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| **Eurofins Work-planner Process Report** |

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**[Number of characters]**

**ICT Engineering**

**1st Semester**

**21/11/2018**

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# Introduction

# Requirements

The purpose of the requirement section is to define functional and non-functional requirements. Requirements are perceived as a contract with the stakeholders (customer), and are specified to ensure a common understanding.

Identify the users and describe their roles (e.g. actor descriptions, personas and scenarios).

Note: Remember that all requirements must be precise and testable.

Use the SMART principle (YourCoach n.d.) and MoSCoW (Business Analyst Learnings 2013).

Present a numbered and prioritised list of all the requirements of the users, customer and stakeholders for the project.

## Functional Requirements

Functional requirements could be described with Use Cases, Use Case descriptions and Actor descriptions. Use Case descriptions can be detailed with different types of UML diagrams.

## Non-Functional Requirements

There are no standards for describing non-functional requirements. You can find a useful checklist here (Banger 2014).For content see Appendix 3 “Project Report – VIA Engineering Guidelines”.

# Analysis

The purpose of the analysis section is to outline an understanding of the problem domain and specifically WHAT the stakeholders want. Here, you elaborate on your background description.

You identify objects in the problem domain that will be involved in the solution and how these objects cooperate. The result of this analysis is a Domain Model (Larman 2004, chap.9) and other relevant diagrams.

Use the UML standard for all diagrams where relevant.

Note: Remember that all implementation dependent objects are not part of the domain model only conceptual classes related to the requirements and the domain.

# Design

The purpose of the design section is to outline HOW the system is structured; i.e. to transform the artefacts of the analysis into a model that can be implemented. The design section is relevant for the programmer, whereas the analysis is relevant for the stakeholder.

Elements that may be relevant in this section:

* Architecture: Find architecture patterns here (Leszek Maciaszek 2004, chap.9).
* Technologies: Describe technologies used, also alternative technologies. Argue for choice of technology according to the project aim.
* Design Patterns: Describe which design patterns (GoF (Gamma et al. 2002) etc.) you are using and why.
* Class Diagrams
* Interaction Diagrams
* UI design choices
* Data models, persistence, etc.

You must explain all diagrams in the report. These diagrams including descriptions are the blueprints for the implementation.

Hint: One way to figure out which objects/classes are needed in the design is to apply the General Responsibility Assignment Software Patterns/principles (GRASP) (Larman 2004, chap.17).

Hint: Consider how to design your system to make it testable.

# Implementation

The purpose of the implementation section is to explain interesting code snippets. An idea is to explain the complete path through your system from UI to database etc.

Remember that your implementation must be consistent with your design (Larman 2004, chap.20).

Which standard libraries are used? How are design patterns implemented, etc.

Hint: Implement your code in a testable manner.

# Test

The purpose of the test section is to document the result of your testing; to verify if the content of the requirements section has been fulfilled. How is the system tested, which strategy has been used; e.g. White Box (Unit Test), Black Box, etc.

## Test Specifications

For functional requirements, test specifications must be listed. These test specifications can be described as soon as the functional requirements have been completed (Use Cases including descriptions).

IEEE can be used as a template for test specification (IEEE Computer Society 2008). VIA Library can give you access to this standard.

# Results and Discussion

The purpose of the results and discussion section is to present the outcome and achieved results of the project.

# Conclusions

The purpose of the conclusion section is to compile the results from each section in the report. What is the conclusion? Did the project fulfil the requirements? Etc.

You can only comment on report contents, no new topics or content can be introduced in this section.

# Project future

Reflect on your project from a technical viewpoint and describe what you would change if you could.

Suggest how the project could be improved or made ready for production. Discuss scalability, suggest possible spin offs, what is needed, missing, etc.?

# Sources of information

**Note: Use the standard reference method: Harvard Anglia. A very good reference tool is Mendeley** (Mendeley.com 2016), **ask VIA Library if you need help.**

Banger, D., 2014. A Basic Non-Functional Requirements Checklist « Thoughts from the Systems front line.... Available at: https://dalbanger.wordpress.com/2014/01/08/a-basic-non-functional-requirements-checklist/ [Accessed January 31, 2017].

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Dawson, C.W., 2009. *Projects in Computing and Information Systems*, Available at: http://www.sentimentaltoday.net/National\_Academy\_Press/0321263553.Addison.Wesley.Publishing.Company.Projects.in.Computing.and.Information.Systems.A.Students.Guide.Jun.2005.pdf.

Gamma, E. et al., 2002. *Design Patterns – Elements of Reusable Object-Oriented Software*, Available at: http://books.google.com/books?id=JPOaP7cyk6wC&pg=PA78&dq=intitle:Design+Patterns+Elements+of+Reusable+Object+Oriented+Software&hl=&cd=3&source=gbs\_api%5Cnpapers2://publication/uuid/944613AA-7124-44A4-B86F-C7B2123344F3.

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Larman, C., 2004. *Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development*,

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# Appendices

The purpose of your appendices is to provide extra information to the expert reader. List the appendices in order of mention.

Examples of appendices

* Project Description
* User Guide
* Source code – source documentation
* Diagrams
* Data sheets
* Etc.

**Appendix A Project Description**

Insert the original Project Description here