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# Chapter 1

# Introduction

This chapter provides the overview of the project. The first paragraph of every chapter should provide the chapter summary.

## Brief

A very brief introduction of project work, outcome of your work, tools, methodology used & highlights of discussions in various chapters of report.

### Relevance to Course Modules

A brief explanation of how your project is related to various courses studied during BCS.

### Project Background

It includes explanation of the idea behind the project. For example if the project is related to VoIP then this section describes that what is voice over IP & how it works.

## Literature Review

This section describes current trends/ research/ products etc. related to your project.

### Analysis from Literature Review (in the context of your project)

This section provides an analytical discussion of your work in comparison with discussion in literature review.

### Methodology and Software Lifecycle for This Project

A brief discussion of methodology and SDLC model selected for this project.

## Rationale behind Selected Methodology

Why you selected above methodology (such as structural and Object Oriented) and software life cycle for this project?

### Rationale behind Selected Methodology

It is the example of third and last level heading. Please do not insert further levels in numbers. Use different format style e.g. italic to highlight the important text.

## Problem Definition

This chapter discusses the precise problem to be solved. It should extend to include the outcome.

### Problem Statement

Problem statement goes here.

## Deliverables and Development Requirements

Deliverables and development requirements.

### Current System (if applicable to your project)

A brief description of an existing system.

The following figure is a sample figure, Figure 2.1. You are required to follow the same style of numbering and caption for the whole report.

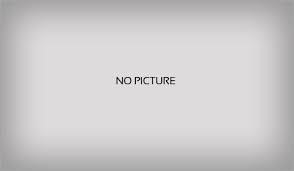


Figure 2.1: Sample picture

The following table (Table 2.1) is sample table; you are required to follow the same style of numbering and caption for the whole report.

**Table 32.1: Sample Table**

|  |  |  |
| --- | --- | --- |
| Header 1 | Header 2 | Header 3 |
| Text | Text | Text |
|  |  |  |

The following list style is the sample to consistently follow in the whole report.

* List items 1
* List items 2

# Chapter 2

# Software Requirement Specification (SRS)

## Requirement Analysis

The following parts of Software Requirements Specification (SRS) report should be included in this chapter.

## Use Cases Diagram(s)

### Detailed Use Case

## Functional Requirements

## Non-Functional Requirements

# Chapter 3

# Design and Architecture

The following parts of Software Design Description (SDD) report should be included in this chapter.

## System Architecture

### Data Representation [Diagram + Description]

### Process Flow/Representation

## Design Models [along with descriptions]

# Chapter 4

# Implementation

This chapter will discuss implementation details supported by UML diagrams (if applicable). You will not put your source code here. Any of the following sections may be included based on your project.

## Algorithm

Mention the algorithm(s) used in your project to get the work done with regards to major modules. Provide a pseudocode **OR** a natural language explanation regarding the functioning of main features. Be sure to use the correct syntax and semantics for algorithm representations.

### External APIs

Describe the APIs used in the following table.

Table 8 Details of APIs used in the project

|  |  |  |  |
| --- | --- | --- | --- |
| Name of API | Description of API | Purpose of usage | List down the function/class name in which it is used |
|  |  |  |  |
|  |  |  |  |

## User Interface

Details about user interface with descriptions.

# Chapter 5

# Testing and Evaluation

This chapter may include the following sections. (Students are required to perform the testing both manually and automatedly).

## Manual Testing

### System testing

Once the system has been successfully developed, testing has to be performed to ensure that the system working as intended. This is also to check that the system meets the requirements stated earlier. Besides that, system testing will help in finding the errors that may be hidden from the user. There are few types of testing which includes the unit testing, functional testing and integration testing. The testing must be completed before it is being deploy for user to use.

### Unit Testing

#### Unit **Testing** 1: Login as FYP Committee

#### Testing Objective: To ensure the login form is working correctly

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| No. | Test case/Test script | Attribute  value | and | Expected result | Result |
| 1. | Verify user login after click on the „Login‟ button on login form with correct input data | Username: L001 Password:  1234 |  | Successfully log into the main page of the system as FYP Committee member. | Pass |
| 2. |  |  |  |  |  |

#### Unit Testing 2: Edit Profile

### Testing Objective: To ensure the edit profile form is working properly.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| No. | Test case/Test script | Attribute  value | and | Expected result | Result |
| 1. |  |  |  |  |  |
| 2. |  |  |  |  |  |

## Functional Testing

The functional testing will take place after the unit testing. In this functional testing, the functionality of each of the module is tested. This is to ensure that the system produced meets the specifications and requirements.

### Functional Testing 1: Login with different roles

#### Objective: To ensure that the correct page with the correct navigation bar is loaded.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No. | Test case/Test script | Attribute and value | Expected result | Result |
| 1. | Login as a „FYP  Committee‟ member. | Username: L001 Password: 1234 | Main page for the FYP Committee member is loaded with the FYP  Committee  navigation bar | Pass |
| 2. |  |  |  |  |

## Integration Testing

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No. | Test case/Test script | Attribute and  value | Expected result | Result |
| 1. | Login as “FYP  Committee” member | Username: L001 Password: 1234 | Login successful and the FYP  Committee page with its navigation bar is loaded and in the view profile page | Pass |
| 2. | Upload student record for Project 1 | - | File successfully uploaded and return to the upload page. Student records are updated. | Pass |
| 3. | View supervising  student | - | The list of supervisees shown on the screen. | Pass |

## Automated Testing

Tools used:

|  |  |  |  |
| --- | --- | --- | --- |
| Tool Name | Tool Description | Applied on [list of related test cases / FR / NFR] | Results |
|  |  |  |  |
|  |  |  |  |

# Chapter 6 Conclusion and Future Work

This chapter concludes the project and highlights future work.

## Conclusion

## Future Work

## References

References to any book, journal paper or website should properly be acknowledged. Please consistently follow the style. The following are few examples of different resources i.e. journal article, book, and website.

1. Lyda M.S. Lau, Jayne Curson, Richard Drew, Peter Dew and Christine Leigh, (1999), Use Of VSP Resource Rooms to Support Group Work in a Learning Environment, ACM 99, pp-2. **(Journal paper example)**
2. Hideyuki Nakanishi, Chikara Yoshida, Toshikazu Nishmora and TuruIshada, (1996), FreeWalk: Supporting Casual Meetings in a Network, pp 308-314 **(paper on web)** http://www.acm.org/pubs/articles/proceedings/cscw/240080/p308-nakanishi.pdf
3. Ali Behforooz& Frederick J.Hudson, (1996), Software Engineering Fundamentals, Oxford University Press. Chapter 8, pp255-235. **(book reference example)**
4. Page Author, Page Title, http://www.bt.com/bttj/archive.htm, Last date accessed**. (web**

site)

## APPENDIX A

(if any name it)