

Final Software Project Development for BSc in MIT
Department of Management and Information Technology
Faculty of Management and Commerce
South Eastern University of Sri Lanka

Chapters and Contents for the Final Project Documentation

ARRANGEMENT OF CONTENTS

The chapters and contents should be arranged and bind as follows:

- 1 Cover Page & Title Page
- 2 Bona fide Certificate
- 3 Abstract
- 4 Table of Contents
- 5 List of Tables
- 6 List of Figures
- 7 List of Symbols, Abbreviations and taxonomy
- 8 Chapters Ex: 1,2,3,4,5,6,7 & 8
- 9 Appendices
- 10 References

Chapter 01: Introduction

- 1.1. Introduction (Briefly about the chapter 1)
- 1.2. Motivation towards the proposed system
- 1.3. Description of the existing process / functions (applicable only if the system exist)
- 1.4. Problem Identification and its drawbacks
- 1.5. Objectives of the proposed system with measurable outcomes
- 1.6. Key processes / function of the proposed system
- 1.7. System Development methods and Methodology . Ex: Waterfall Model
- 1.8. Brief description of the Software, hardware specification to develop the proposed system. (Optional)
- 1.9. Organisation / Time schedule of the system development
 - 1.9.1. Breakdown of tasks and Durations
 - 1.9.2. Gantt chart with Work Schedule
 - 1.9.3. Timeline and work Calendar
- 1.10. Conclusion (Briefly about the chapter 1)

Chapter 02: Background Analysis / Literature Review

- 2.1. Introduction (Briefly about the chapter 2)
- 2.2. Details and complete review of the similar kind of system which are in use / developed previously by others.
- 2.3. Background Analysis for the proposed System.
- 2.4 Details about how the proposed system is distinguished (its features, functions, modules...etc) from previously available system.
- 2.5. Brief introduction of the proposed system /solution
- 2.6. Conclusion (Briefly about the chapter 2)

Chapter 03 : Feasibility Study and Requirement Analysis

- 3.1. Introduction (Briefly about the chapter 3)
- 3.2. Feasibility study for the proposed system
 - 3.2.1. Technical feasibility
 - 3.2.2. Operational feasibility
 - 3.2.3. Economic feasibility
 - 3.2.4. Behavioral Feasibility
- 3.3. Requirement Specification
 - 3.3.1. User Requirements
 - 3.3.2. Functional Requirements
 - 3.3.3. Technical Requirement
 - 3.3.4. Common functionality requirements
- 3.4. Non-Functional Requirements
 - 3.4.1. Product Requirement
 - 3.4.2. Operational Requirement
- 3.5. Software and Hardware Requirements for Implementation
- 3.6. Conclusion (Briefly about the chapter 3)

Chapter 04 : System Analysis & Logical Design

4. 1. Introduction (Briefly about the chapter 4)
4. 2. System Analysis

4.3. Tier / Layered architecture of web components (Only for Web Based System)

4.4 .Web Applications Processing (Only for Web Based System)

4.5.Logical Design

4.5.1.ER Diagram and entities with its attributes

4.5.2.Decomposition Diagram

4.5.3.Use Case Diagrams -for actor's major interaction with the system

4.5.4.Data Flow Diagram / context diagram

4.5.4.1. Context diagram level 0

4.5.4.2. Context diagram level 1

4.5.4.3. Context diagram level 2,

4.5.5.Structured Chart

4.5.6.Class diagram and methods used in the class diagram

4.5.7.Sequence Diagrams

4.5.7.1. *Example* -Sequence diagram for login

4.5.7.2. *Example* -Sequence diagram for Student registration for a course

4.5.7.3. *Example* -Lecturer registration for a course

4.5.7.4. *Example* -Sequence diagram for generating reports ...etc

4.5.8.Activity diagram

4.5.9.State chart diagram for login

4.5.10. Component diagram

4.5.11. Deployment diagram

4.6.Conclusion (Briefly about the chapter 4)

Chapter 05 : Physical Design and System Development

5.1.Introduction (Briefly about the chapter 5)

5.2.System development method (Ex: waterfall/spiral/prototype) life cycle

5.3.Story board of main interfaces / web pages of the system

5.4.Physically designed components of the system

5.4.1.Database relationship

5.4.2.Forms Ex: login form, add new user, change password, delete user.....etc

5.4.3.Report generation screen shot.

5.5.Interfaces of the system

5.6.Conclusion (Briefly about the chapter 5)

Chapter 06 : Testing and System Debugging

- 6.1.Introduction (Briefly about the chapter 6)
- 6.2.Different Test cases
- 6.3.Types of testing carried out for System
 - 6.3.1.Unit Testing
 - 6.3.2.Integration Testing
- 6.4.Software Testing Strategies
 - 6.4.1.Black-box testing
 - 6.4.2.White-Box Testing
- 6.5. Debugging -Methods / approaches for system debugging
- 6.6.Conclusion (Briefly about the chapter 6)

Chapter 07 : Implementation, Maintenance and User manual with Screen Shot

- 7.1. Introduction (Briefly about the chapter 7)
- 7.2. System Conversion
- 7.3. Human, Technical and Procedural requirements for System implementation
- 7.4. Stages / Types of system Implementation
 - 7.4.1. Direct implementation
 - 7.4.2. Phase implementation
 - 7.4.3. Parallel implementation
- 7.5. System Maintenance (Ex: Four types of software system maintenance)
- 7.6. System Maintenance process models.
- 7.7. User manual with Screen shots -Interfaces & web pages : (Welcome Screen / Home page, Log in pages, Users login page, User name password recover page, Username password recovered page, product/ services, profile, branches, About us, Photo gallery page, Add new user/ item, remove/ delete interfaces....etc)
- 7.8. Conclusion (Briefly about the chapter 7)

Chapter 08 : Future Improvements and Conclusion

- 8.1. Introduction (Briefly about the chapter 8)
- 8.2. Newly developed System's Features and achieved results
- 8.3. Future improvements & future avenue
 - 8.3.1. Phase I -Suggestion for future work
 - 8.3.2. Phase II-Suggestion for future work
- 8.4. Conclusion
- 8.5. Conclusion (Briefly about the chapter 8)

Appendices

References (Recommended IEEE, Harvard, APA)