

COS 301 ASSIGNMENT
GROUP 5 B



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1 Introduction

Fill in later...

2 Vision

Fill in later...

3 Background

1. List example
2. List example
3. List example
4. List example
5. List example

4 Architecture requirements

4.1 Access channel requirements

Fill in later...

4.2 Quality requirements

Fill in later...

4.3 Integration requirements

Fill in later...

4.4 Architecture constraints

Fill in later...

5 Functional requirements and application design

5.1 Use case prioritization

5.1.1 Critical

- Login
- Logout
- Post
- Thread
- Buzz Space
- User Management

5.1.2 Important

- Search
- Voting
- Notifications

5.1.3 Nice to Have

- Request

5.2 Use case/Services contracts

5.2.1 Login

Pre-Conditions :

- Must not be logged in.

Post-Conditions :

- If login succesful, user will be logged in.
- If login failed. user will be asked to resubmit

5.2.2 Logout

Pre-Conditions :

- Must be logged in.

Post-Conditions :

- User is logged out.

5.2.3 CreatePost

Pre-Conditions :

- Must be logged in.
- A thread should exist.

Post-Conditions :

- Post is created.

5.2.4 Request

Pre-Conditions :

- Must be logged in.

Post-Conditions :

- Request is sent.

5.2.5 Thread

Pre-Conditions :

- Only Authorised persons may use this functionality
- Buzz Space needs to exist No such thread sould already exist

Post-Conditions :

- A new Thread now exists under which people can create posts

5.2.6 Voting

Pre-Conditions :

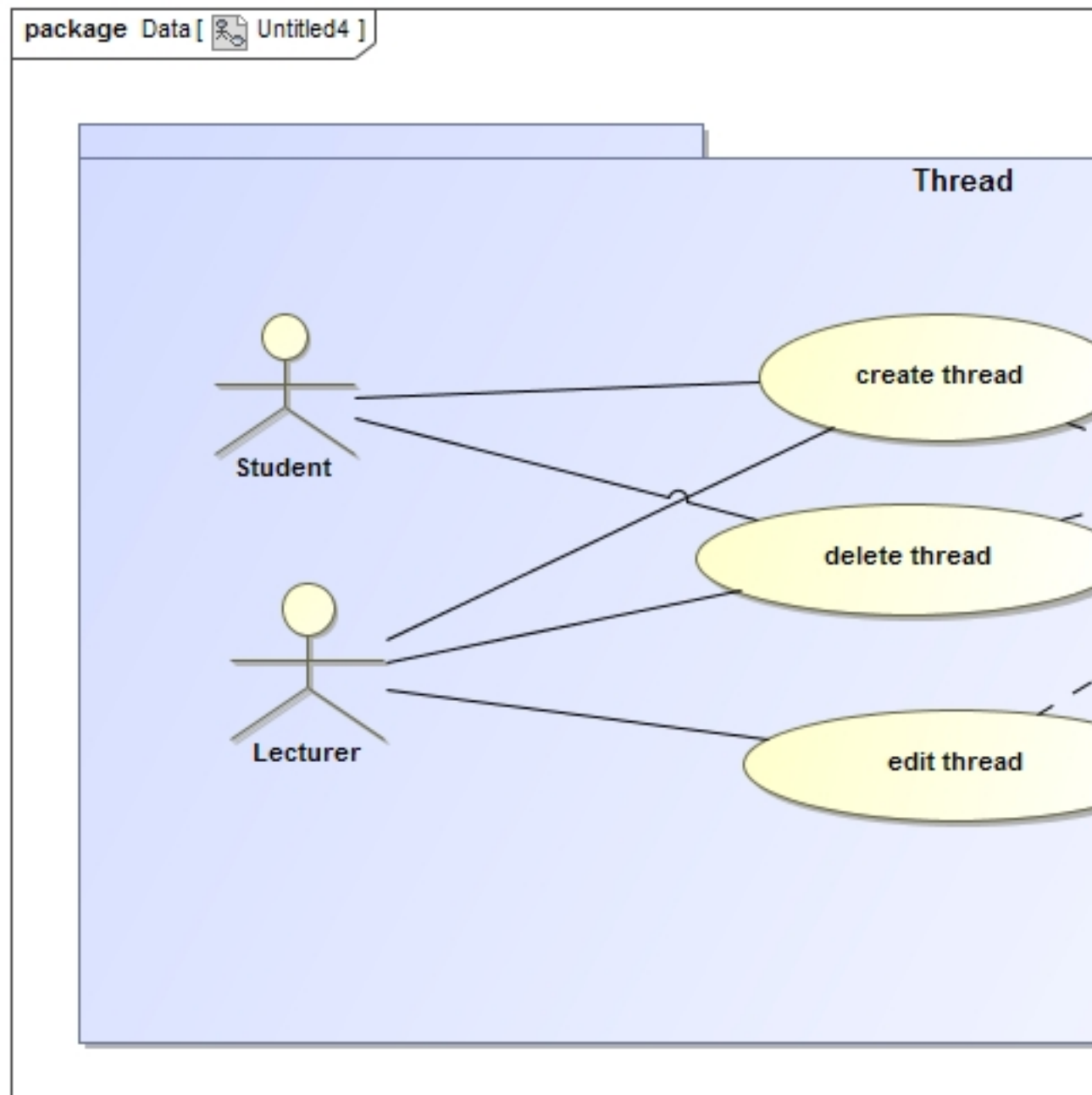
- Must not be logged in.
- User has not yet voted

Post-Conditions :

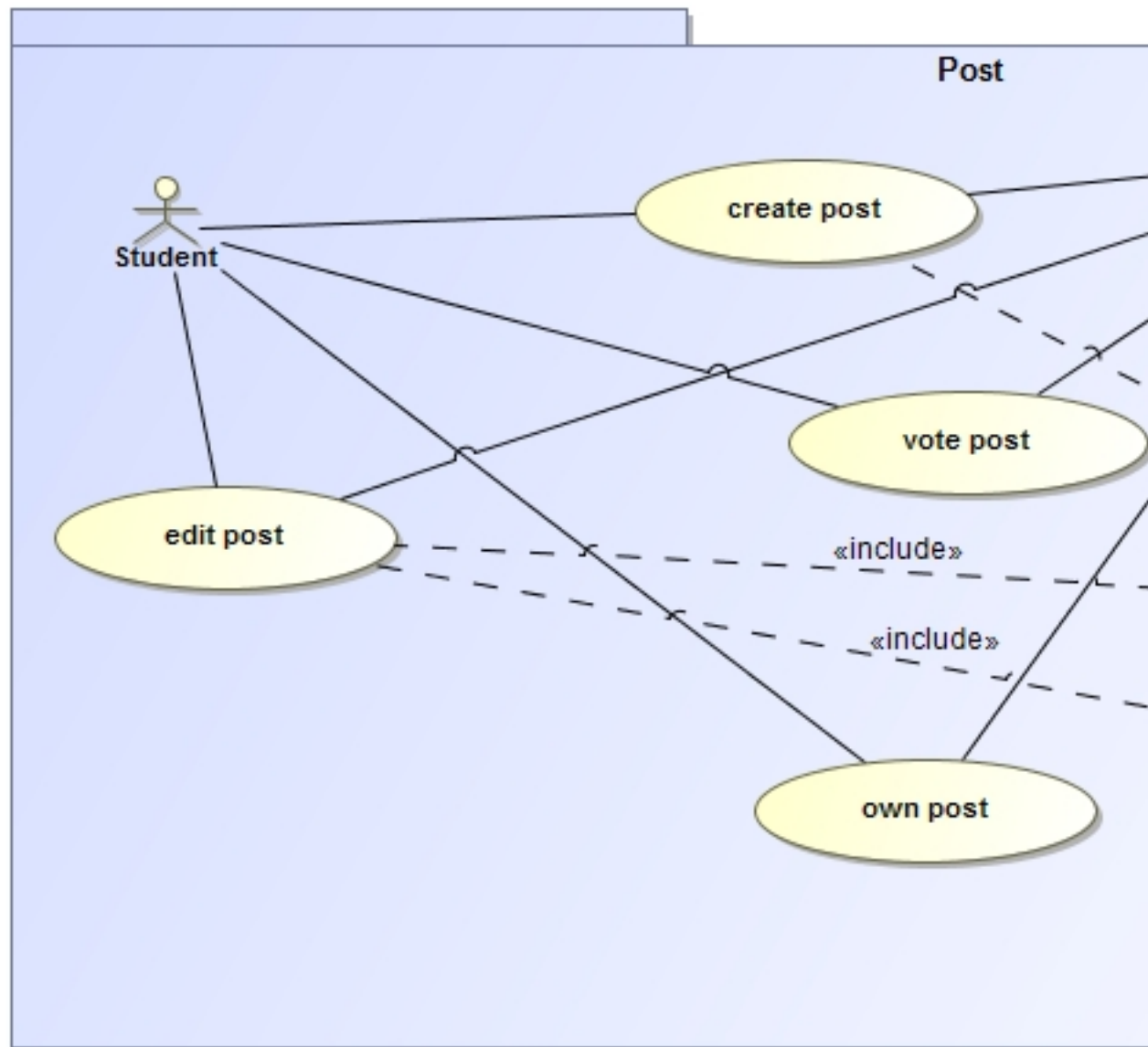
- User voted

5.3 Required functionality

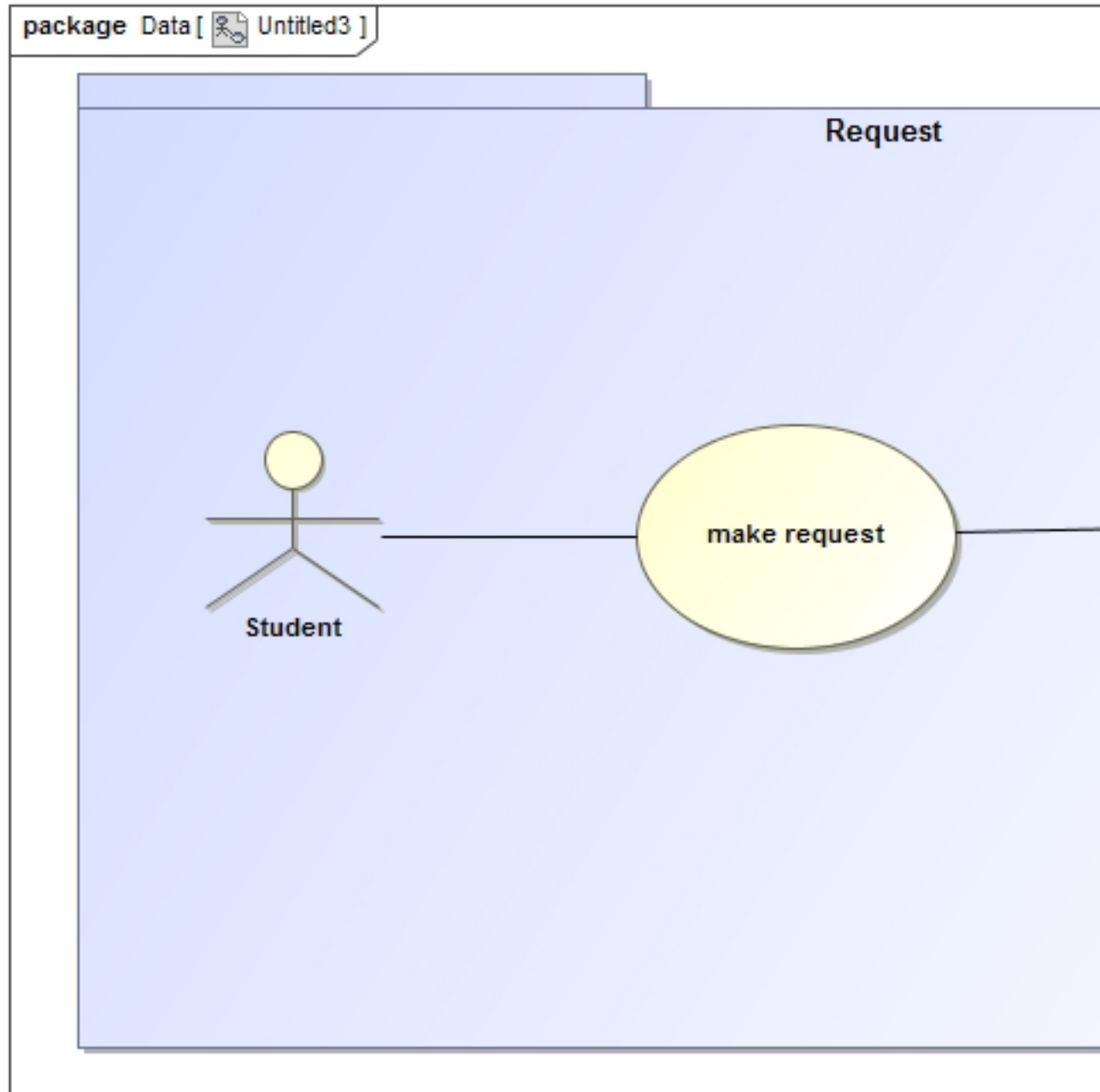
Use case diagram for a thread



Use case diagram for a post



Use case diagram for a request



5.4 Process specifications

Put words here...

5.5 Domain Model

Put words here...