

WACHEMO UNIVERISTY

COLLEGE OF ENGINEERING & TECHNOLOGY

SCHOOL OF COMPUTING & INFORMATICS

DEPARTMENT OF SOFTWARE ENGINEERING

Project title:

Under the guidance of

Advisors name

Group members

Name ID

Submission date

Project guideline

Part-I- Contents: - Industrial Project -I-

(Documentation)

1.1.Introduction

1.2.Background (including both Organization and System or Application)

1.3.Statement of Problem

1.4.Objective

1.4.1 General Objective

1.4.2 Specific Objective (step by step tasks to achieve the general objective).

1.5.Proposed System

1.6.Literature Review and Related Work

1.7.Scope and Limitation (Limitation should be with detail reason)

1.8.Methods and Tools

1.8.1 Requirements gathering techniques/methods

1.8.2 System Analysis and Design Methods

1.8.3 Requirement validation & verification

1.8.4 System Implementation Methods (How to use Methods)

1.8.5 Development Environment and Programming Tools

1.9.Significance of the Project

1.10. Beneficiaries of the System or Application

1.11. Feasibility Study

1. Technical Feasibility Study
2. Economic Feasibility Study
3. Operational Feasibility Study
4. Legal Feasibility Study
5. Political Feasibility Study
6. Others

1.12. Project Plan

1.12.1 Time Schedule(Time Estimation, pert chart)

1.12.2 Budget Plan (Cost estimation techniques e.g, **Algorithmic (parametric) model, Expert Judgment, Estimation by analogy, Top down approach,** Bottom up approach)

CHAPTER -2-

DESCRIPTION OF THE EXISTING SYSTEM OR APPLICATION

2.1.Introduction
2.2.Business Rules and Constraints
2.3.Naming Convention and Definition
2.4.Functions or Main Activities of Existing System
2.5.Players of Existing System or Application
2.6.Organization Structure
2.7.Documents used in the Existing System or Application
2.8.Strength and Weakness of the Existing System or Application
- 2.8.1 Strength of the Existing System or Application
- 2.8.2 Weakness of the Existing System or Application
  - 2.8.2.1 Alternative Solutions

CHAPTER -3-

REQUIREMENT SPECIFICATION AND ANALYSIS

3.1.Introduction
3.2.Description of the Proposed System or Applications
- 3.2.1 User Characteristics
- 3.2.2 Constraints
- 3.2.3 Assumptions and Dependencies

3.3.Requirement Specifications
- 3.3.1 Functional Requirement
- 3.3.2 Non-functional Requirement

3.4.System Modeling
- 3.5.1 Actor Identification
- 3.5.2 Use-Case Identification
- 3.5.3 Use-Case Diagram
- 3.5.4 Description of Use-Case

3.5. Requirement Analysis
- 3.5.1. Activity Diagram
- 3.5.2. Sequence Diagram
- 3.5.3. Requirement validation & verification
  - 3.5.3.1. Validity checks
  - 3.5.3.2. Consistency checks
  - 3.5.3.3. Completeness checks

3.5.3.4. Realism checks

3.5.3.5. Verifiability

CHAPTER -4

SYSTEM DESIGN

4.1.Introduction

4.2.Design issues for your system(like reuse, future change, refactoring concept of components)

4.3.Design patterns

4.4.Class Diagram

4.5.Database Model

- 4.5.1 Entity Relationship Diagram (ERD)
- 4.5.2 Persistence Modeling
- 4.5.3 Mapping with Normalization

4.6.Subsystem Decomposition

4.7.Deployment Diagram

4.8.System Architecture (Layered Architecture of the System)

- 4.6.1. Overall system architecture.
- 4.6.2. Detail of your architectural patterns and styles

4.9.User-Interface (UI) Design

4.10. UI Flow Diagramming

Part-II- Contents: - Industrial Project -II- (Practical)

CHAPTER-5

IMPLEMENTATION AND TESTING

5.1.Introduction

5.2.Algorithm Design

5.3.Sample Code

5.4.Testing

- 5.4.1 Unit Testing
- 5.4.2 Integration Testing

5.4.3 System Testing

5.5. User-Manual

5.6. User Training

5.7. Start-Up

References:

Books

1. Mr.Naresh Kumar, Software engineering handout(2011 G.C)
2. Elizabeth Naramore, Jason Gerner, Yann Le Scouarnec, Jeremy Stolz, Michael K. Glass Beginning PHP5, Apache, and MySQL® Web Development (2005 G.C).

Internet

3. Restaurant available at www.en.wikipedia.org/wiki/restaurant
4. Bedroom available at www.en.wikipedia.org/wiki/bedroom