

A Project/Dissertation Review-1 Report

on
CLICKBUZZ: THE PHOTOGRAPHY PLATFORM

*Submitted in partial fulfillment of the
requirement for the award of the degree of*

B.TECH (CSE)



(Established under Galgotias University Uttar Pradesh Act No. 14 of 2011)

**Under the Supervision of
Dr .Sampath Kumar:
Professor**

Submitted By

Lalit Pant 18SCSE1120029
Kamal Bhatt 18SCSE1050019

**SCHOOL OF COMPUTING SCIENCE AND ENGINEERING
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
GALGOTIAS UNIVERSITY, GREATER NOIDA
INDIA
OCTOER, 2021**

ABSTRACT

'Click Buzz the photography platform' will be a simple website where interested users can login using their email id and password and can join photography contests, learn editing, browse work of different artists. The key features of the platform will be the following:

- Access to the site secured by login.
- Search facility for finding different users.
- Search facility for finding and joining different photography contests.
- Easy addition and updating their own art.
- Access to the editing courses provided.
- A contact us tab will be there to reach our team.

This project is aimed to developing a website for photography lovers where they can learn photography. The photography project is written in html. The project file contains a many file (index.html, display.css). This is a simple website which is very easy to understand and use. It uses. Talking about the website, the user can easily get a photography course & can earn money by taking part in different photography contest. There will be many lightroom and photoshop tutorials available in our website from where you can learn editing and enhance your skills.

1. Existing Problem

1) Numerous people face the problem of their backend crashing whenever they do a major or even a minor change in the format of their database. This is the most common problem faced during these types of projects so instead of wasting your time to analyse whole of your codes again you can simply sign up for some paid website and there you can create your own database, this might cost you a few but it is a very small amount in front of the benefits offered.

2) The next problem which is not so common but then too faced by some of us is that the device on which user is opening our website (like a laptop or Smartphone) as every device have different screen size so to solve this issue we have used media-query which helps us to define different UI for different screen sizes.

2. Proposed Solution

Solution

Here are a few ways to reduce the risk of payment frauds and issues.

1. Add verified payment processors to our website.
2. Wages should be fixed
3. Monitor latest payment fraud trends
4. Encrypt transactions and emails with confidential information

3. Tools and Technology

Visual Studio Code is a free source Code made by Microsoft for windows, Linux and macOS.

Visual Studio Code was announced on April 29, 2015, by Microsoft at the 2015 Build conference. A Preview build was released shortly thereafter.

On November 18, 2015, Visual Studio Code was released under the Expat License and its source code posted to GitHub. Extension support was also announced.

On April 14, 2016, Visual Studio Code graduated the public preview stage and was released to web.

Features-

Visual Studio Code is a source-code editor that can be used with a variety of programming languages, including Java, JavaScript, Go, Node.js and C++. It is based on the Electron framework,[18] which is used to develop Node.js Web applications that run on the Blink layout engine. Visual Studio Code employs the same editor component (codenamed "Monaco") used in Azure DevOps (formerly called Visual Studio Online and Visual Studio Team Services).

Language support-

Out-of-the-box, Visual Studio Code includes basic support for most common programming languages. This basic support includes syntax highlighting, bracket matching, code folding, and configurable snippets. Visual Studio Code also ships with IntelliSense for JavaScript, TypeScript, JSON, CSS, and HTML, as well as debugging support for Node.js. Support for additional languages can be provided by freely available extensions on the VS Code Marketplace.

4. Result and Output

- i. Access and convenience 24 hours.
- ii. Monetization from their photographs.
- iii. Expanding the scope of the business.

iv. Platform to aspirant photographers.

5. Conclusion and Future Scope

This project will help the aspiring photographers to get a platform to show their skills.

This module consists of how a user can showcase his/her passion about photography in this website. The user will then have to register themselves on the application for validation purposes and further can upload his/her photographs. The user can also participate in different photography contests occurring all over the world. This web application is kind-of social media for only photographers. Where different kinds of photographers (Sports Photographer, Fashion photographer, Wedding Photographer, Architectural Photographer, Travel Photography etc.). We have also included Contact Us button where user can contact the support team for any issues. This web application also includes different photography courses available for paid users only

List of Tables

Table No.	Table Name	Page Number
1.	Table for Student Data	3
2.	Table for Faculty Data	4

List of Figures

Figure No.	Table Name	Page Number
1.	UML Diagram	7
2.	Data Flow Diagram	8

Acronyms

B.Tech.	Bachelor of Technology
M.Tech.	Master of Technology
BCA	Bachelor of Computer Applications
MCA	Master of Computer Applications
B.Sc. (CS)	Bachelor of Science in Computer Science
M.Sc. (CS)	Master of Science in Computer Science
SCSE	School of Computing Science and Engineering

Table of Contents

Contents

Title	Page No.
Candidates Declaration	I
Acknowledgement	II
Abstract	III
Contents	IV
List of Table	V
List of Figures	VI
Acronyms	VII
Chapter 1 Introduction	1
1.1 Introduction	2
1.2 Formulation of Problem	3
1.2.1 Tool and Technology Used	
Chapter 2 Literature Survey/Project Design	5
Chapter 3	9
REQUIREMENTS, FEASIBILITY AND SCOPE/OBJECTIVE	
Functionality/Working of Project	
Chapter 4 Results and Discussion	11
Chapter 5 Conclusion and Future Scope	41
5.1 Conclusion	41
5.2 Future Scope	42
Reference	43
Publication/Copyright/Product	45

Introduction

1.1 INTRODUCTION

'Click buzz the photography platform' will be a simple website where interested users can login using their email id and password and can join photography contests, learn editing, browse work of different artists. The key features of the platform will be the following:

- Access to the site secured by login.
- Search facility for finding different users.
- Search facility for finding and joining different photography contests.
- Easy addition and updating their own art.
- Access to the editing courses provided.
- A contact us tab will be there to reach our team.

This project is aimed to developing a website for photography lovers where they can learn photography. The photography project is written in html. The project file contains a many file (index.html, display.css). This is a simple website which is very easy to understand and use. It uses. Talking about the website, the user can easily get a photography course & can earn money by taking part in different photography contest. There will be many lightroom and photoshop tutorials available in our website from where you can learn editing and enhance your skills.

1.2 FORMULATION OF PROBLEM

Problem: - Can help the photographers to learn photography skills through video tutorials and also help to earn money for their work.

The objective of photography project aimed to developing a website for photography lovers where they can learn photography. The photography project is written in html. The project file contains a many file (index.html, display.css). This is a simple website which is very easy to understand and use. It uses. Talking about the website, the user can easily get a photography course & can earn money by taking part in different photography contest. There will be many lightroom and photoshop tutorials available in our website from where you can learn editing and enhance your skills.

Purpose

The purpose is to design software for photographers

1.2.1

TOOLS AND TECHNOLOGIES

Click Buzz the website design is a way to build encoding codes, modules in HTML, CSS3, JavaScript and Bootstraps structure, composition and system information to just to satisfy the needs.

System Module Description:

- Coding (HTML, CSS, JavaScript, Bootstraps)
- Seller
- Customer

Introduction

CODING

Household management website website is made by scripting languages like HTML,CSS3,JavaScript and Bootstrap .This markup language make the website more attractive and useful and user-friendly to use and shopping .Markup languages help in making the things more attractive and imaginary.

HTML

HTML is HyperText markup language .It is an emerging technology, cascading style sheets, could eliminate many of the HTML table could be used to control the layout of a webpage. A web designer might separate the header, body text, and sidebar of a webpage by putting each into a distinct cell. Additionally, the net designer could put each link button on the header and sidebar into a separate cell so he or she could define unique properties for every button. Then, within the body of the page, the net designer could separate the textual and graphical elements into different cells to regulate spacing and other attributes individually.

CSS

CSS may be a formatting language want to add styling to your page. This can be done by having the CSS document linked into your html page. This page then has selectors and properties which affect the tags inside your html document.CSS was introduced in 1996. It had been created to prevent people from having to repeat plenty of code. For instance, if someone wanted to alter the paragraph text, they'd should have intercourse every single time they wanted to alter the properties. CSS has since become more adapted to having more features, for instance we will now use the tools and alter the background to an enormous array of colors.

JAVA SCRIPT

JavaScript is a powerful client-side scripting language. JavaScript is employed mainly for enhancing the interaction of a user with the net page. In other words, you can make your web content more lively and interactive, with the assistance of JavaScript. JavaScript is additionally being employed widely in game development and Mobile application development.

BOOTSTRAP

Bootstrap could be a web framework that focuses on simplifying the event of informative sites. The primary purpose of adding it to an internet project is to use Bootstrap's choices of color, background effect, mobility size, font and layout to it project. As such, the primary factor is whether or not the developers answerable find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. The result an identical appearance for prose, tables and form elements across web browsers. In addition, developers can cash in of CSS classes defined in Bootstrap to customize the look and component of their tools of their contents. Bootstrap is used for light-and dark-colored tables, more prominent pull quotes, page headings, and text with a highlight.

Cameras are used by a wide variety of people for an equally wide variety of purposes. Photography is an egalitarian art form. Unlike painting or sculpture which generally require relatively extensive skills and training before the amateur is able to produce a piece that recognizably represents reality, the camera allows even the rankest of amateurs to produce an image that allows easy identification of its subject.

While additional training and practice can help distinguish gifted photographers from the masses, the fact that automatic exposure and focusing allows anyone at all to produce a decent image makes photography unusual.

This democratizing nature of photography has been recognized since the medium's earliest days. In 1839, the inventor of the Daguerreotype wrote, "By this process, without any idea of drawing, without any knowledge of chemistry or physics, it will be possible to take in a few minutes the most detailed views, the most picturesque scenery, for the manipulation is simple and does not demand any special knowledge, only a little care and practice is necessary in order to succeed perfectly" (Daguerre, 1839/1980).

The result of this ease of use is that cameras have become ubiquitous in much of the world. Masses of people armed with cameras and cam-earphones stand ready to document people, places and events at a moment's notice.

Digital photography being used for computer mediated communication is involved in the legal system at several levels. Forensic teams take photographs of crime scenes; police use automatic cameras to photograph license plate numbers of cars speeding, running red lights, and driving in restricted areas; the wounds of assault and abuse victims are documented with photographs; and citizen's photographs of crimes and of inappropriate or illegal behavior by the police themselves are used to identify and potentially prosecute or reprimand perpetrators .

Digital photography is allowing police to more aggressively prosecute certain types of crimes, including domestic abuse cases. Whereas blurry snapshots used to take weeks to wend their way through processing labs and their way to the courtroom, digital photographs of bruises and wounds can immediately be sent electronically to judges and prosecutors who can use the evidence to prosecute abuse cases even without the victim's consent (Kershaw, 2002).

Domestic abuse victims are often unwilling to press charges against their abusers, but prosecutors have pushed for "mandatory prosecution" policies that allow prosecution without the cooperation of victims.

3.1. REQUIREMENTS.

Hardware:

1. Processor: Minimum 2.0GHz requires.
2. Ram: 2 GB.
3. Hard Disk: 10 GB.
4. Input device: Standard Keyboard and Mouse.
5. Output device: VGA and High-Resolution Monitor.

Software:

Operating System: Windows 7, 8, 8.1 or 10

Net Framework:4.5.1 or above

Language: JS, HTML5, CSS

Tool: Visual Studio, MATLAB, bootstrap, WordPress, photo shop.

3.2. FEASIBILITY.

It's far the procedure with the aid of which the development of a records gadget company is beneficial or effective. It's miles designed to determine if a brand new development is needed. The program. This web page introduces the program into the context of gaining knowledge of why it really works higher than it presently does the machine. 3 key regions of potential studies are recognized: operational feasibility, generation feasibility, financial viability, and order of making plans. Subsequent research was achieved to decide whether the system will take the following step in improvement: feasibility method how sensible approach to the hassle feasibility evaluation for website initiatives the general idea of feasibility is associated with initiatives of all sectors. Whenever a venture of any type is to be carried out systematically, via cautious attention and - anywhere feasible - the size of the parameters involved, feasibility observation will become a fundamental part of the project paintings. Within the subject of software development, due mainly to conceptual difficulties in figuring out the proper parameters to measure, this engineering approach has been slow to take preserve. Net improvement, as a related sub-field, has suffered from equal hassle. An important query to be taken into consideration is that a feasibility observation needs to be surprisingly reasonably priced and quick, and it must inform the selection of whether or not to head ahead with an extra detailed evaluation. The input to a feasibility study is an outline description of the gadget and how it'll be used within an enterprise and the result needs to be a document that recommends whether or not it's far really worth wearing on with the improvement of the venture. A more well-known description of the targets of feasibility in which it is defined as having to cowl 4 extraordinary dimensions every time a new gadget (hardware or software) is to be introduced, there's a need to examine the brand new gadget

in every component or way before running on it. We get the idea of whether the mission is okay or no longer.

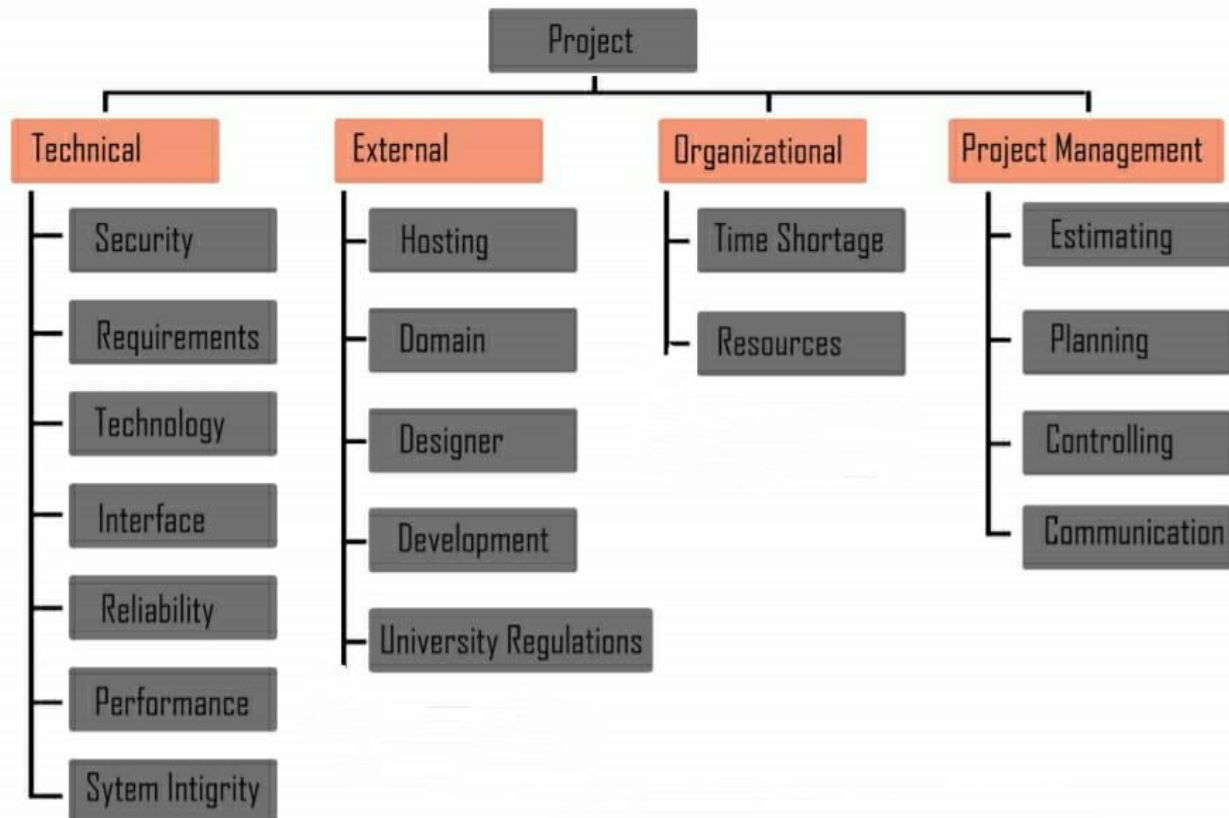


FIGURE-1

SCOPE:

This project is aimed to developing a website for photography lovers where they can learn photography. The photography project is written in html. The project file contains a many file (index.html, display.css). This is a simple website which is very easy to understand and use.

There are numerous steps within the website design and development system. From gathering initial records to the introduction of your website, and finally to protection to hold your internet site updated and contemporary.

Despite traditional knowledge, the core part of our portfolio internet site improvement and design isn't always essential for the coding method. Indeed, such technology as HTML, CSS, and java script provides the net we realize its form and define the way we interact with the facts. But what typically remains backstage and, at the identical time, stays the essential part of our website improvement life cycle are the levels of initial facts collecting, distinctive planning, and publish-launch preservation.

In this file, we're explaining and showing the evaluation of our internet site. The general quantity of development levels commonly varies from five to 8, but on every occasion, the complete image stays pretty tons equal. Permit's pick the common price.

So, here are seven main steps of our web project:

- 1) Information Gathering,**
- 2) Planning,**
- 3) Design,**
- 4) Content Writing and Assembly,**
- 5) Coding,**
- 6) Testing, Review and Launch,**
- 7) Maintenance.**

Website Development Timeline-

When we think of building a website, our thoughts rotate around two main issues – price and time. These two values depend largely on the size and scope of the project. To outline the whole development process, we created a website development timeline, adding tasks, and establishing milestones for our project. It is the best way to track our project implementation to make sure we keep up with the idea. For this purpose, we prefer to use gantPro – a convenient, intuitive Gantt chart for online project planning. See the screenshot below:

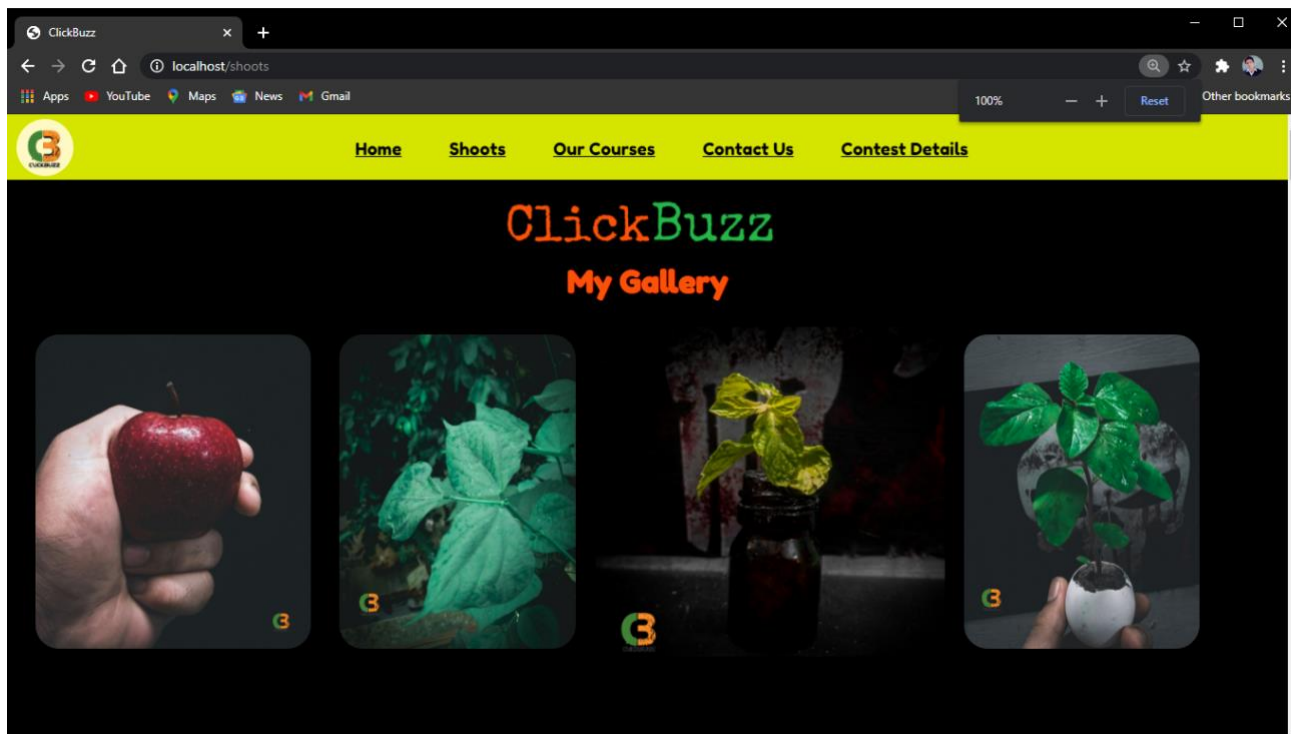


Figure-2

We've prepared a detailed description of the whole portfolio website development process, estimated time for each step, and a checklist to double check that doesn't miss anything.

Website Development Life Cycle

Step 1. Gathering Information: Purpose, Main Goals, and Target Audience

This stage, the stage of coming across and studying, determines how the following steps will appear to be. The most essential project at this factor is to get clean expertise of our destiny internet site purposes, the main dreams we want to get, and the audience we need to attract to our website online. Such sort of an internet site improvement questionnaire helped to develop the first-class strategy in addition to undertaking control.

Unique forms of websites offer traffic with distinctive functionality, which means that different technology has to be used in keeping with functions. A properly described and designated plan primarily based on this pre development information can defend us from spending extra sources on solving sudden troubles which includes layout changing or adding the functionality that wasn't to start with planning.

Estimated time: from 1 to 2 weeks

Step 2. Planning: Sitemap and Wireframe Creation

At this stage of the website development cycle, the we created the data that allows a customer to judge how the entire site will look like.

Based on the information that was gathered together in the previous phase, the **sitemap** is created. Here is the sitemap of the XB Software website:



Fig-3

The sitemap should describe the relations between the main areas of our website. Such representation could help understand how usable the final product will be. It can show you the “relationship” between the different pages of a website, so you can judge how easy it will be for the end-user to find the required information or service if he starts from the main page. The main reason behind the sitemap creation is to build a user-friendly and easy to navigate website.

The sitemap allows us to understand how the inner structure of a website looks like but doesn't describe the user interface. Sometimes, before we start to code or even work on a design, there's a necessity to get approval from a customer that everything looks fine so we can begin the next phase of developing. In this case, a **wireframe** or **mock-up** is created. A wireframe is a visual representation of the user interface that we were going to create. But it doesn't contain any design elements such as colors, logos, etc. It only describes the elements that will be added to the page and their location. It's artless and cheap in production sketch.

We used Moqups. Here's how the wireframe can look like:

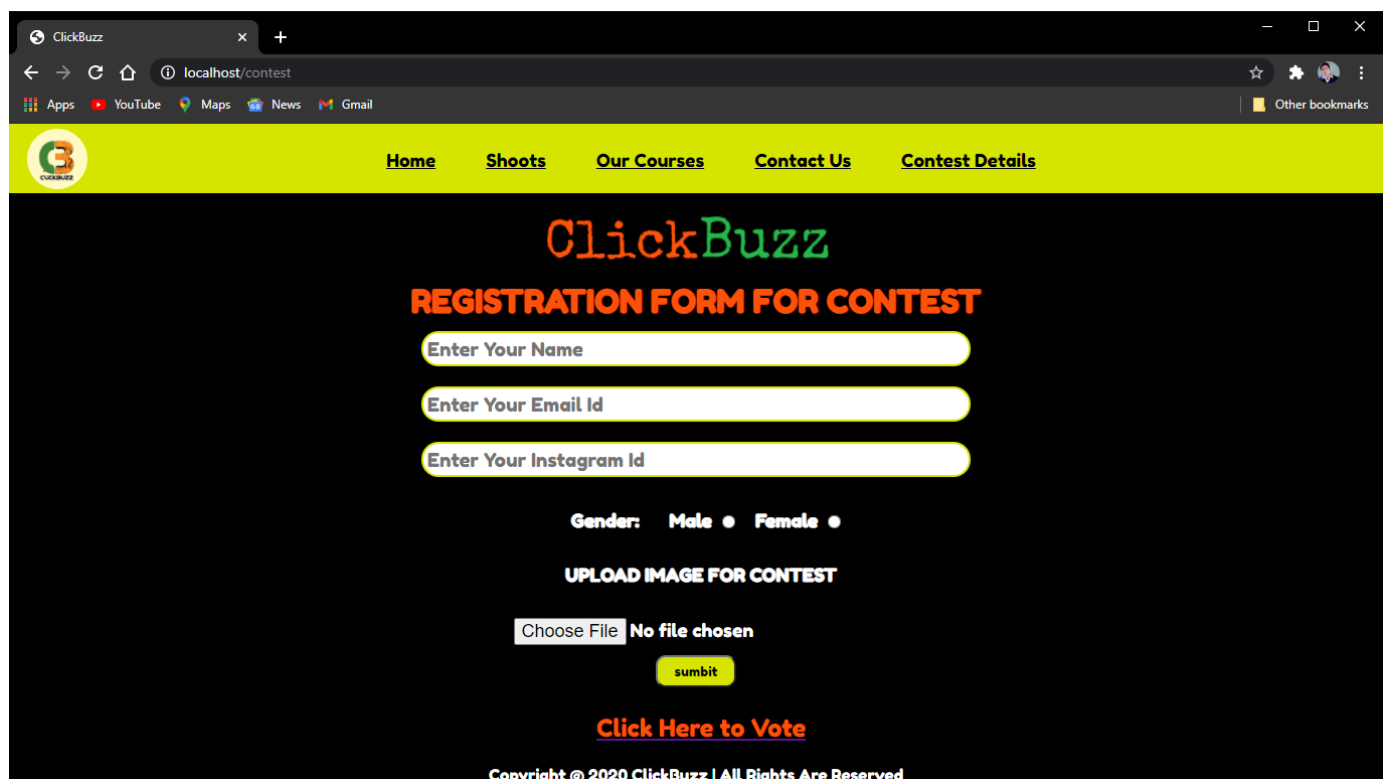


Fig-4

The other important thing is select technology stack – programming language, frameworks, CMS that you're going to use.

Estimated time: from 2 to 5 weeks

Step 3. Design: Page Layouts, Review, and Approval Cycle

Throughout the layout segment, our internet site took shape. All the visible content material, together with pix, photos, and movies is created at this step. Once more, all the data that was collected through the first segment is essential. The client and audience ought to be stored in thoughts even as we worked on a layout.

The website layout is the result of our tough and time taking work. It may be a picture caricature or an actual photograph design. The number one function of the layout is to represent the shape of the record, visualize the content material, and demonstrate the primary capability. Layouts include colors, logos, images and can provide a general understanding of the destiny product.

After that, the customer can review the layout and ship us their comments. If the consumer isn't sure approximately a few aspects of our design, we exchange the format and send it again to them. This cycle must be repeated until the consumer is completely satisfied.

Estimated time: from 4 to 6 weeks

Step 4. Content Writing and Assembly

Content writing and compiling generally overlap with other tiers of website advent, and its position can't be underestimated. at this step, it is essential to put in writing the very essence we'd want to speak to the target audience of our website and upload calls-to-movement. Content material writing additionally entails the advent of catching headlines, textual content modifying, writing new text, compiling the prevailing text, etc., which takes effort and time. Customarily, the patron undertakes to offer internet site content geared up to migrate to the site. It's far better whilst all website content material is supplied earlier than or in the course of website coding.

Estimated time: from 5 to 09 weeks

Step 5. Coding

At this step, finally, we began developing the website itself. Picture elements that have been designed at some stage in the preceding levels be used to create a real website. Generally, the home web page is created first, and then all sub-pages are added, according to the website hierarchy that changed into previously created inside

the shape of a sitemap. Frameworks and CMS are implemented to make sure that the server can handle the installation and set-up easily.

All static internet page factors that had been designed at some point of the mock-up and layout introduction be created and examined. Then, special features and interactivity are brought. A deep understanding of the website development era that we were going to use is crucial in this section.

When we use CMS for web page introduction, we additionally established CMS plugins at this step if there's a want. The other vital step is search engine optimization (search engine optimization). SEO is the optimization of website elements (e.g., name, description, keyword) that could help our website attain better scores inside the search engines. And, once more, valid code is pretty essential for search engine optimization so we're operating on it.

Estimated time: from 6 to 15 weeks

Step 6. Testing, Review, and Launch

Testing is probably the most routine part of a process. Every single steps be tested to make sure that there are no broken ones among them. We try to check every form, every script, run a spell-checking software to find possible typos. Use code validators to check if our code follows the current web standards. Valid code is necessary, for example, if cross-browser compatibility is crucial for us.

After we check and re-check our website, it's time to upload it to a server. An FTP (File Transfer Protocol) software is used for that purpose. After we deployed the files, we run yet another, final test to be sure that all our files have been installed correctly.

Estimated time: from 2 to 3 weeks

Step 7. Maintenance: Opinion Monitoring and Regular Updating

What's important to remember is that a website is more of a service than a product. It's not enough to "deliver" a website to a user. We also did to make sure that everything works fine, and everybody is satisfied and always be prepared to make changes in another case.

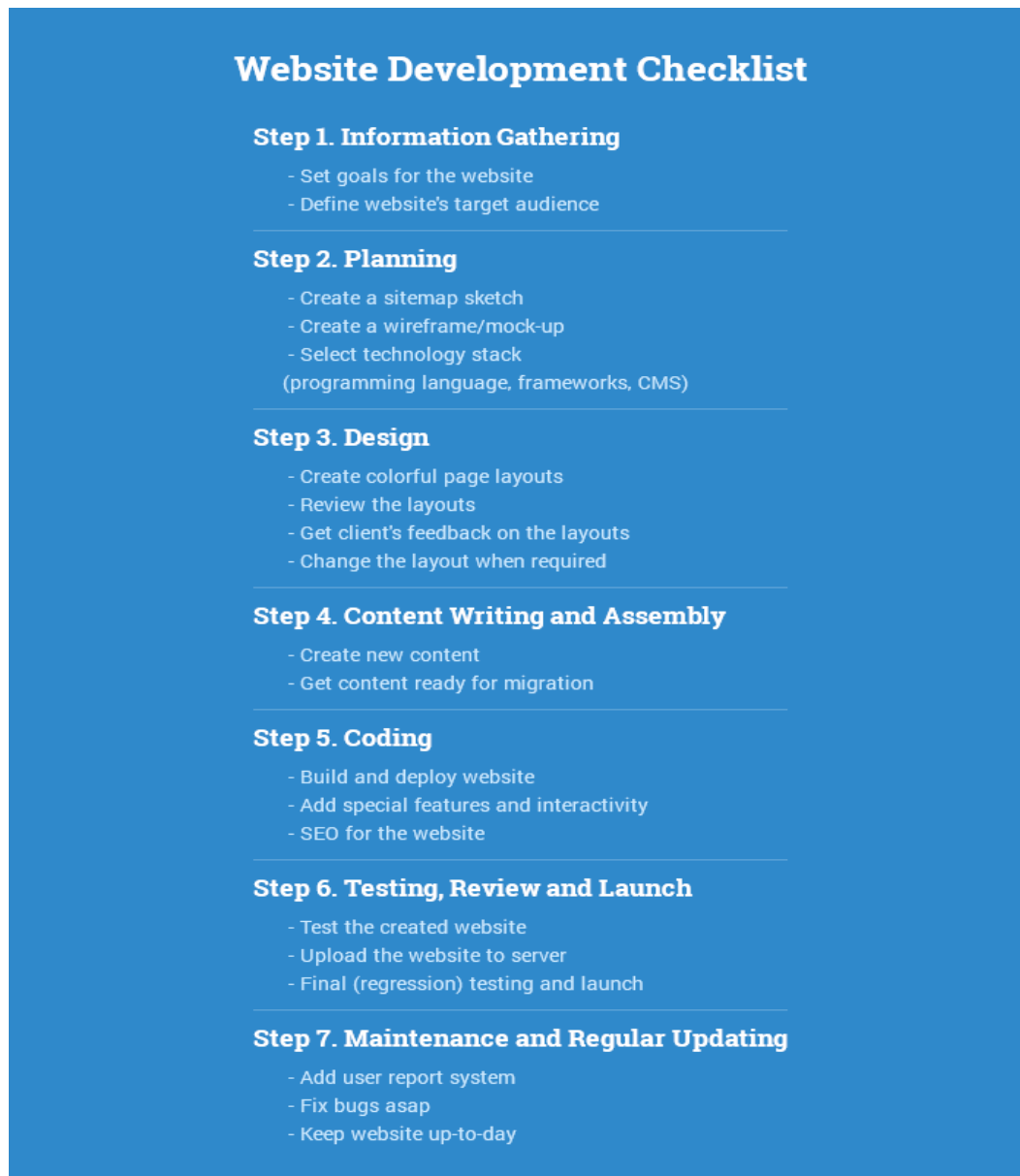
The feedback system added to the site will allow us to detect possible problems the end-users face. The highest priority task, in this case, is to fix the problem as fast as we can. If we won't, we may find one day that our users prefer to use another website rather than put up with the inconvenience.

The other important thing is keeping our website up to date. If we use a CMS, regular updates will prevent you from bugs and decrease security risks.

Estimated time: ongoing

Bonus: Website Development Checklist

To make sure we didn't miss anything and do work on time, grab this checklist:



Website Development Checklist

Step 1. Information Gathering

- Set goals for the website
- Define website's target audience

Step 2. Planning

- Create a sitemap sketch
- Create a wireframe/mock-up
- Select technology stack
(programming language, frameworks, CMS)

Step 3. Design

- Create colorful page layouts
- Review the layouts
- Get client's feedback on the layouts
- Change the layout when required

Step 4. Content Writing and Assembly

- Create new content
- Get content ready for migration

Step 5. Coding

- Build and deploy website
- Add special features and interactivity
- SEO for the website

Step 6. Testing, Review and Launch

- Test the created website
- Upload the website to server
- Final (regression) testing and launch

Step 7. Maintenance and Regular Updating

- Add user report system
- Fix bugs asap
- Keep website up-to-day

Figure-05

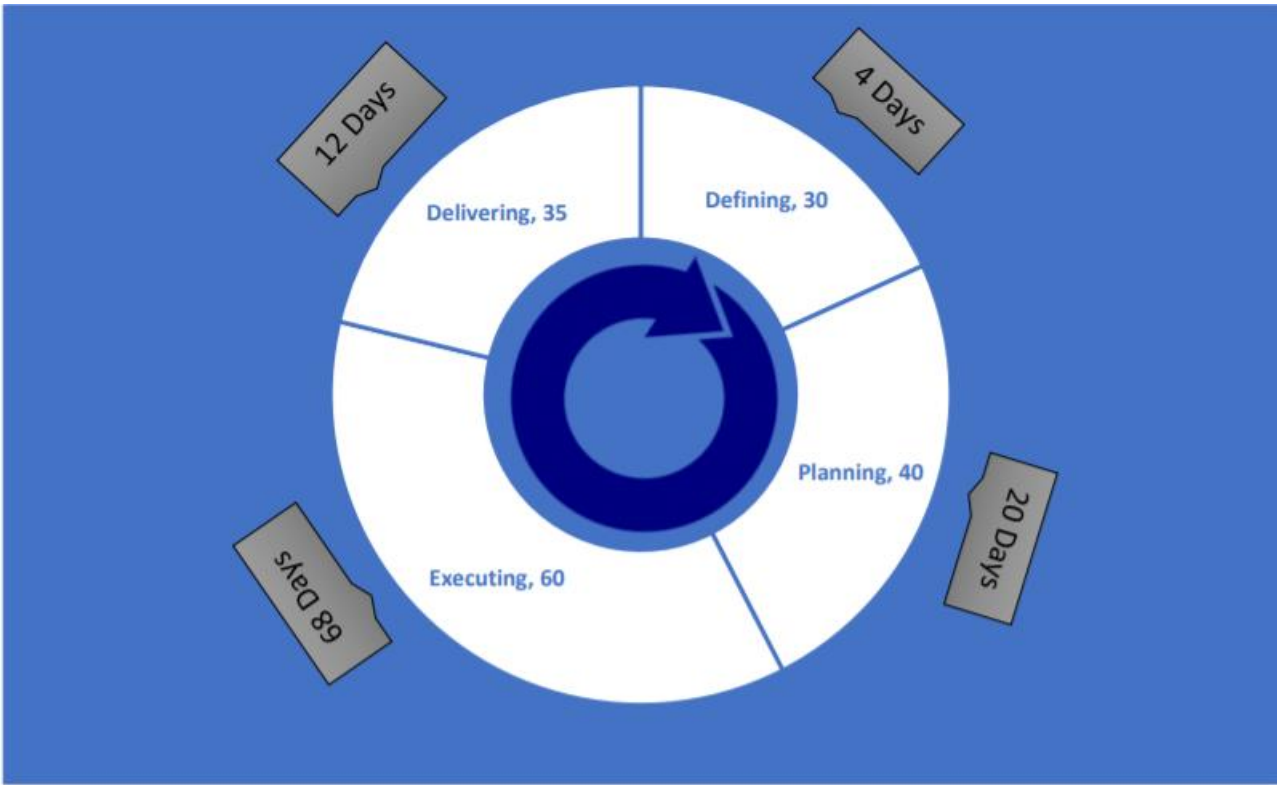


Fig: Product Life Cycle with Level of Effort and days

Fig-06 (Product Life Cycle)

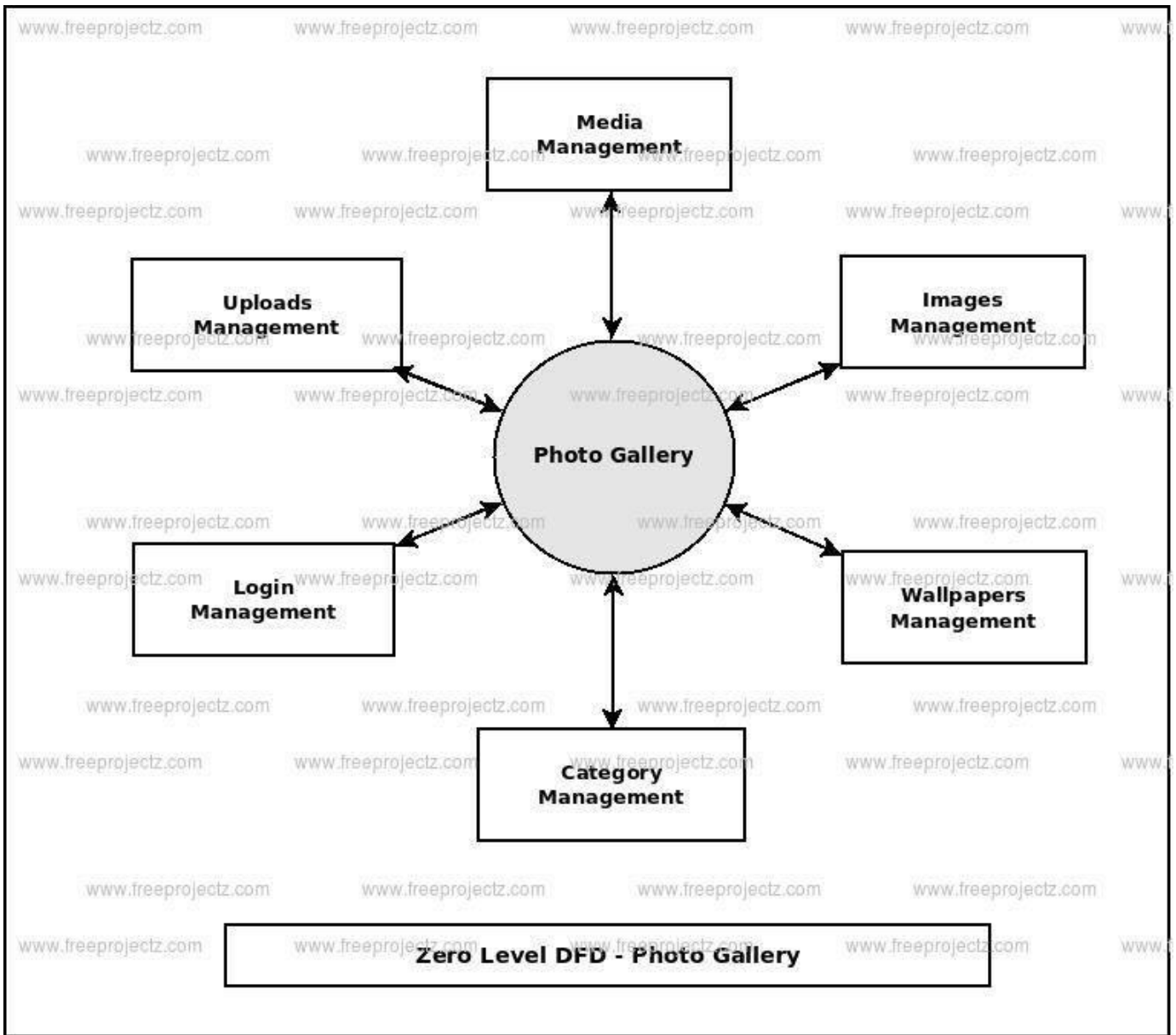


Figure 7: Flow Chart Diagram

4. IMPLEMENTATION AND TESTING

Having an online architecture portfolio is essential to landing a job at the firm of your dreams. Follow this guide for the best practices and unique ideas for your portfolio.

Whether you're applying to a firm or working as a freelance architect, you'll need a solid portfolio to prove your worth as an architect—and in the digital age, it only makes sense to build your portfolio online. While it's ideal that you put together a printed or PDF portfolio, adding a professional website to your arsenal makes it easier for firms and potential clients to contact you and even share your work.

Here, we've put together a guide to everything you need to know to build a killer online architecture portfolio. Along with tips and best practices, you'll also find a list of simple and clean portfolio sites made with Format that you can turn to for inspiration.

1. Portfolio viewing, User Login, Subscribing to Paid content, Contacting photographers, watching video tutorials. Any Information System needs to communicate with external entities, human users or other computers. Presentation layer allows these entities to interact with the system; it can also be implemented as a GUI interface and can be referred to as the client of the IS. Application layer do more than information delivery, they perform data processing (Business Logic and calculation) behind the results being delivered.

Strategic-

Strategic Management Diagram

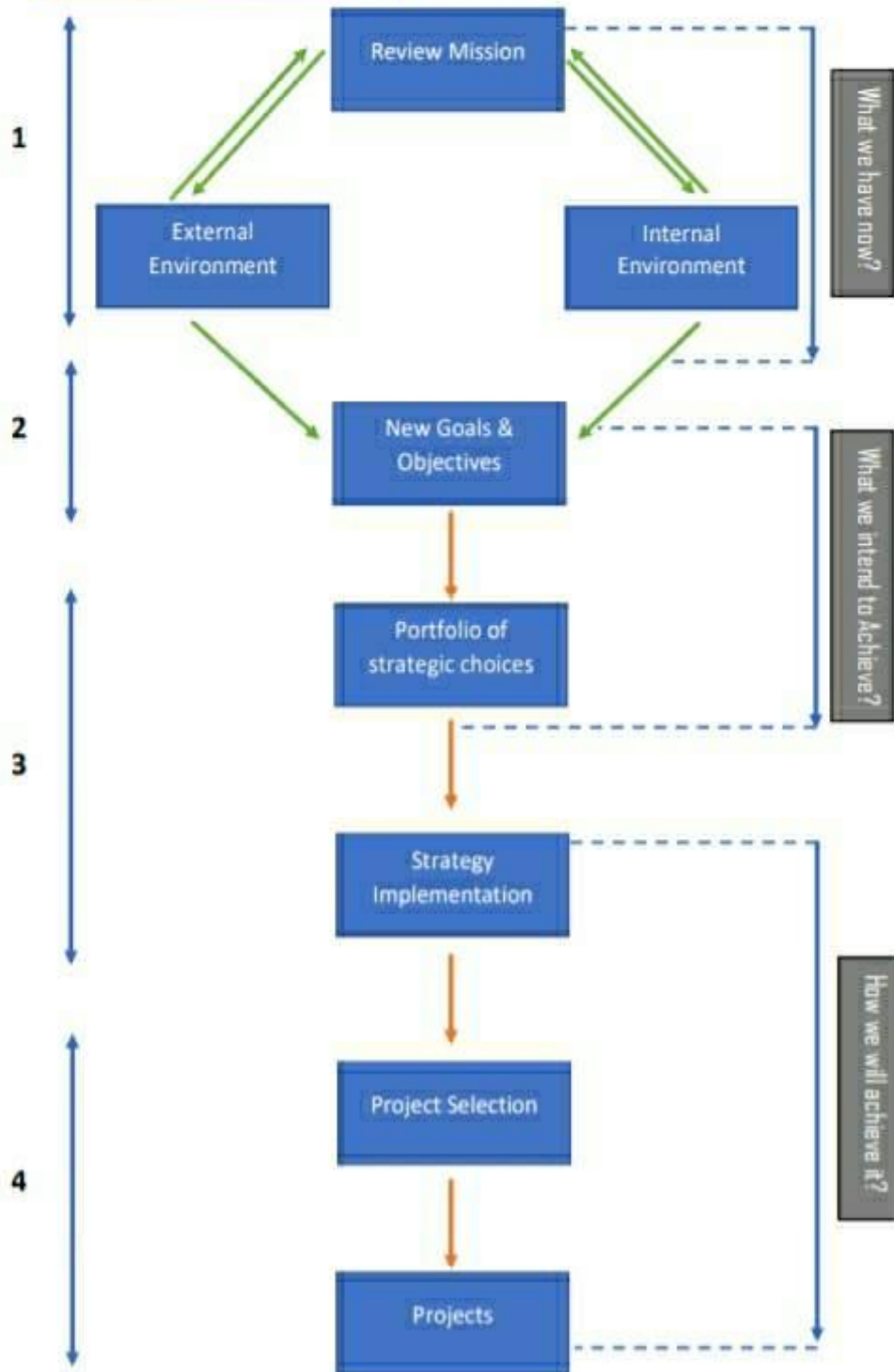


Fig-08

II. Description for Responsibility for Implementation(R=Responsible S=Supports)

Task	Lalit Pant	Kamal Bhatt
Graphic Design	S	R
Purchase	R	R
Web Development	R	S
Testing	R	S
Roll Out & Training	R	R

-> Swot Analysis-

Before formulating any strategy, it is essential to predict the situation. To predict we need to use any analytical matrix. Here we used simple SWOT matrix.

	HELPFUL	HARMFUL
INTERNAL ORIGIN	Strength	Weakness
	<ul style="list-style-type: none"> I. Good Integration with Department's personnel. II. Specialized only in Website building. III. Better team communication. IV. Use of the latest advanced technologies. 	<ul style="list-style-type: none"> I. As all the members are of same age, lack of Chain of Command may arise. II. Relatively less experienced team. III. The team isn't a registered organization. IV. Lack of Human Power.
EXTERNAL ORIGIN	Opportunity	Threats
	<ul style="list-style-type: none"> I. Low cost and almost no investment. II. Can hire specialist on demand. III. Less bureaucratic procedures. IV. Direct supervision of client. V. Open for any strategy change. 	<ul style="list-style-type: none"> I. Large IT firms offerings. II. No initial hosting space for testing. III. Greater fluctuations in project costs. IV. Domain frauds. V. Price hike of components required. VI. Restrictions given by University that will limit data access.

Fig-9

Testing--

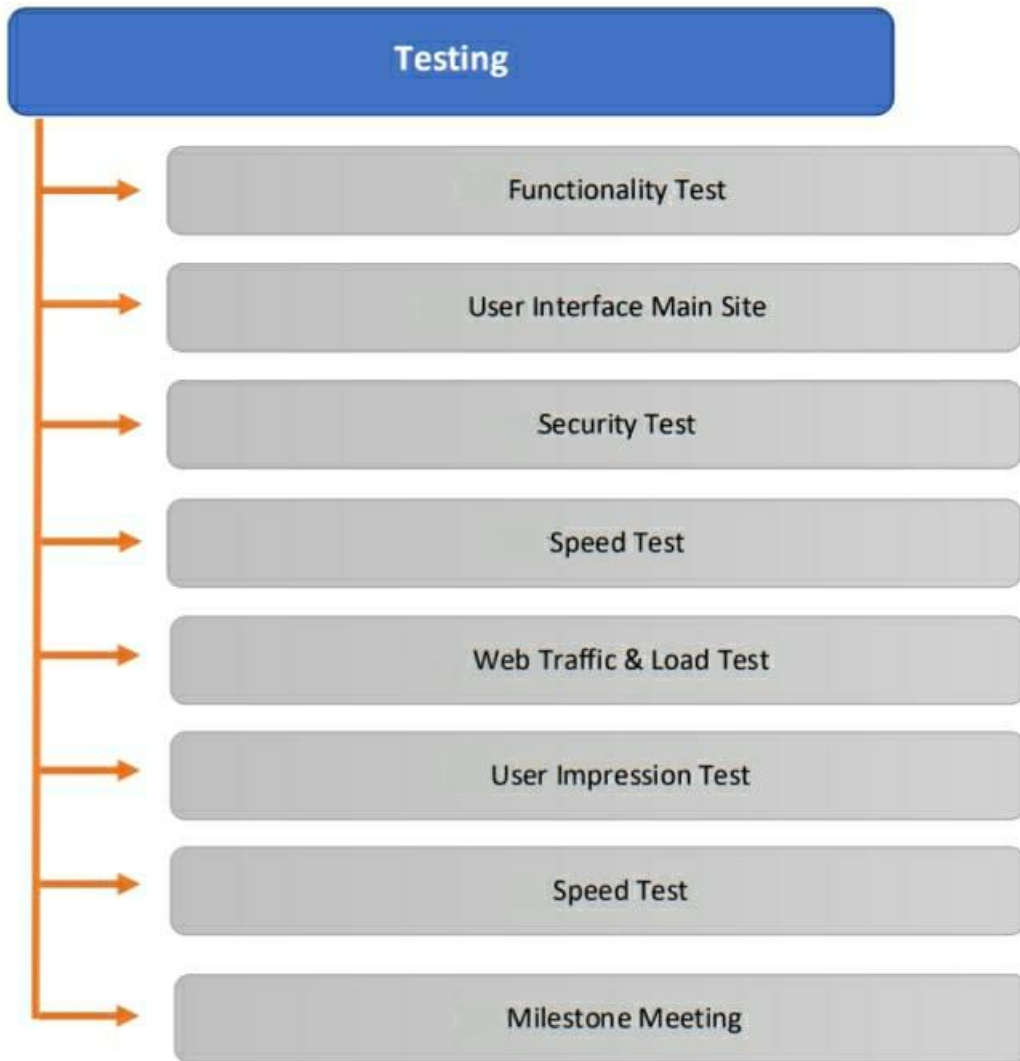


Fig- 10

-> RISK MANAGMENT

-> To manage risks the team will use a systematic approach by which the team identified different risks associated with project. The risks that are most probable and has highest impacts is stated here in this schedule so that the persons responsible can take preventive measures early to reduce the risk. The meetings are arranged to give updates on the risks to the stakeholders and the sponsors. It is necessary to provide reports on the risk management if it is significant. The project manager and the members are responsible for these reporting. Once completed the project team will assess what risk factor arose and how they handle the risk. They will also analyze the outcome and check if there is any scope for improvements.



Fig-11

FUTURE SCOPE AND CONCLUSION

This project will help the aspiring photographers to get a platform to show their skills.

This module consists of how a user can showcase his/her passion about photography in this website. The user will then have to register themselves on the application for validation purposes and further can upload his/her photographs. The user can also participate in different photography contests occurring all over the world. This web application is kind-of social media for only photographers. Where different kinds of photographers (Sports Photographer, Fashion photographer, Wedding Photographer, Architectural Photographer, Travel Photography etc.). We have also included Contact Us button where user can contact the support team for any issues. This web application also includes different photography courses available for paid users only.

REFERENCES

1. Baker, J. (2003, March 21). War photographer warns of censorship, challenges. The Oregonian, p.
2. Bush, V. (1945, July). As we may think. The Atlantic Monthly, 176, 101-108.
3. Cohen, K. (2005). What does the photoblog want? Media, Culture and Society, 27, 883-901.

4. Daguerre, L. J. M. (1839/1980).
Daguerreotype. In A.
Trachtenberg (Ed.), Classic
essays on photography (pp. 11-
13). New Haven, CT: Leete's
Island Books

5. Alan C. Software Quality.
Chapman & Hall, 1992. ISBN: 0-
412-45130-1

6. Hernbäck, Jan, et al.
Systempraktikan – en handbok I
systemanalys. Malmö: Liber,
1990. ISBN: 91-40-30927-4.

7. Jacobson, Ivar, Booch, Grady,
and Rumbaugh, James. The
Unified Modeling Language user
guide. Addison Wesley, 1999.
ISBN: 0201571684

8. Kylén, Jan-Axel.
Utvärderingsboken. Stockholm :
Kylén, 1992. ISBN: 9185652504

9. Craig. Applying UML and
patterns. Prentice-Hall, 1998
ISBN: 0-13-748880-7

10. Poulin, S., Jeffrey. Measuring
Software Reuse. Addison
Wesley, 1997. ISBN: 0-201-
63413-9