Advanced Web Solutions

Report Template

SID:………….

MOD004364

Submitted: April 2024

Table of Contents

1. Introduction

Each chapter should start on a new page.

The main text should be Times New Roman 12pt and double-spaced.

Section sub-headings should be left aligned. Throughout the project it is recommended never to go to deeper than three hierarchical subsection levels otherwise it can be confusing for the reader as to where one is in the overall structure of the project. So, for example a section 3.1.2 is acceptable, but say 2.3.4.6 is probably not. Try to keep to two levels wherever possible.

This part is common to all group members.

To include:

- the project aims

- Resources required to complete the project. It might include a description of the team, the software used.

- List of User Stories.

2. Literature review
(worth 15%)

This section is individually written by the author (IS NOT COMMON TO ALL GROUP MEMBERS).

A review of some similar web applications.

3. Software Design

(worth 15%)

This chapter should include the design of the database and software.

Describe how the problem will be tackled (design)

3.1. Wireframes

To include the wireframe and its description.

The wireframe is common to all group members.

The description of the wirefarme is written by the author (IS NOT COMMON TO ALL GROUP MEMBERS).

3.2. Database design

Describe the database's structure

The database is common to all group members.

The description of the database is written by the author (IS NOT COMMON TO ALL GROUP MEMBERS).

3.3. Software design.

To include any diagrams used to design the web application. For instance a Use Case diagram.

The diagrams are common to all group members.

The description of the diagrams is written by the author (IS NOT COMMON TO ALL GROUP MEMBERS).

4. Software Development Documentation

(application functionality worth 20% and description of implementation worth 15%)

This section is individually written by the author (IS NOT COMMON TO ALL GROUP MEMBERS).

This section contains the user stories or the parts of the user stories implemented by the author (NOT BY THE WHOLE TEAM!).

4.1. User story 1.

Design

Implementation

Testing – the automated tests written by the author (if any)

4.2. User story 2

Design

Implementation

Testing – the automated tests written by the author (if any)

Etc.

Any piece of code coming from other resources has to be referenced.

Include a screen shot of the online repository showing the check-ins done by the author.

5. Testing

(worth 20%)

This section is individually written by the author (IS NOT COMMON TO ALL GROUP MEMBERS).

Record all the tests done manually even if they fail.

Test No	Test (Description)	Expected Result	Actual Result	Pass/Fail
1	*Login (correct un &pwd)*	*Login and move to page MainPage*	*Logged in and moved to page MainPage*	*Pass*

6. Conclusions

This chapter is individually written by the author (IS NOT COMMON TO ALL GROUP MEMBERS).

In Conclusions evaluate the application and reflect on what you have done/learnt.

What else can be done to improve the application?

References (example!!!)

Berndtsson, M., Hansson, J., Olsson, B. and Lundell, B., 2006. *Planning and Implementing your Final year project – with Success!*: A Guide for Students in Computer Science and Information Systems. Springer.

Bock, P., 2001. *Getting It Right. R&D Methods for Science and Engineering.* Academic Press.

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Dawson, C. W., 2009. *Projects in Computing and Information Systems: A Student's Guide.* Addison Wesley.

Depoy, E., 2010. *Introduction to Research: Understanding and Applying Multiple Strategies*. Mosby.

Hakim, C., 2000. *Research design: Successful designs for Social Economic Research.* Routledge.

Trauth, E. M., 2001. *Qualitative Research in IS: Issues and Trends.* IGI Publishing.

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