Software Requirement Specification And Analysis

Submitted BY SUPERVISED BY

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Student Information Management System for Residential Institute

2018

LLETTER OF TRANSMITTAL

20th MARCH 2018

The SPL-2 Coordinators

Institute of Information Technology

University of Dhaka

Subject: Submission of Software Requirements Specification of Software Project Lab-2

Dear Sir

With due respect, we are pleased to submit the final report on software requirements specification and analysis of “Student Information Management System for Residential Institute (SIMS)”. Although this report may have some lapses, we tried our utmost to submit an acceptable software requirements specification document.

We would be highly obliged if you overlook our mistakes and accept the efforts given in the documentation.

Sincerely yours

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ACKNOWLEDGEMENT

At first, we would like to thank almighty for helping us complete this project. We would like to express our deepest gratitude to all those who provided us the support and encouragement to complete this project. Thanks to our Supervisor teacher Dr. Mohammed Shafiul Alam Khan, Associate Professor, Institute of Information Technology, University of Dhaka, whose continuous suggestions and guidance has been invaluable to us. Also special thanks to all of our respectable teachers for their valuable opinions which help us to improve our insight. Without such stimulating suggestions, the project could not have made this much progress. We are grateful to the Institute of Information Technology for giving us the opportunity to do such a project. Lastly, we would like to thank our classmates. Although they were not on our team, they have always been helpful and provided valuable insights from time to time.

ABSTRACT

The study is made for Student Information Management System for Residential Institute. The scope of the study is to analyze the existing student information management systems in the residential institutes (halls) and to know its functions and drawbacks, and to design the SRS of this system. The objective of this study is to develop an SRS (Software Requirements Specification and Analysis) of Student Information Management System for Residential Institute.

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# **Chapter 1: INTRODUCTION**

This chapter is a part of our software requirement specification and analysis for the project “Student Information Management System for Residential Institute (SIMS)”. In this chapter, we focus on the intended audience for this project.

## 1.1 PURPOSE

This document briefly describes the Software Requirement Specification and Analysis of Pharmacy Management System. It contains functional, non-functional and supporting requirements and establishes a requirements baseline for the developing the system. The SRS holds the requirements are independent, uniquely numbered and organized by topic. The SRS serves as a platform to forward user requirements to the developer and provides a common reference point for both the developer team and the stakeholder community. The SRS will evolve over time as users and developers work together to validate, clarify and expand its contents.

## 1.2 INTENDED AUDIENCE

This SRS is intended for several audiences including the customers as well as the project managers, designers, developers, and testers.

* The customer will use this SRS to verify that the developer team has created a product that the customer finds acceptable.
* The project managers of the developer team will use this SRS to plan milestones and a delivery date, and to ensure that the developing team is on the right track when developing the system.
* The designers will use this SRS as a basis for creating the system’s design. The designers will continually refer back to this SRS to ensure that the system they are 0designing will fulfill the customer’s demands.
* The developers will use this SRS as a basis for developing the system’s functionality. The developers will link the requirements defined in this SRS to the software they create to ensure that they have created a software that will fulfill all of the customer’s documented requirements.
* The testers will use this SRS to derive test plans and test cases for each documented requirement. When portions of the software are complete, the testers will run their tests on that software to ensure that the software fulfills the requirements documented in this SRS. The testers will again run their tests on the entire system when it is complete and ensure that all requirements documented in this SRS have been fulfilled.

## 1.3 CONCLUSION

This analysis of the audience helped us to focus on the users who will be using our analysis. This document will help each and every person related to this project to perceive the subject matter of the project.

# **Chapter 2: INCEPTION OF SIMS**

In this chapter, the Inception part of the SRS will be discussed briefly.

## 2.1 INTRODUCTION

The renowned genius Albert Einstein has said, “If I had an hour to solve a problem I’d spend 55 minutes thinking about the problem and 5 minutes thinking about the solution.” This means, it is more necessary to dig deep into the facts of the problem rather than jumping to providing a solution. Developing efficient software falls under the same jurisdiction.

Inception is the first phase of requirements engineering. It defines the scope and nature of the problem. The principal target of this stage is to create a basic understanding of the problem, identify the people involved and comprehend the nature of the solution via communication.

For a clear perception of the software requirements, a groundwork is established involving the following steps:

* Listing down the stakeholders
* Recognizing multiple viewpoints
* Working towards collaboration
* Breaking the ice and initiating communication

### 2.1.1 LISTING DOWN THE STAKEHOLDER

According to Somerville and Sawyer [Som97], “Anyone who benefits in a direct or indirect way from the system which is being developed is a stakeholder.” This implies that stakeholders include the end users of the developed software as well as the people whose activities might be influenced by the tool. Towards the end of inception, the list of stakeholders is usually larger as every stakeholder is allowed to suggest one or more individuals who might be probable stakeholders for the given problem. To identify stakeholders, we consulted a few residential institutes or halls in Dhaka, Bangladesh and asked them the following questions:

* Who will be using the product?
* Whose work will this project affect?

We identified the following stakeholders for our project.

* Provost, House Tutors, Assistant House Tutors and Hall Administration Officials
* Students

### 2.1.2 RECOGNIZING MULTIPLE VIEWPOINTS

The list of stakeholders will contribute to the input when requirements are elicited. Every stakeholder has different views of the system and achieves different benefits when the system is developed.

### 2.1.3 WORKING TOWARDS COLLABORATION

Each of the stakeholder constituencies (and non-stakeholder constituency) contributes to the requirement engineering process. The greater the numbers of interactions with multiple stakeholders, the higher is the probability of inconsistency, conflicts and clashes of viewpoints. In such circumstances, requirement engineers finalize the requirements following some steps, which are listed below.

* Finding out the commonality and the conflicting points of stakeholders
* Categorizing stakeholders
* Listing down the requirements based on the stakeholder’s priority points

#### 2.1.3.1 Viewpoints of Stakeholders

We have conducted interviews and prepared questionnaires to collect stakeholder demands and opinions.

**House Tutor and Assistant House Tutor Demands**:

* Complete Student Records on the System
* Scopes to query student information via attribute
* Hall Fee Payment Related Information
* Seat vacancy information
* Room history for every student (Under every registration ID, there will be a record of the rooms where the ID holder has been allocated in the past)
* Student Complain Information (will be viewable to Provost, House Tutors and Assistant House Tutors only)
* Financial Report of Every Student (Socio-economic background information that might be needed for to grant students financial support)
* Extra-curricular activities and club related information of students (e.g. sports, debating, cultural activities)
* Online seat application
* Hall Notice Board

**Hall Administration Officials**:

* Complete Student Records on the System
* Scopes to query student information via attribute
* Seat Vacancy Information
* Hall Notice Board
* Student Complain Information (will be viewable to Provost, House Tutors and Assistant House Tutors only)

**Students**:

* Online seat application
* Hall Notice Board
* Notifications about upcoming events
* Complete Student Records on the System
* Student Complain Information (will be viewable to Provost, House Tutors and Assistant House Tutors only)

#### 2.1.3.2 Common points

All stakeholders agreed on the following necessities:

* Complete Student Records on the System
* Scopes to query student information via attribute
* Student Complain Information (will be viewable to Provost, House Tutors and Assistant House Tutors only)
* Hall Notice Board
* Online Seat Application

#### 2.1.3.3 Contradictions

The stakeholders have not strongly contradicted on any of their demands.

#### 2.1.3.4 Final Requirements

* Complete Student Records on the System
* Scopes to query student information via attribute
* Student Complain Information (will be viewable to Provost, House Tutors and Assistant House Tutors only)
* Hall Notice Board

The final requirements define the scope of SIMS.

### 2.1.4 COMMUNICATION INITIATION

In requirements engineering, the involved individuals can be broadly divided into two clusters: the developers and the stakeholders. Coming from different backgrounds, it will be obvious that these two parties will have different points of views regarding the problem. The stakeholders have more knowledge on facing the problem. Meanwhile, the developers are experienced with providing computerized solutions. Thus, in order to obtain an efficient solution to the problem, it is important to ‘loosen up’ or ‘break the ice’ between the two groups.

Following the ideal guidelines of requirement engineering, some context free questions were asked. The context free questions help throwing light on the stakeholders of the project. The next set of questions includes the context itself so that a better understanding of the problem is obtained. The stakeholder is encouraged to voice out his/her opinions about an alternate solution and also provide recommendations to the developer’s suggestions. The final set of questions focuses on the communication activity itself.

## 2.2 CONCLUSION

The intense hours of developing a software is fruitful only if the users are benefitted and satisfied. Jumping into coding, right after signing up for a project throws both the clients and the developers into the risks of failure. A successful project demands a better perception of the problem. The best and easiest way to sketch out the hints of a solution is to interact with those encountering the problem itself. This is where inception phase comes.

Inception phase has given us the opportunity to create a basic understanding of the problem and perceive an abstract idea of the nature of the solution. Direct interaction with the stakeholders made us come across core points of a solution and realize the effectiveness of communication between two parties. We believe that our groundwork will help us implement an efficient solution to the problem.

# **Chapter 3: ELICITATION OF SIMS**

After discussing on the Inception phase, we need to focus on the Elicitation phase. So this chapter specifies the Elicitation phase.

## 3.1 INTRODUCTION

The second phase of requirements engineering is elicitation. The main task of elicitation is to combine elements of problem solving, elaboration, negotiation and specification. Gathering information from stakeholders regarding the problem was not sufficient to design the software. The problems that arose, were encountered following the principles of elicitation.

## 3.2 ELICITING REQUIREMENTS

Stakeholders work together to identify the problems, propose elements of the solutions, negotiate different approaches and specify an initial set of solution requirements. This approach is sometimes called Facilitated Application Specification Technique (FAST).

Elicitation has some sub-phases which are:

* Collaborative Requirements Gathering
* Quality Function Deployment
* Usage Scenario
* Elicitation Work Products

### 3.2.1 COLLABORATIVE REQUIREMENTS GATHERING

During inception, basic questions and answers established the scope of the problem. However, some problems persisted about the scope as the boundary of the system was ill defined and the customers have stated some unnecessary confusing detail. Also, customers/stakeholders do not have a proper understanding about the abilities of the computing environment which results in further discussion regarding the problem domain and product requirements. The requirements were put under re-evaluation by doing following tasks.

* Meetings were conducted with stakeholders and we went into further investigation about their requirements and expectations
* They were inquired about the problems with the existing workflow
* The final requirement list was derived at the end of the meeting

### 3.2.2 PROBLEM IN THE SCOPE

A number of problems were encountered in the course of preparing the software requirement specification and analysis of Student Information Management System of Residential institute.

**Scopes**

* Automation of managerial function of residential institute

**Limitations**

* Timeframe is too short to complete the project
* Inflexible existing workflow

### 3.2.3 QUALITY FUNCTION DEPLOYMENT

Quality Function Deployment (QFD) is a quality management technique that translates the needs of the clients into technical requirements for the software. The prime concern of the QFD is customer satisfaction maximization. In order to ensure this, QFD enforces an understanding of what the customers describe as ‘valuable’ and then deploy these values throughout the engineering process. QFD defines three types of requirements:

* Normal Requirements
* Expected Requirements
* Exciting Features

#### 3.2.3.1 NORMAL REQUIREMENTS

Normal requirements refer to the objectives and the goals that are stated for the product during the meeting with the stakeholders. The presence of these requirements ensures the satisfaction of the customers. The normal requirements for the project are stated below.

* Student database
* Student complain form
* Notice board

#### 3.2.3.2 EXPECTED REQUIREMENTS

The requirements that are implicit to the system might not be brought up during the meeting because of their fundamental nature. Despite being not explicitly mentioned, their presence must be ensured. Otherwise, the product will leave customers dissatisfied. These requirements are called expected requirements and these are stated below.

* Error-free in terms of output
* More efficient than the existing workflow
* Authentication and authorization
* User-friendly

### 3.2.3.3 EXCITING FEATURES

The factors that go beyond the customer’s expectations and prove to be satisfying when present are called exciting features. The exciting features are the so called ‘wow factor’ for our project.

No features have been considered for our project at this stage.

### 3.2.4 USAGE SCENARIO

The system will be available on the predetermined IP. The homepage of the system will hold the noticeboard of the respective residential institute, navigation (option) and a Login panel.

##### Contents of the Webpage

The navigation will house the following information: Institute administration (Provost, House Tutors and Assistant House Tutors, System administrator). The Login panel holds the options to sign into the system, register oneself and signing out (if someone is already signed in at that instance).

#### 3.2.4.1 Types of User and Authentication

The functionalities of the system will vary depending on the user. The system supports 3 types of users: Board Member of Administration (e.g. Provost, House Tutors and Assistant House Tutors), System Administrator (a Board Member or Institute Official) and Student. The authentication module will have 4 subsystems: sign up, sign in, sign out and account recovery. A default system administrator account will be registered into the system. The System Administrator will collect the default username and password from the developer.

##### Sign Up

When the student is signing up into the system, the following information needs to be entered: Registration number, Department, Username, password, confirm password, recovery email. The system checks for empty fields. If any field remains empty, the system will display prompt to fill in the particular field. If the entered registration number does not match any of the registration numbers entered into the database by the System Administrator, the sign up attempt will be terminated with a message telling the individual that he/she is unauthorized for that hall. Otherwise the student will be signed up successfully.

##### Sign In

When the user wants to “sign-in”, he/she must undergo authentication. He/she enters his/her respective username and password. The entered data is matched with the corresponding data stored in Database. If entered data matches the stored data, the user gains access to the system.

##### Sign Out

If a user signs out, he/she will be redirected to the homepage. If account activity remains stalled for 30 minutes, user will be automatically logged out (after the stall duration).

##### Account Recovery

In case a user forgets his/her password or username, he/she will be prompted to enter his/her recovery email address. If the entered recovery email address matches with the email present in the database, a recovery passcode will be sent to that email. Otherwise, a failure message will be sent and the user needs to enter his recovery mail again. When the user enters the recovery passcode, if it is matched with the sent code then he/she will gain access to the system again. Then he will be asked to reset his password. If the entered code does not match with the sent code then the user can request for re-sending recovery passcode for at most 5 times.

#### 3.2.4.2 Information System

Data storing, editing, viewing, searching and account management are handled by the Information System. The information system will have the following subsystems: store information, edit information, search specific student and view student details.

##### Store Information

The System Administrator plays the role of entering the data to be stored in Database. Overall, the Student database will contain the following information: university registration no, name, session, department, class roll, status (resident or non-resident), room no, room history, present address, permanent address, local guardian (name, address and contact number), blood group, photo, co-curricular activity and payment. When entering information if any field is left empty the system administrator must fill that empty field. If the entered information (registration number) matches any existing student record, the system will send message that a similar entry exists and prevent duplication of same record. Otherwise, the information will be stored in database. By default, all the students will be non-resident and account status will be disabled. Room number, co-curricular field, local guardian, blood group, payment fields will be kept empty initially. System admin also enters information of board members.

##### Edit information

This functionality will allow users to edit their information like password, recovery email or phone number. Only the board members can edit details of students. The board member can edit the status from non-resident to resident. If the users want to change their passwords, they will be prompted to enter their current password. If the current password has been entered correctly, the system will allow them to change their password. After confirming the new password, the system will update the password to the database. If the new password does not match with the password in the confirm password field, the users have to re-enter the new password.

##### Search Specific Student

This functionality can be used by Board Members and System Administrator to query student information. The board members or the system administrator can search students by their university registration no, name, session, department, class roll, room no. To search a student the board members or the system administrator enters a search key. If the student record against the key exists, the system will display the student record.

##### View Students’ Details

A student can only see his/her own profile. Board Members and System Administrator can view the profiles of all the Students. For this, at first, they have to sign in to system.

#### 3.2.4.3 Communication

The communication module involves matters regarding the noticeboard and complaint form.

##### Noticeboard

The noticeboard can be viewed by both registered users and unregistered visitors. The Board Members of administration manage the content of the noticeboard. Every notice content has a noticeID, date of generating the notice. Most recent five notices will be shown on the home page.

##### Complaint Form

When a student logs into the system, there will be an option to submit a complaint by a form if he/she is a resident student. The following fields will have to be entered into the form: student name, room no. and complaint. The Board Members will be allowed to view complaint forms.

#### 3.2.4.4 User Management

User Management involves tasks associated with creating board members and enabling/disabling accounts.

##### Create Board member

The system administrator will create accounts for board members. The system administrator enters board member information. If the username does not match with any of existing usernames, account will be created. Account information will be stored in the database.

##### Enable/Disable Account

The System Administration has the authority to enable and disable board members’ accounts. Student accounts can be enabled or disabled by their respective house tutors (Board members). To enable or disable any account, the system administrator or the board members search the account. Then the selected account is disabled by the system administrator or the board members.

# **Chapter 4: SCENARIO-BASED MODELING OF SIMS**

This chapter describes the Scenario-Based Model for the Student Information Management System of Residential Institute (SIMS).

## 4.1 INTRODUCTION

When developing software, user satisfaction is given the highest priority. The effective method to identify the requirements to establish meaningful analysis and design model is by determining how end user and other actor wants to interact with the system. Thus, requirements modelling begins with scenario generation in the form of use cases, activity diagrams and swim lane diagrams.

## 4.2 DEFINITION OF USE CASE

A Use Case captures a contract that describes the system behavior under various conditions as the system responds to a request from one of its stakeholders. In essence, a Use Case tells a stylized story about how an end user interacts with the system under a specific set of circumstances. A Use Case diagram simply describes a story using corresponding actors who perform important roles in the story and makes the story understandable for the users.

The first step in writing a Use Case is to define that set of “actors” that will be involved in the story. Actors are the different people that use the system or product within the context of the function and behavior that is to be described. Actors represent the roles that people play as the system operators. Every user has one or more goals when using the system.

##### PRIMARY ACTOR

Primary actors interact directly to achieve required system function and derive the intended benefit from the system. They work directly and frequently with the software.

##### SECONDARY ACTOR

Secondary actors support the system so that primary actors can do their work. They either produce or consume information.

## 4.3 USE CASE DIAGRAMS

Use case diagrams give the non-technical view of overall system.

### 4.3.1 LEVEL – 0 USE CASE DIAGRAM – SIMS

****

Figure 1: Level 0 use case diagram- SIMS

Name: Student Information Management System for Residential Institute(SIMS)

ID: SIMS-L-0

Primary Actors: System Administrator, Board Member, Student

Secondary Actors: None

#### DESCRIPTION OF USE CASE DIAGRAM LEVEL – 0:

After analyzing usage scenario, we found 3 actors who will directly use the system. Primary actors are those who will play action and get reply from the system whereas secondary actors only produce or consume the information.

The actors of Student Information Management of Residential Institute are stated as follows.

* System Administrator –System Admin
* Board Member – BM
* Student

### 4.3.2 LEVEL – 1 USE CASE DIAGRAM – SUBSYSTEM

****

Figure 2: Level 1 use case diagram- Subsystem

Name: Subsystem of SIMS

ID: SIMS-L-1

Primary Actors: System Administrator, Board Member, Student

Secondary Actors: None

#### DESCRIPTION OF USE CASE DIAGRAM LEVEL – 1:

SIMS has 4 subsystems. These are:

1. Authentication
2. Information System
3. Communication
4. User Management

### 4.3.3 LEVEL – 1.1 USE CASE DIAGRAM – AUTHENTICATION

****

Figure 3: Level 1.1 use case diagram – Authentication

Name: Authentication of SIMS

ID: SIMS-L-1.1

Primary Actors: System Administrator, Board Member, Student

Secondary Actors: None

#### DESCRIPTION OF USE CASE DIAGRAM LEVEL – 1.1:

Authentication is a process on which the credentials provided are compared to those on file in a database of authorized users’ information within an authentication server. The authentication subsystem of SIMS can be divided into four parts. These are stated as follows.

* Sign up
* Sign in
* Sign out
* Account recovery

The system houses 3 types of users. The categories are stated as follows.

* System Administrator
* Board Member (Provost, House Tutor, Assistant House Tutor)
* Student

A default system administrator account will be registered into the system. The System Administrator will collect the default username and password from the developer.

##### 1.1.1 Sign Up

When the student is signing up into the system, the following information needs to be entered: Registration number, Department, Username, password, confirm password, recovery email. The system checks for empty fields. If any field remains empty, the system will prompt to fill in the particular field. If the entered registration number does not match any of the registration numbers entered into the database by the System Administrator, the sign up attempt will be terminated with a message telling the individual that he/she is not linked with that hall. Otherwise the student will be signed up successfully.

**Action/ Reply:**

* **Action 1**: Student enters Registration number, Department, Username, password, confirm password, recovery email.
* **Reply 1**: If any field remains empty, the system will prompt to fill in the particular field. If the entered registration number does not match any of the registration numbers entered into the database, the sign up attempt will be terminated. Otherwise the student will be signed up successfully.

##### 1.1.2 Sign In

When the user wants to “sign-in”, he/she must undergo authentication. He/she enters his/her respective username and password. The entered data is matched with the corresponding data stored in Database. If entered data matches the stored data, the user gains access to the system.

**Action/ Reply :**

* **Action**: User enters username and password.
* **Reply**: Entered data is checked whether it is valid or not. If valid, the system will allow the user to sign in.

##### 1.1.3 Sign Out

If a user signs out, he/she will be redirected to the homepage. If account activity remains stalled for 30 minutes, user will be automatically logged out (after the stall duration).

**Action/ Reply:**

* **Action** : User enter the sign out option
* **Reply**: User will be redirected to the home page.

##### 1.1.4 Account Recovery

In case a user forgets his/her password or username, he/she will be prompted to enter his/her recovery email address. If the entered recovery email address matches with the email present in the database, a recovery passcode will be sent to that email. Otherwise, a failure message will be sent and the user needs to enter his recovery mail again. When the user enters the recovery passcode, if it is matched with the sent code then he/she will gain access to the system again. Then he will be asked to reset his password. If the entered code does not match with the sent code then the user can request for re-sending recovery passcode for at most 5 times.

**Action/ Reply:**

* **Action1**: User enters recovery email
* **Reply1**: A recovery passcode will be sent to the entered email if exists in database
* **Action2**: User enters recovery passcode
* **Reply2**: Security code is checked whether it is entered correctly. If the code is entered correctly user will gain access to the system. If the code is not entered correctly then user can request for resending the code.

### 4.3.4 LEVEL – 1.2 USE CASE DIAGRAM – INFORMATION SYSTEM

****

Figure 4: Level 1.2 use case diagram – Information System

Name: Information System for SIMS

ID: SIMS-L-1.2

Primary Actors: System Administrator, Board Member, Student

Secondary Actors: None

#### DESCRIPTION OF USE CASE DIAGRAM LEVEL – 1.2:

Data storing, editing, viewing and searching are handled by the Information System.

##### 1.2.1 Store Information

The System Administrator plays the role of entering the data to be stored in Database. Overall, the Student database will contain the following information: university registration no, name, session, department, class roll, status (resident or non-resident), room no, room history, present address, permanent address, local guardian (name, address and contact number), blood group, image Filename, co-curricular activity and payment. When entering information if any field is left empty the system administrator must fill that empty field. If the entered information (registration number) matches any existing student record, the system will send message that a similar entry exists and prevent duplication of same record. Otherwise, the information will be stored in database. By default, all the students will be non-resident and account status will be disabled. Room number, co-curricular field, local guardian, blood group, payment fields will be kept empty initially. System admin also enters information of board members.

**Action/ Reply:**

* **Action**: System admin enters student and board member information
* **Reply**: If any field remains empty, the system admin will be prompted to fill in the particular field. If the entered information (registration number) matches any existing student record, it will be aborted. Otherwise the information will be stored in database.

##### 1.2.2 Edit information

This functionality will allow users to edit their information like password, recovery email or phone number.

Only the board members can edit details of students. The board member can edit the status from non-resident to resident. If the users want to change their passwords, they will be prompted to enter their current password. If the current password has been entered correctly, the system will allow them to change their password. After confirming the new password, the system will update the password to the database. If the new password does not match with the password in the confirm password field, the users have to re-enter the new password.

**Action/ Reply:**

* **Action**: Board member views and edits student details.
* **Reply**: Database is updated.

For changing passwords, the action/ reply will be as follows.

* **Action1**: User enters current password.
* **Reply1**: Entered password is checked with stored password. If current password has been entered correctly, user will be allowed to change password.
* **Action2**: User enters new password and confirms the password in a separate field.
* **Reply2**: If both fields match, the new password will be updated.

##### 1.2.3 Search Specific Student

This functionality can be used by Board Members and System Administrator to query student information.

The board members or the system administrator can search students by their university registration no, name, session, department, class roll, room no. To search a student the board members or the system administrator enters a search key. If the student record against the key exists, the system will display the student record.

**Action/ Reply:**

* **Action**: The board members or the system administrator enters a search key.
* **Reply**: If the student record against the key exists, the student record will be displayed.

##### 1.2.4 View Students’ Details

A student can only see his/her own profile. Board Members and System Administrator can view the profiles of all the Students. For this, at first, they have to sign in to system.

**Action/ Reply:**

* **Action**: Board member or System admin clicks student details option.
* **Reply**: Students’ details are displayed.

### 4.3.5 LEVEL – 1.3 USE CASE DIAGRAM – COMMUNICATION

****

Figure 5: Level 1.3 use case diagram – Communication

Name: Communication for SIMS

ID: SIMS-L-1.3

Primary Actors: Board Member, Student

Secondary Actors: System Administrator

#### DESCRIPTION OF USE CASE DIAGRAM LEVEL – 1.3:

The communication module involves matters regarding the noticeboard and complaint form.

##### 1.3.1 Noticeboard

The noticeboard can be viewed by both registered users and unregistered visitors. The Board Members of administration manage the content of the noticeboard. Every notice content has a noticeID, date of generating the notice. Most recent five notices will be shown on the home page.

**Action/ Reply:**

* **Action**: Board member generate notice
* **Reply**: Database is updated with notice.

##### 1.3.2 Complaint Form

When a student logs into the system, there will be an option to submit a complaint by a form if he/she is a resident student. The following fields will have to be entered into the form: complainer registration number, complaintID, complaint and complaint date. The Board Members will be allowed to view complaint forms.

**Action/ Reply:**

* **Action1**: Resident student fills up complaint form.
* **Reply1**: All the fields are checked whether they are filled. If any field remains empty, the system will prompt to fill in the particular field.
* **Action2:** Resident student presses the submit button.
* **Reply2**: Complaint will be submitted successfully.

### 4.3.6 LEVEL – 1.4 USE CASE DIAGRAM – User Management

****

Figure 6: Level 1.4 use case diagram – User Management

Name: User Management for SIMS

ID: SIMS-L-1.4

Primary Actors: System Administrator, Board Member

Secondary Actors: Student

#### DESCRIPTION OF USE CASE DIAGRAM LEVEL – 1.4:

User Management involves tasks associated with creating board members and enabling/disabling accounts.

##### 1.4.1 Create Board member

The system administrator will create accounts for board members. The system administrator enters board member information (name, username, password, recoveryEmail). If the username does not match with any of existing usernames, account will be created. A mail containing username and password will be sent to the respective board member. The account information will be stored in the database.

**Action/ Reply:**

* **Action1**: The system administrator enters username and password
* **Reply1**: If the username does not match with any of existing usernames, account will be created.
* **Action2**: A mail containing username and password will be sent to the respective board member.
* **Reply2**: The account information will be stored in the database

##### 1.4.2 Enable/Disable Account

The System Administration has the authority to enable and disable board members’ accounts. Student accounts can be enabled or disabled by their respective house tutors (Board members). To enable or disable any account, the system administrator or the board members search the account. Then the selected account is disabled by the system administrator or the board members. If the searched student is not found the system will display an error message.

**Action/ Reply:**

* **Action1**: The System Administrator or board member search student
* **Reply1**: Search student is found
* **Action2**: The system administrator or the board members disable/enable the account
* **Reply2**: Selected account is enabled/disabled

## 4.4 ACTIVITY DIAGRAMS

### ACTIVITY DIAGRAM – 1: AUTHENTICATION (Sign Up)



Figure 7: Level 1.1.1 Activity diagram – Sign Up

\*SU stands for Sign Up.

### ACTIVITY DIAGRAM – 2: AUTHENTICATION (Sign In)



Figure 8: Level 1.1.2 Activity diagram – Sign In

\*SI stands for Sign In.

### ACTIVITY DIAGRAM – 3: AUTHENTICATION (Sign out)



Figure 9: Level 1.1.3 Activity diagram – Sign Out

\*SO stands for Sign Out.

### ACTIVITY DIAGRAM – 4: AUTHENTICATION (Account Recovery)

****

Figure 10: Level 1.1.4 Activity diagram – Account Recovery

\*AR stands for Account Recovery.

### ACTIVITY DIAGRAM – 5: INFORMATION SYSTEM (Store Information)



Figure 11: Level 1.2.1 Activity diagram – Store Information

### ACTIVITY DIAGRAM – 6: INFORMATION SYSTEM (Edit Information)

****

Figure 12: Level 1.2.2 Activity diagram – Edit Information

\*ES stands for Edit Student. CP stands for Change Password.

### ACTIVITY DIAGRAM – 7: INFORMATION SYSTEM (Search Specific Student)

****

Figure 13: Level 1.2.3 Activity diagram – Search Specific Student

\*SS stands for Search Specific Student.

### ACTIVITY DIAGRAM – 8: INFORMATION SYSTEM (View Students’ Details)

****

Figure 14: Level 1.2.4 Activity diagram – View Student Details

\*VSD stands for View Student Details.

### ACTIVITY DIAGRAM – 9: COMMUNICATION (Hall Notice)

****

Figure 15: Level 1.3.1 Activity diagram – Hall Notice

\*GHN stands for Generate Hall Notice.

### ACTIVITY DIAGRAM – 10: COMMUNICATION (Complaint Form)

****

Figure 16: Level 1.3.2 Activity diagram – Complaint Form

\*Co stands for Complaint.

### ACTIVITY DIAGRAM – 11: USER MANAGEMENT (Create Board Member)

****

Figure 17: Level 1.4.1 Activity diagram – Create Board Member

### ACTIVITY DIAGRAM – 12: USER MANAGEMENT (Enable/ Disable Account)

****

Figure 18: Level 1.4.2 Activity diagram – Enable/Disable Account

# 4.5 SWIM LANE DIAGRAMS

### SWIM LANE DIAGRAM – 1: SIGN UP

****

Figure 19: Swim lane diagram – Sign up

\*SU stands for Sign Up.

### SWIM LANE DIAGRAM – 2: SIGN IN

****

Figure 20: Swim lane diagram – Sign in

\*SI stands for Sign In.

### SWIM LANE DIAGRAM – 3: SIGN OUT

****

Figure 21: Swim lane diagram – Sign out

### SWIM LANE DIAGRAM – 4: ACCOUNT RECOVERY

****

Figure 22: Swim lane diagram – Account Recovery

\*CP stands for Change Password.

### SWIM LANE DIAGRAM – 5: STORE INFORMATION

****

Figure 23: Swim lane diagram – Store Information

### SWIM LANE DIAGRAM – 6: EDIT INFORMATION

****

Figure 24: Swim lane diagram – Edit Information

\*ES stands for Edit Student Information.

### SWIM LANE DIAGRAM – 7: SEARCH SPECIFIC STUDENT

****

Figure 25: Swim lane diagram – Search Specific Student

\*SS stands for Search Specific Student.

### SWIM LANE DIAGRAM – 8: VIEW STUDENTS’ DETAILS

****

Figure 26: Swim lane diagram – View Students’ Details

\*VSD stands for View Students’ Details.

### SWIM LANE DIAGRAM – 9: HALL NOTICE

****

Figure 27: Swim lane diagram – Hall Notice

\*GHN stands for Generate Hall Notice.

### SWIM LANE DIAGRAM – 10: COMPLAINT FORM

****

Figure 28: Swim lane diagram – Complaint Form

\*Co stands for Complaint.

### SWIM LANE DIAGRAM – 11: CREATE BOARD MEMBER

****

Figure 29: Swim lane diagram – Create Board Member

\*CB stands for Create Board Member.

### SWIM LANE DIAGRAM – 12: ENABLE/DISABLE USER

****

Figure 30: Swim lane diagram – Enable/Disable User

# **Chapter 5: DATA BASED MODELING OF SIMS**

This chapter describes the Data Based Model for the Student Information Management System for Residential Institute.

## 5.1 INTRODUCTION

Sometimes software requirements include the necessity to create, extend or interact with a database or complex data structures need to be constructed and manipulated. The software team chooses to create data models as a part of overall requirements modelling. The entity-relationship diagram (ERD) defines all data objects that are processed within the system, the relationships between the data objects and the information about how the data objects are entered, stored, transformed and produced within the system.

## 5.2 DATA OBJECTS

A data object is a representation of composite information that must be understood by the software. Here, composite information means an information that has a number of different properties or attributes. A data object can be an external entity, a thing, an occurrence, a role, an organizational unit, a place or a structure.

### 5.2.1 NOUN PARSING AND ANALYSIS

We identified all the nouns to find whether they are in problem space or in solution space from our usage scenario. Attributes belonging to the problem space are denoted by p. Attributes belonging to the solution space are denoted by s.

Table 1: Noun Identification

|  |  |  |  |
| --- | --- | --- | --- |
| Serial no. | Noun | Problem/  solution | Attributes |
| 1 | User | s | 5,6,11,12,15,18,32 |
| 2 | System administrator | s | 5,6,11,12,15,18,32 |
| 3 | Board member | s | 5,6,11,12,15,18,32 |
| 4 | Student | s | 4,5,9,10,11,12,15,18-27,31,32,53 |
| 5 | Username | s |  |
| 6 | Password | s |  |
| 7 | System |  | 51 |
| 8 | Information | p |  |
| 9 | Reg no. | s |  |
| 10 | Department | s |  |
| 11 | Confirm Password | s |  |
| 12 | Recovery email | s |  |
| 13 | Authentication | s |  |
| 14 | Homepage | s |  |
| 15 | Stall duration | s |  |
| 16 | Failure Message | p |  |
| 17 | Recovery passcode | s |  |
| 18 | Name | s |  |
| 19 | Session | s |  |
| 20 | Class roll | s |  |
| 21 | Status | s |  |
| 22 | Resident | s |  |
| 23 | Non-resident | s |  |
| 24 | Room no. | s |  |
| 25 | Room history | s |  |
| 26 | Present address | s |  |
| 27 | Permanent address | s |  |
| 28 | Local guardian | s | 18,29,30 |
| 29 | Address | s |  |
| 30 | Contact number | s |  |
| 31 | Blood group | s |  |
| 32 | imageFileName | s |  |
| 33 | Search key | s |  |
| 34 | Student record | s |  |
| 35 | Profile | p |  |
| 36 | Visitor | p |  |
| 37 | Content | s |  |
| 38 | Noticeboard | s | 37,39,40, |
| 39 | Notice id | s |  |
| 40 | Date | s |  |
| 41 | Complain form | s | 18,24,40,42 |
| 42 | Complaint | s |  |
| 43 | Account | s |  |
| 44 | Default | p |  |
| 45 | Enable account | s |  |
| 46 | Disable account | s |  |
| 47 | Data | p |  |
| 48 | Sign out | s |  |
| 49 | Sign in |  |  |
| 50 | Account recovery |  |  |
| 51 | Message | s |  |
| 52 | Resident student | s | 4,5,9,10,11,12,15,18-22,31,32,53 |
| 53 | PaymentInfo |  |  |
| 54 | Provost | s | 5,6,11,12,15,18,32 |
| 55 | HouseTutor | s | 5,6,11,12,15,18,32 |
| 56 | Assistant House Tutor | s | 5,6,11,12,15,18,32 |

### 5.2.2 POTENTIAL DATA OBJECTS

The following data objects were obtained after grammatical parsing of nouns.

* System: message
* Notice: content, noticeID, date
* User: NID, username, name, password, recovery email, stall duration
* System Administrator: NID, username, name, password, recovery email, stall duration, imageFileName
* Board Member: NID, username, name, password, recovery email, stall duration, imageFileName
* Student: registrationNumber, name department, class roll, present address, permanent address, status, blood group, username, password, confirm password, recovery email, imageFileName, paymentInfo
* Local guardian: name, address, contact number
* Resident student: registrationNumber, room number, local guardian, blood group, paymentInfo
* Complain form: complainID, complaint, date

### 5.2.3 ANALYSIS FOR FINAL DATA OBJECT

* Non-registered user can only view the homepage that contains noticeboard, login panel and navigation
* Provost, House Tutors and Assistant House Tutors are Board Members of the Institute Administration and their activities are more or less the same. This allows us to merge Provost, House Tutors and Assistant House Tutors as a Board Member data object.
* Local guardian information is treated as a separate entity for a better understanding
* Student has Local guardian
* Complain form has complaintID, date and complaint as attributes

### 5.2.4 FINAL DATA OBJECTS

Table 2: Final Data Objects

|  |  |
| --- | --- |
| 1 | Notice: noticeID, content, date |
| 2 | User : NID, username, name, password, recovery email, imageFileName |
| 3 | System Administrator: NID, username, name, recovery email, imageFileName |
| 4 | Board Member: NID, username, password, name, recovery email, imageFileName |
| 5 | Student: name, registration number, department, class roll, present address, permanent address, status, blood group, username, password, recovery email, blood group, paymentInfo |
| 6 | Local guardian: name, address, contact number |
| 7 | Complain form: complainID, complaint, date |
| 8 | Resident Student: registrationNumber, room number, local guardian, blood group, paymentInfo, room number |

## 5.3 DATA OBJECT RELATIONS

Data objects are connected to one another in the ways stated below.

**https://lh4.googleusercontent.com/CAQsSIjwbU3ohu9FRBrowtnunjkSANEHNsm92irKjtXgWaD7LMbOg49-sEnCyfxHVBBOYXxnyqFn4LBRie6Gv5w4Oy92AgUiWP4OjtxWeerv2Ew82blOGyiS2ifc-3Dj_IvZh1W8**

Figure 31: Relationship between Data objects

## 5.4 ENTITY RELATIONSHIP DIAGRAM

Entities are related in the following way.

https://lh4.googleusercontent.com/WCU7gvHaTxVeiiqLWuNPi4HLswz1I3mIdEbgzhDa2b_uAy7wk47KXKj1Li1v1uEwItsouTU3dqg0oz_ow0HtjiYJjl6j4fQCXDPL_tfZJ_jj-tozxd5DXuOiqJVUfla4UeTpIP8Y

Figure 32: Entity Relationship Diagram

## 5.5 SCHEMA DIAGRAM

A schema is the structure behind data organization. In a schema diagram, all database tables are designated with unique columns and special features, e.g. primary keys, foreign keys.

Table 3: Schema table of System Administrator data object

|  |  |  |
| --- | --- | --- |
| **SYSTEM ADMINISTRATOR** | | |
| **Attributes** | **Type** | **Size** |
| NID | VARCHAR | 40 |
| username | VARCHAR | 40 |
| name | VARCHAR | 40 |
| password | VARCHAR | 8-15 |
| recovery email | VARCHAR | 40 |
| imageFileName | VARCHAR | 20 |

Table 4: Schema table of Board Member data object

|  |  |  |
| --- | --- | --- |
| **BOARD MEMBER** | | |
| **Attributes** | **Type** | **Size** |
| NID | VARCHAR | 40 |
| sa.NID | VARCHAR | 40 |
| post | VARCHAR | 15 |
| password | VARCHAR | 8-15 |
| recovery email | VARCHAR | 40 |
| stall duration | NUMBER | 8 |
| imageFileName | VARCHAR | 20 |

Table 5: Schema table of Student data object

|  |  |  |
| --- | --- | --- |
| **STUDENT** | | |
| **Attributes** | **Type** | **Size** |
| registrationNumber | VARCHAR | 40 |
| name | VARCHAR | 50 |
| username | VARCHAR | 8-15 |
| password | VARCHAR | 8-15 |
| recovery email | VARCHAR | 50 |
| department | NUMBER | 18 |
| class roll | NUMBER | 8 |
| presentAddress | VARCHAR | 50 |
| permanentAddress | VARCHAR | 50 |
| bloodGroup | VARCHAR | 5 |
| status | VARCHAR | 20 |
| paymentInfo | VARCHAR | 20 |

Table 6: Schema table of Residential Student

|  |  |  |
| --- | --- | --- |
| **RESIDENT STUDENT** | | |
| **Attributes** | **Type** | **Size** |
| registrationNumber | VARCHAR | 40 |
| roomNumber | VARCHAR | 10 |
| l.name | VARCHAR | 40 |

Table 7: Schema table of Notice data object

|  |  |  |
| --- | --- | --- |
| **NOTICE** | | |
| **Attributes** | **Type** | **Size** |
| noticeID | VARCHAR | 20 |
| content | VARCHAR | 100 |
| date | DATE | 20 |
| bm.NID | VARCHAR | 40 |

Table 8: Schema table of Local Guardian data object

|  |  |  |
| --- | --- | --- |
| **LOCAL GUARDIAN** | | |
| **Attributes** | **Type** | **Size** |
| name | VARCHAR | 40 |
| rs.registration no | VARCHAR | 40 |
| address | VARCHAR | 50 |
| contactNumber | NUMBER | 20 |

Table 9: Schema table of Complaint Form data object

|  |  |  |
| --- | --- | --- |
| **COMPLAIN FORM** | | |
| **Attributes** | **Type** | **Size** |
| registrationNumber | VARCHAR | 40 |
| complainID | VARCHAR | 40 |
| bm.NID | VARCHAR | 40 |
| content | VARCHAR | 200 |
| date | DATE | 20 |

# **Chapter 6: CLASS-BASED MODELING OF SIMS**

This chapter describes the Class-Based Model for the Student Information Management System of Residential Institute.

## 6.1 INTRODUCTION

Class-based methods for requirements modelling use common concepts of object oriented programming to craft an impression of an application that can be understood by non-technical stakeholders. As the requirements model is refined and expanded, it evolves into a specification that can be used by software engineers in the creation of the software design. Class-based modelling represents:

1. The objects the system will manipulate
2. The operations (methods or services) that will be applied for effective manipulation
3. The relationships between the objects
4. The collaborations that occur between the classes

## 6.2 IDENTIFYING ANALYSIS CLASSES

Classes are identified by underlining each noun or noun phrase and plotting it into a simple table. If the class (noun) is required to implement a solution, then it becomes a part of the solution space. Otherwise if the noun is used only to describe a solution, it is regarded as a part of the problem space. Once all the nouns have been isolated, General classification and Selection is done.

### 6.2.1 GENERAL CLASSIFICATION

Nouns belonging to the solution space should exhibit any of the following criteria to be considered as a class. The 7 general characteristics are stated below.

1. ***External entities***: Other systems, devices, people that produce or consume information to be used by a computer-based system
2. ***Things***: Reports, displays, letters, signals that are a part of the information domain for the problem.
3. ***Events***: Actions or transfers (a property transfer or the completion of a series of robot movements) that occur within the context of system operation.
4. ***Roles***: Responsibilities played by the people who interact with the system.
5. ***Organizational units****:* Divisions, groups, teams that are relevant to an application.
6. ***Places***: Platform that establishes the context of the problem and overall function of the system.
7. ***Structures***: Something that defines a class of objects or related classes of objects.

Table 10: General Classification of Nouns

|  |  |  |
| --- | --- | --- |
| Serial no. | Noun | General Classification |
| 1 | User | 4,5,7 |
| 2 | System administrator | 4,5 |
| 3 | Board member | 4,5 |
| 4 | Student | 4,5 |
| 5 | Username |  |
| 6 | Password |  |
| 7 | System | 2,4,6 |
| 8 | Information |  |
| 9 | Reg no. |  |
| 10 | Department |  |
| 11 | Confirm Password |  |
| 12 | Recovery email |  |
| 13 | Authentication | 3 |
| 14 | Homepage |  |
| 15 | Stall duration |  |
| 16 | Failure Message |  |
| 17 | Recovery passcode |  |
| 18 | Name | 2 |
| 19 | Session | 2 |
| 20 | Class roll | 2 |
| 21 | Status | 2 |
| 22 | Resident | 2 |
| 23 | Non resident | 2 |
| 24 | Room no. | 2 |
| 25 | Room history | 2 |
| 26 | Present address | 2 |
| 27 | Permanent address | 2 |
| 28 | Local guardian | 2 |
| 29 | Address | 2 |
| 30 | Contact number | 2 |
| 31 | Blood group | 2 |
| 32 | Photo | 2 |
| 33 | Search key |  |
| 34 | Student record |  |
| 35 | Profile |  |
| 36 | Visitor |  |
| 37 | Content |  |
| 38 | Noticeboard | 6,7 |
| 39 | Notice id |  |
| 40 | Notice generation date |  |
| 41 | Complain form |  |
| 42 | Complaint |  |
| 43 | Account |  |
| 44 | Default |  |
| 45 | Enable account | 3 |
| 46 | Disable account | 3 |
| 47 | Data |  |
| 48 | Sign out | 3 |
| 49 | Sign in | 3 |
| 50 | Account recovery | 3 |

### 6.2.2 SELECTION CRITERIA

Classes that fulfilled at least 3 characteristics of general classification are again reconsidered by six Selection Criteria.  The six characteristics for the selection criteria are:

1. ***Retained information***: The potential class will be useful during analysis only if information about it must be remembered so that the system can function.
2. ***Needed services***: The potential class must have a set of identifiable operations that can change the value of its attributes in some way.
3. ***Multiple attributes***: During requirement analysis, the focus should be on “major” information; a class with a single attribute may, in fact, be useful during design, but is probably better represented as an attribute of another class during the analysis activity.
4. ***Common attributes***: A set of attributes can be defined for the potential class and these attributes apply to all instances of the class.
5. ***Common operations***: A set of operations can be defined for the potential class and these operations apply to all instances of the class.
6. ***Essential requirements***: External entities that appear in the problem space and produce or consume information essential to the operation of any solution for the system will almost always be defined as classes in the requirements model.

To be considered a legitimate class for inclusion in the requirements model, a potential object should satisfy all (or almost all) of these characteristics. The decision for inclusion of potential classes in the analysis model is somewhat subjective, and later evaluation may cause an object to be discarded or reinstated.

Table 11: Selection of Nouns

|  |  |  |  |
| --- | --- | --- | --- |
| Serial no. | Noun | General Classification | Selection Criteria |
| 1 | User | 4,5,7 | 1,2,3,4,5,6 |
| 2 | System administrator | 4,5 | 1,2,4,5 |
| 3 | Board member | 4,5 | 1,2,4,5 |
| 4 | Student | 4,5 | 1,2,4,5 |
| 5 | Username |  |  |
| 6 | Password |  |  |
| 7 | System | 2,4,6 | 1,3 |
| 8 | Information |  |  |
| 9 | Reg no. |  |  |
| 10 | Department |  |  |
| 11 | Confirm Password |  |  |
| 12 | Recovery email |  |  |
| 13 | Authentication | 3 | 1,2 |
| 14 | Homepage |  |  |
| 15 | Stall duration |  |  |
| 16 | Failure Message |  |  |
| 17 | Recovery passcode |  |  |
| 18 | Name | 2 |  |
| 19 | Session | 2 |  |
| 20 | Class roll | 2 |  |
| 21 | Status | 2 |  |
| 22 | Resident | 2 |  |
| 23 | Non resident | 2 |  |
| 24 | Room no. | 2 |  |
| 25 | Room history | 2 |  |
| 26 | Present address | 2 |  |
| 27 | Permanent address | 2 |  |
| 28 | Local guardian | 2 |  |
| 29 | Address | 2 |  |
| 30 | Contact number | 2 |  |
| 31 | Blood group | 2 |  |
| 32 | Photo | 2 |  |
| 33 | Search key |  |  |
| 34 | Student record |  |  |
| 35 | Profile |  |  |
| 36 | Visitor |  |  |
| 37 | Content |  |  |
| 38 | Noticeboard | 6,7 | 1,2,3,4,5 |
| 39 | Notice id |  |  |
| 40 | Notice generation date |  |  |
| 41 | Complain form |  | 1,2,3,4,5 |
| 42 | Complaint |  |  |
| 43 | Account |  |  |
| 44 | Default |  |  |
| 45 | Enable account | 3 |  |
| 46 | Disable account | 3 |  |
| 47 | Data |  |  |
| 48 | Sign out | 3 | 1,4,5 |
| 49 | Sign in | 3 | 1,4,5 |
| 50 | Account recovery | 3 | 1,4,5 |

### 6.2.3 ASSOCIATING NOUNS WITH VERBS

We now identify the nouns and verbs associated with the potential classes to better find out the attributes and methods of each class.

Table 12: Associating Nouns with Verbs

|  |  |  |  |
| --- | --- | --- | --- |
| Serial No | Class Name | Nouns | Verbs |
| 1 | User | username, name, password, recovery email, stall duration, imageFileName | Sign in, sign out, recover account |
| 2 | System Administrator | username, name, password, recovery email, stall duration, imageFileName | Sign in, sign out, recover account, enable account, disable account, create Board Member, enter Data, edit information, store information, view student, search student, view noticeboard |
| 3 | Sign Up |  | Data entry, validity checking |
| 4 | Sign In | username, password | Data entry, match entries with database |
| 5 | Sign Out | N/A | Return to visitor homepage |
| 6 | Account Recovery | N/A | Match recovery email,send passcode, match passcode |
| 7 | System | N/A | Calculate stall duration, validity checking |
| 8 | Authentication | N/A |  |
| 9 | Noticeboard | noticeID, content,date | Contain notice |
| 10 | Complaint Form | complainer name, complainer room number, complaint, complainID, date | Contain complaints |
| 11 | Board Member | username, name, password, recovery e-mail, stall duration, imageFileName, post | Sign in, sign out, recover account, disable account, edit information, view student, search student, query student, manage noticeboard content, view complain form |
| 12 | Student | name, registration number, department, class roll, present address, permanent address, status, blood group, username, password, recovery e-mail, stall duration, local guardian, blood group, payment, room number, paymentInfo, imageFileName | N/A |
| 13 | Resident Student | name, registration number, department, class roll, present address, permanent address, status, blood group, username, password, recovery e-mail, stall duration, local guardian, blood group, payment, room number, paymentInfo, imageFileName | Submits :complain form, view hall notice, view own profile |

### 6.2.4 CLASS RESPONSIBILITIES

**User**:

Signing in to the system

Signing out of the system

Recovering own account

Viewing own profile

**System Administrator:**

Signing in to the system

Signing out of the system

Recovering own account

Entering information

Editing information

Enable/Disable Account

Create Board Member

Search Student

**Board Member:**

Signing in to the system

Signing out of the system

Recovering own account

Editing student information

Editing own information

Enable/Disable Account (of Students)

Manage Noticeboard

View Complaint Form

**Student:**

N/A

**Resident Student:**

Signing out of the System

Recovering own account

View own profile

View Noticeboard

Submit Complaint

**Sign up:**

Signing up new student

**Account recovery:**

Recovering account

**Sign in:**

Allowing Authorized person to access the system

**Sign out:**

Redirecting user to unregistered visitor mode

**System:**

Calculate stall time

Auto logout

Validity checking

**Noticeboard:**

Hold notice contents

**Complaint Form:**

Hold student complaints

### 6.2.5 POTENTIAL CLASSES

**User**

Table 13: User

|  |  |
| --- | --- |
| User | |
| Attributes | Methods |
| name  password  recoveryEmail  stall duration  imageFileName | signIn()  signOut()  recoverAccount()  viewNoticeboard()  viewProfile()  editPersonalInformation() |

**System Administrator**

Table 14: System Administrator

|  |  |
| --- | --- |
| System Administrator | |
| Attributes | Methods |
| name  password  recoveryEmail  stall duration  imageFileName  username | signIn()  signOut()  recoverAccount()  viewNoticeboard()  viewProfile()  enableAccount()  disableAccount()  createBoardMember()  createStudent()  searchStudent()  editPersonalInformation()  editDatabaseInformation() |

**BoardMember**

Table 15: BoardMember

|  |  |
| --- | --- |
| BoardMember | |
| Attributes | Methods |
| name  password  recoveryEmail  stall duration  imageFileName  username | signIn()  signOut()  recoverAccount()  viewNoticeboard()  viewProfile()  disableStudentAccount()  searchStudent()  editPersonalInformation()  editDatabaseInformation()  manageNoticeboard() |

**Student**

Table 16: Student

|  |  |
| --- | --- |
| Student | |
| Attributes | Methods |
| Name  registrationNumber  department  classRoll  presentAddress  permanentAddress  status  bloodgroup  localGuardian  payment  password  recoveryEmail  stall duration  imageFileName | signUp()  signIn()  signOut()  recoverAccount()  viewNoticeboard()  viewProfile()  submitComplaintForm()  viewNoticeBoard()  editPersonalInformation() |

**Sign Up**

Table 17: Sign Up

|  |  |
| --- | --- |
| Sign Up | |
| Attributes | Methods |
| Registration number  Department,  Username  password,  recoveryEmail. | entryMatchesDatabase()  validityCheck() |

**Sign In**

Table 18: Sign In

|  |  |
| --- | --- |
| Sign In | |
| Attributes | Methods |
| Username  password | entryMatchesDatabase() |

**Sign Out**

Table 19: Sign Out

|  |  |
| --- | --- |
| Sign Out | |
| Attributes | Methods |
|  | signOut() |

**Account Recovery**

Table 20: Account Recovery

|  |  |
| --- | --- |
| Account Recovery | |
| Attributes | Methods |
| . | entryMatchesDatabase()  sendConfirmationCode()  resetPassword() |

**System**

Table 21: System

|  |  |
| --- | --- |
| System | |
| Attributes | Methods |
|  | stallDurationExceeded()  validityCheck() |

**Noticeboard**

Table 22: NoticeBoard

|  |  |
| --- | --- |
| NoticeBoard | |
| Attributes | Methods |
| Filename  noticeMessage  noticeID  dateOfIssue | uploadFile()  writeNotice()  createNotice() |

**Complaint Form**

Table 23: Complaint Form

|  |  |
| --- | --- |
| Complaint Form | |
| Attributes | Methods |
| ComplaintID  ComplainerName  roomNumber  complaint | submitComplaint() |

### 6.2.6 SELECTED CLASSES

**User**

Table 24: User

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
| Name  Password  recoveryEmail  imageFileName | noticeBoardUI() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. View Noticeboard | HallAdministrationInformation |

User is basically a data class. SystemAdministrator, BoardMember and Student inherits its attribute and methods.

When noticeBoardUI() is called, the system would create the environment to view notice contents from HallAdministrationInformation class by invoking showNotice() method of HallAdministrationInformation class.

**SystemAdministrator**

Table 25: SystemAdministrator

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
|  | boardMemberCreatorInterface()  studentDataEntryInterface()  accountManagementInterface() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. Creating Board Member | BoardMember, HallAdministrationInformation |
| 1. Entering Student Information | Student, HallAdministrationInformation |
| 1. Manage Board Member Accounts | AccountManagement |

When boardMemberCreatorInterface() or studentDataEntryInterface() is invoked, the system would create the environment for entering related data into the database.

When accountManagementInterface() is called, the system would create the environment to call the methods of AccountManagementBySystemAdminstrator class.

**BoardMember**

Table 26: BoardMember

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
|  | accountManagementInterface()  noticeBoardUI()  complaintFormUI() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. Edit Student Information | AccountManagement |
| 1. Disable Student Account | AccountManagement |
| 1. Search Students | AccountManagement |
| 1. Manage Noticeboard | NoticeBoard |
| 1. View Complaint | ComplaintForm |

When accountManagementInterface() is called, the system would create the environment to call the methods of AccountManagementBySystemAdminstrator class.

When noticeBoardUI() is called, the system would create the environment to call the methods of NoticeBoard class including showing existing notices.

When complaintFormUI() is called, the system would create the environment to call the method, showComplaintToBoardMember() of ComplaintForm class.

**Student**

Table 27: Student

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
| registrationNumber  session  classRoll  presentAddress  permanentAddress  status  bloodgroup  localGuardian  payment | complainFormUI() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. Submit Complain Form | ComplainForm, HallAdministrationInformation |

When complaintFormUI() is called, the system would create the environment to call the method, receiveComplaintFromStudent() of ComplaintForm class.

**Authorization**

Table 28: Authorization

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
|  | signUp()  signIn()  inputMatchesDatabase()  signOut()  generateConfirmationCode()  sendConfirmationCode()  recoverAccount()  entryIsValid()  resetPassword()  accountExists()  changePassword() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. Recovering User Account | HallAdministrationInformation |
| 1. Creating Student Account | Student,HallAdministrationInformation |

The system contains a login panel. When signIn() method is called, the user is prompted to enter his username and password. inputMatchesDatabase() is invoked to check whether the entered data matches the corresponding data within the database.

If users forget their password, recoverAccount() will execute. The system will prompt users to enter their recovery email. The inputMatchesDatabase() method will be invoked. If match is found, generateConfimationCode() and sendConfirmationCode() will execute where system will generate a code and send it to the recovery email. Correct Input will invoke resetPassword() where user is asked to enter a new password and re-enter it for confirmation.

The system has a sign up/ registration option. When that option is selected, signUp() method is invoked. The method prompts the user to enter his name, registration number, username and password and recovery email. entryIsValid() will check the contents of entered data. Student account creation will be successful if inputMatchesDatabase() and finds no existing account by accountExists() with the input registration number and updates are made to database.

If user wishes to change current Password changePassword() method is called. The method will prompt user to enter current password. inputMatchesDatabase() will check if the current password is correct or not. If user enters it correctly, resetPassword() method will be invoked.

When signOut() method is called, user will be redirected out of user mode.

**NoticeBoard**

Table 29: NoticeBoard

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
| fileName  noticeMessage  noticeID  dateOfIssue | generateNotice()  writeNoticeToTextArea()  uploadFile() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. Creating environment for publishing notice | BoardMember, HallAdministrationInformation |

When Board Member calls NoticeUI() in addition to displaying notice contents, system has the option to generate a new notice by generateNotice() method. When writeNoticeToTextArea() is invoked Board Member can write content to a text box. When uploadFile() is called, Board Member can upload a pdf, text or doc file that has the content.

**ComplaintForm**

Table 30: ComplaintForm

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
| complaintID  complainerName  roomNumber  complaint | receiveComplaintFromStudent()  showComplaintToBoardMember()  storeComplaintInDatabase() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. Receiving complaint from Student and storing them | Student, HallAdministrationInformation |
| 1. Reading Complaints from database and showing them to Board Members | HallAdministrationInformation, BoardMembers |

ComplaintFormUI() creates environment for collecting complaints from students and showing them to BoardMembers. When a Student calls ComplaintFormUI(), receiveComplaintFromStud-ent() method is called and a form is provided. After submitting the form, the details are stored via storeComplaintInDatabase() method. When a BoardMember calls ComplaintFormUI(), the method showComplaintToBoardMember() will read forms from database and display them to Board Member.

**AccountManagement**

Table 31: AccountManagement

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
|  | enableAccount()  disableAccount()  searchInformation() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| N/A | N/A |

AccountManagement is an abstract class. AccountManagementByBoardMember and Account-ManagementBySystemAdministrator extends it.

**AccountManagementByBoardMember**

Table 32: AccountManagementByBoardMember

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
|  | enableAccount()  disableAccount()  searchInformation()  editStudentInformation() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. Enable/Disable Student Accounts | Student, HallAdministrationInformation |
| 1. Edit Student Information | Student, HallAdministrationInformation |
| 1. Search Students | Student, HallAdministrationInformation |

All methods here will be implemented in case of Students.

**AccountManagementBySystemAdministrator**

Table 33: AccountManagementBySystemAdministrator

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
|  | enableAccount()  disableAccount()  searchInformation() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. Enable/Disable BoardMember Accounts | BoardMember, HallAdministrationInformation |
| 1. Search Board Members | BoardMember, HallAdministrationInformation |
| 1. Search Students | Student, HallAdministrationInformation |

enableAccount() and disableAccount() will be implemented in case of Board Members. searchInformation() will be applicable for both Students and Board Members.

**HallAdminstrationInformation**

Table 34: HallAdministrationInformation

|  |  |
| --- | --- |
|  | |
| ATTRIBUTES | METHODS |
|  | addStudent()  addBoardMember()  addNotice()  addComplaint()  showNotice()  checkValidity() |
| RESPONSIBILITIES | COLLABORATIVE CLASSES |
| 1. Stores Student Information | Student |
| 1. Stores Board Information | BoardMember |
| 1. Stores Notice and Displays them to User | NoticeBoard |
| 1. Stores Complaints | ComplaintForm |

When User calls NoticeUI(), system invokes showNotice() that displays notice contents from HallAdminstrationInformation.

checkValidity() will be used for matching database contents.

### 6.2.6 CLASS RESPONSIBILITY COLLABORATOR (CRC) DIAGRAM

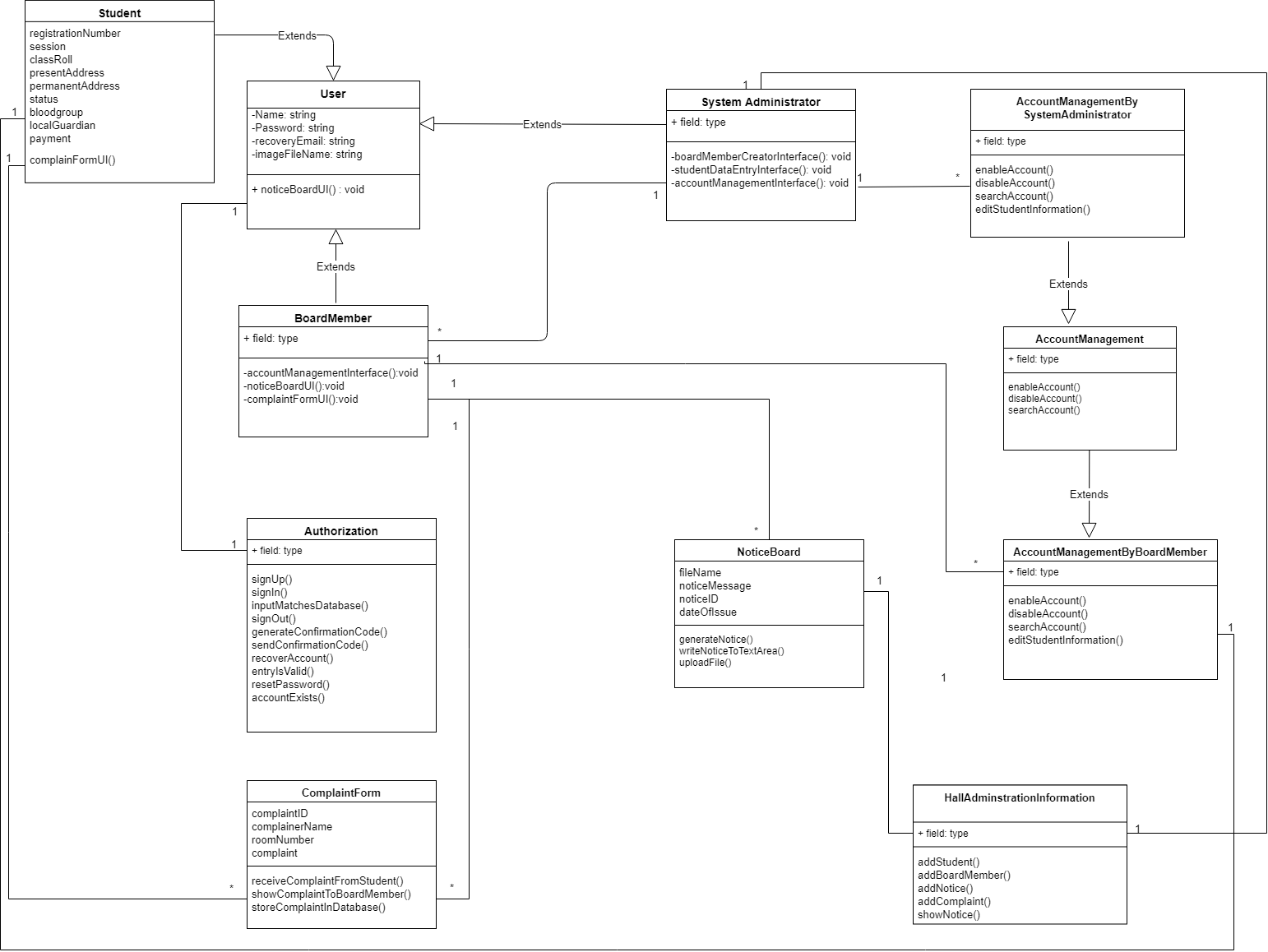


Figure 33: Class Responsibility Collaborator

# **Chapter 7: FLOW ORIENTED MODELING OF SIMS**

This chapter describes the Flow Oriented Model for the Student Information Management System for Residential Institute.

## 7.1 INTRODUCTION

Flow oriented modeling provides insight into the system requirements and flow. They show how data objects transform as they move through the system.

## 7.2 DATA FLOW DIAGRAM (DFD)

The data flow diagram maps out the flow of information for a system. Using any convention’s rules or guidelines, the symbols depict the four components of data flow diagrams. In our DFD, we followed Yourdon and Coad convention.

1. **External entity:** External entity is as an outside system that sends or receives data communicating with the system. They are the sources and destinations of the information going into or leaving the system. They may be an external organization or person, a computer or business system. They are represented by a rectangle in our document.
2. **Process:** It changes the data and produces an output. It performs computations and manipulates data. Processes are represented by circles in this document.
3. **Data store:** Databases, repositories or files are considered as datastores. Parallel lines are used to represent data stores.
4. **Data flow:** Data flow is the channel the data takes between external entities, processed and data stores. One sided headed arrow is used to represent data flow. The arrow points to the destination process/data store or entity.

In our document, we have shown two strata of DFD.

DFD Level 0 is called a Context Diagram.

https://lh3.googleusercontent.com/vat_6v0hF_P3LXF7Kwo_abl2_UUfEdHGbmBjwUmLKVNYgzlY0blAQ64wLvmuaUkcdr5mwWYsdmQ4O40lVuFk6cmzX_bYGtxYtBd6_4BGunGsfg07V_P8fwsI5fOKp2sC6osGWPwl

Figure 34: Level 0 DFD

It is a basic overview of the entire system. It shows SIMS as single high level process, with its relationship to external entities.

DFD Level 1 gives a more detailed view of the system.

https://lh4.googleusercontent.com/u4n7nTro-85iD_q2_nKo8BRXIy-YOpaqkcahVDTDJOT_UdEdR62rh28n26QsnaEqtTeo33ajCek8J-1oo6nWKDJpw_PasG241U_QPKocxA41kCbSZmqtgx97hvGta3w6fwqeGJSA

Figure 35: Level 1 DFD

It shows the main flow between the entities and the subsystems. The entities of our system are Board Member, System Administrator and Student. The subsystems are Authentication, Information System, Communication and User Management.

# **Chapter 8: BEHAVIOURAL MODELING OF PMS**

The behavioral model indicates how software will respond to external events or stimuli. This chapter throws light on the ways SIMS interacts.

## 8.1 STATE TRANSITION

In the context of behavioral modelling to different characterization of states must be considered and these are:

* The state of each class as the system performs its functions.
* The state of the system observed from the outside as the system performs its functions.

### 8.1.1 EVENT IDENTIFICATION

State diagram represents active states for each class the events (triggers). For this we identified all the events, their initiators and collaborators.

The table below contains the main events that take place in our system.

Table 35: Event Identification

|  |  |  |  |
| --- | --- | --- | --- |
| Event | Primary Object | Collaborator | Method |
| Sign in | Authorization | HallAdministrationInformation | signIn()  inputMatchesDatabase() |
| Sign out | Authorization | HallAdministrationInformation | signOut() |
| Recovering account | Authorization | HallAdministrationInformation | recoverAccount()  inputMatchesDatabase()  generateConfitmationCode() sendConfirmationCode() resetPassword() |
| Edit password | Authorization | HallAdministrationInformation | changePassword()  inputMatchesDatabase() resetPassword() |
| Enter Student Information | SystemAdministrator | HallAdministrationInformation | studentDataEntryInterface()  addStudent() |
| CheckValidity | HallAdministrationInformation |  |  |
| Create Board Member | SystemAdministrator | AccountManagement,  HallAdministrationInformation | boardMemberCreatorInterface()  addBoardMember() |
| Enable Board Member | SystemAdministrator | HallAdministrationInformation,  AccountManagement | enableAccount() |
| Disable Board Member | SystemAdministrator | HallAdministrationInformation,  AccountManagement | disableAccount() |
| Searching Student | BoardMember, SystemAdministrator | HallAdministrationInformation,  AccountManagement | searchInformation() |
| Disable Student Account | BoardMember | HallAdministrationInformation  AccountManagement | disableAccount() |
| Manage Noticeboard | BoardMember | HallAdministrationInformation,  Noticeboard | noticeBoardUI()  generateNotice()  writeNoticeToTextArea()  uploadFile() |
| View Complaint Form | BoardMember | HallAdministrationInformation,  ComplaintForm | complainFormUI()  showComplaintToBoardMember() |
| Edit Student Information | BoardMember | HallAdministrationInformation  AccountManagement | editStudentInformation() |
| Submit Complaint Form | Student | HallAdministrationInformation,  ComplaintForm | ComplaintFormUI() receiveComplaintFromStudent() |
| Sign Up | Authorization | HallAdministrationInformation | signUp()  entryIsValid()  inputMatchesDatabase()  accountExists() |
| Create Environment for Publishing Notice | Noticeboard | HallAdministrationInformation,  BoardMember | generateNotice()  writeNoticeToTextArea()  uploadFile() |
| Accepting and storing Complaints | ComplaintForm | Student,  HallAdministrationInformation | ComplaintFormUI() receiveComplaintFromStudent()storeComplaintInDatabase() |
| Reading from database and Showing Complaints | ComplaintForm | HallAdministrationInformation,  BoardMember | ComplaintFormUI() showComplaintToBoardMember() |
| Store Information | HallAdministrationInformation | Student,BoardMember,  ComplaintForm,  NoticeBoard | addStudent()  addBoardMember()  addNotice()  addComplaint() |

### 8.1.2 STATE TRANSITION DIAGRAM

The state transitions of SIMS are represented by diagrams in the following section:



Figure 36: State transition diagram - User



Figure 37: State transition diagram - SystemAdministrator



Figure 38: State transition diagram - BoardMember



Figure 39: State transition diagram - Student



Figure 40: State transition diagram - NoticeBoard



Figure 41: State transition diagram - ComplaintForm



Figure 42: State transition diagram - Authorization



Figure 43: State transition diagram - AccountManagement



Figure 44: State transition diagram - AccountManagementByBoardMember



Figure 45: State transition diagram - AccountManagementBySystemAdministrator



Figure 46: State transition diagram - HallAdministrationInformation

### 8.1.3 SEQUENCE DIAGRAM

The second type of behavioral representation, called a sequence diagram in UML, indicates how events cause transactions from object to object.

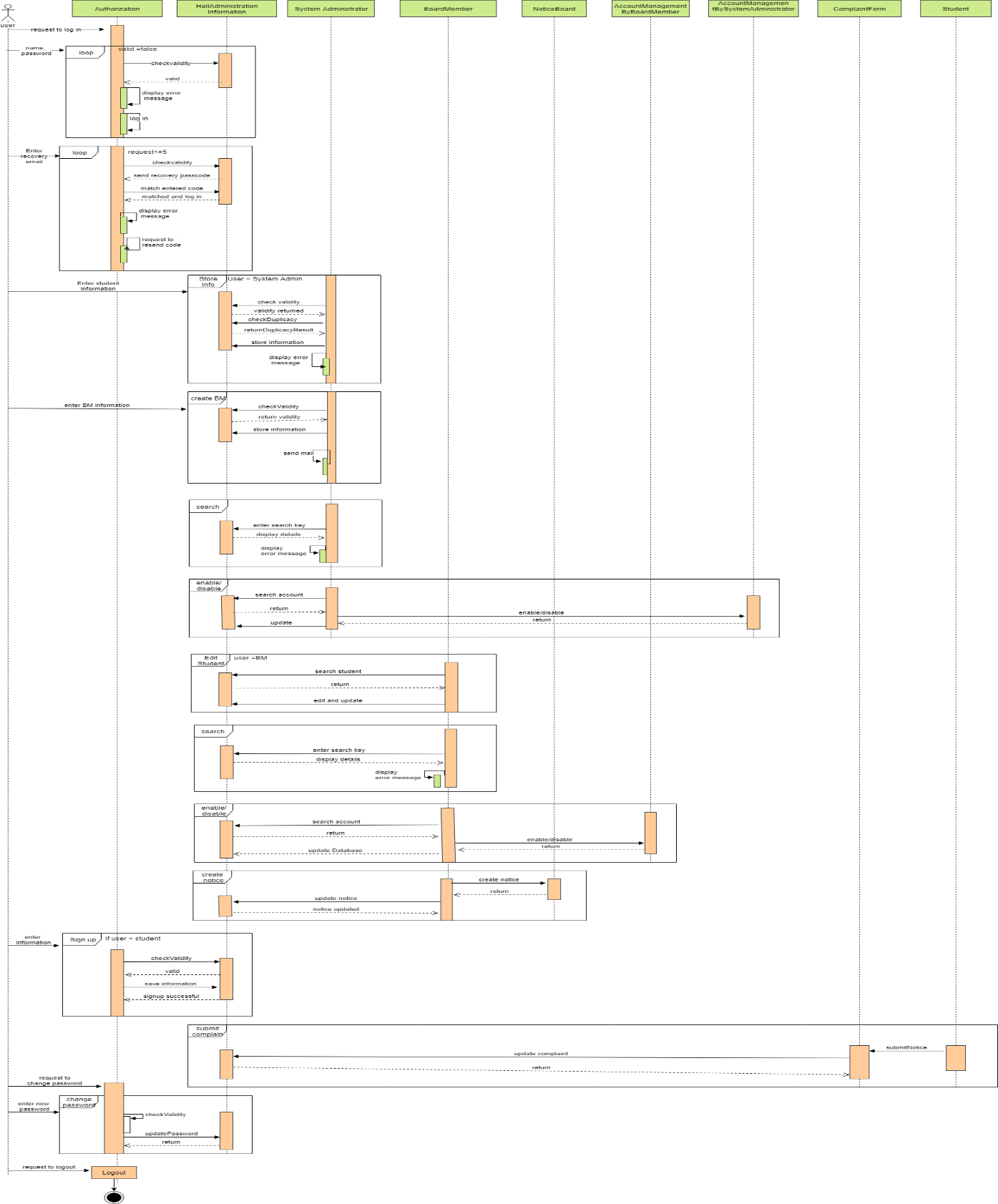


Figure 47: Sequence diagram - SIMS

# **Chapter 9: CONCLUSION**

We are pleased to submit the final SRS report on Student Information Management System for Residential Institute. From this, the readers will get a clear and easy view of the overall system of Student Information Management System for Residential Institute. This SRS document can be used effectively to maintain the software development cycle. It will be convenient to conduct the whole project using this SRS. Hopefully, this document can also help anyone concerned about developing a similar system. We believe that the reader will find it in order.

# **Chapter 10: REFERENCES**

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[last accessed on 19/03/2018 4:30 pm]

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