



CSE 3105/CSE 3137

OBJECT ORIENTED ANALYSIS AND DESIGN

FALL 2020

COURSE PROJECT: <Media Application Browser>

Requirements Analysis Document

Group 13

Muratcan Erek – 180316042

Emre Çakmak – 180316021

İsmet Dirilen – 180316031

Ali Osman Beker – 180315010

Mehmet Çağlar – 160316026

30 November 2020

Table of Contents

1	Introduction	
	1	
2	Current System	
	1	
3	Proposed System	
	1	
3.1	Overview	1
3.2	Functional Requirements	1
3.3	Nonfunctional Requirements	2
3.4	System Models	2
3.4.1	Scenarios	
	3	
3.4.2	Use Case Model.....	
	4	
3.4.3	Object Model	
	7	
3.4.4	Dynamic Models.....	
	7	
3.4.5	User Interface Mock-ups	
	7	
4	Glossary	
	9	

1 Introduction

The product is not ordinary and basic with hundreds of functions. People do not always feel the same in daily, sometimes they can be tired, cheerful and sometimes sad and in this case, it pushes them to listen to music suitable for their mood. For this reason, our product includes mood lists. There is no accounting for tastes. People make friends with people who are close to their interests' feelings and likes and we have developed products that include a sharing function to strengthen your love ties with our loved ones and friends. We all have our favorites or things we like more. For example, some of the songs can be very meaningful, memorable and valuable to us. In order to easily access these songs, you can create a top list in our application and listen whenever you want.

2 Current System

Our application will offer practical usage features to its users, for example, you will be able to listen to songs similar to the songs you listen to thanks to the smart song suggestion feature.

Unlike other types, it will increase the interaction between people by finding users who listen to similar song types and suggesting them to each other. These recommendations will not only increase interpersonal interaction, people will ask each other to listen to other users by sharing their favorite songs.

In our product, there are playlists created according to emotional modes, not only with them, but also playlists that you can listen to in situations such as sports, walking, in the office, according to your current mode. If you want, you can also create your own playlists and listen.

3 Proposed System

3.1 Overview

Project provides a practical way to explore different experience with the functions it has with these features, the system provides a musical culture.

3.2 Functional Requirements

- Users can create their personal playlist.
- Users can create a playlist according to the desired mode.
- Users can see that most popular musics.
- User can share to listened musics.

3.3 Nonfunctional Requirements

Usability

- There are 2 Type login operation, Top musics shouldn't play with default package. On the other hands, it must be Access with Premium package.
- The system must ensure the continuity of the music after the music that the user is listening to is finished.
- The user must be able to download the playlists she has created with her favorite songs and the music lists that are already available. **Reliability**

- Premium package must be return in users have any problem within 1 month. ○ All information must be kept in real-time backup for a possible hacking situation.
- Unless the user should not give permission, the songs he listened to and the playlist he created are kept confidential as per the law on protection of personal information.

Performance

- It shouldn't be delay while add musics in the system (adding and removing data should be fast)
- When the system music database reaches the limit, the database must be able to divided into sub-parts so that the system is not affected by the slowdown.

Supportability

- Operation should be used to simple.
- nterface should be simple and easily accessible
- The system should be able to statc interface the toplist and modlist requested by other users.

3.4 System Models

3.4.1 Scenarios

Scenario Name :Music by instant mode

Participating,Actor,Instances:Kane(User),Mike(Admin)

FLOW OF EVENTS:

1-Kane argue with his mother beacuse of he don't his homework and retreats own room.He start to search entertaining music by he lying to bed for fixed mood and then Kane start to listen to entartaining music mood of kane is fall when he hear to sad music.Therefore,send your complaint to customer service.

2-Mike takes the compalint into evaluation.After evaluation, it provides feedback by updating the complaint received from user

3-Mike creates to modlist function to the system according to Kane's request and he wants to uptade to system from kane

4-After Kane uptade the system. Now,it can access any musics according to his instant mode

Scenario Name :Playlist Category Of Favorite Music

Participating,Actor,Instances:Joe(User)

FLOW OF EVENTS:

1-Joe is bored to search one by one that between different categories his likes musics.

2-Therefore,He wants to collect to playlist what he calls own playlist to using playlist function.

3-Searches by category or manually using select song button in the playlist it creates.

4-He is shape to reorganization of playlist with adding and removing transactions.

5-Thus, Joe can listen to his favorite musics together with he calls own playlist.

Scenario Name :Follow of Agenda

Participating,Actor,Instances:Alice(User),Joe(Admin)

FLOW OF EVENTS:

1)Alice spends her free time listening to music. Alice thinks she's relieved by music. one day, while listening to songs again, Alice realizes that she always listens to the same songs and is not aware of the agenda.

2)Thus, Alice prepares a complaint report to be aware of the agenda and newly released songs and sends this report to the Joe

3)Joe examines the complaint and request report sent by Alice

4)After the sent report is examined, it is processed according to Alice's wishes and desires.

3.4.2 Use Case Model

1- USE CASE NAME: MODLIST

2-PARTICIPATING ACTOR: CUSTOMER , ADMIN

3-ENTRY CONDITION:

- Admin views report sheet.

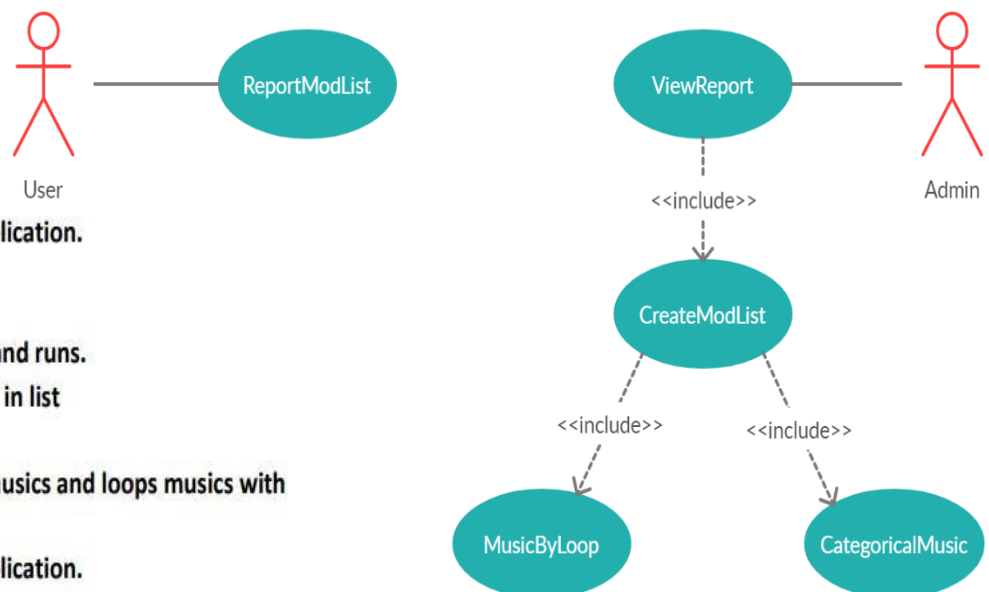
4-EXIT CONDITION:

- Admin adds modlist function in application.

5-FLOW OF EVENTS:

- Admin creates to modlist function and runs.
- Admin collect to selected all musics in list
- Admin names all musics by mode
- Admin creates list for same types musics and loops musics with the same mod type
- Admin adds modlist function in application.

6-EXCEPTIONS:



1- USE CASE NAME: TOPLIST

2-PARTICIPATING ACTOR: CUSTOMER , ADMIN

3-ENTRY CONDITION:

- Admin views report sheet.

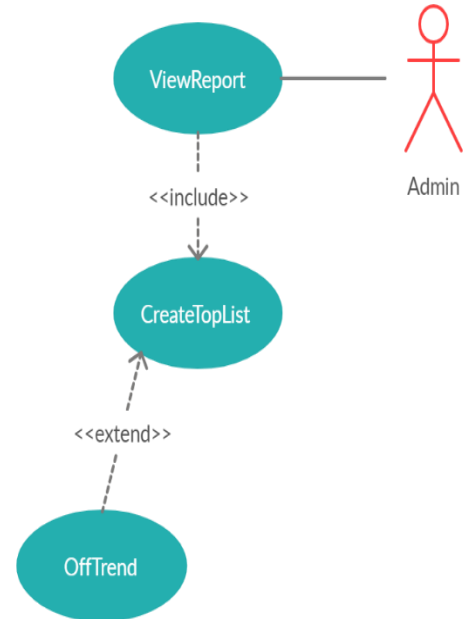


4-EXIT CONDITION:

- Admin adds toplist function in system.

5-FLOW OF EVENTS:

- Admin creates toplist function and runs.
- Admin list musics the most listened musics
- Admin selects the music listed according to certain criteria.
- Admin puts selected musics to toplist
- Admin adds toplist function in system.



6-EXCEPTIONS:

- While admin creates toplist function,it put to off trends musics.

1-USE CASE NAME: PLAYLIST

2-PARTICIPATING ACTOR: Costumer

3-ENTRY CONDITION:

- Costomer runs to playlist function
- Costomer has to account

4-EXIT CONDITION:

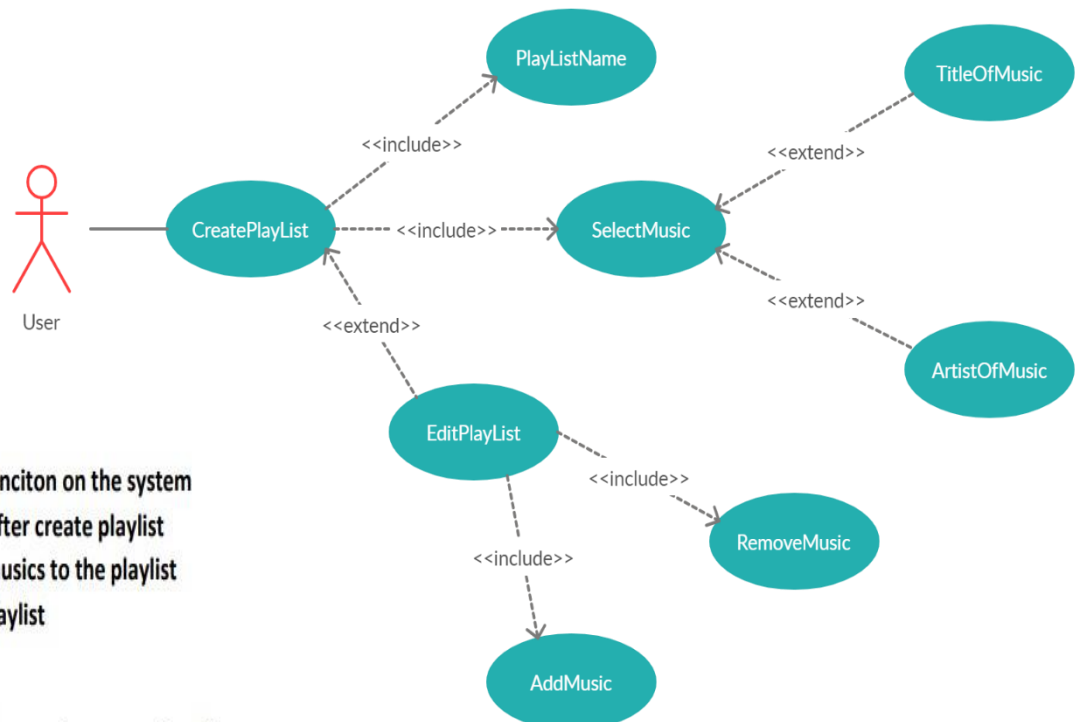
- Customer creates playlist.

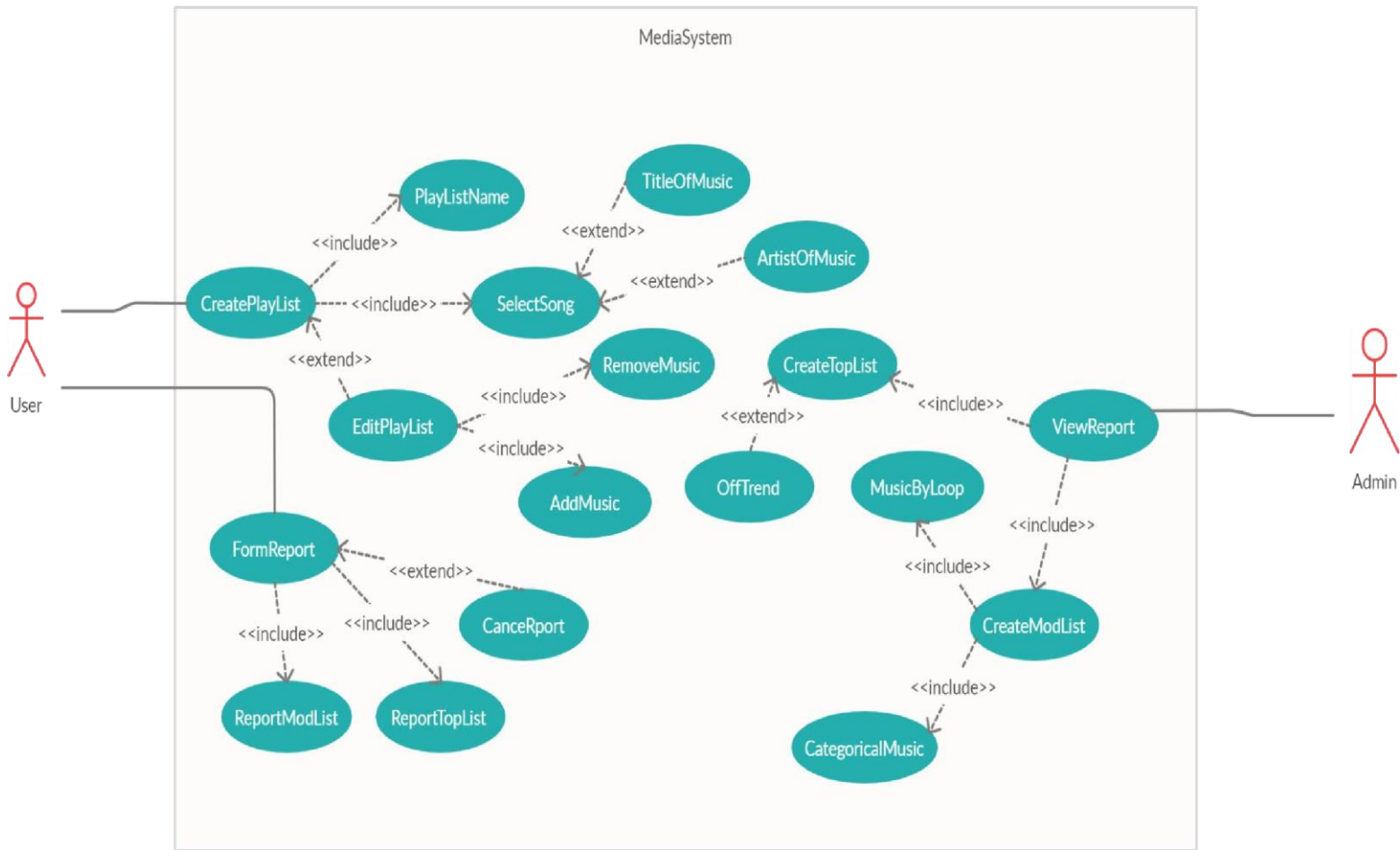
5-FLOW OF EVENTS:

- Customer Finds the Playlist functon on the system
- Customer use to Select song after create playlist
- Costomer adds their chosen musics to the playlist
- Costomer start to listen the playlist

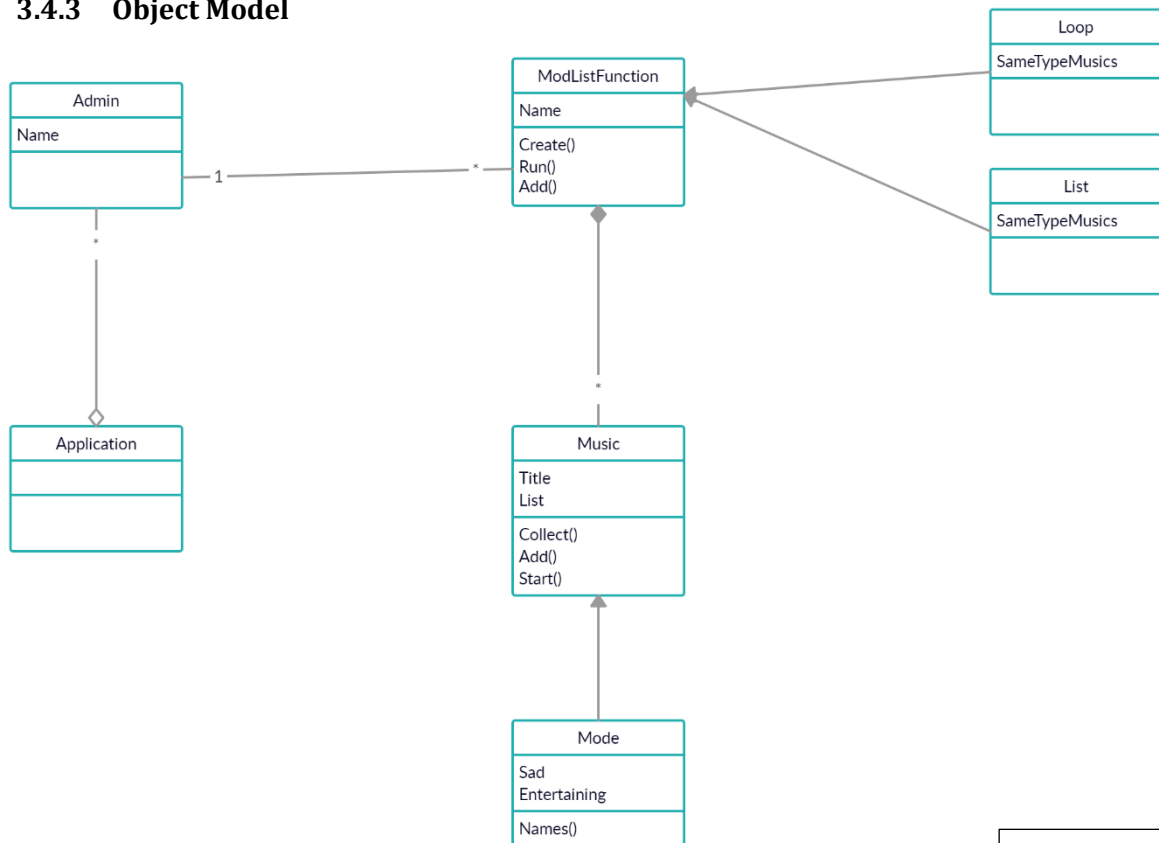
6-EXCEPTIONS:

- If customer meet some problems,customer use to edits.
- While customer select music,It can be select according to title or Artist

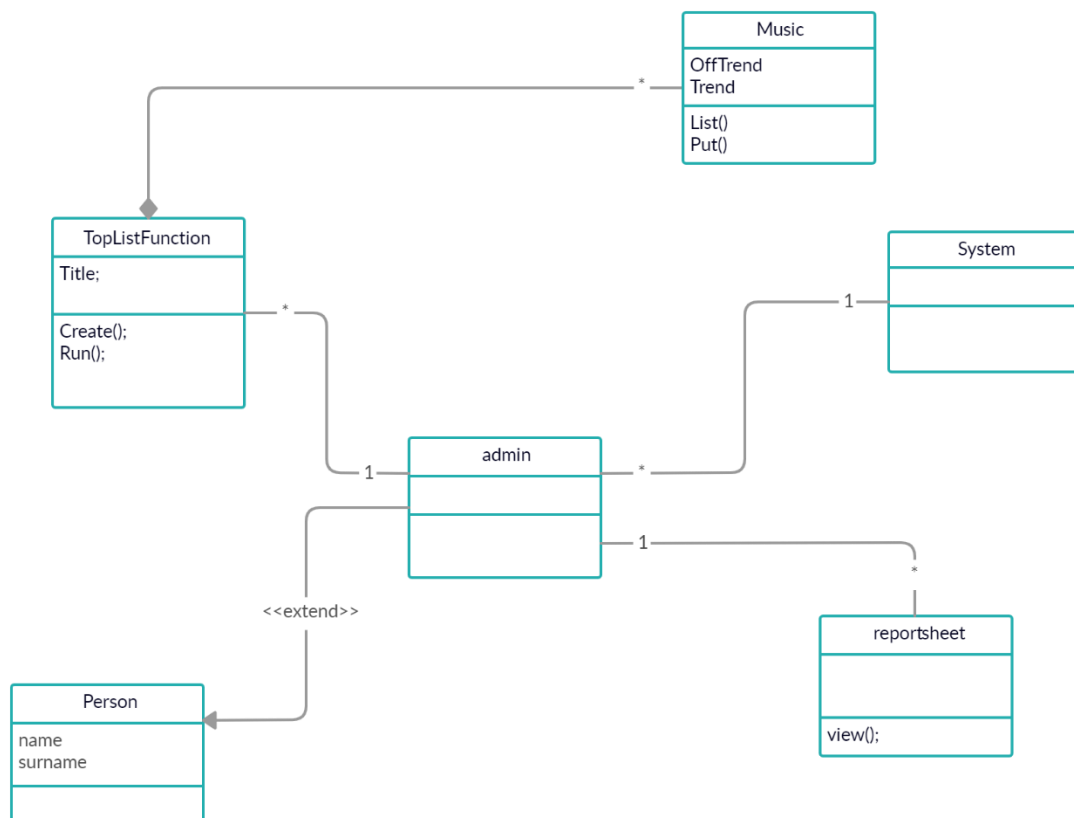




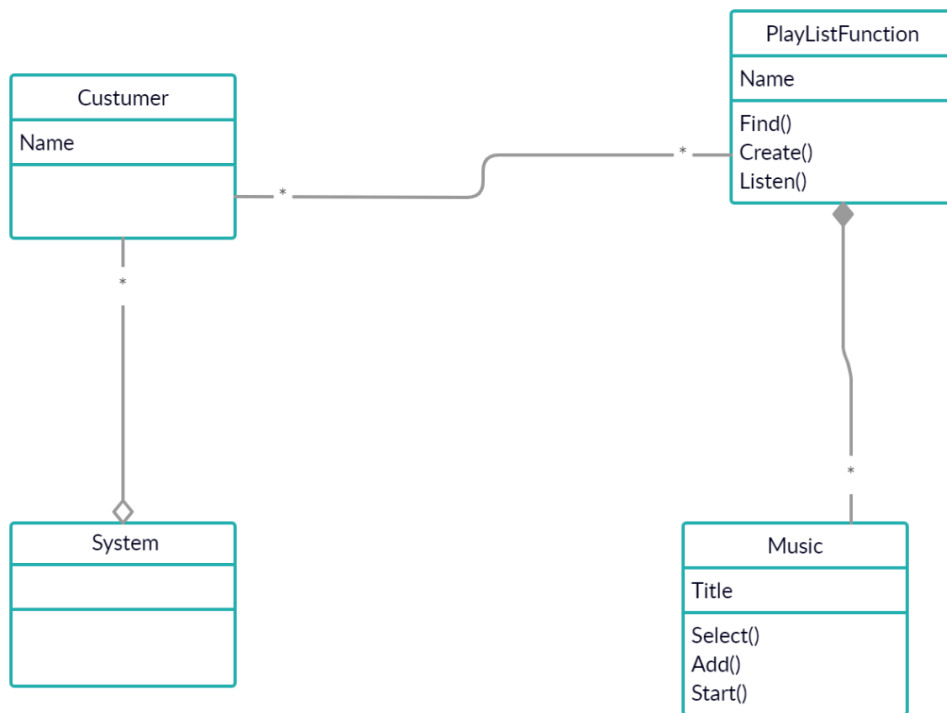
3.4.3 Object Model



MODLIST OBJECT MODEL



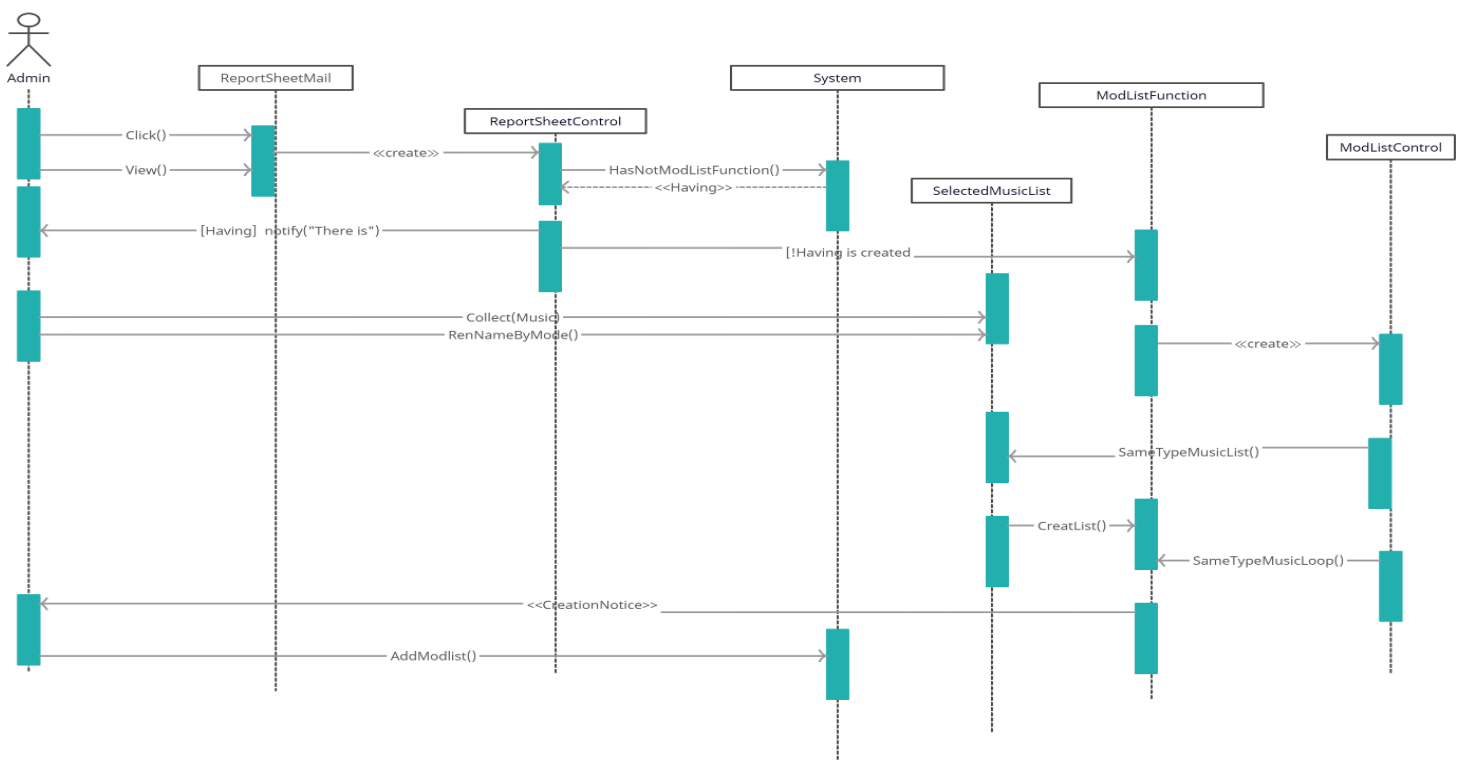
TOPLIST OBJECT MODEL



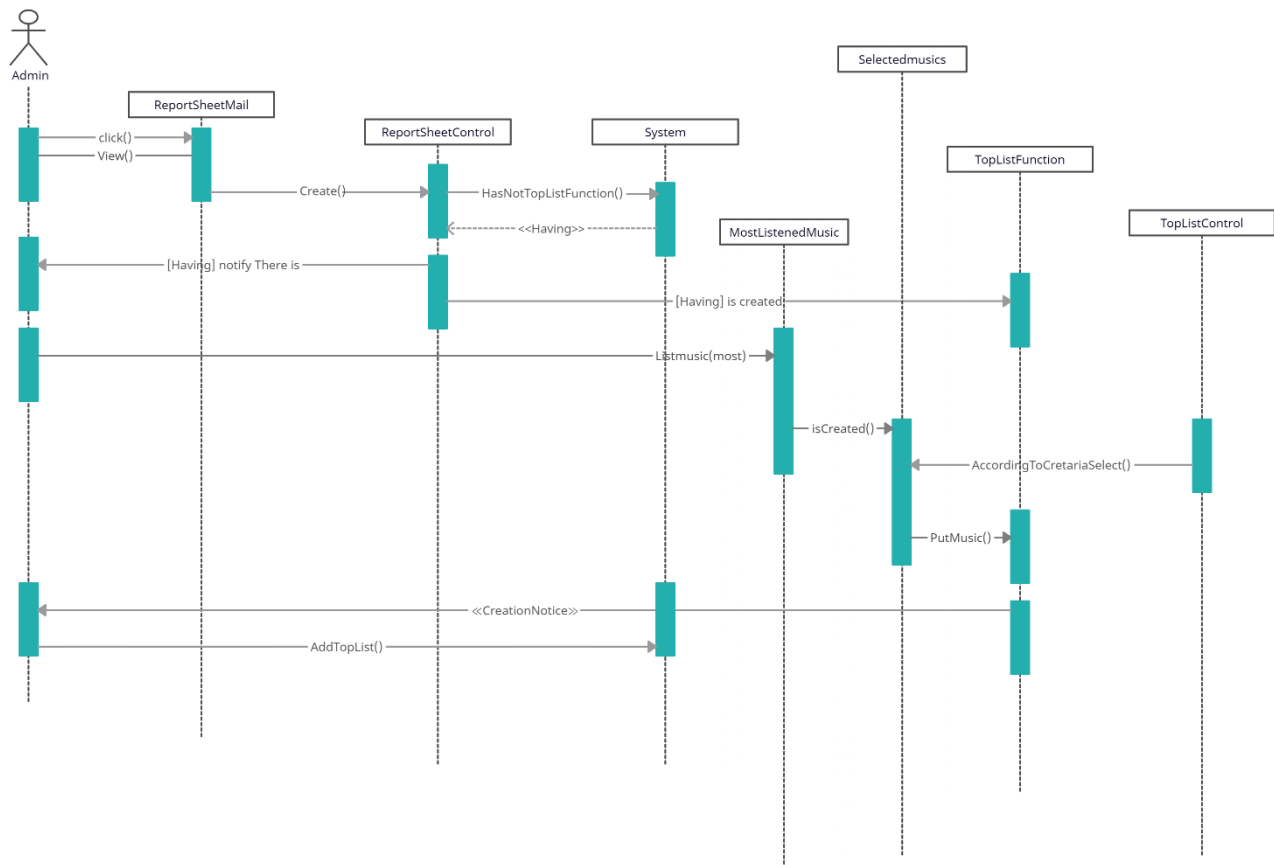
PLAYLIST OBJECT MODEL

3.4.4 Dynamic Models

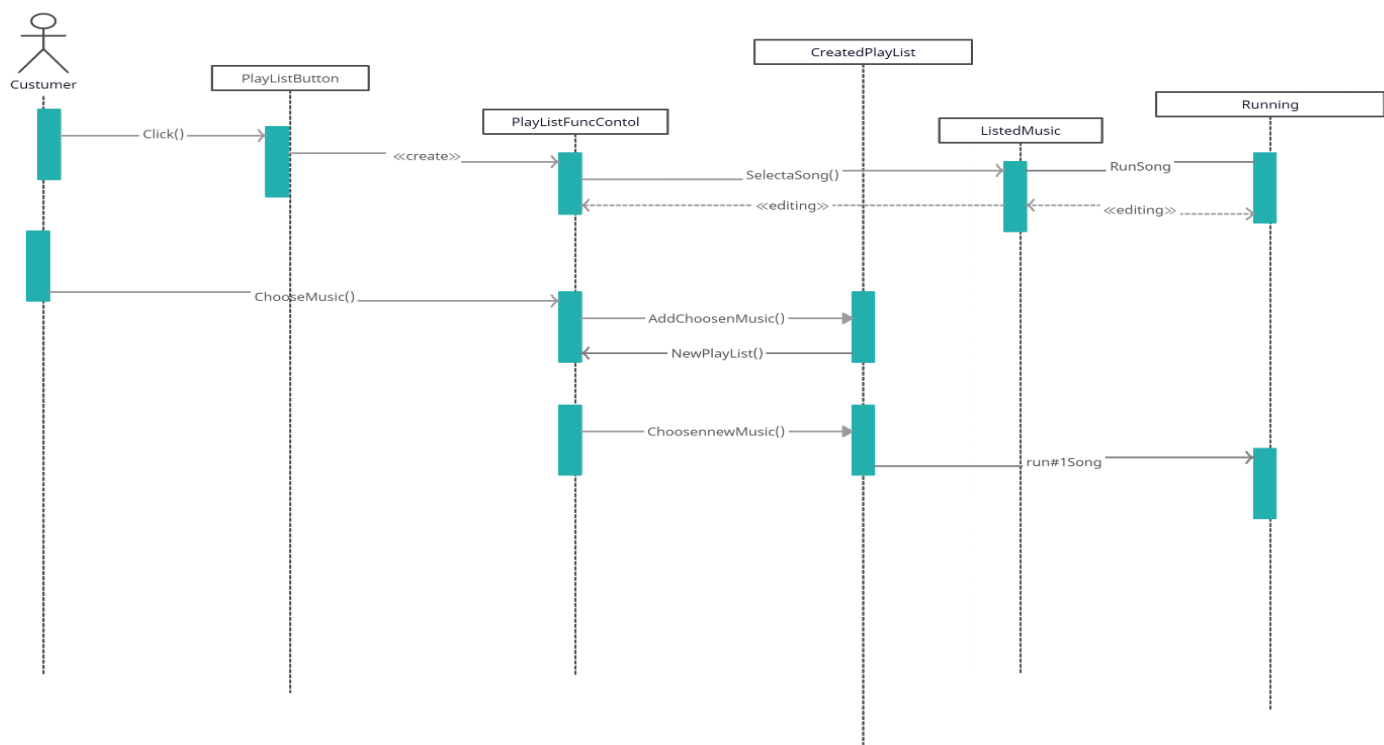
MODLIST SEQUENCE DIAGRAM



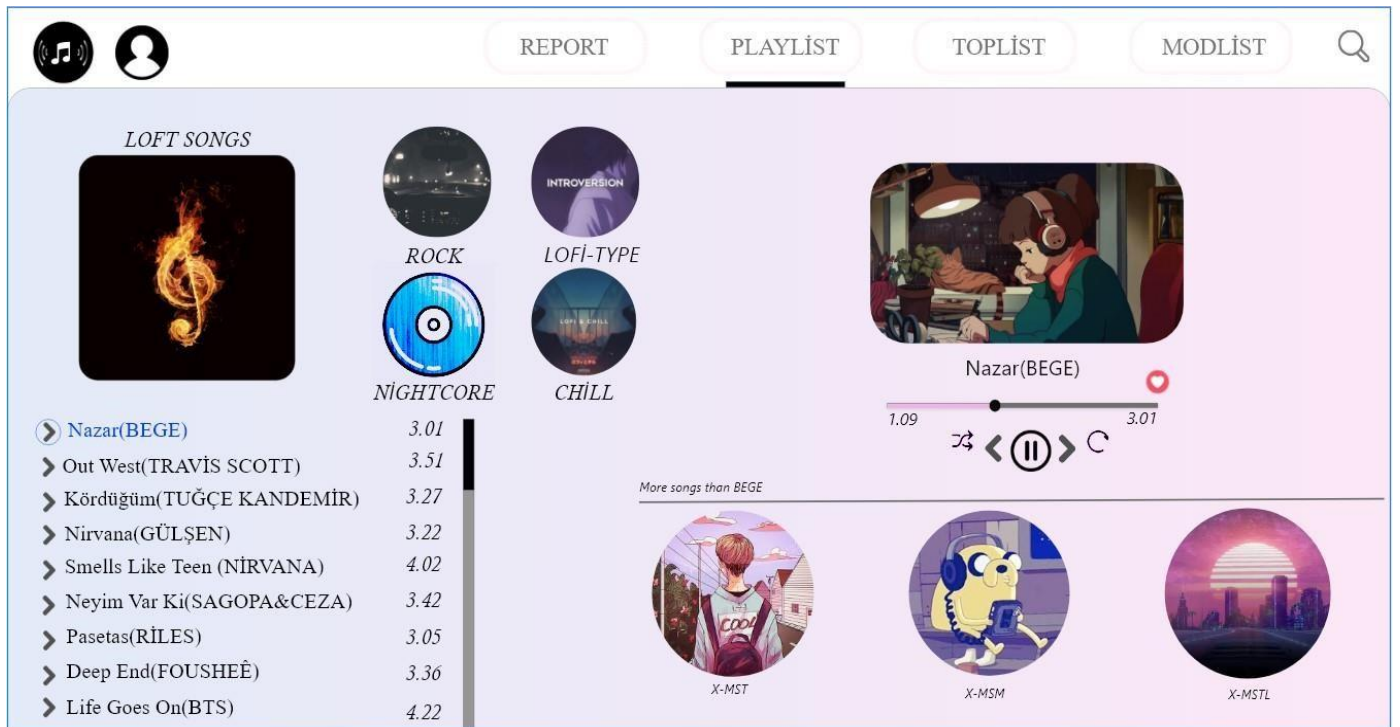
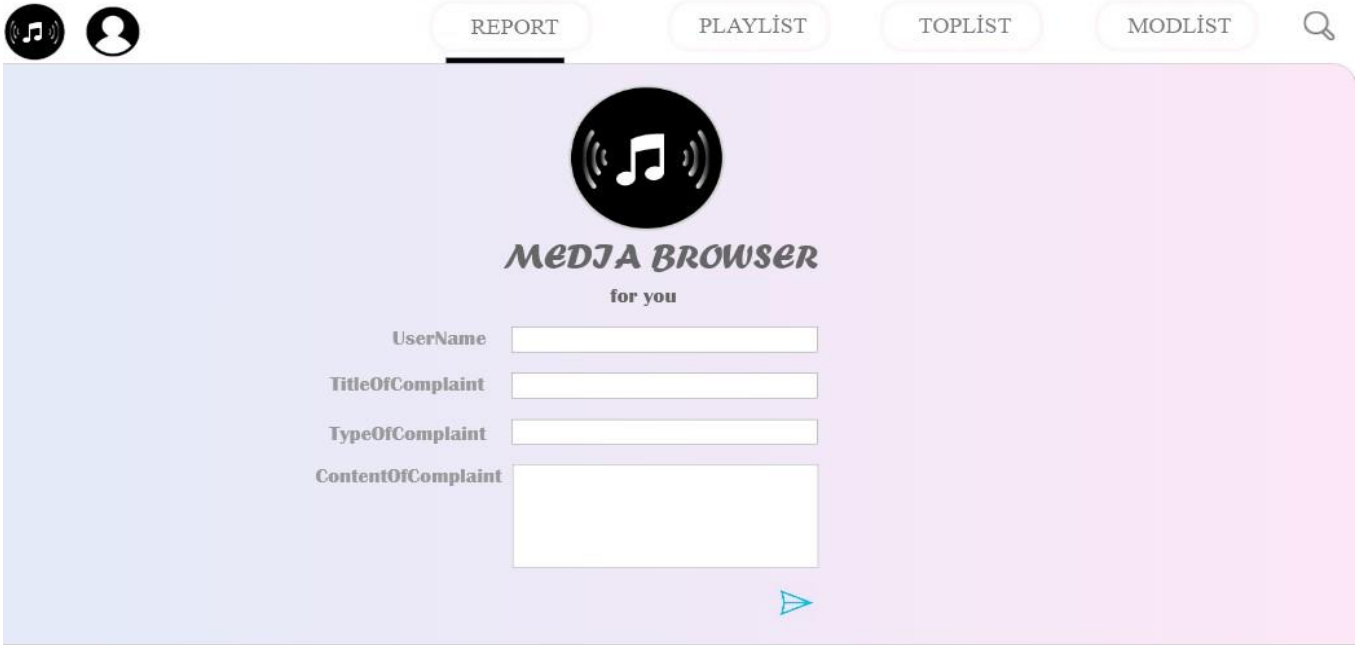
TOPLIST SEQUENCE DIAGRAM

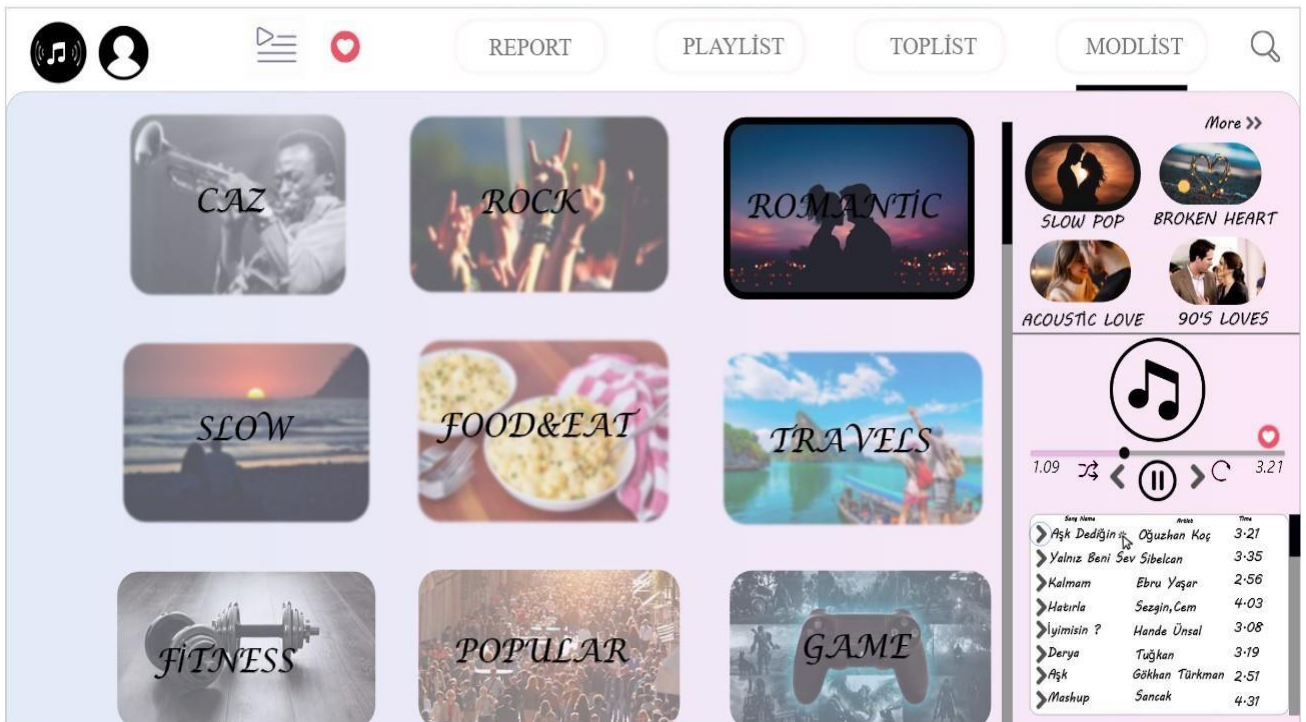
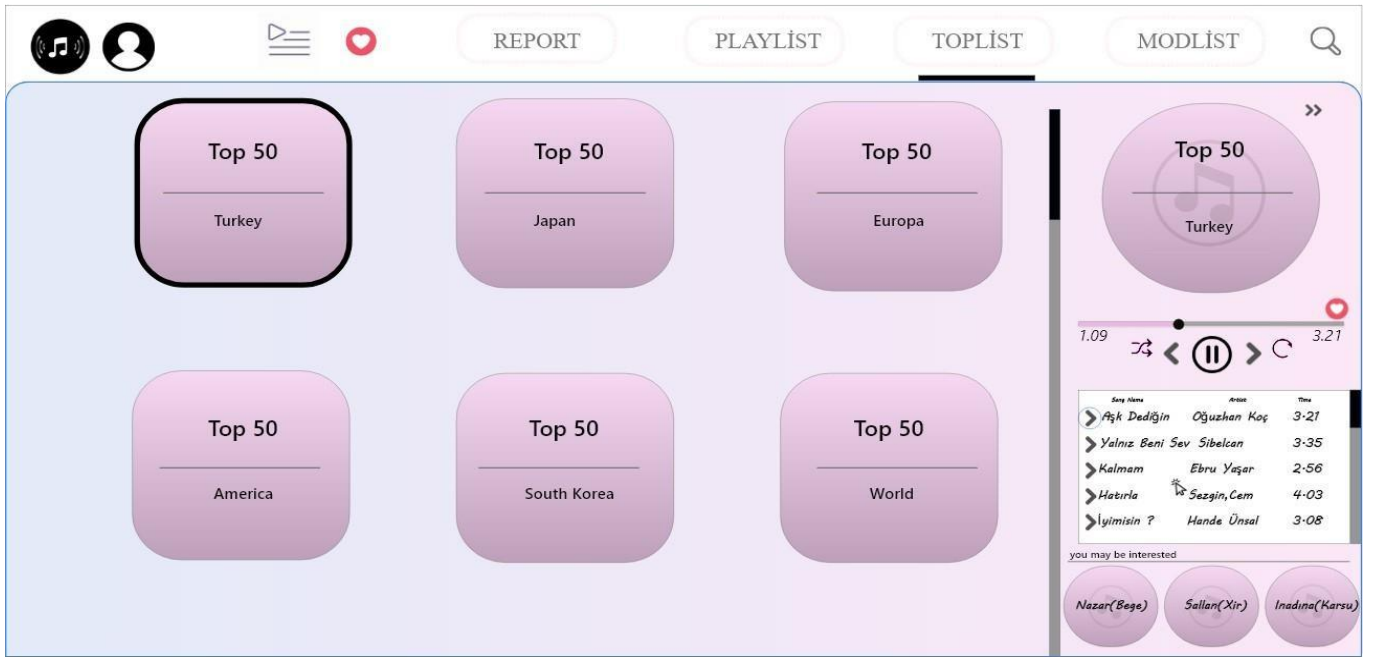


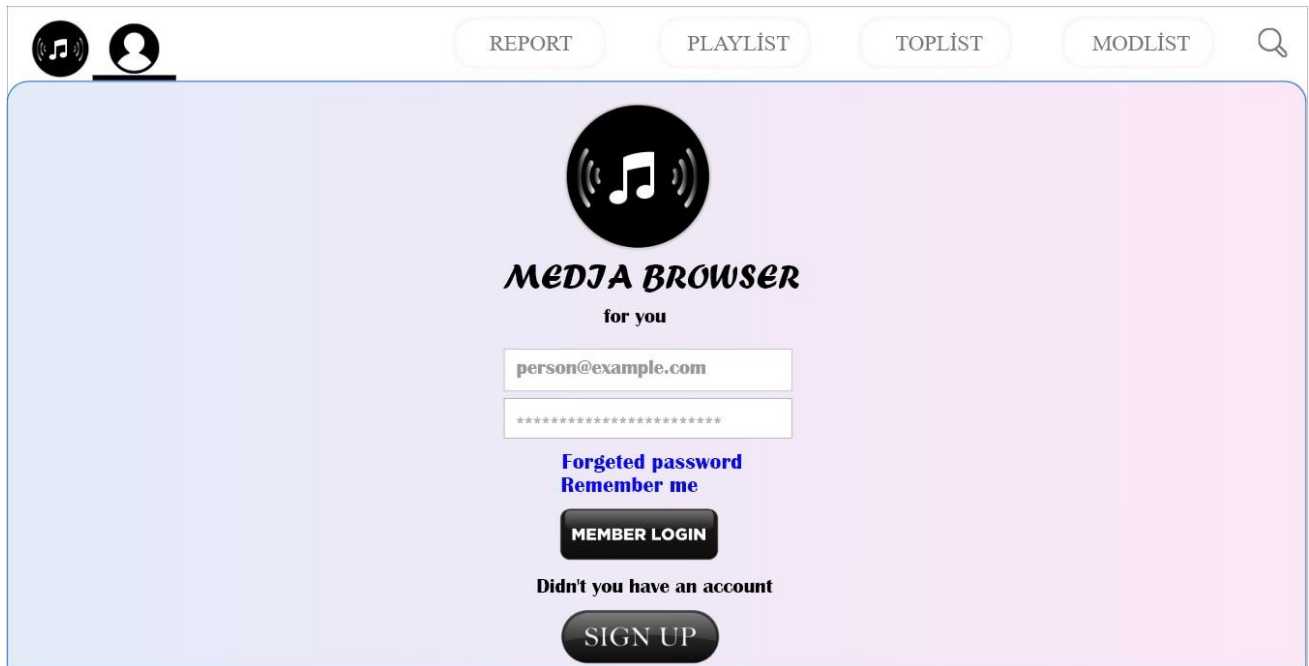
PLAYLIST SEQUENCE DIAGRAM



3.4.5 User Interface Mock-Ups







4 Glossary

- MediaSystem : MediaSystem correspond to the sum of all major functions in the Use Case Model(USE CASE MODEL)
- Report : Report is a small function that the user uses to make errors requests or feedback to the system.(USE CASE MODEL)
- System: The reason for using the system is to store and use the function that come to system(DYNAMIC MODEL)
- List: To list to selected musics according to same mode.(OBJECT MODEL)
- Loop: To be continue to played musics according to same mode.(OBJECT MODEL)