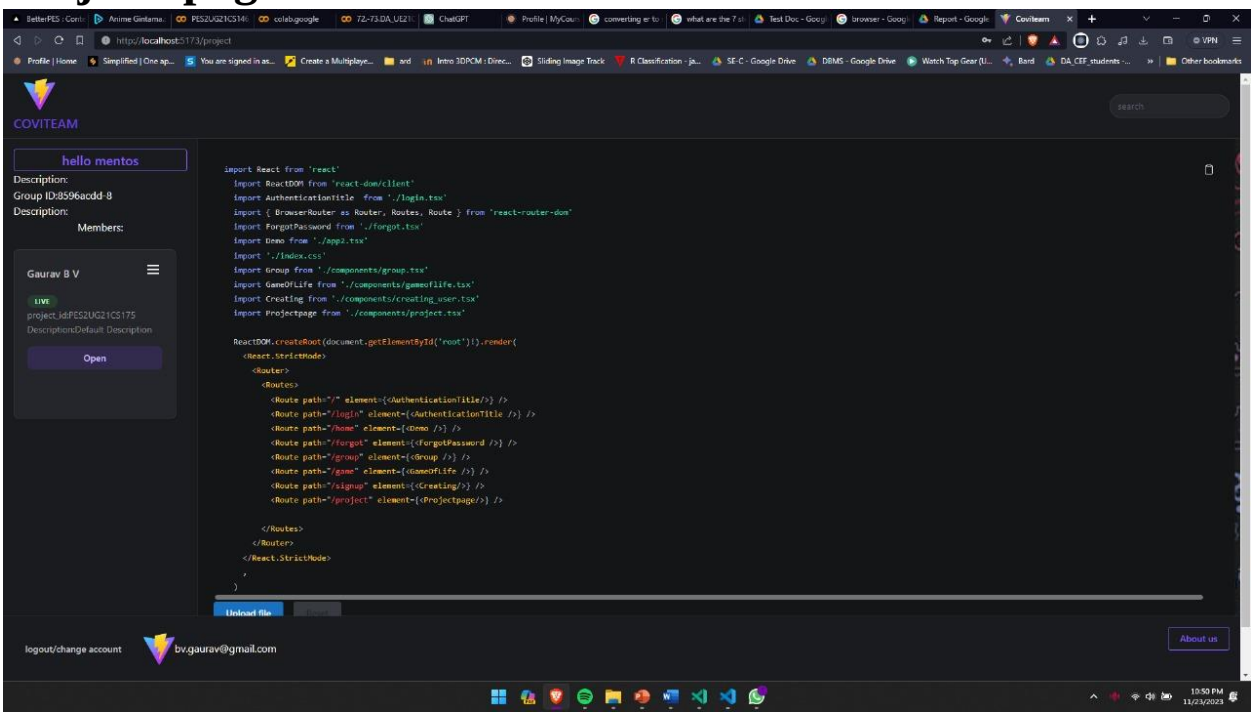
All groups:



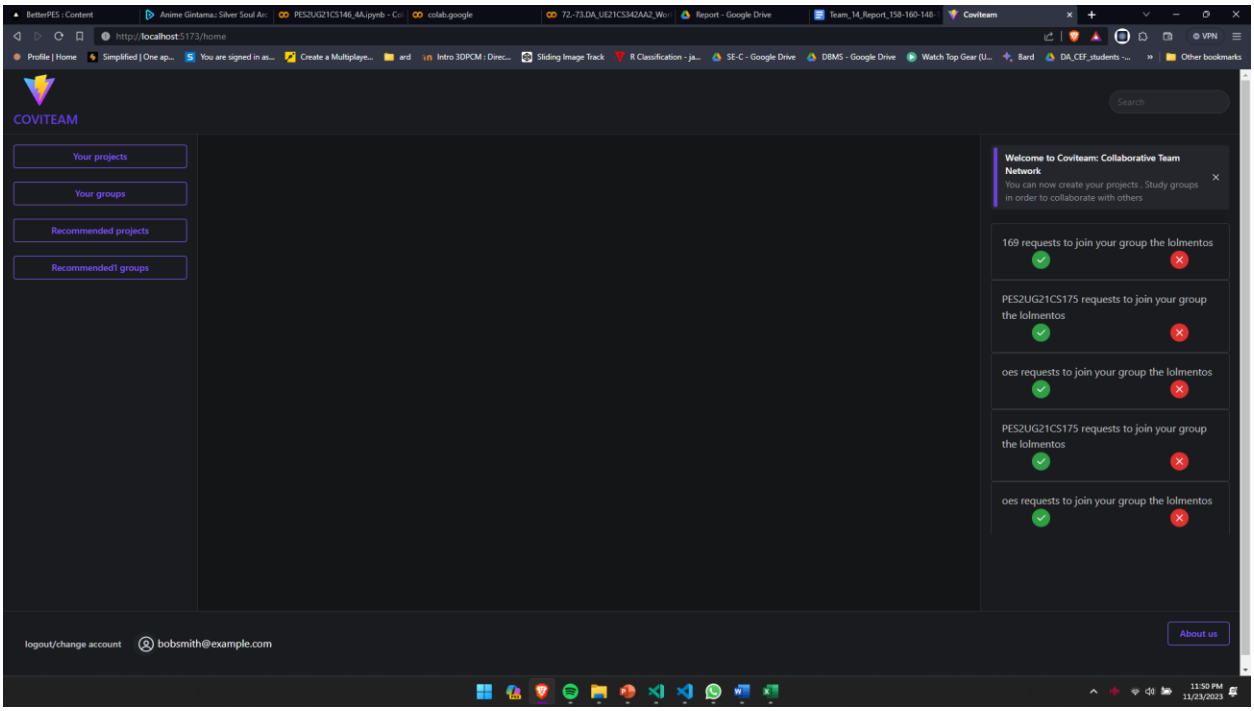
Groups descussion page:



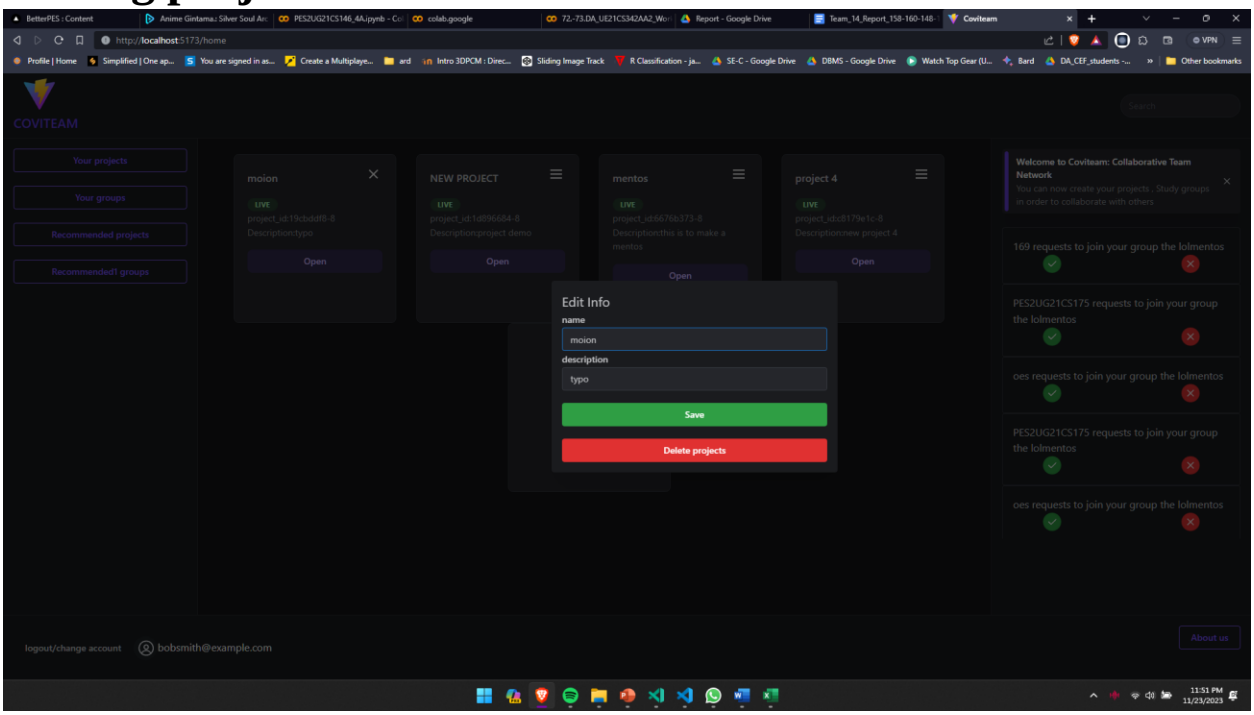
Projects page:



Notfications right side of the page requesting access for groups and projects:



Editing project:



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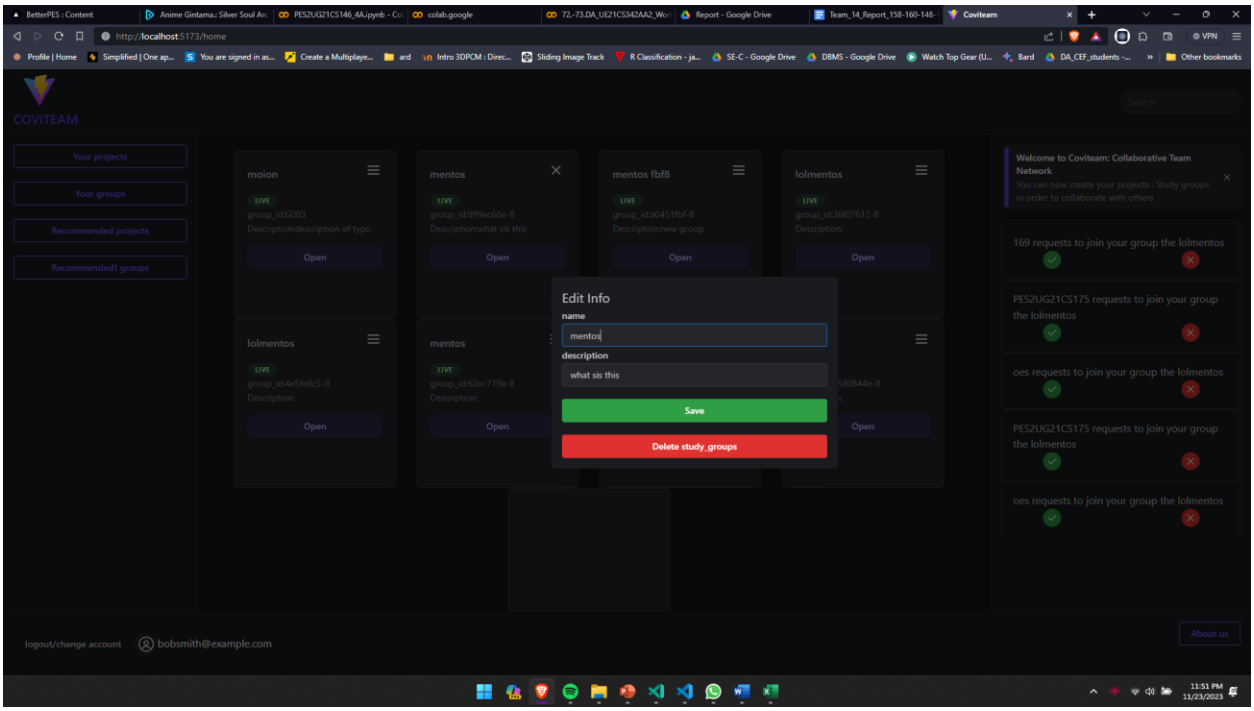
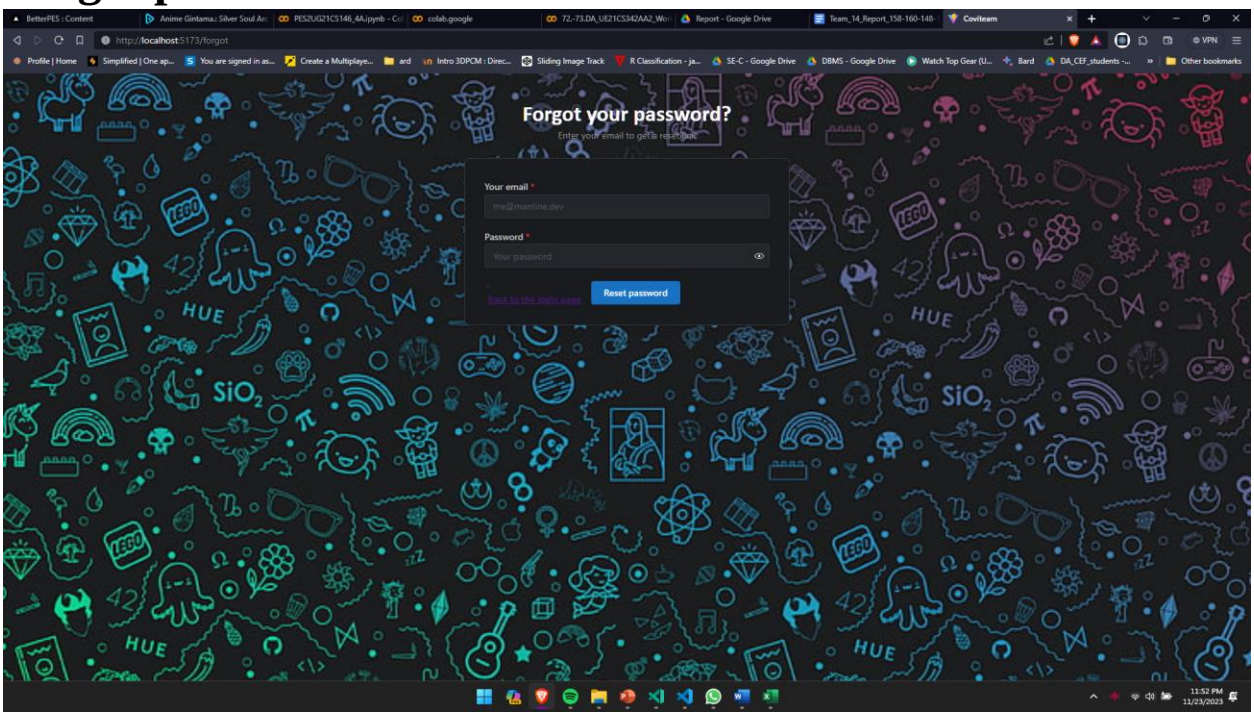
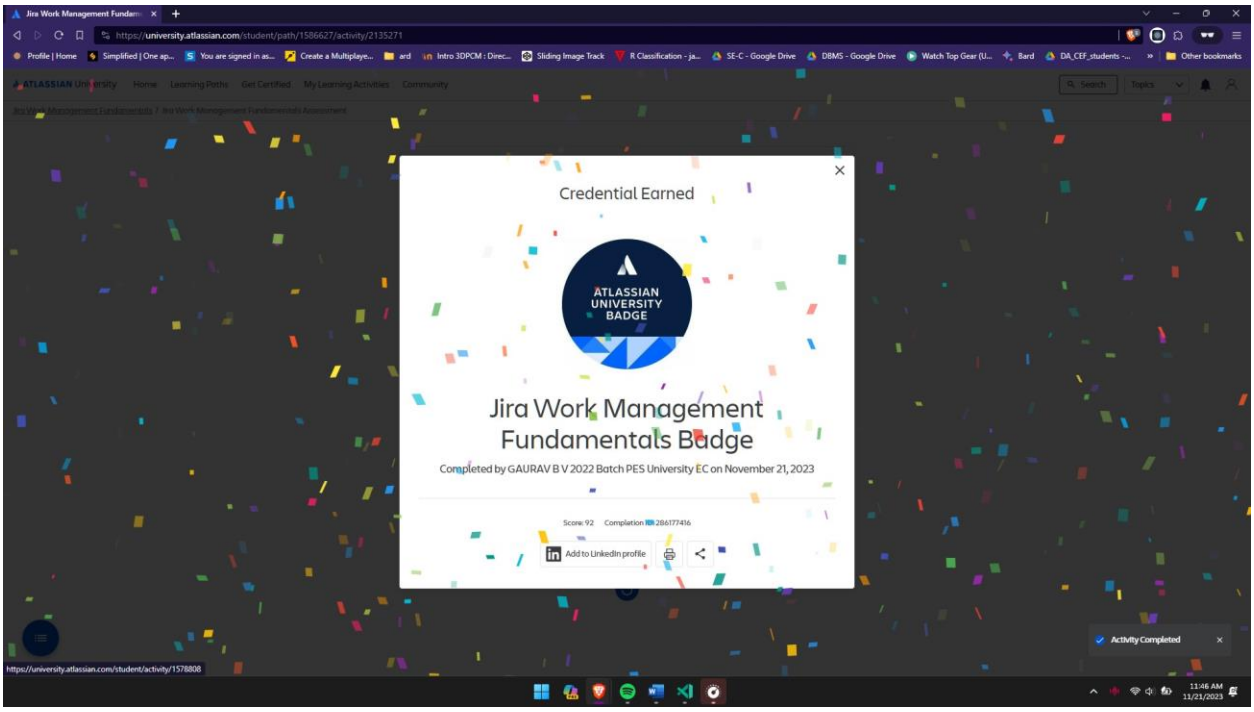
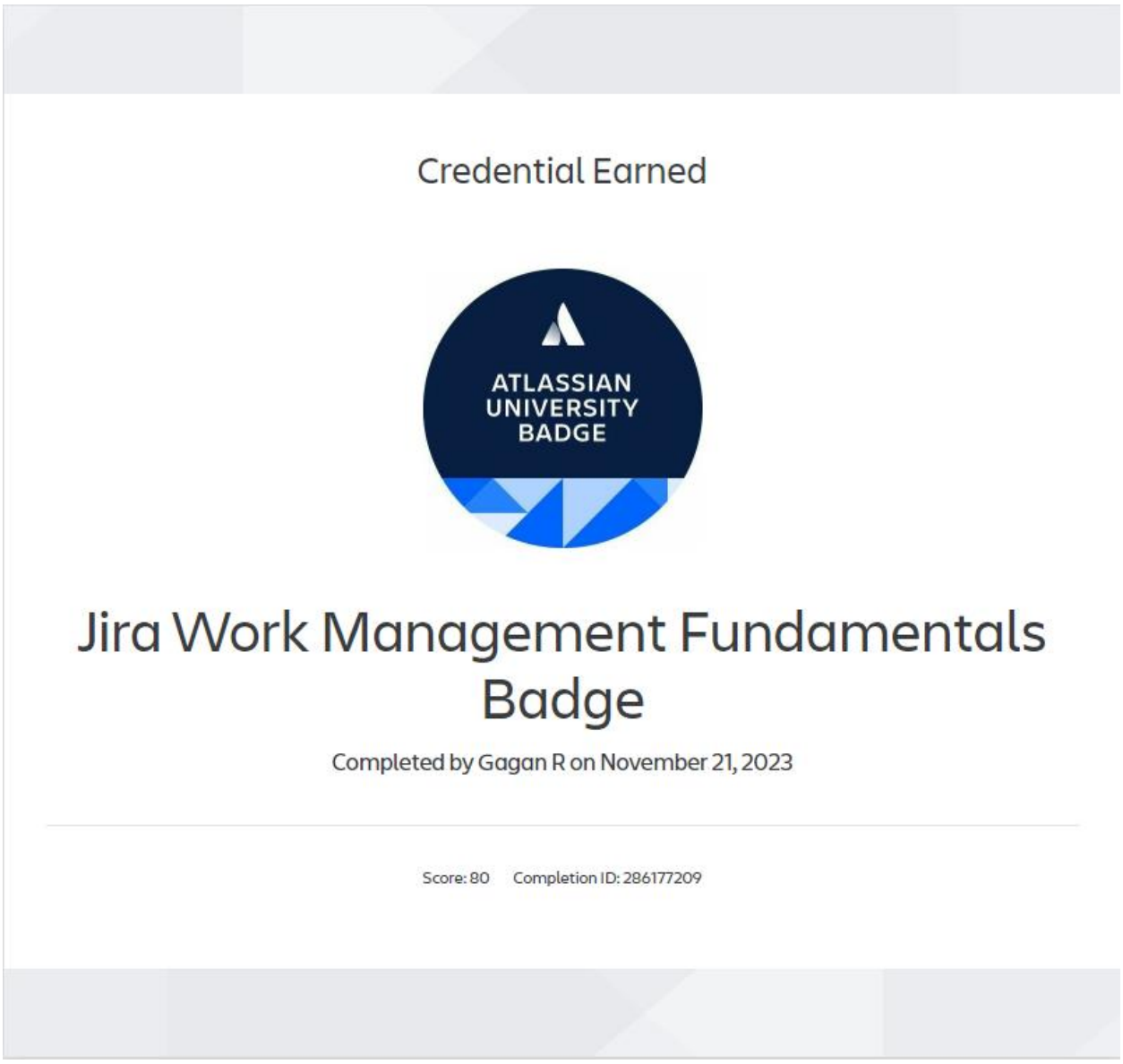


Forgot password:



Jira Certificates:




Credential Earned
ATLASSIAN
UNIVERSITY
BADGE
Jira Work Management Fundamentals Badge
Completed by Gagan R on November 21, 2023
Score: 80
Completion ID: 286177209

References: