

QR Code Generator and Scanner Mobile Application Proposal

Location	: Warsaw, Poland
Date	: 29 October 2019
Attendees	: Student of Big Data Analytics and Customer

I. Agenda items :

A. Introduction

Mobile Application to generate and scan the QR Code. This application can be installed on mobile phone specifically in android application. This section gives a scope description and overview of everything included in this SRS document (SRS stands for Software Requirements Specification, which is a document that fully describes the expected behavior of a Software System). Also, the purpose of this document is described and a list of abbreviations and definitions is provided. This document provides a core set of implementation requirements for an information application that will be installed in a School.

B. Purpose

The purpose of the section is to give a detailed description of the requirements for the "QR Code Generator and Scanner" software. It will illustrate the purpose and complete declaration for the development of the system. It will also explain system requirements, interface and user interactions. This document is primarily intended to be proposed to a customer for its approval and a reference for developing the first version of the system for the development team.

The purpose of the application to help the equipment Staff to define the equipment just by scan it on the smartphone. The application designed to make good management in the inventory at a school.

It should be noted that this application will be designed for 1user only which will have access to all parts of the application.

As a result the application will be able to:

1. Manage and identify the details of the assets
2. Manage QR code generator for the assets
3. Help the user to map and find the location of assets
4. To distribute the information about the locations of assets.

C. Scope

The "QR Code Generator and Scanner software" is an application which besides to describe and maintain the information about Equipment and it also helps the equipment Staff (or as we call the User) to manage all the equipment that already provided in school easily by specific feature of the given software. First of all, The user will add the information about the equipment to the application which will consist of equipment details.

Saved information about the equipment can be reviewed, edited and deleted. Access to information about the equipment databases will be visible for the user. The user will track information about all equipment in school. According to the data, user can allocate some equipment that is necessary to buy or not.

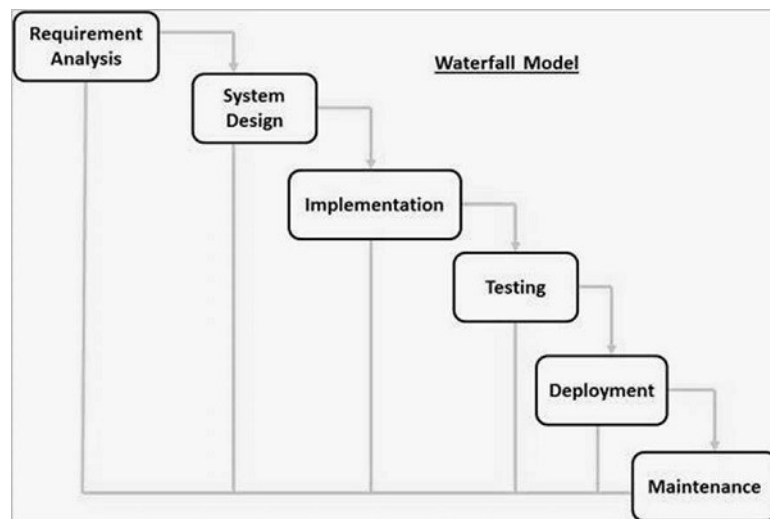
II. Definitions.

User	Someone who interacts with the application in which in our case user has permission to: Display all the information about registered equipment in the school.
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Table 1- Definitions

III. Software Development Life Cycle.

The model to develop this software based on the Software Development Life cycle in the picture. The picture shows us that every process in this life cycle is maintained systematically. This method is disallowed to skip every process that already describes in the picture.



IV. Use Case Diagram (Scenario).



V. Use Case Diagram (Scenario).

1. Usecase : LOGIN

Usecase ID	SAC – UC -01
Usecase Name	LOGIN
Usecase Type	Essential
Prioroty	High
Actors	User
Description	This usecase used by the user to get the access to the system. Login system based on unique username and password
Precondition	-
Basic Path	<ol style="list-style-type: none">1. System display login menu2. actor fill their username and password.3. system check the access of tha uses based on their level status.

Usecase ID	SAC – UC -02
Usecase Name	Manage User Member
Usecase Type	Essential
Prioroty	High
Actors	User
Description	This usecase used by the super admin input the data about the member.
Precondition	-
Basic Path	<ol style="list-style-type: none">1. System display insert member2. super admin fill in all requiremnts displayed.3. system insert in into the database .

Usecase ID	SAC – UC -03
Usecase Name	Manage Assets
Usecase Type	Essential
Prioroty	High
Actors	User
Description	This usecase used by the super admin input the data about the assets.
Precondition	-
Basic Path	<ol style="list-style-type: none">1. System display insert member2. super admin fill in all requiremnts displayed.3. system insert in into the database .

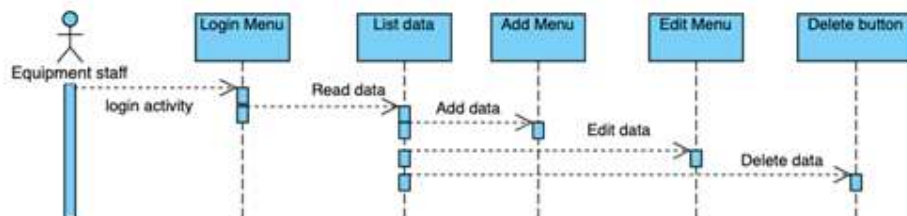
Usecase ID	SAC – UC -04
Usecase Name	Manage Location
Usecase Type	Essential

Prioroty	High
Actors	User
Description	This usecase used by the super admin input the data about the assets.
Precondition	-
Basic Path	<ol style="list-style-type: none"> 1. System display insert member 2. super admin fill in all requiremnts displayed. 3. system insert in into the database .

Usecase ID	SAC – UC -05
Usecase Name	Manage QR COde generator
Usecase Type	Essential
Prioroty	High
Actors	User
Description	This usecase used by the super admin to generate the QR code for the assets
Precondition	-
Basic Path	<ol style="list-style-type: none"> 1. System display insert member 2. super admin fill in all requiremnts displayed. 3. system insert in into the database .

VI. Sequence Diagram.


The first menu showed in the system is the Login menu. The login menu will define only for security purpose. After logging in, the user of this application will be given a list of data that show all the equipment items that exist in the database. After one item clicked on the list data menu, the menu will show the detail data of the equipment and the menu to edit and delete data. The purpose of editing menu is to make double-check if there was a mistake when inputting the data. After one item clicked on the list data menu, the menu will show the detail data of the equipment and the menu to delete data.



VII. User Interface Design.

Login Menu

LOGIN MENU



QR-CODE

Username

Password

[Register ?](#)

[SIGN TO MY ACCOUNT](#)

Main Menu

MAIN MENU

[GENERATOR](#)

[READER](#)

[LIST DATA](#)

List of Data

LIST DATA

BROOM
WHITE BOARD
CHAIR
DESK
TABLE
MOP
BOARD MARKER
ERASER
PROJECTOR
KOMPUTER

Details Menu

DETAILS MENU



Name :
Board Marker
Amount :
19
Description
Board Marker is a
tool to write on
the white board.
Catagory
Teaching tools

ADD

UPDATE

DELETE

Add Menu

ADD MENU

EQUIPMENT REGISTRATION

NAME

AMOUNT

DESCRIPTION

CATAGORY

SUBMIT

CANCEL

Update Menu

UPDATE MENU

EQUIPMENT REGISTRATION

NAME

AMOUNT

DESCRIPTION

CATAGORY

SUBMIT

CANCEL

VIII. System Requirements.

A. Komputer Hardware Specifications :

1. 2 GB RAM.
2. 400 MB hard disk space plus at least 1 GB for Android SDK, emulator system images, and caches.
3. Smartphone with Android system with at least Marshmallow version.

B. Software Requirements :

1. Java Development Kit (JDK) 7.
2. Android Studio.
3. SQL Lite (Database).

IX. Time Schedule.

The deadline for the project is the end of the semester.

The time schedule of the project will be delivered to the costumer as aa MS Project file. Throughout the project procedure client shall be received reports regarding the improvements of project.

Planning and Negotiation	1 oct 2019	15 nov 2019
UML diagram	4 nov 2019	20 dec 2019
Code Creation	6 nov 2019	16 dec 2019
Tests	17 dec 2019	20 dec 2019
Diagnostics and Gathering documents	22 dec 2019	10 feb 2020

X. The Additional Documents and Services.

At the end of completion of the development, the Contractor shall provide the Customer with the manual, an archive with the source codes of all the program modules and sections of the site (the code must be commented in detail).