Bachelor Project

# Requirements Analysis

*Authors:*
Martijn Breet
(1265458)
Jaap van Touw
(1380753)

*Supervisor:*
Cor-Paul Bezemer

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**Abstract**

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# Chapter 1

# Introduction

# Chapter 2

# The current system

# Chapter 3

# The proposed system

## 3.1 Functional requirements

1. example;

## 3.2 Nonfunctional requirements

## 3.3 Boundary Conditions

## 3.4 Analysis models

### 3.4.1 Use case models

1. **scenario example**

| | |
|---|---|
| **Actors** | actor 1 |
| **Trigger** | what triggered the event. |
| **Goal** | what is the goal. |
| **Postconditions** | |
| **Steps** | 1. example; |
| | 2. example |
| **Requirements** | 1. example. |

### 3.4.2 Object model

**Class diagram**

### 3.4.3 Dynamic models

**Activity Diagram**

**Sequence diagrams**

## 3.5 User interface

# Appendix A

# Classdiagram

# Appendix B

# Sequence diagrams

## B.1 actor1-sequences

# Appendix C

# Activity Diagram

# Appendix D

# User interface screenshots

## D.1 main gui

# Appendix E

# Glossary

**Actor** Person or object, using the system.
**Class diagram** schematic overview of the implementation structure of the system.