ÇANKAYA UNIVERSITY
FACULTY OF ENGINEERING
COMPUTER ENGINEERING DEPARTMENT

USER MANUAL

CENG 408

Innovative System Design and Development II

CSEK REQUIREMENT MANAGEMENT SYSTEM

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1.Introduction

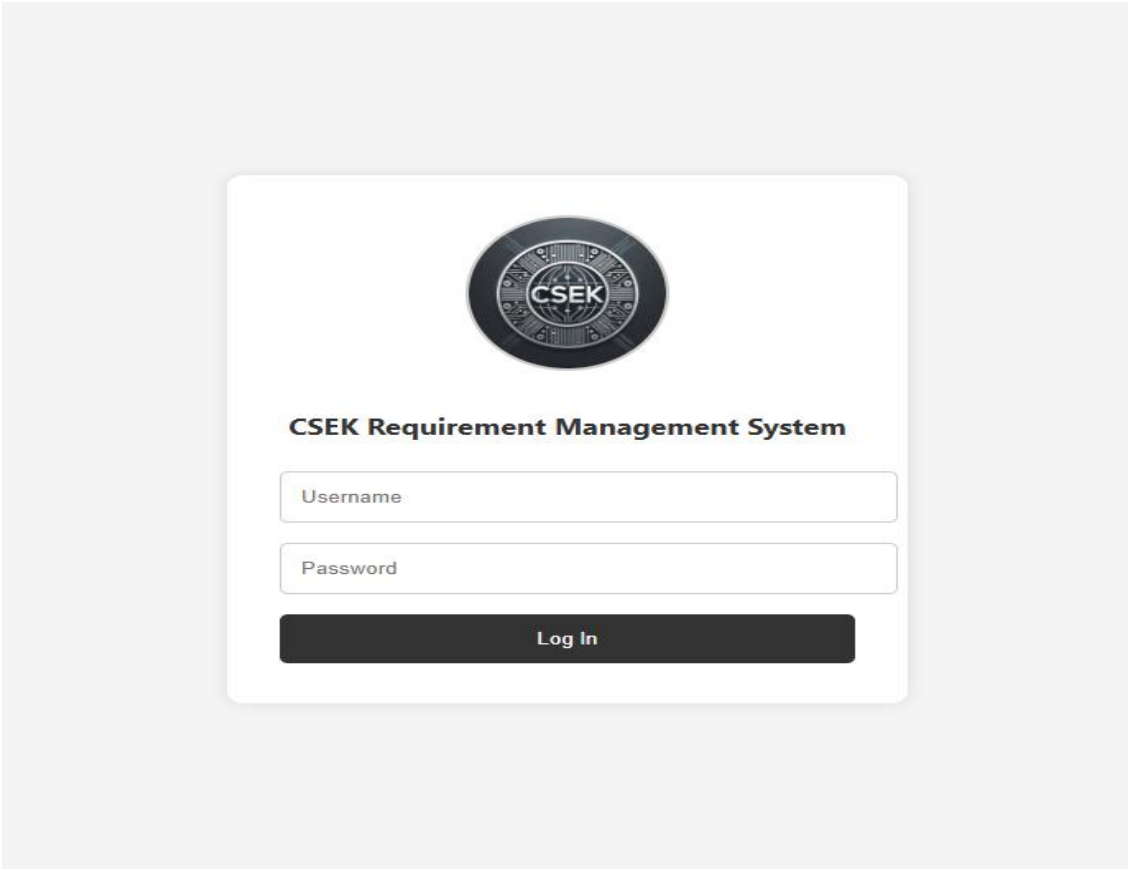
This user manual provides a guide to using the CSEK Requirement Management System, a web-based platform developed to effectively capture, organize, and manage requirements throughout the lifecycle of software and system development projects.

Accessible through any modern web browser, the system offers a user-friendly and dynamic interface. Users can securely log in using a username and password to access the main workspace. Within the system, requirements are organized into module-based tables, allowing for structured and clear data management. Users can add new requirements and define custom attributes by creating new columns tailored to their project's specific needs.

Connections between related requirements can be visualized to ensure traceability and clarity in requirement dependencies. The system also includes a Baseline feature, which allows users to save the current state of a module—including its requirements and their relationships—for future reference or version control purposes. Furthermore, the Changes feature provides a detailed log of all modifications made to requirements and attributes, showing when changes occurred and who made them. This enhances transparency across the project team.

2.Navigating the System

2.1Login Page



When the application is first launched, users are directed to the login page. To access the system, users must enter their username and password. After successful authentication, users are redirected to the main interface of the application.

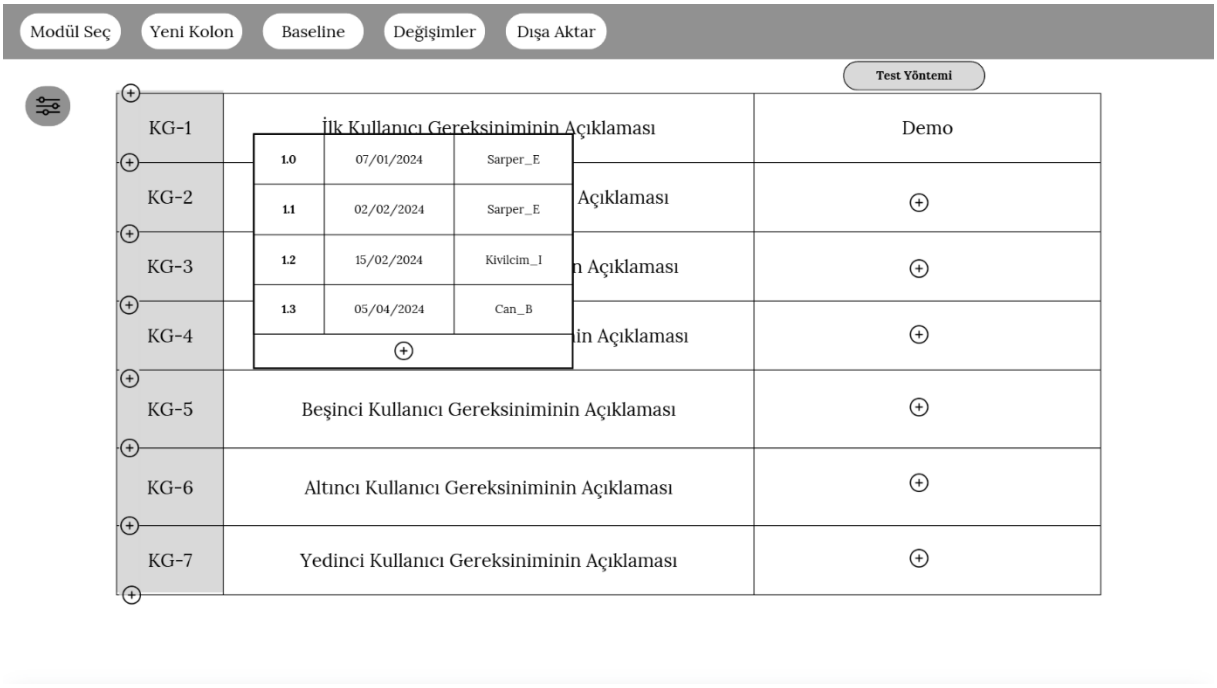
2.2Home Page

This screen serves as the main interface of the application. At the top section, users can access various control buttons to interact with the system. The bottom section displays the table corresponding to the currently selected module, showing its associated requirements. New requirements can be added easily by clicking the plus (+) button, which inserts a new row into the table for user input

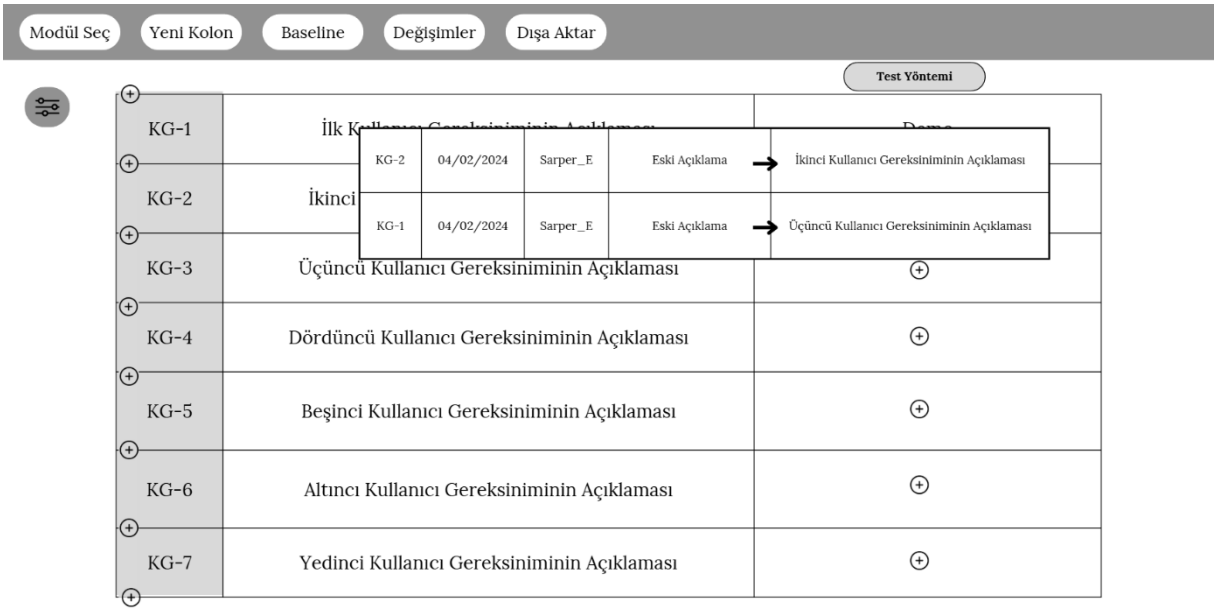
2.3Buttons

The first button is designated to retrieve and display the table data of the currently selected module. When clicked, it sends a request to the system to fetch all relevant requirements and attributes associated with the selected module, ensuring that the table reflects the most up-to-date information.

By clicking the "Yeni Kolon" (New Column) button, users can add a new attribute column to the table for defining additional properties of the requirements.

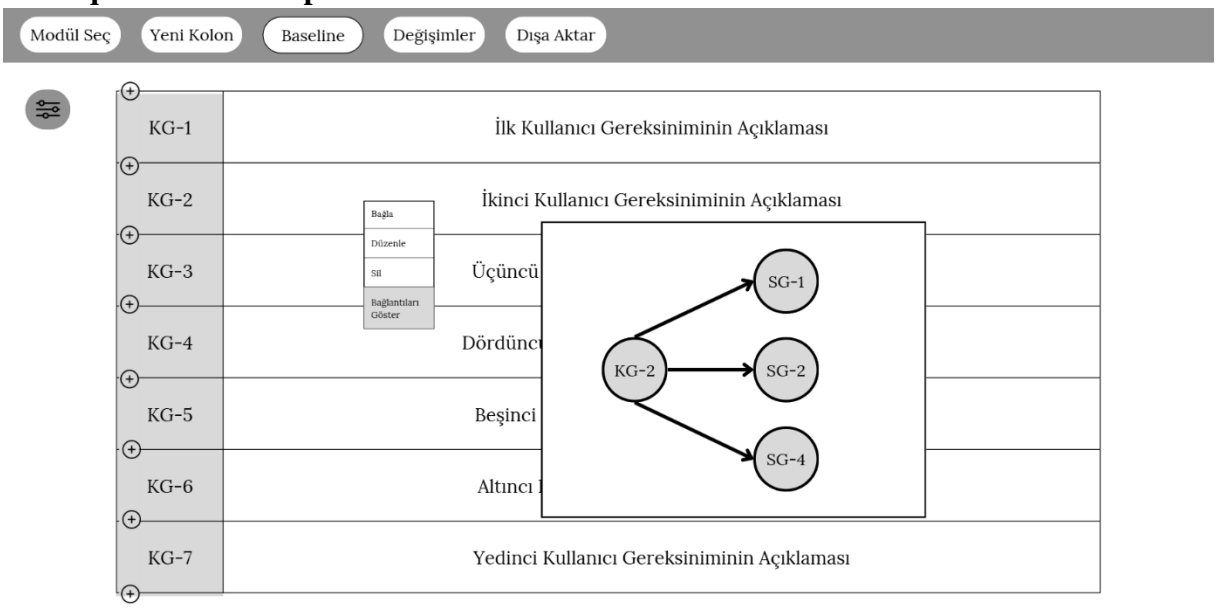


Baseline is used to save the current module contents and the connections between requirements. When needed, we can retrieve these saved records.



By clicking the "Değişimler" (Changes) button, users can view a detailed log of modifications made to requirements and attributes within the modules. This includes information about what was changed, who made the change, and when it occurred. The change log enhances traceability throughout the project lifecycle

2.4Requirement Manipulation:



By right-clicking on any requirement, users can perform various actions to manage it—such as editing its content, deleting it, creating, or viewing existing connections. (In the current screen, the "Bağlantıları Göster" option has been selected, which visually displays all linked requirements for easier traceability and relationship management.)