

CSC 307 Lecture Notes Week 3
Details of the
Requirements Analysis Process

I. Third week material:

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A. Milestone 2 writeup and example.

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A. Milestone 2 writeup and example.

B. Requirements document HTML standards.

I. Third week material:

- A. Milestone 2 writeup and example.**
- B. Requirements document HTML standards.**
- C. Conventions for standardized GUIs.**

I. Third week material:

- A.** Milestone 2 writeup and example.
- B.** Requirements document HTML standards.
- C.** Conventions for standardized GUIs.
- D.** These lecture notes.

Summary of Milestone 2 Deliverables

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- **Due Wed third week**

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- Activities:

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- Activities:
 - Initial rough draft of Section 2.

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 - Top-Level UI(s).

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 - Draft table of contents.

Summary of Milestone 2 Deliverables

- Due Wed third week
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 - Initial rough draft of Section 2.
 - Top-Level UI(s).
 - Draft table of contents.
 - Two scenarios per team member,
minimum two distinct screens per member.

Summary of Milestone 2 Deliverables

- Due Wed third week
- Activities:
 - Initial rough draft of Section 2.
 - Top-Level UI(s).
 - Draft table of contents.
 - Two scenarios per team member,
minimum two distinct screens per member.
 - Update `admin/work-breakdown.html`

Handout on Spec Doc Structure

Handout on Spec Doc Structure

- `index.html` contains linked contents

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- Sections 1 through 6 are in the files:

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 - `intro.html`

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 - `intro.html`
 - `functional.html`

Handout on Spec Doc Structure

- `index.html` contains linked contents
- Sections 1 through 6 are in the files:
 - `intro.html`
 - `functional.html`
 - `non-functional.html`

Handout on Spec Doc Structure

- `index.html` contains linked contents
- Sections 1 through 6 are in the files:
 - `intro.html`
 - `functional.html`
 - `non-functional.html`
 - `developer-overview.html`

Handout on Spec Doc Structure

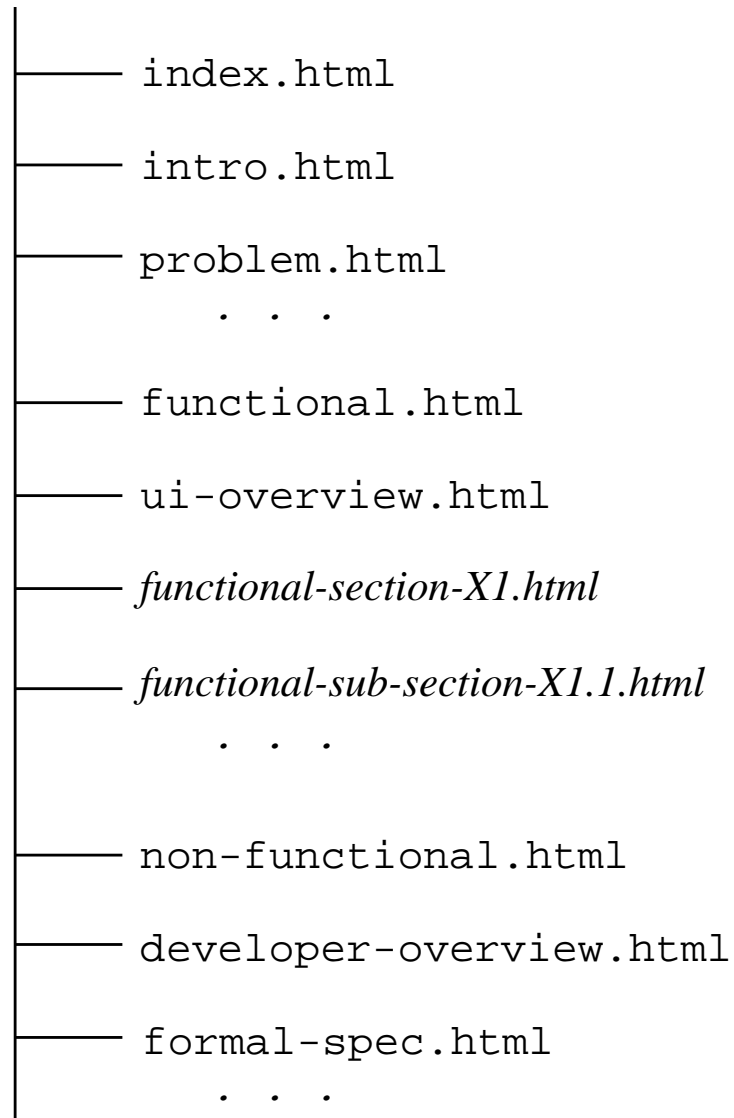
- `index.html` contains linked contents
- Sections 1 through 6 are in the files:
 - `intro.html`
 - `functional.html`
 - `non-functional.html`
 - `developer-overview.html`
 - `formal-spec.html`

Handout on Spec Doc Structure

- `index.html` contains linked contents
- Sections 1 through 6 are in the files:
 - `intro.html`
 - `functional.html`
 - `non-functional.html`
 - `developer-overview.html`
 - `formal-spec.html`
 - `rationale.html`

Doc Structure, cont'd

requirements



Doc Structure, cont'd

- `ui-overview.html` has section 2.1.

Doc Structure, cont'd

- `ui-overview.html` has section 2.1.
- Italic names, with prefix "*functional...*", contain subsections 2.2 through 2.*n*

Doc Structure, cont'd

- `ui-overview.html` has section 2.1.
- Italic names, with prefix "*functional...*", contain subsections 2.2 through 2.*n*
- Italic names stand for an appropriate mnemonic name, e.g., `appt-scheduling` for Sec 2.2.

Doc Structure, cont'd

- Use additional files as appropriate for subsections.

Doc Structure, cont'd

- Use additional files as appropriate for subsections.
- Rule of thumb for separate file is $7+ / 2$ screens.

Doc Structure, cont'd

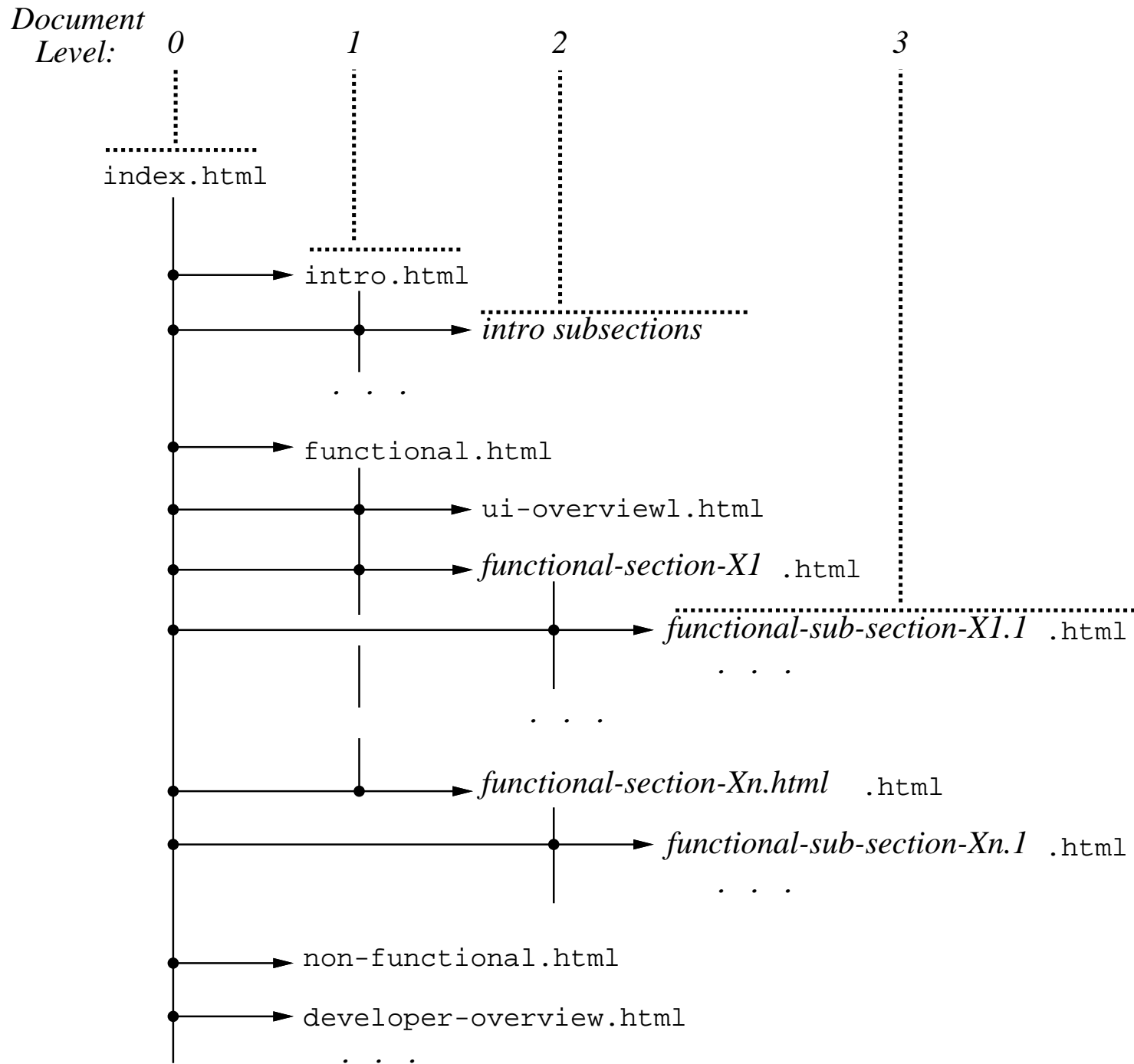
- Use additional files as appropriate for subsections.
- Rule of thumb for separate file is 7 ± 2 screens.
- Structure defined by HTML href links.

Doc Structure, cont'd

- Use additional files as appropriate for subsections.
- Rule of thumb for separate file is $7+ / 2$ screens.
- Structure defined by HTML href links.
- Top-level index has links to all (sub...)sections.

Doc Structure, cont'd

- Use additional files as appropriate for subsections.
- Rule of thumb for separate file is $7+ / 2$ screens.
- Structure defined by HTML `href` links.
- Top-level index has links to all (sub...)sections.
- Section index has links to its subsections only.



Doc Structure, cont'd

- **Hyperlinking based on subsection hierarchy.**

Doc Structure, cont'd

- Hyperlinking based on subsection hierarchy.
- Files at same level have "next", "previous" links.

Doc Structure, cont'd

- Hyperlinking based on subsection hierarchy.
- Files at same level have "next", "previous" links.
- Each file also has "up" link.

Doc Structure, cont'd

- Hyperlinking based on subsection hierarchy.
- Files at same level have "next", "previous" links.
- Each file also has "up" link.
- Each file has "top" link to the index.

Doc Structure, cont'd

- See the online Milestone 2 example in
[http://users.csc.calpoly.edu/~gfisher/
classes/307/examples/milestone2](http://users.csc.calpoly.edu/~gfisher/classes/307/examples/milestone2).

Standard GUI Conventions

Standard GUI Conventions

- Follow these guidelines, or document your own.

Standard GUI Conventions

- Follow these guidelines, or document your own.
- Style is "simple charm", not flash.

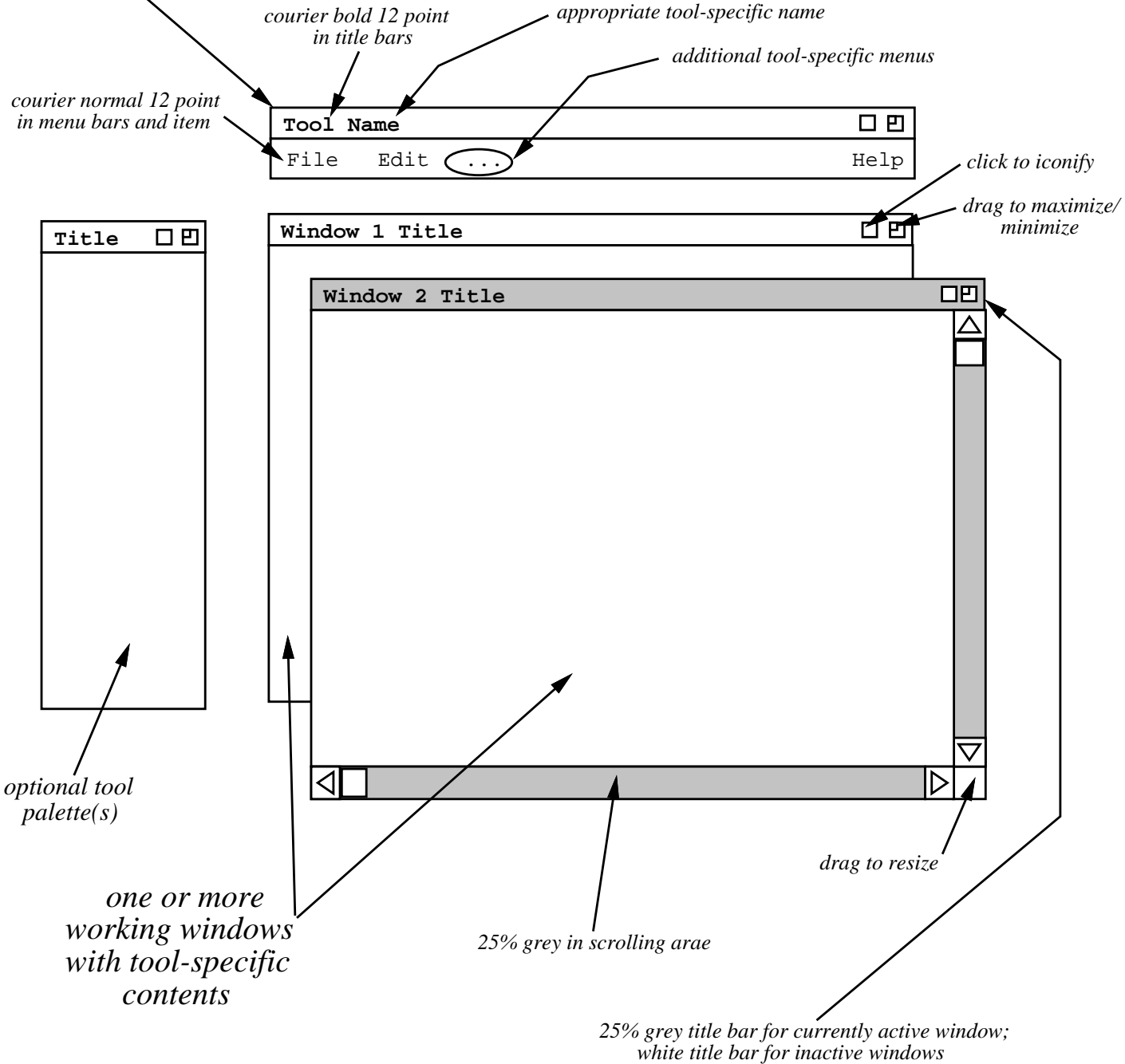
Standard GUI Conventions

- Follow these guidelines, or document your own.
- Style is "simple charm", not flash.
- Emphasizes platform independence.

Standard GUI Conventions

- Follow these guidelines, or document your own.
- Style is "simple charm", not flash.
- Emphasizes platform independence.
- Remember,
don't bog down in minor UI details early on.

Main command menu



II. Some paper OK for Milestone 2.

II. Some paper OK for Milestone 2.

A. Clearly label paper materials

II. Some paper OK for Milestone 2.

A. Clearly label paper materials

- 1. Figure number and caption.**

II. Some paper OK for Milestone 2.

A. Clearly label paper materials

- 1. Figure number and caption.**
- 2. Title for other notes.**

II. Some paper OK for Milestone 2.

A. Clearly label paper materials

- 1. Figure number and caption.**
- 2. Title for other notes.**

B. Make copies if you want originals.

II. Some paper OK for Milestone 2.

A. Clearly label paper materials

- 1. Figure number and caption.**
- 2. Title for other notes.**

B. Make copies if you want originals.

C. To Fisher's office by 5 PM Wednesday.

III. Recap of General Scenario Guidelines

III. Recap of General Scenario Guidelines

A. Present scenarios in *tutorial* style.

III. Recap of General Scenario Guidelines

- A. Present scenarios in *tutorial* style.
 1. Interesting, engaging, ultimately complete story.

III. Recap of General Scenario Guidelines

- A. Present scenarios in *tutorial* style.
 1. Interesting, engaging, ultimately complete story.
 2. A step-by-step presentation.

III. Recap of General Scenario Guidelines

- A. Present scenarios in *tutorial* style.
 1. Interesting, engaging, ultimately complete story.
 2. A step-by-step presentation.

- B. Start with common activities.

Recap of General Scenario Guidelines, cont'd

C. Separate based on user categories.

Recap of General Scenario Guidelines, cont'd

C. Separate based on user categories.

D. Stylistic recommendations:

Recap of General Scenario Guidelines, cont'd

- C. Separate based on user categories.
- D. Stylistic recommendations:
 1. Leave mundane details until later.

Recap of General Scenario Guidelines, cont'd

- C. Separate based on user categories.
- D. Stylistic recommendations:
 1. Leave mundane details until later.
 2. Leave error details until later.

IV. Core steps of the scenario process.

IV. Core steps of the scenario process.

A. Describe a user action.

IV. Core steps of the scenario process.

A. Describe a user action.

- 1. In GUIs, it's performed by some gesture.**

IV. Core steps of the scenario process.

A. Describe a user action.

- 1. In GUIs, it's performed by some gesture.**
- 2. Combo of mouse and/or keyboard.**

IV. Core steps of the scenario process.

A. Describe a user action.

- 1. In GUIs, it's performed by some gesture.**
- 2. Combo of mouse and/or keyboard.**
- 3. Most typically, menu item, command button, keystrokes.**

Core steps, cont'd

B. Show system response.

Core steps, cont'd

B. Show system response.

1. Typically appears on screen.

Core steps, cont'd

B. Show system response.

1. Typically appears on screen.
2. Can also be other output medium.

Core steps, cont'd

B. Show system response.

1. Typically appears on screen.
2. Can also be other output medium.
3. In some cases, not displayed directly, e.g., saved data store.

Core steps, cont'd

C. Fully describe details of response.

Core steps, cont'd

- C. Fully describe details of response.
 - 1. A prose narrative.

Core steps, cont'd

- C. Fully describe details of response.
 1. A prose narrative.
 2. All screen components described.

Core steps, cont'd

- C. Fully describe details of response.
 1. A prose narrative.
 2. All screen components described.
 3. All output effects described.

Core steps, cont'd

D. If response is input dialog:

Core steps, cont'd

- D.** If response is input dialog:
 - 1.** Show another picture, filled in.

Core steps, cont'd

- D.** If response is input dialog:
 - 1.** Show another picture, filled in.
 - 2.** Fully describe entered values.

Core steps, cont'd

- D.** If response is input dialog:
 1. Show another picture, filled in.
 2. Fully describe entered values.
 3. For non-atomic interactions:

Core steps, cont'd

- D.** If response is input dialog:
 - 1.** Show another picture, filled in.
 - 2.** Fully describe entered values.
 - 3.** For non-atomic interactions:
 - a.** Simple cases in narrative.

Core steps, cont'd

- D.** If response is input dialog:
 - 1.** Show another picture, filled in.
 - 2.** Fully describe entered values.
 - 3.** For non-atomic interactions.
 - a.** Simple cases in narrative.
 - b.** E.g., toggles or short lists.

Core steps, cont'd

- D.** If response is input dialog:
 - 1.** Show another picture, filled in.
 - 2.** Fully describe entered values.
 - 3.** For non-atomic interactions.
 - a.** Simple cases in narrative.
 - b.** E.g., toggles or short lists.
 - 4.** If input alternatives, cover all cases.

Core steps, cont'd

E. If response is output:

Core steps, cont'd

E. If response is output:

1. One example sufficient if *fully representative*.

Core steps, cont'd

E. If response is output:

1. One example sufficient if *fully representative*.
2. If alternatives, show additional examples and narrative.

V. Milestone 6 example excerpt

V. Milestone 6 example excerpt

A. Illustrates completed scenarios, circa Milestone 6.

V. Milestone 6 example excerpt

- A.** Illustrates completed scenarios, circa Milestone 6.
- B.** This detail not expected for earlier Milestones.

V. Milestone 6 example excerpt

- A.** Illustrates completed scenarios, circa Milestone 6.
- B.** This detail not expected for earlier Milestones.
- C.** It's what you are working towards.

VI. Core steps illustrated

VI. Core steps illustrated

A. Describe a user action:

Section 2.2, paragraph 2

VI. Core steps illustrated

A. Describe a user action:

Section 2.2, paragraph 2

B. Show the resulting screen:

Figure 6

VI. Core steps illustrated

A. Describe a user action:

Section 2.2, paragraph 2

B. Show the resulting screen:

Figure 6

C. Describe screen contents fully:

starting paragraph 2

Schedule an Appointment □ □

Title:

Date: Start Time:

End Date: Duration: hr min

Recurring? Interval:

Category: Security:

Location: Priority:

Remind?

Details:

▲

□

▼

Core steps illustrated, cont'd

D. If screen is input dialog:

1. Show another filled-in screen.

Figure 7

2. Fully describe entered values.

paragraph 5

Schedule an Appointment

Title:

Date: Start Time:

End Date: Duration: ^{hr} ^{min}

Recurring? Interval:

Category: Security:

Location: Priority:

Remind?

Details:

Core steps illustrated, cont'd

3. Cover all non-atomic interactions


Figures 8 -11

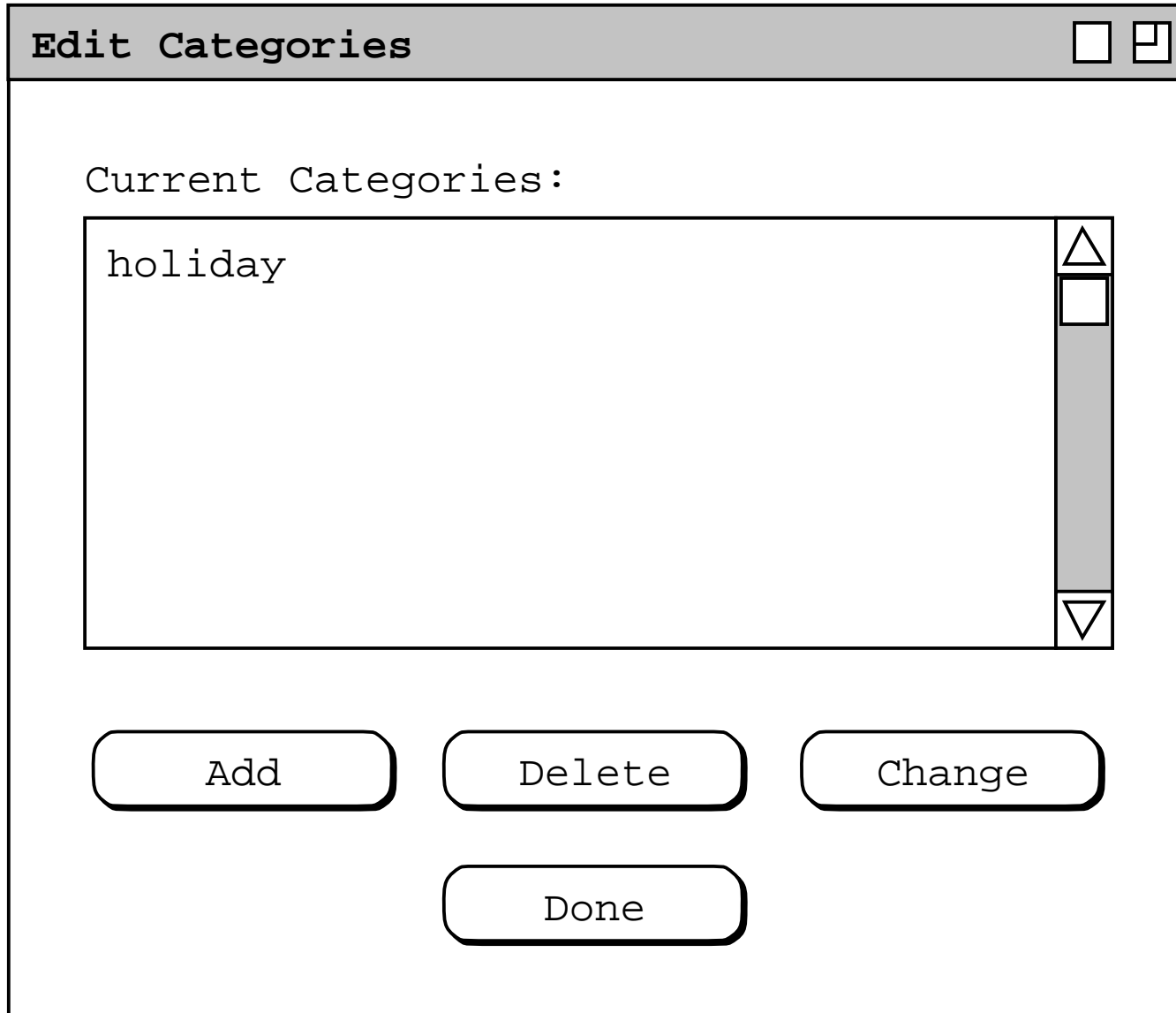
narrative


paragraph 6 page 10.

Category:

✓ none
holiday
Edit ...

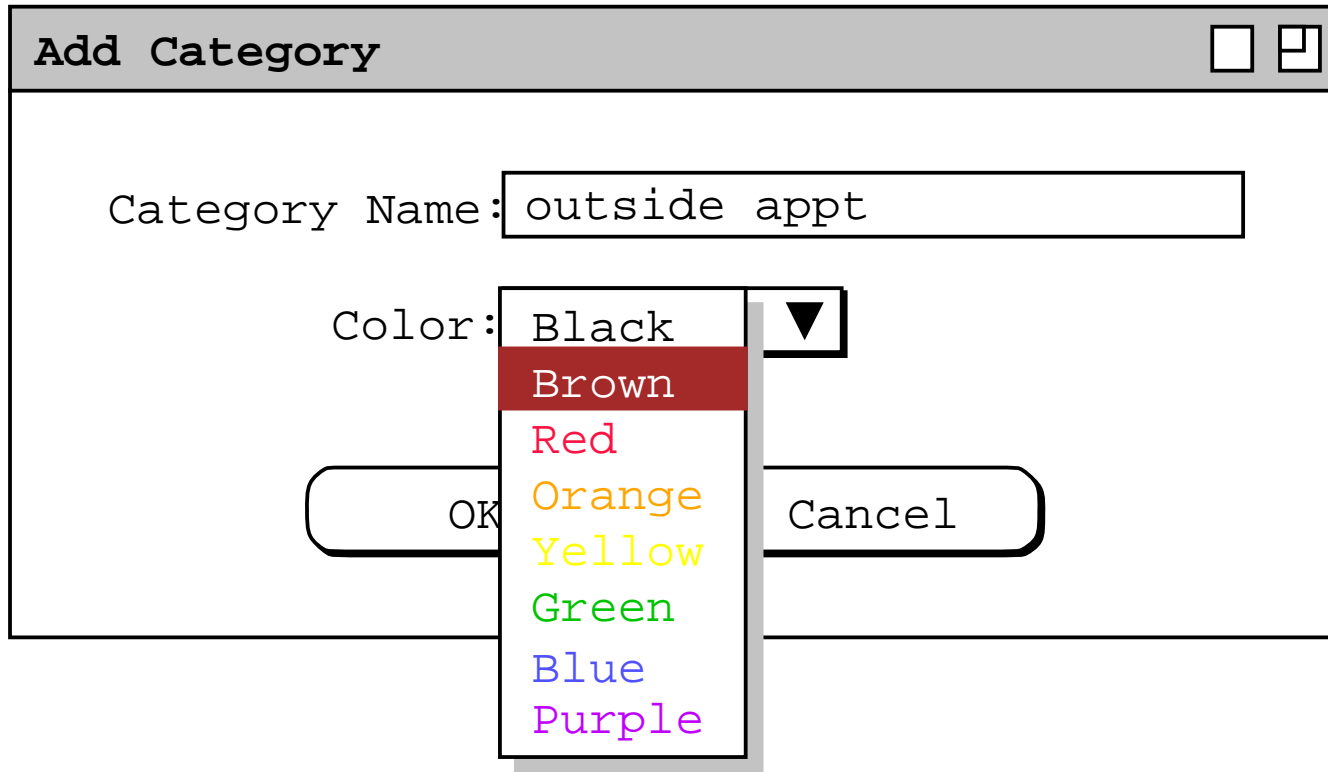




Add Category 

Category Name:

Color: ▼



Core steps illustrated, cont'd

- a. Simple cases, narrative only.
- b. E.g., toggles, short lists.
paragraph 1-3

Core steps illustrated, cont'd

4. For input alternatives, show additional fill-in's

Figure 12,

narrative

paragraph 8 thru 10

Schedule an Appointment

Title:

Start Date: Start Time:

End Date: Duration: hr min

Recurring? Interval: S M T W Th F S

Category: Security:

Location: Priority:

Remind?

Details:

Core steps illustrated, cont'd

E. For output screens:

1. One case, if adequately representative.

Figures 20 and 23,

Weekly Agenda □ □						
◀ Week of September 6 - 12, 2015 ▶						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
6	7	8	9	10	11	12
	9-10 AM O 10-11 AM 11 AM-12 3-5 PM So	8-9 AM Ra 9 AM-5 PM	8-9 AM St 8-9:30 AM 9-10 AM O 10-11 AM 11 AM-12 12-1:30 P 2-3 PM Co 2-3:30 PM 2:30-4:30	8-9 AM Ra 9-10:30 A 10:30-12 1:15-2 PM 3-5 PM So	8-9:30 AM 9-10 AM O 10-11 AM 11 AM-12	

Yearly Calendar □ □																				
◀ 2015 ▶																				
Jan							Feb							Mar						
S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
				1	2	3	1	2	3	4	5	6	7	1	2	3	4	5	6	7
4	5	6	7	8	9	10	8	9	10	11	12	13	14	8	9	10	11	12	13	14
11	12	13	14	15	16	17	15	16	17	18	19	20	21	15	16	17	18	19	20	21
18	19	20	21	22	23	24	22	23	24	25	26	27	28	22	23	24	25	26	27	28
25	26	27	28	29	30	31								29	30	31				
Apr							May							Jun						
S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
			1	2	3	4						1	2		1	2	3	4	5	6
5	6	7	8	9	10	11	3	4	5	6	7	8	9	7	8	9	10	11	12	13
12	13	14	15	16	17	18	10	11	12	13	14	15	16	14	15	16	17	18	19	20
19	20	21	22	23	24	25	17	18	19	20	21	22	23	21	22	23	24	25	26	27
26	27	28	29	30			24	25	26	27	28	29	30	28	29	30				
							31													
Jul							Aug							Sep						
S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
			1	2	3	4							1			1	2	3	4	5
5	6	7	8	9	10	11	2	3	4	5	6	7	8	6	7	8	9	10	11	12
12	13	14	15	16	17	18	9	10	11	12	13	14	15	13	14	15	16	17	18	19
19	20	21	22	23	24	25	16	17	18	19	20	21	22	20	21	22	23	24	25	26
26	27	28	29	30	31		23	24	25	26	27	28	29	27	28	29	30			
							30	31												
Oct							Nov							Dec						
S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
				1	2	3	1	2	3	4	5	6	7			1	2	3	4	5
4	5	6	7	8	9	10	8	9	10	11	12	13	14	6	7	8	9	10	11	12
11	12	13	14	15	16	17	15	16	17	18	19	20	21	13	14	15	16	17	18	19
18	19	20	21	22	23	24	22	23	24	25	26	27	28	20	21	22	23	24	25	26
25	26	27	28	29	30	31	29	30						27	28	29	30	31		

Core steps illustrated, cont'd

2. For alternatives, show additional screens and narrative, e.g.,
 - a. *Figures 13 -17*
 - b. *Figures 18 and 19*
 - c. *Figures 21 and 22.*

Daily Agenda □ □	
◀ Wednesday, September 9, 2015 ▶	
8 AM	Staff Meeting
9 AM	Office Hours
10 AM	Data Structures Lecture
11 AM	Data Structures Lab
12 PM	<u>Lunch with Microsoft</u>
1 PM
2 PM <u>CAD Research Project Meeting</u>
3 PM
4 PM
5 PM	

Daily Agenda □ ▢	
◀ Thursday, September 10, 2015 ▶	
8AM	<u>Racket Ball</u>
9AM	<u>Picnic Day Committee</u>
10AM	----- <u>Software Engineering Colloquium</u>
11AM	
12PM	
1PM	----- <u>Office Hours</u>
2PM	
3PM	<u>Software Engineering Graduate Seminar</u>
4PM	
5PM	

Daily Agenda □ □	
◀ Wednesday, September 9, 2015 ▶	
12:00 AM	
12:30 AM	
1:00 AM	
1:30 AM	
2:00 AM	
2:30 AM	
3:00 AM	
3:30 AM	
4:00 AM	
4:30 AM	
5:00 AM	
5:30 AM	
6:00 AM	
6:30 AM	
7:00 AM	
7:30 AM	
8:00 AM	8-9 AM Staff Meeting
8:30 AM	
9:00 AM	9-10 Office Hours
9:30 AM	
10:00 AM	10-11 AM Data Structures Lecture
10:30 AM	
11:00 AM	11 AM-12 PM Data Structures Lab
11:30 AM	
12:00 PM	12-1:30 PM Lunch with Microsoft
12:30 PM	
1:00 PM	
1:30 PM	
2:00 PM	
2:30 PM	2:30-4:30 PM CAD Research Project Meeting
3:00 PM	
3:30 PM	
4:00 PM	
4:30 PM	
5:00 PM	
5:30 PM	
6:00 PM	
6:30 PM	
7:00 PM	
7:30 PM	
8:00 PM	
8:30 PM	
9:00 PM	
9:30 PM	
10:00 PM	
10:30 PM	
11:00 PM	
11:30 PM	

Daily Agenda □ □			
◀ Wednesday, September 9, 2015 ▶			
8 AM	Staff Meeting	TA Meeting	
9 AM	Office Hours	↓	
10 AM	Data Structures Lectur		
11 AM	Data Structures Lab		
12 PM	Lunch with Microsoft		
1 PM	↓		
2 PM	College Meeting	Special Colloquium	
3 PM		↓	↓
4 PM			↓
5 PM			

Daily Agenda □ □	
◀ Wednesday, September 9, 2015 ▶	
8 AM	8-9 AM Staff Meeting 8-9:30 AM TA Meeting
9 AM	9-10 AM Office Hours
10 AM	10-11 AM Data Structures Lecture
11 AM	11 AM-12 PM Data Structures Lab
12 PM	12-1:30 PM Lunch with Microsoft
1 PM	
2 PM	2-3 PM College Meeting 2-3:30 PM Special Colloquium 2:30-4:30 PM CAD Research Project Meeting
3 PM	
4 PM	
5 PM	

VII. Other scenario presentation issues

VII. Other scenario presentation issues

A. Ensure complete coverage.

VII. Other scenario presentation issues

A. Ensure complete coverage.

- 1. Cover all user interactions at least once.**

VII. Other scenario presentation issues

A. Ensure complete coverage.

- 1. Cover all user interactions at least once.**
- 2. Provide at least two examples of all input dialogs
-- initial and filled in.**

VII. Other scenario presentation issues

A. Ensure complete coverage.

- 1. Cover all user interactions at least once.**
- 2. Provide at least two examples of all input dialogs
-- initial and filled in.**
- 3. Provide at least one example of all outputs.**

Other issues, cont'd

B. Interface layout details.

Other issues, cont'd

B. Interface layout details.

1. Not purely look and feel.

Other issues, cont'd

B. Interface layout details.

1. Not purely look and feel.

2. E.g., 2.3.1.1, *paragraph 3*

Other issues, cont'd

C. Avoid unnecessarily repetition.

Other issues, cont'd

C. Avoid unnecessarily repetition.

1. Refer back to pictures and narrative for common functionality.

Other issues, cont'd

C. Avoid unnecessarily repetition.

1. Refer back to pictures and narrative for common functionality.
2. E.g., description of weekly view options,
2.3.1.2 paragraph 10

Other issues, cont'd

D. Scenarios flow with step-by-step examples.

Other issues, cont'd

- D.** Scenarios flow with step-by-step examples.
 - 1.** Again, refer liberally to preceding sections.

Other issues, cont'd

D. Scenarios flow with step-by-step examples.

- 1.** Again, refer liberally to preceding sections.

- 2.** State assumed user actions and refer forward.

Other issues, cont'd

E. Where necessary, gritty details.

Other issues, cont'd

E. Where necessary, gritty details.

- 1.** When functionality is complicated.

Other issues, cont'd

E. Where necessary, gritty details.

1. When functionality is complicated.

2. E.g., overlapping items

Figures 16-19 earlier

Other issues, cont'd

3. Use judgment, 7 ± 2 rule to defer details, e.g.,

Other issues, cont'd

3. Use judgment, 7+/-2 rule to defer details, e.g.,
 - a. In Section 2.2, details of recurring items deferred to Section 2.4.

Other issues, cont'd

3. Use judgment, 7 ± 2 rule to defer details, e.g.,
 - a. In Section 2.2, details of recurring items deferred to Section 2.4.
 - b. Same for details of reminders.

VIII. Interface style issues.

VIII. Interface style issues.

A. Be simple and consistent.

VIII. Interface style issues.

- A. Be simple and consistent.
- B. Use interface forms that end users can easily understand -- called "*affordance*".

VIII. Interface style issues.

- A. Be simple and consistent.
- B. Use interface forms that end users can easily understand -- called "*affordance*".
- C. Provide interface options to allow user to select among alternate forms.

IX. More on “Interesting & Engaging Stories”

IX. More on “Interesting & Engaging Stories”

A. Purpose is two-fold:

IX. More on “Interesting & Engaging Stories”

A. Purpose is two-fold:

- 1. maintain reader’s interest**

IX. More on “Interesting & Engaging Stories”

A. Purpose is two-fold:

- 1. maintain reader’s interest**
- 2. provide overall context and continuity**

IX. More on “Interesting & Engaging Stories”

A. Purpose is two-fold:

- 1.** maintain reader’s interest
- 2.** provide overall context and continuity

B. Point is not to entertain like a novel.

IX. More on “Interesting & Engaging Stories”

A. Purpose is two-fold:

- 1.** maintain reader’s interest
- 2.** provide overall context and continuity

B. Point is not to entertain like a novel.

- 1.** Humor should be used sparingly, if at all.

IX. More on “Interesting & Engaging Stories”

A. Purpose is two-fold:

1. maintain reader’s interest
2. provide overall context and continuity

B. Point is not to entertain like a novel.

1. Humor should be used sparingly, if at all.
2. Story should stick to the facts.

“Interesting and Engaging Stories”, cont’d

C. Story outline for Calendar Tool scenarios:

“Interesting and Engaging Stories”, cont’d

- C.** Story outline for Calendar Tool scenarios:
 - 1.** User schedules a couple appointments.

“Interesting and Engaging Stories”, cont’d

- C.** Story outline for Calendar Tool scenarios:
 - 1.** User schedules a couple appointments.
 - 2.** User views calendar in various ways.

“Interesting and Engaging Stories”, cont’d

- C.** Story outline for Calendar Tool scenarios:
 - 1.** User schedules a couple appointments.
 - 2.** User views calendar in various ways.
 - 3.** User schedules some other kinds of items.

“Interesting and Engaging Stories”, cont’d

- C. Story outline for Calendar Tool scenarios:
1. User schedules a couple appointments.
 2. User views calendar in various ways.
 3. User schedules some other kinds of items.
 4. User deals with finer points of scheduling.

“Interesting and Engaging Stories”, cont’d

C. Story outline for Calendar Tool scenarios:

- 1. User schedules a couple appointments.**
- 2. User views calendar in various ways.**
- 3. User schedules some other kinds of items.**
- 4. User deals with finer points of scheduling.**
- 5. Admin user performs specialized functions.**

“Interesting and Engaging Stories”, cont’d

C. Story outline for Calendar Tool scenarios:

- 1. User schedules a couple appointments.**
- 2. User views calendar in various ways.**
- 3. User schedules some other kinds of items.**
- 4. User deals with finer points of scheduling.**
- 5. Admin user performs specialized functions.**
- 6. User sets calendar options.**

“Interesting and Engaging Stories”, cont’d

D. Story line sketch for TestTool:

“Interesting and Engaging Stories”, cont’d

- D.** Story line sketch for TestTool:
 - 1.** Instructor creates a simple test.

“Interesting and Engaging Stories”, cont’d

D. Story line sketch for TestTool:

- 1. Instructor creates a simple test.**
- 2. Instructor edits question database.**

“Interesting and Engaging Stories”, cont’d

D. Story line sketch for TestTool:

1. Instructor creates a simple test.
2. Instructor edits question database.
3. Instructor creates more complicated test.

“Interesting and Engaging Stories”, cont’d

D. Story line sketch for TestTool:

1. Instructor creates a simple test.
2. Instructor edits question database.
3. Instructor creates more complicated test.
4. Student takes test.

“Interesting and Engaging Stories”, cont’d

D. Story line sketch for TestTool:

1. Instructor creates a simple test.
2. Instructor edits question database.
3. Instructor creates more complicated test.
4. Student takes test.
5. Instructor grades test.

“Interesting and Engaging Stories”, cont’d

D. Story line sketch for TestTool:

1. Instructor creates a simple test.
2. Instructor edits question database.
3. Instructor creates more complicated test.
4. Student takes test.
5. Instructor grades test.
6. Instructor manages tests and question DB.

X. Concrete data underlying scenarios.

X. Concrete data underlying scenarios.

A. Consistent example data.

X. Concrete data underlying scenarios.

A. Consistent example data.

- 1. Extensive enough to support all scenarios.**

X. Concrete data underlying scenarios.

A. Consistent example data.

- 1. Extensive enough to support all scenarios.**
- 2. But, no more expansive than necessary.**

X. Concrete data underlying scenarios.

A. Consistent example data.

- 1. Extensive enough to support all scenarios.**
- 2. But, no more expansive than necessary.**
- 3. Exemplify variety of realistic examples.**

X. Concrete data underlying scenarios.

A. Consistent example data.

- 1. Extensive enough to support all scenarios.**
- 2. But, no more expansive than necessary.**
- 3. Exemplify variety of realistic examples.**
- 4. Typically, no single scenario shows all data.**

X. Concrete data underlying scenarios.

A. Consistent example data.

- 1. Extensive enough to support all scenarios.**
- 2. But, no more expansive than necessary.**
- 3. Exemplify variety of realistic examples.**
- 4. Typically, no single scenario shows all data.**
- 5. Appendix can show complete content.**

Concrete underlying data, cont'd

- B.** For data collections, scenarios organized into *data editing* and *data viewing*.

Concrete underlying data, cont'd

- B. For data collections, scenarios organized into *data editing* and *data viewing*.
 1. Data-editing covers add, modify, delete.

Concrete underlying data, cont'd

- B. For data collections, scenarios organized into *data editing* and *data viewing*.
 1. Data-editing covers add, modify, delete.
 2. Data-viewing scenarios cover search, display.

Concrete underlying data, cont'd

- B.** For data collections, scenarios organized into *data editing* and *data viewing*.
1. Data-editing covers add, modify, delete.
 2. Data-viewing scenarios cover search, display.
 3. Need a sufficient representative examples.

Concrete underlying data, cont'd

4. Show representative data added, then say:

"The user now proceeds to add more"

Concrete underlying data, cont'd

4. Show representative data added, then say:

"The user now proceeds to add more"

5. Subsequent editing and viewing scenarios show scenario-specific collection elements.

Concrete underlying data, cont'd

C. Importance is continuity through story line.

Concrete underlying data, cont'd

- C. Importance is continuity through story line.
 1. Early scenarios show data being created.

Concrete underlying data, cont'd

- C. Importance is continuity through story line.
 1. Early scenarios show data being created.
 2. Then scenarios show same data modified.

Concrete underlying data, cont'd

- C. Importance is continuity through story line.
 1. Early scenarios show data being created.
 2. Then scenarios show same data modified.
 3. After that, scenarios present viewing.

Concrete underlying data, cont'd

- C. Importance is continuity through story line.
 1. Early scenarios show data being created.
 2. Then scenarios show same data modified.
 3. After that, scenarios present viewing.
 4. In some cases, viewing scenarios may come first, before editing details.

Concrete underlying data, cont'd

a. Narrative says something like

"The following scenarios assume"

Concrete underlying data, cont'd

a. Narrative says something like

"The following scenarios assume"

b. Continuity maintained by subsequent editing scenarios using example data that appears earlier.

XI. Data examples.

XI. Data examples.

A. For this year's 307 projects.

XI. Data examples.

- A. For this year's 307 projects.**
 - 1. To provide continuity among scenarios.**

XI. Data examples.

- A.** For this year's 307 projects.
 - 1.** To provide continuity among scenarios.
 - 2.** Does not cover data for all functionality, but major stuff.

Project data examples, cont'd

- B.** For Calendar Tool, calendar examples for a number of users, and for each of the databases.

Project data examples, cont'd

- B.** For Calendar Tool, calendar examples for a number of users, and for each of the databases.
 - 1.** Main example is work calendar for one user.

Project data examples, cont'd

- B.** For Calendar Tool, calendar examples for a number of users, and for each of the databases.
 - 1.** Main example is work calendar for one user.
 - 2.** Also smaller examples for other calendars.

Project data examples, cont'd

- B.** For Calendar Tool, calendar examples for a number of users, and for each of the databases.
 1. Main example is work calendar for one user.
 2. Also smaller examples for other calendars.
 3. Also example calendars for other users.

Project data examples, cont'd

- B.** For Calendar Tool, calendar examples for a number of users, and for each of the databases.
 1. Main example is work calendar for one user.
 2. Also smaller examples for other calendars.
 3. Also example calendars for other users.
 4. One full example for each database.

Project data examples, cont'd

- B.** For Calendar Tool, calendar examples for a number of users, and for each of the databases.
 1. Main example is work calendar for one user.
 2. Also smaller examples for other calendars.
 3. Also example calendars for other users.
 4. One full example for each database.
 5. Appendix with complete example content.

Project data examples, cont'd

C. Underlying data for the TestTool:

Project data examples, cont'd

- C. Underlying data for the TestTool:
 1. Need example tests and question bank.

Project data examples, cont'd

- C. Underlying data for the TestTool:
 1. Need example tests and question bank.
 2. Main test example used in most scenarios.

Project data examples, cont'd

- C. Underlying data for the TestTool:
 1. Need example tests and question bank.
 2. Main test example used in most scenarios.
 3. Smaller test and question bank examples for details of test gen and sharing scenarios.

Project data examples, cont'd

- C. Underlying data for the TestTool:
 1. Need example tests and question bank.
 2. Main test example used in most scenarios.
 3. Smaller test and question bank examples for details of test gen and sharing scenarios.
 4. Choose on class as basis for all examples, e.g., CSC 101 or 102.

XII. Screen maps.

XII. Screen maps.

A. Potentially helpful high-level view of GUI.

XII. Screen maps.

- A.** Potentially helpful high-level view of GUI.
- B.** Consists of thumbnails in cascading tree of command selection.

Screen maps, cont'd

C. Calendar Tool samples in detailed notes.

Screen maps, cont'd

- C. Calendar Tool samples in detailed notes.
 1. Can sketch on big whiteboards or in hallways.

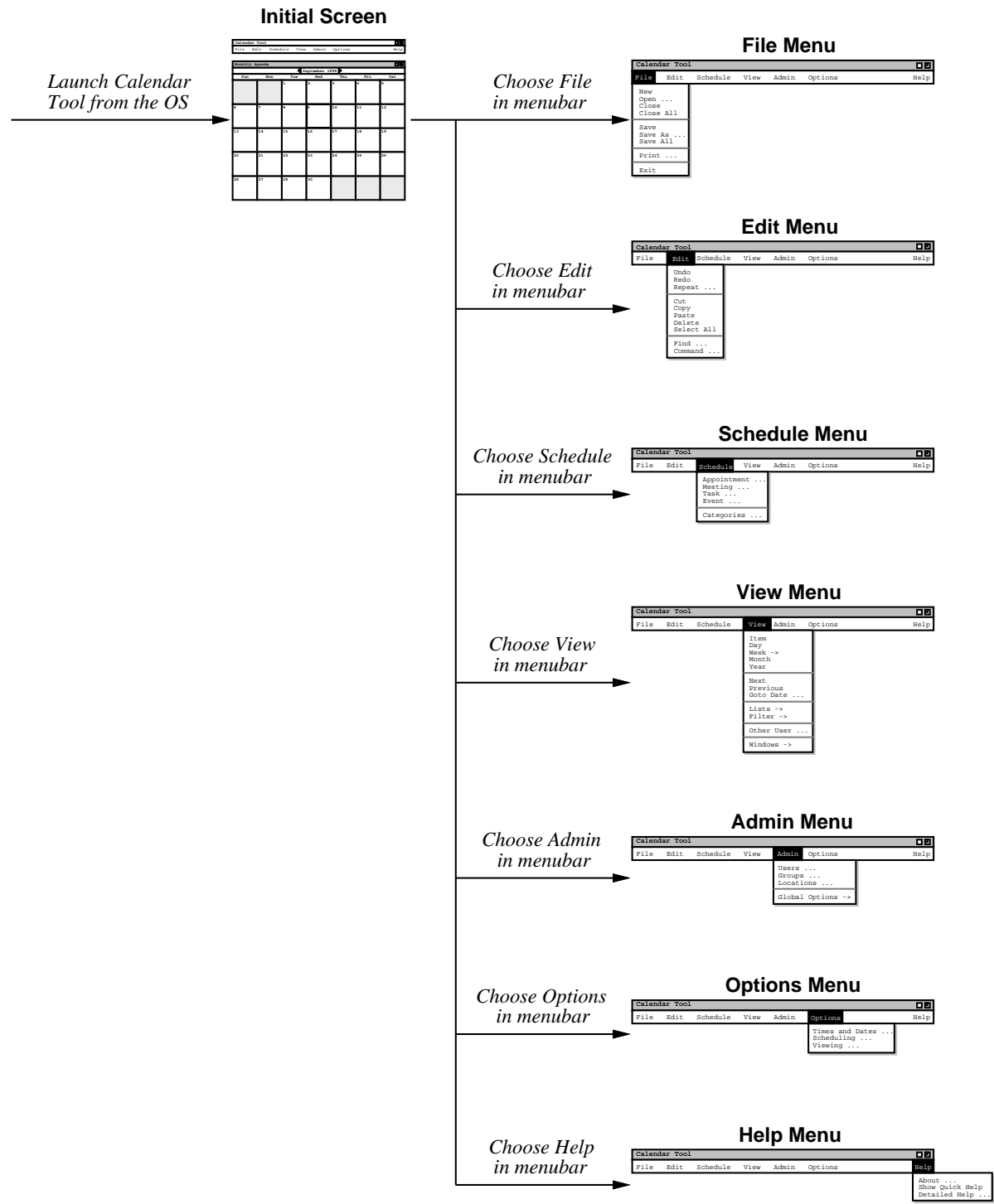
Screen maps, cont'd

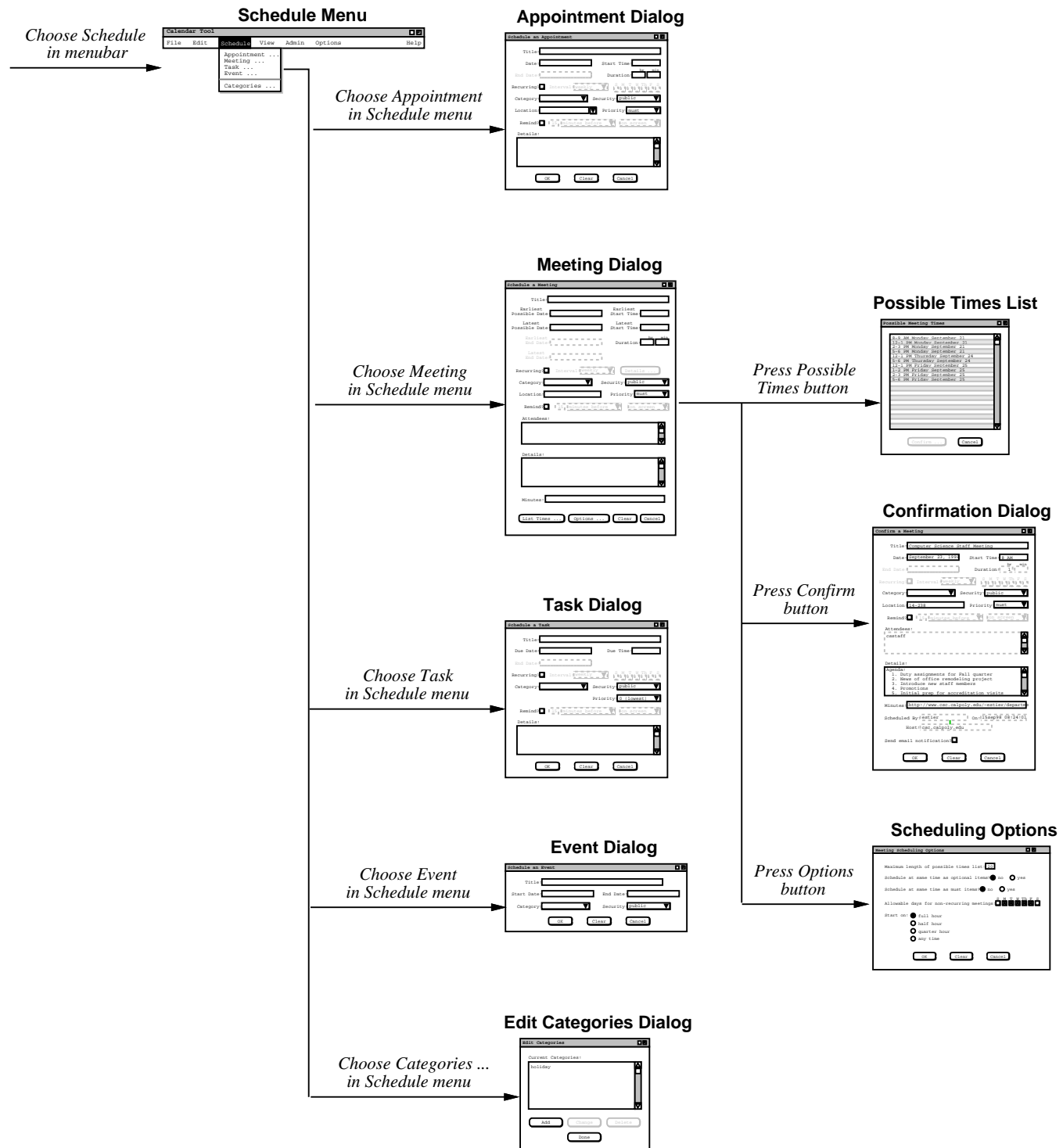
- C. Calendar Tool samples in detailed notes.
 1. Can sketch on big whiteboards or in hallways.
 2. Online, thumbnail images link into requirements.

Screen maps, cont'd

- C. Calendar Tool samples in detailed notes.
 1. Can sketch on big whiteboards or in hallways.
 2. Online, thumbnail images link into requirements.

- D. Screen maps *not required* for CSC 307.





XIII. A view of requirements evolution

A. SVN log report and snapshots.

B. Reported by 'svn log'.

- 1.** Bookkeeping at top.

- 2.** Versions r1 through r8.

Requirements evolution, cont'd

3. Log messages from '-m' argument to 'svn commit'.
4. History for "menus.idr".
5. For images, check in source file and/or binary.

Requirements evolution, cont'd

C. Excerpts from SVN log report:

r8 | gfisher | 2015-05-01 15:01:04

Replaced 'Admin Global Options' with 'Central Host', 'List Admins', and 'Login'. Also added 'View Today', 'View Windows Close', and 'File Save Config'.

...

r3 | gfisher | 2015-04-16 15:16:25

Added an 'All Items' item to 'View->Lists' submenu. Nuked submenus for Admin User, Group, and Room in favor of uniform dialog for each.

...

r1 | gfisher | 2015-04-10 14:51:35
Initial checkin.

D. Here are a couple screen shots:

Version 1.1:

