Project Port Scanner: Requirements Documentation

Instructions: The requirements documentation lays out what your program will accomplish. The port scanner program shall be, at least, able to take a machine name (via ip or URL) and then provide what ports are available. The results should be displayed to the user. In your requirements document, please layout what type of interface you want (command line or GUI) and how the user will point the port scanner to a computer. Also, decide on what options the user will have during scanning (TCP/UDP/ICMP, the port list, etc...) Do create a mock screen-shot of the what you expect the interface to look like. Finally, please use UML use case diagrams to describe the interaction between the user and your port scanner.

Communication:
Communication is vital to a team project, especially with class members that work remotely (the online users.) First, establish how you want to communicate with one another, you can look in your repository and communication via the communication.txt file. Note: how you communication will be graded! All team members must be given ample opportunity to contribute to the project. Please outline what tasks each member has done.

How to turn in:
Turn in via GitHub in the documentation/requirements directory. Note, that a github repository has been created for your class project! Any team member may push via IntelliJ (VCS ↑) OR use the command line:

- $ git add <files>
- $ git commit
- $ git push

Due Date: March 1, 2016 2359

Teamwork: Full teamwork is encouraged, please use your teammates and feel free to use internet resources. If you use outside resources, please site.