

Contents

I. Introduction:	2
1. Product:	2
2. Developer Tools:	2
3. Source code:	2
II. How many members are you in your team?	2
III. What type of team model is used in the project (chapter 4)?	2
IV. UML diagrams:	3
1. Class diagram:	3
2. Database diagram:	4
3. Use Case diagram:	5
4. User Interface flow diagram:	6
V. Unit Testing:	7

I. Introduction:

1. Product:

- iPhone Application

2. Developer Tools:

- IDE: Xcode 8
- Language: Swift 3
- iOS: 10
- Database:
 - o Server: <https://firebase.google.com/>
 - o JSON format
 - o Database file: database.json (attachment)
- Version Control
 - o Local: Git
 - o Server: Github- <https://github.com/>
 - o Document: git_document.csv (attachment)
- Test Case:
 - o Unit Testing: included in Source code

3. Source code:

- a) <https://github.com/mpham07/Student-Information-Management-iOS>
- b) Attachment

II. How many members are you in your team?

There are **3** members:

- Minh Pham
- Nhan Nguyen
- Anthony Nguyen

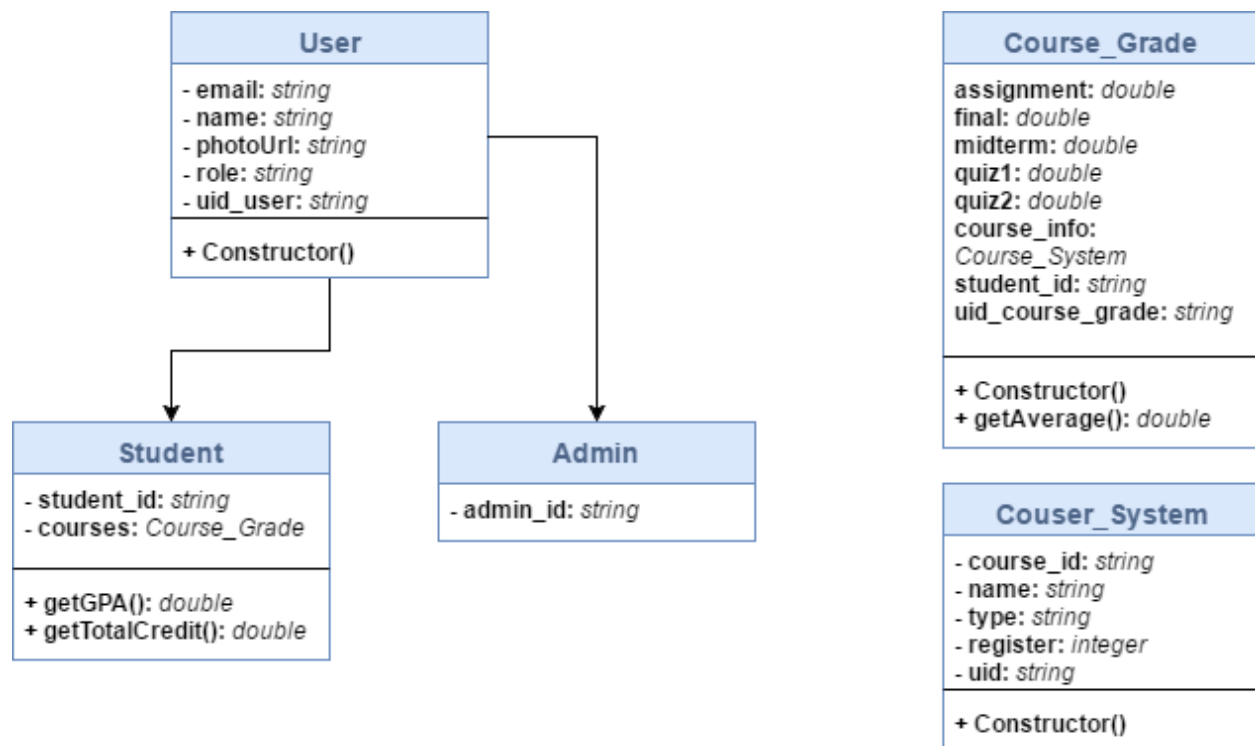
III. What type of team model is used in the project (chapter 4)?

It's is **Classical Chief Programmer Team**.

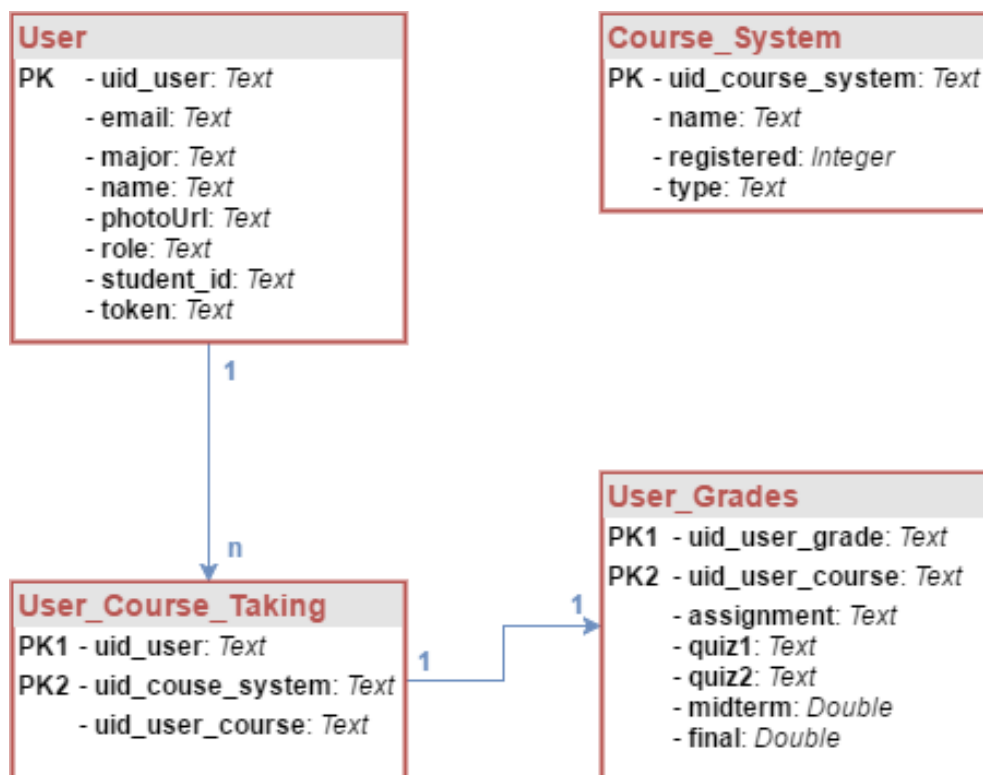
- *Chief programmer*: Anthony Nguyen
- *Programming Secretary*: Nhan Nguyen
- *Programmer*: Minh Pham

IV. UML diagrams:

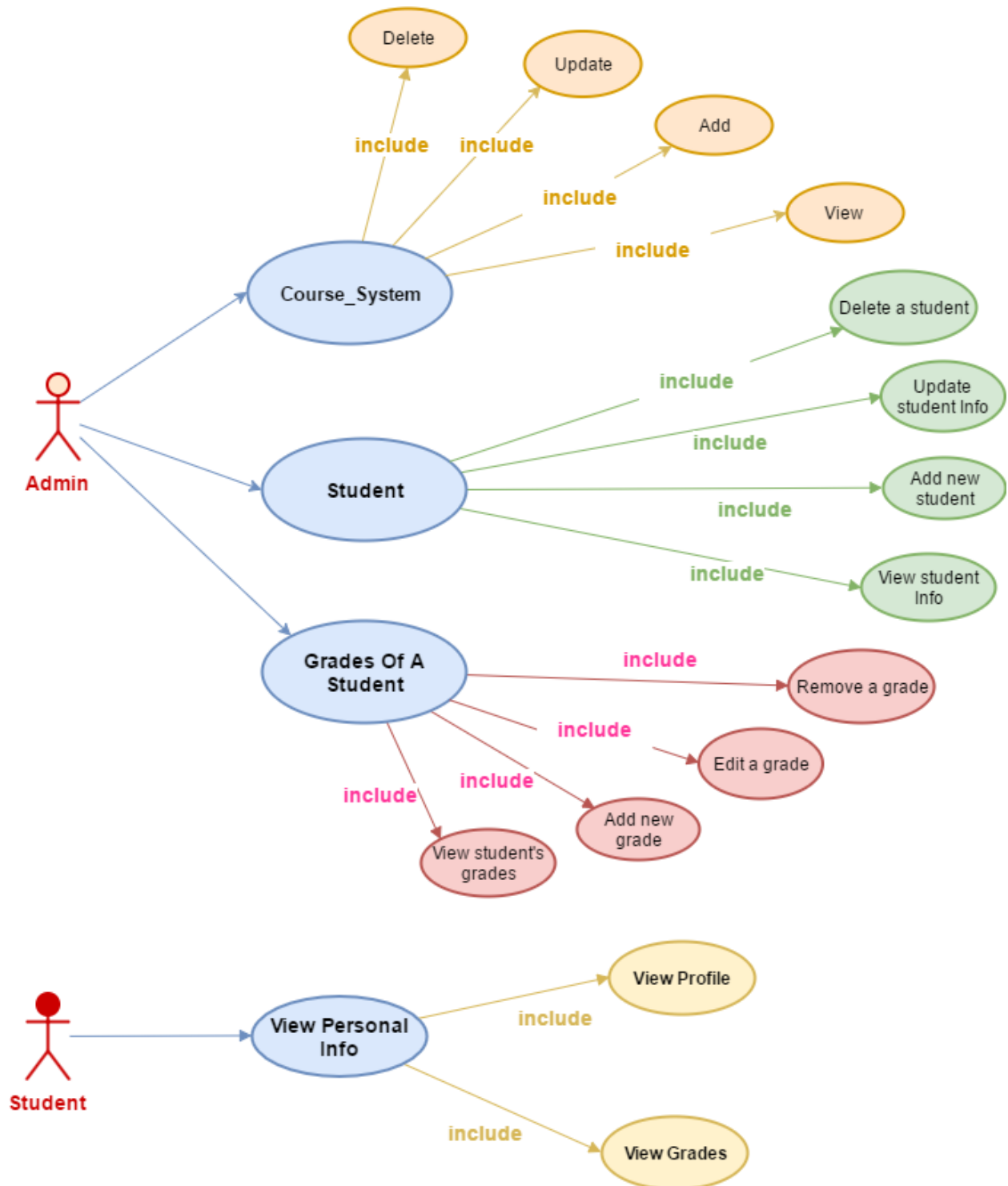
1. Class diagram:



2. Database diagram:



3. Use Case diagram:



4. User Interface flow diagram:



V. Unit Testing:

