

## . Cover Page

- **Course Title:** CSE360 - Software Engineering
  - **Project Title:** Login Design Implementation
  - **Team Members:**
    - Ed (Database Implementation for New Users)
    - James (Admin User Stories Implementation)
    - Ayra (UI/UX Design)
  - **Submission Date:** 10/10/205
- 

## 2. Shared Agreement on User Experience and Interface

- **Design Reference:** The login interface will be modeled after Facebook's design (as of September 26, 2025).
  - **Functionality:** Users will enter their username and password. If either field is empty, an error box will be displayed.
  - **Styling:** The Java GUI will mimic Facebook's styling, font, and size. For styling resources, refer to Facebook's design using developer tools (Ctrl + Shift + I).
- 

## 3. Input Validation Requirements

### Username Requirements:

- Length: **5-16 characters**
- Must be **alphanumeric** (first character must be alphabetic)
- Allowed special characters: '-', '.', '\_' (must be between alphanumeric characters)

### Password Requirements:

- Length: **8-16 characters**
- Must contain:
  - At least **one uppercase letter**
  - At least **one lowercase letter**
  - At least **one special character**
  - At least **one number**

### Error Messages:

- If input requirements are not met, the application will display specific error messages.
  - Example for invalid password:  
"Error: Please provide a password that is:

- between 8-16 characters
  - contains an uppercase letter
  - contains a special character”
- 

#### 4. Implementation Plan and Progress Made

##### Team Responsibilities:

- **Ed:** Implementing New Users user stories and managing database integration.
- **James:** Implementing Admin user stories and handling GitHub repository setup.
- **Ayra:** Designing the UI/UX of the application using Figma.

##### Standup Meetings:

- **Schedule:** Mondays (in-person) and Wednesdays (Zoom).
  - **Recent Meeting Summary (Thursday):**
    - Discussed progress and challenges.
    - Ed shared database implementation hurdles.
    - James uploaded HW1 implementation and set up the GitHub repository.
    - Ayra presented the UI/UX design and flow control.
- 

#### 5. Automated Tests

##### Input Validation Tests:

- **Username Validation:**
  - Test for length (5-16 characters)
  - Test for alphanumeric characters
- **Password Validation:**
  - Test for length (8-16 characters)
  - Test for uppercase, lowercase letters, special characters, and numbers.

##### Screencast for Password Validation:

- **Link:** [Password Validation Screencast](#)
- 

#### 6. GitHub Repository

- **Repository Link:** [GitHub Repository](#)
- **Access Information:** [Insert Password or Access Instructions]

---

## 7. Screencast Plans

### Screencast 1:

- **Content:** Overview of username and password implementation.
- **Link:** [Screencast 1](#)

### Screencast 2:

- **Content:** Discussion on architecture, design, and GUI code.
- **Link:** [Screencast 2](#)

### Scrum Meeting Link:

- **Link:** [Scrum Meeting](#)
- 

## 8. Contributions Overview

- Set up GitHub repository with README file.
  - Uploaded modified foundational code from Homework 1.
  - Documented input validation requirements and adjusted code accordingly.
  - Implemented 4 out of 5 provided User Stories.
  - Designed Facebook-inspired login page using Figma.
  - Created JavaFX GUI project with necessary classes and implementations.
- 

## 9. UML Class Diagram

### Example Class: testCode

```
public class testCode {  
  
    // Attributes  
  
    private int value;  
  
    private String name;  
  
  
    // Constructor  
  
    public testCode(int value, String name) {
```

```

        this.value = value;

        this.name = name;
    }

    // Method

    public void displayInfo() {

        System.out.println("Value: " + value + ", Name: " + name);

    }

}

```

#### UML Class Diagram:

```

+-----+
|      testCode      |
+-----+

- value: int a = 5;

| - name: String = "Team formation"

+-----+

| + testCode(int, String) |

| + displayInfo(): void   |

+-----+

```

---

## 10. Communication and Collaboration

- **Meeting Times:**
  - Mondays: In-person after class
  - Wednesdays: Zoom (time flexible)
- **Communication Tools:**
  - Group chat for quick information sharing.
  - Email for homework discussions.

