

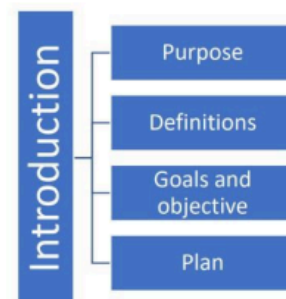
# Final Project

## Introduction:

It is very important to apply software Engineering practices in real-life applications. It may be difficult for you to maintain such a full commitment, but its results are so remarkable on all sides of the project. In this final project, you are required to select any software and apply software engineering principles to it from start to end. You will apply all of the software processes you have studied in your class. The project delivery will be divided into multiple phases. **Deadlines are final and cannot be extended.** Follow the following diagrams to guide you through your project and the preparation of reports.

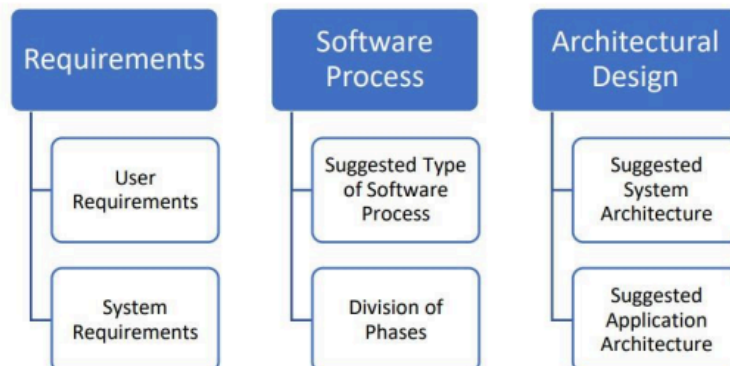
## Phase 1 – Project Proposal:

The proposal should consist of 1-2 pages describing the problem you plan to solve, outlining how you plan to solve it, and describing what you will “deliver” for the final project. **Use the first diagram as a hint.**



## Phase 2 – Design and Implementation:

you should deliver your analysis and design for your project where you should deliver a report containing the following points Include functional and non-functional requirements in any preferred format but be descriptive as much as you can.



## System Modeling

Suggested UML Diagrams

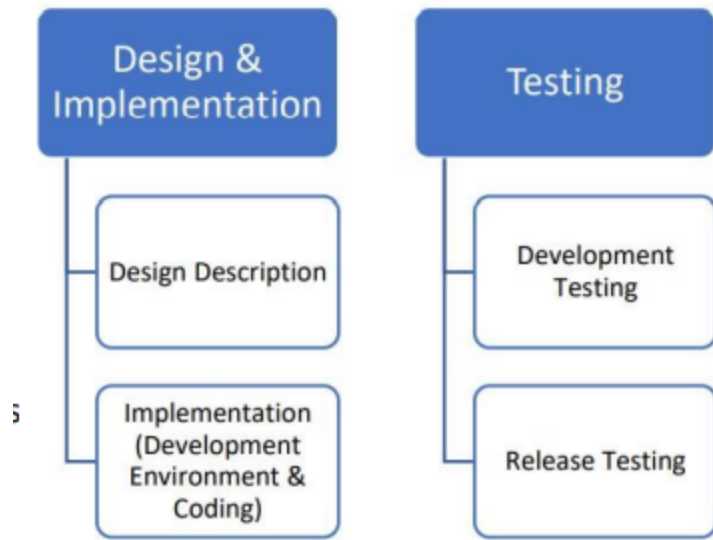
Detailed Description of used Diagrams

Use Case Diagrams

flow of events for each of the use cases using activity diagrams

state machine Diagrams for the main functionalities of the system

detailed class diagram (design it for code generation)



### **Policies:**

Any extra work will be highly appreciated  
Groups of (3 to 4) students.

### **Deliveries:**

Proposal sheet

Final project and the final report.