CAPSTONE

FU HOUSE FINDER



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CONTENT LIST PRESENTATION



- 02 PROJECT MANAGEMENT PLAN
- 03 REQUIREMENT SPECIFICATION
- 04 SOFTWARE DESIGN
- 05 TESTING
- 06 LESSION LEARNED
- 07 DEMO Q&A

I. PROJECT BACKGROUND

At the present, there are a large number of websites providing information on finding rentals. Besides, a lot of problems of these websites are still remaining, which can be listed as:

- ·The data input is still provided manually, which is time-consuming and inefficient. Consequently, these data could not be specific to the room unit.
- ·The infrequent update of the rented accommodation status could lead to a consequence of inaccurately reflected information. Therefore, the results of searching process are of poor quality.

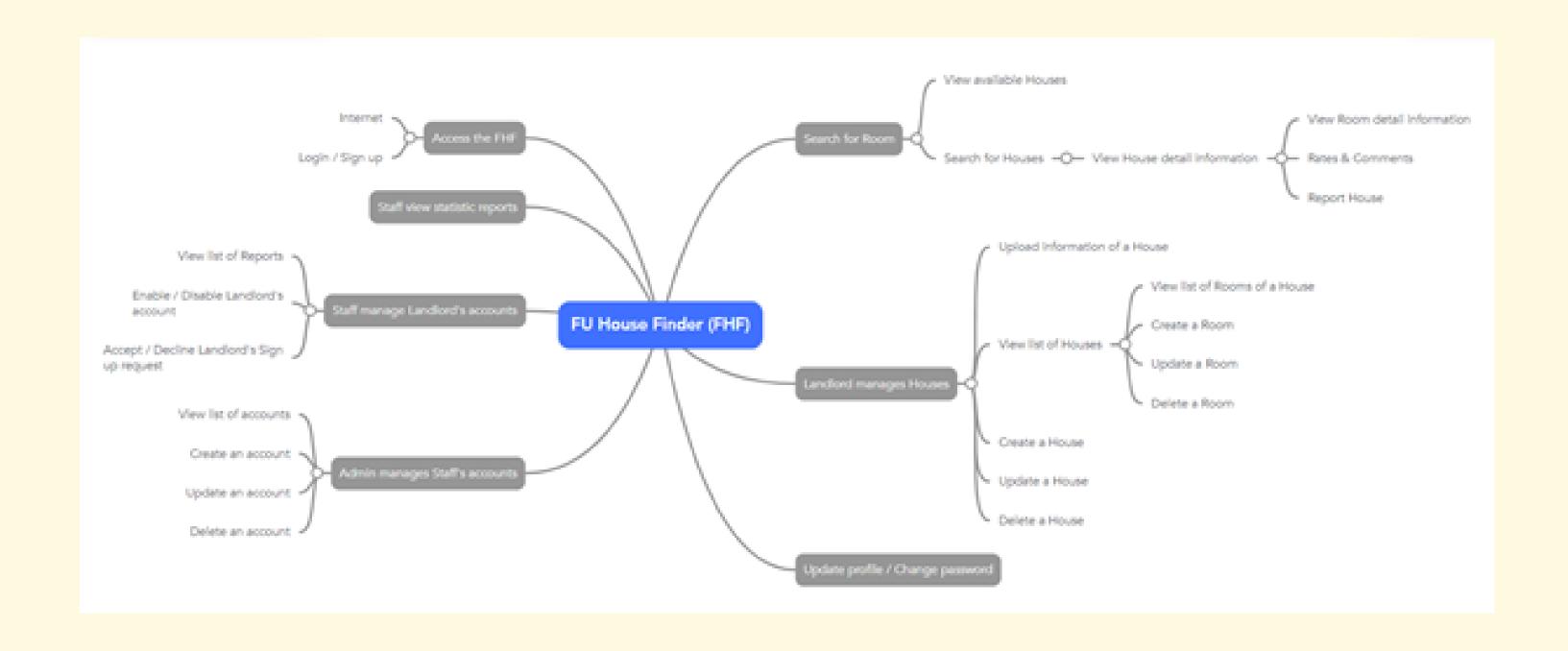
To respond to the pronounced acceleration of students' rental demand, FU House Finder, with the advantage of confirmed information of rentals by the admission department, is developed by the ambition of solving these biggest problems.

IDEA

REFERENCE

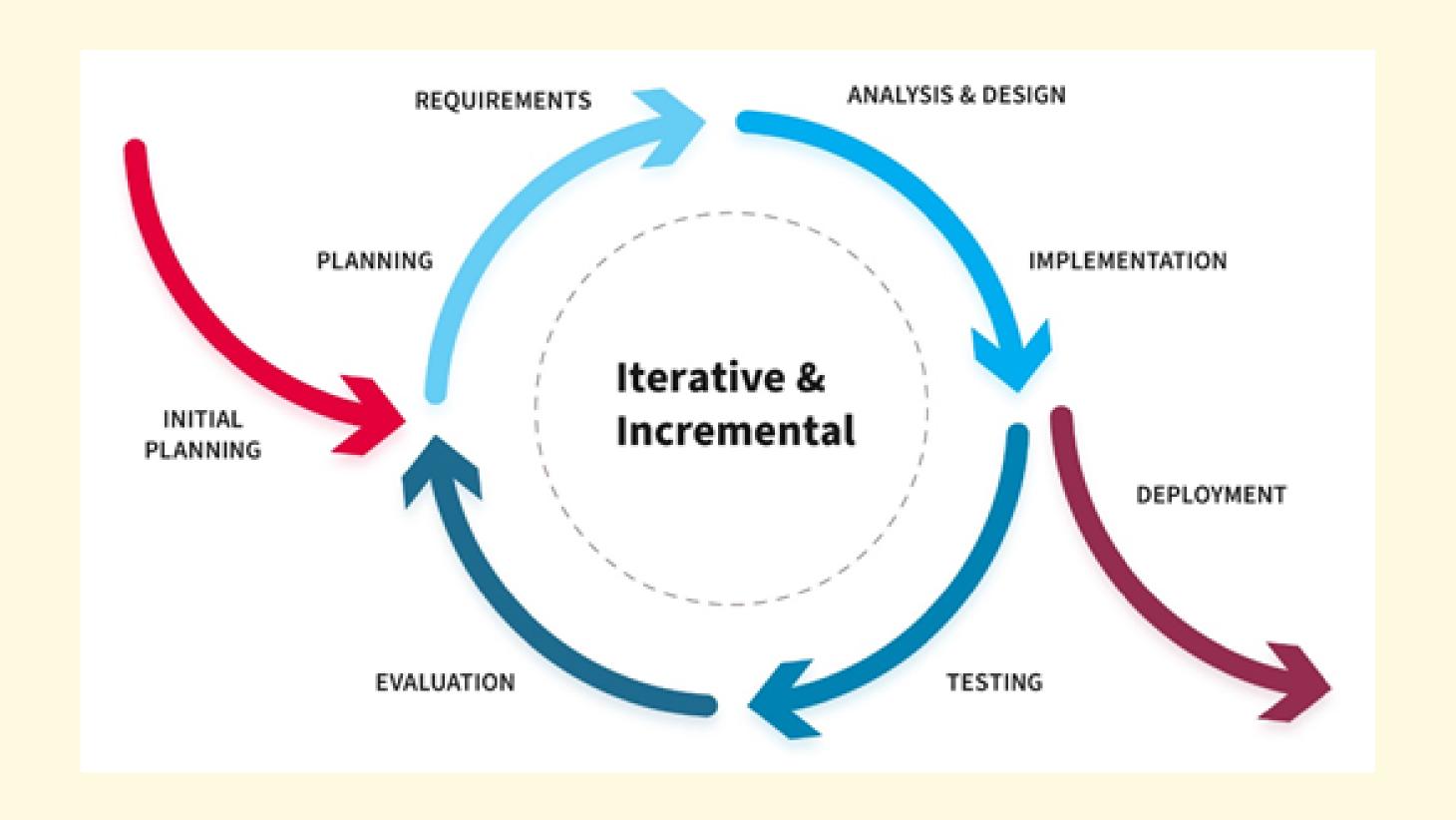


PROJECT SCOPE & LIMITATIONS



2. PROJECT MANGEMENT PLAN

PROJECT PROCESS



TEAM WORK



Meeting with Supervisor and Staffs of the University (13/09/2022)

TEAM WORK





Meeting at the University's Enrollment day (16/09/2022)

TEAM WORK





Meeting with Landlords to collect data (12/12/2022)

PROJECT PLANNING

PROJECT TOOLS

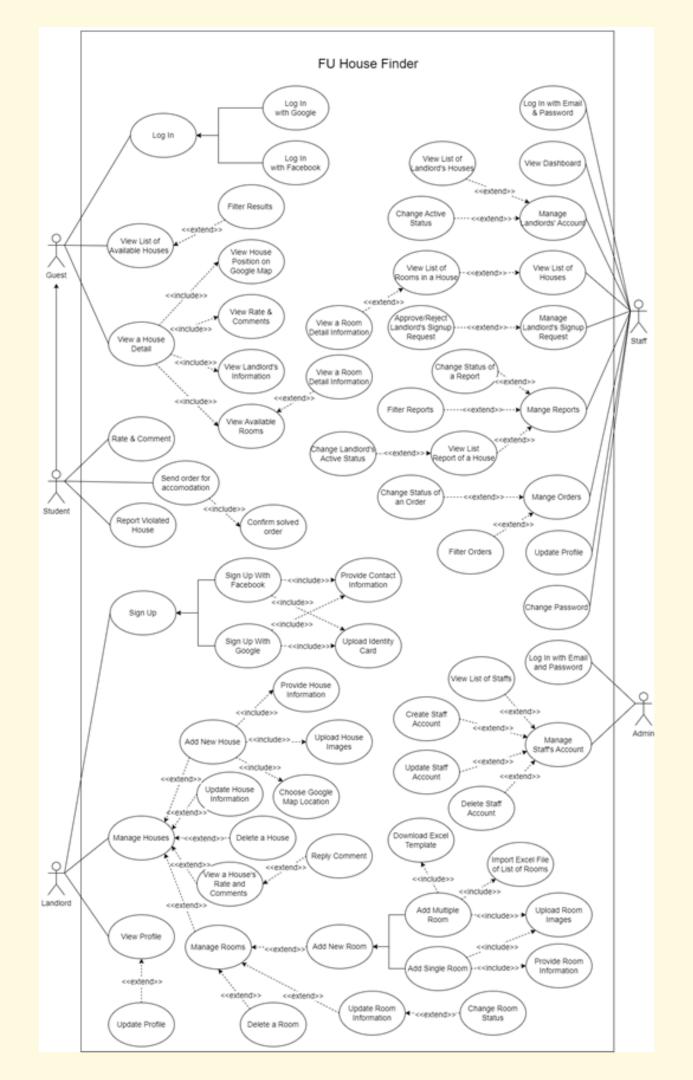
Category	Tools / Infrastructure	
Technology	Angular 12 (Front-end); ASP.NET 5 (Back-end)	
Database	Microsoft SQL Server 2019	
IDEs/Editors	Visual Studio Code; Visual Studio	
Diagramming	DrawIO; Mindmeister	
Documentation	Google Docs; Microsoft Office	
Version Control	GitHub (Source Codes); Google Drive (Documents); OneDrive (Documents)	
Deployment server	Amazon S3; Vercel	
Project management	Jira (Schedule, Tasks, Defects)	
UI/UX Design	Figma; Adobe XD; Adobe Photoshop	
Development tools	MkCert; MobaXterm	
Communication tools	Discord; Facebook; Messenger; Google Meet; Zalo	
Test tools	NUnit; Postman	

RISK MANAGEMENT

#	Risk Description	Avoidance plan	Contingency plan	Status
1	Failure to meet deadline Change in	Plan and develop schedule carefully Assign tasks carefully The supervisor and the entire team must review	- Find the root cause of the problem - Reassign tasks - Change project scope - All changes in requirements will be	Closed
2	requirements	any new updates to requirements	announced in the next daily team meeting	Closed
3	Misunderstanding of requirements	Discuss requirements carefully with the customer Any ambiguity in understanding requirements of team members will be recorded and handed to supervisor to clarify with customer	- Update code and documentation to adapt with actual requirements	Closed
4	Illness or absence of team members	 Provide meeting schedules in advance Team member must announce absence in advance 	All meetings with supervisor will be recorded for absent members Assign the tasks of absent member to other members Work overtime if necessary	Closed
5	Conflict between team members	 Everything must be documented Every team member has to express clearly and carefully 	- Make sure any miscommunication will be resolved	Closed
6	Data loss	 Use GitHub for version control Train team members on Git usage and conflict resolution 	- Restore backup data from GitHub	Closed
7	Internet connection issue in Capstone project defense	- Prepare personal wireless internet connection	Demo project on localhost Record demo video before the Capstone project defense	Closed
8	Server failure	 Use paid and certified servers 	- Use a different server	Closed

3. REQUIREMENT SPECIFICATION

USE CASE DIAGRAM



GUEST/STUDENT

Login (Facebook, Google)

02 View list of available houses

03 Filter Houses

04 View a house detail

View house position on google map

06 View rates & comments

07 View landlord's infomation

08 View available rooms

19 View room detail information

Rate & comment (Student only)

Send order for accomodation (Student only)

12 Report house (Student only)

LANDLORD

Login (Facebook, Google)

02 Register to get landlord's account

03 Manage houses

04 Add new house

05 Update house

06 Delete house

View a house's rate & comments and reply comment

08 Update profile

09 Manage rooms

10 Add new room

Update room

12 Delete room

STAFF

- 01 Login
- 02 View dashboard
- Manage landlord's account (Change active status)
- 04 View list of houses
- 05 View list of rooms
- Manage landlord's signup request (Appprove/Reject)

- Manage reports (Filter/Change status of a report)
- Manage orders (Filter/Change status of a order)
- 09 Update profile
- 10 Change password

ADMIN

- 01 Login
- 02 View list of staffs
- 03 Add new staff account
- 04 Update staff account
- 05 Delete staff account

USER INTERFACES

UI-1: The FU House Finder System screen displays shall conform to the User Interface Design and User Experience Design

UI-2: The website is designed with the feature of using Angular framework to provide a smooth user experience without having to reload the website many times.

SOFTWARE INTERFACES

- **SI-1:** FU House Finder Account Checking system
- SI-1.1: Upload existing user data in the system through a programming interface
- SI-1.2: The system automatically checks what state the account is in in the Active attribute of User table
- **SI-1.3:** There will be 2 states including Active and Deactive. If the account is Active, you will be able to perform actions to the system (including managing Landlord's accounts if you are Staff, and managing Houses if you are Landlord). If the account is Deactive, you will not be able to log in to perform any actions.
- **SI-2:** FU House Finder Inventory System
- **SI-2.1:** House Finder System shall transmit the quantities of house and room items to the House Finder Inventory System through a programmatic interface.
- **SI-2.2:** House Finder System shall poll the House Finder Inventory System to determine whether a requested house item is available.
- **SI-2.3:** The House Finder System will display the available houses left in system for the searching students. If the house is not available, the system will not display for the student to see.

HARDWARE INTERFACES

No hardware interfaces have been identified.

COMMUNICATION INTERFACES

CI-1: FU House Finder shall send an email or send a message to a phone number (based on user account settings) to the Landlord to report any problems reported by students, the Landlord then will present at University campus to resolve.

AVAILABILITY

AVL-1: The FU House Finder website shall be available at least 98% of the time between 5:00 A.M. and midnight local time and at least 90% of the time between midnight and 5:00 A.M. local time, excluding scheduled maintenance windows.

USABILITY

USB-1: The website shall be designed with user-friendly interfaces so that users could complete the main actions once they see the interface.

USB-2: Landlords shall import the list of their houses within 5 steps.

LOCALIZATION

LCL-1: The date format must be as follows: date/month/year.

PERFORMANCE

PE-1: The website must provide 7 seconds or less respond time in a Chrome browser in peak usage condition.

PE-2: The web pages shall fully load in an average of 5 seconds in normal condition.

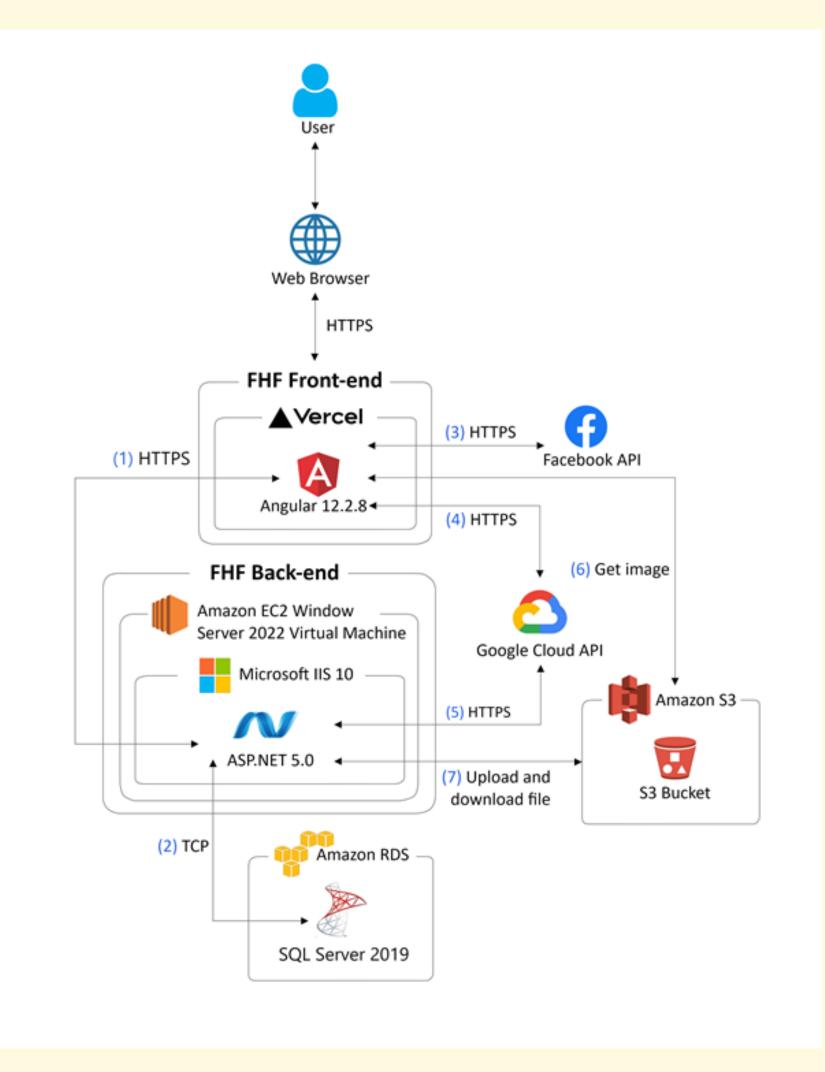
SECURITY

SE-1: Only admin shall be able to create a new staff's account and only staff shall be able to approve/reject landlords' signup request.

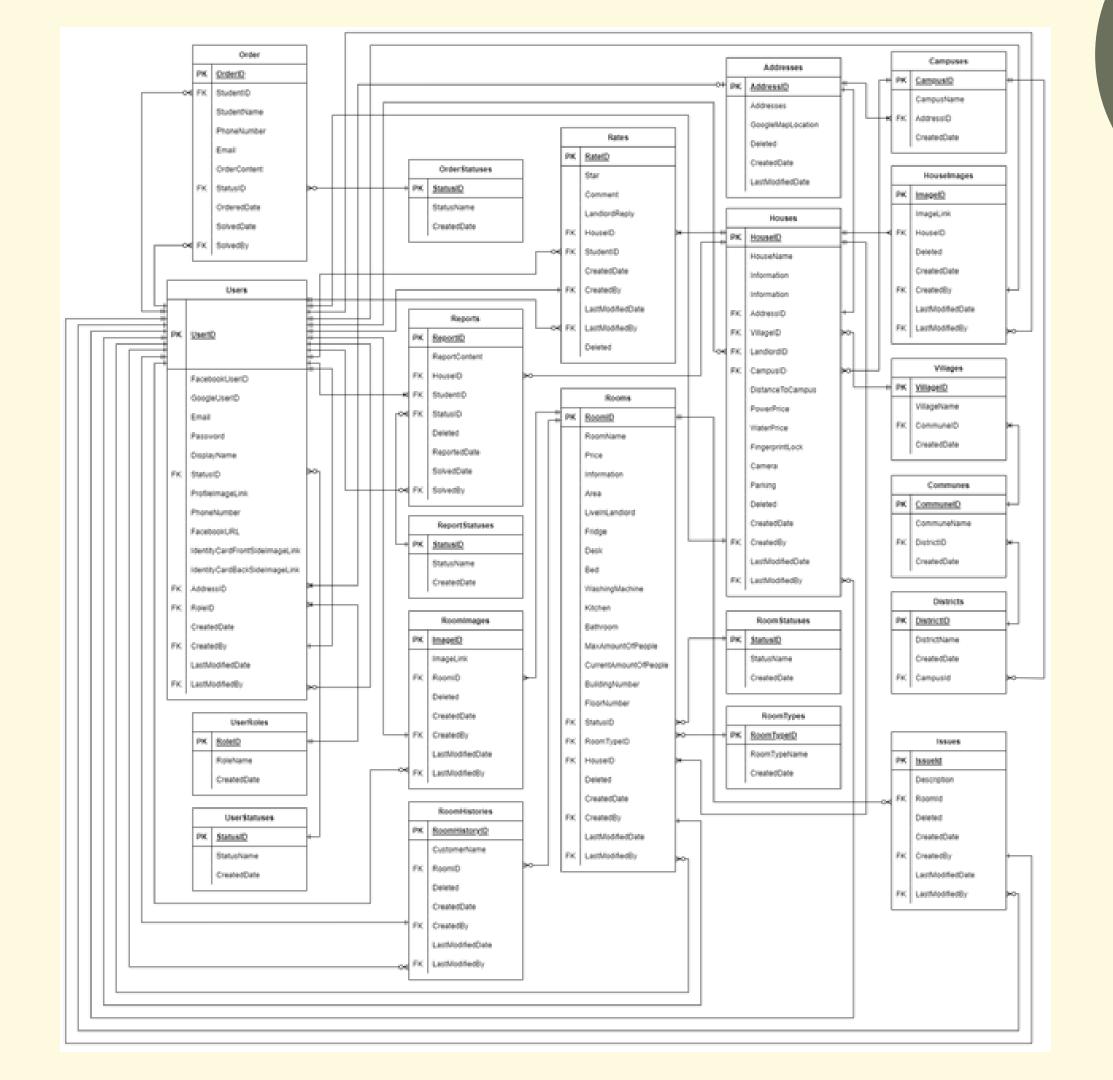
SE-2: Landlords must provide their identity card image to be able to sign up a landlord account.

4. SOFTWARE DESIGN

SYSTEM ARCHITECTURE



DATABASE DESIGN



5. TESTING

TESTING TYPE

- 01 Unit Testing
- 02 Regression Testing
- 03 API Testing

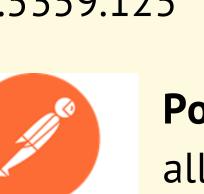
- 04 Integration Testing
- 05 System Testing
- 06 Acceptance Testing

TESTING TOOLS



Chrome DevTools: To inspect elements, view logs, network traffic and storage

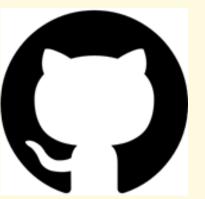
108.0.5359.125



Postman: To manage list of all APIs and manually test API



3.13.1



GitHub Issues: To log defects and

assign fixer



POSTMAN

10.6.0

Microsoft Excel: To record and manage test cases

Microsoft Office Professional Plus 2016

TESTING ENVIRONMENT

Type of testing	Software	Hardware
Integration Test,	- Microsoft Excel 2016	
System Test and	- Microsoft Word 2016	Personal computer for developing
Acceptance Test	 Google Chrome version 	with the minimum configuration:
	108.0.5359.125	- OS: Windows 10 Professional
	- GitHub Issues	64-bit
Unit Test and API	- Postman version 10.6.0	- CPU: Intel® Core™ i5
Test	- NUnit version 3.13.1	- RAM: 8.00GB
	- GitHub Issues	

TESTING MODEL

FHF Back-end has 2 levels of test:

- Unit testing: Automation tests that cover logic of Controller files.
- **API testing:** Manual tests that involve testing APIs directly (in isolation) to determine whether APIs return the correct response (in the expected format) for a broad range of feasible requests, react properly to edge cases such as failures and unexpected/extreme inputs.

FHF Front-end works mostly with GUI instead of logic and it depends on FHF Back-end, so that FHF Front-end implements Integration testing and System testing which covers the whole system.

6. LESSION LEARNED

7. DEMO -Q&A

THANKS FOR WATCHING