Currency Converter App Project Plan

Revision 7

CMSC 495 6380

June 1, 2021

Group 4

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## **Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Revision Number** | **Date** | **Description** | **Name** |
| 1 | 5/31 | Creation of Google Doc and Outline | Roy |
| 2 | 5/31 - 6/01 | Formatting, Revision History, and Project Schedule | Stephen |
| 3 | 6/01 | Cover Page Formatted to Specifications | Stephen |
| 4 | 6/01 | Added Project Requirements Based on Discussion | Roy, Ronald, Stephen |
| 5 | 6/01 | Added System Specifications | Ron |
| 6 | 6/01 | Added Software Management | Roy |
| 7 | 7/5 | Updated to reflect design changes and feedback | Stephen |

## **I. Requirement Specifications**

|  |  |
| --- | --- |
| **Requirement Number** | **Description** |
| 1 | This app will be able to get daily updates of the currency conversion rates from https://www.exchangerate-api.com/docs/java-currency-apifor its conversion |
| 2 | This app will allow the user to input the amount of currency to convert. |
| 3 | This app will allow the user to toggle what currency to convert to and from. |
| 4 | This app will throw an error if the user tries to enter negative numbers, or non-numbers. |
| 5 | This app will accurately convert the given amount to the requested currency and display the result in the GUI.  Formula:  Input-Amount \* Conversion-Ratio = Output-Amount |
| 6 | This app will use the top 11 currencies.   1. US Dollar 2. Euro 3. British Pound 4. Indian Rupee 5. Australian Dollar 6. Canadian Dollar 7. Singapore Dollar 8. Swiss Franc 9. Malaysian Ringgit 10. Japanese Yen 11. Chinese Yuan Renminbi |
| 7 | The app’s GUI will feature at least:   1. a textfield where the user can enter their desired amount to convert. 2. an uneditable textfield that displays the converted amount. 3. a toggle menu for the input currency amount. 4. a toggle menu for the output currency amount. 5. a “Convert” button that, when pressed by the user, converts and displays the converted amount. |

## **II. System Specification**

**Development Platform**

|  |  |
| --- | --- |
| OS | Windows 10 |
| Processor | Intel Core i5 4.1GHz |
| Development Software | Apache Netbeans 11.3 / Intellij IDEA 2020.2 / Java JDK 8 |
| Memory | 4 GB RAM |
| Storage | At least 4.0 GB of disk space |

**Production Platform**

|  |  |
| --- | --- |
| OS | Windows 7 or better |
| Processor | 1.6 GHz or faster |
| Storage | At least 4.0 GB of disk space |

## **III. Software Management**

Version control will be handled through a repository at GitHub. The link for the project repository is:

<https://github.com/auhroy/CMSC495-Group-4-Currency-Converter>

This repository will hold all documents relating to the project, as well as all versions of the project. It is publicly accessible. Please refer to README in the repository for more information.

## **IV. Project Schedule**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Duration(days)** | **Start Date** | **End Date** | **Personnel** |
| 1. Project Requirements    1. Requirement Specifications    2. System Specification    3. Software Management    4. Project Schedule    5. Group Revision | 7  5  5  5  5  2 | 5/26  5/26  5/26  5/26  5/26  5/31 | 6/01  5/30  5/30  5/30  5/30  6/01 | Roy, Ronald, Stephen  Ronald  Roy  Stephen  Roy, Ronald, Stephen |
| -Week 3- |  |  |  |  |
| 1. Project Analysis    1. Context Diagram    2. Inner Working Details    3. Group Revision | 7  5  5  2 | 6/02  6/02  6/02  6/07 | 6/08  6/06  6/06  6/08 | Roy, Ronald  Stephen  Roy, Ronald, Stephen |
| -Week 4- |  |  |  |  |
| 1. Project Design    1. Class Diagram    2. Sequence Diagram    3. Pseudo Code    4. Performance Estimates    5. Group Revision | 7  5  5  5  5  2 | 6/09  6/09  6/09  6/09  6/09  6/14 | 6/15  6/13  6/13  6/13  6/13  6/15 | Stephen  Roy  Roy, Ronald, Stephen  Ronald  Roy, Ronald, Stephen |
| -Week 5- |  |  |  |  |
| 1. Project Test Plan & ICD    1. Test Plan    2. Interface Control Document (ICD)    3. Group Revision | 7  5  5  2 | 6/16  6/16  6/16  6/21 | 6/22  6/20  6/20  6/22 | Stephen, Ronald  Roy  Roy, Ronald, Stephen |
| -Week 6- |  |  |  |  |
| 1. Implementation and Testing (Sprint 1)    1. GUI coding    2. Other Required Classes coding    3. Testing    4. Group Revision | 7  5  5  5  2 | 6/23  6/23  6/23  6/23  6/28 | 6/29  6/27  6/27  6/27  6/29 | Stephen  Roy, Ronald  Stephen  Roy, Ronald, Stephen |
| -Week 7- |  |  |  |  |
| 1. Further Implementation and Testing (Sprint Two)    1. Further coding    2. Testing    3. User Guide    4. Group Revision | 7  5  5  5  2 | 6/30  6/30  6/30  6/30  7/05 | 7/06  7/04  7/04  7/04  7/06 | Roy, Ronald, Stephen  Roy  Ronald  Roy, Ronald, Stephen |
| -Week 8- |  |  | Due Early for Peer Review (Sunday 7/11) |  |
| 1. Final Sprint - Delivery    1. Finishing Touches    2. Update all Documents with any Changes    3. Group Revision | 5  3  3  2 | 7/07  7/07  7/07  7/10 | 7/11  7/09  7/09  7/11 | Roy, Ronald, Stephen  Roy, Ronald, Stephen  Roy, Ronald, Stephen |