Informatics Institute of Technology

In Collaboration With

The University of Westminster, UK



*The University of Westminster, Coat of Arms*

GenSum

A Product Specification & Prototype Design by

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**Acronyms**

|  |  |
| --- | --- |
| AI | Artificial Intelligence. |
| DL | Deep Learning |
| ML | Machine Learning |
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# CHAPTER 1: INTRODUCTION

# Chapter Overview

# Problem Domain

# Problem Definition

## **Problem Statement**

# Aims and Objectives

## **Aims**

## **1.4.2 Research Objectives**

# Novelty of the Research

## **Problem Novelty**

## **1.5.2 Solution Novelty**

# Research Gap

# Contribution to the Body of Knowledge

## **1.7.1 Contribution to the Problem Domain**

## **1.7.2 Contribution to the Research Domain**

# Research Challenge

# 1.9 Chapter Summary

# CHAPTER 2: SOFTWARE REQUIREMENTS SPECIFICATION

# 2.1 Chapter Overview

# 2.2 Rich Picture Diagram

# 2.3 Stake Holder Analysis

## **2.3.1 Stake holder Onion Model**

## **2.3.2 Stake holder Viewpoints**

# 2.4 Selection of Requirement Elicitation Methodologies

# 2.5 Discussion of Findings

## **2.5.1 For each methodology, discuss the findings**

## **2.5.2 Summary of findings**

# 2.6 Context Diagram

# 2.7 Usecase Diagram

# 2.8 Usecase descriptions

# 2.9 Requirements

## **2.9.1 Functional Requirements**

## **2.9.2 Non-functional Requirements**

# 2.10 Chapter Summary

# CHAPTER 3: DESIGN

# 3.1 Chapter Overview

# 3.2 Design Goals

# 3.3 High Level Design

## **3.3.1 Architecture Diagram**

## **3.3.2 Layers of the Architecture**

# 3.4 Low Level Diagram

## **3.4.1 Choice of design paradigm**

# 3.5 Design Diagrams

## **3.5.1 Component Diagram**

## **3.5.X1 Algorithmic Design**

## **3.5.X2 Algorithmic Analysis**

## **3.5.Y1 System Process Flow Chart**

## **3.5.Z1 User Interface Design**

#### **1. Low Level fidelity wireframe diagram**

#### **2. High Level fidelity prototype**

# 3.6 Chapter Summary

# CHAPTER 4: INITIAL IMPLEMENTATION

# 4.1 Chapter Overview

# 4.2 Technology Selection

## **4.2.1 Technology Stack**

## **4.2.2 Data-set Selection**

## **4.2.3 Development Frameworks**

## **4.2.4 Programming Languages**

## **4.2.5 Libraries**

## **4.2.6 IDE**

## **4.2.7 Summary of Technology Selection**

# 4.3 Implementation of the Core Functionality

- Take each functionality and put the code in image format

# 4.4 User Interface

# 4.5 Chapter Summary

# CHAPTER 5: CONCLUSION

# REFERENCES

# APPENDIX A – CONCEPT MAP