

Graduate Student Information System (gSIMS) Walkthrough

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School of Graduate and Postdoctoral Studies

*The University of
Western Ontario*

Outline

1

- Project Details
- Requirements
- Analysis
- Architecture
- Iteration 1
- Iteration 2
- Test Plans

1 Introduction

- School of Graduate and Postdoctoral Studies

Project Inception

- Use `itemize` a lot.
- Use very short sentences or short phrases.

The Team

You can create overlays. . .

- using the `pause` command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general `uncover` command:
 - First item.
 - Second item.

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Problem Definition

Scope

1 Introduction

- School of Graduate and Postdoctoral Studies

Interfaces

Graphical User Interface

Introduction
Summary

The Project
Requirements
Analysis
Architecture
Iteration 1
Iteration 2
Test Plans

Electrical Device Interface

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Author

Project Title

System Features

Constraints

1 Introduction

- Project Details
- Requirements
- **Analysis**
- Architecture
- Iteration 1
- Iteration 2
- Test Plans

Oranizing Data

Conceptual Model of the Student

Critical Assumptions

1 Introduction

- Project Details
- Requirements
- Analysis
- **Architecture**
- Iteration 1
- Iteration 2
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Hardware

Introduction
Summary

The Project
Requirements
Analysis
Architecture
Iteration 1
Iteration 2
Test Plans

Software

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Author

Project Title

Network Protocols and Schemes

REST Web Applications

Perl Batch Services

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1 Introduction

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- Architecture
- **Iteration 1**
- Iteration 2
- Test Plans

System Features

Intrinsic Data of a Student

Role Based Authentication

Outline

1 Introduction

- Project Details
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- Analysis
- Architecture
- Iteration 1
- **Iteration 2**
- Test Plans

System Features

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1 Introduction

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- Analysis
- Architecture
- Iteration 1
- Iteration 2
- **Test Plans**

Unit Tests

Integration Testing

System Integration Testing

Summary

- Requirements and Analysis has received direct user feedback.
- Architecture based of the Analysis has been clarified and prototyped.
- The iterative Software Life Cycle has produced useful work quickly and with less effort.
- A strong emphasis on 3 testing levels is present from the starting.