

PROPERTY FINDER

1 - CREATE ACCOUNT.

- **Description:** User shall be able to create account on the system.
- Inputs:
 - Username.
 - User Type
 - User email.
 - Password.
 - phone number
 - User Type.
- Source of inputs: User (Traveler, Host).
- Pre-conditions:
 - Valid user email (Must Contains @domain.com).
 - Username must be unique.
 - Password must meet the minimum password requirements. (at least 4 chars).
 - Phone number must be exactly 11 digits.
- Post-conditions:
 - Account added to database.
 - User redirected to login page.
- ∘ <u>Output:</u>
 - A notification <u>"Account Created Successfully, Welcome username"</u>.

2 - LOGIN

- **Description:** User shall be able to login into his account on the system.
- Inputs:
 - Email.
 - Password
- Source of inputs: User (Traveler, Host).
- Pre-conditions:
 - The user must enter his *Email* and *password*.
 - The user has a valid *username* and *password*.
 - The account exists in the database.
- Post-conditions:
 - User Login Successfully.
 - The user status is <u>"logged in"</u>.
 - The user is redirected to the home page.
- Output: A notification <u>"Logged in Successfully, Welcome! (username)"</u>.

3 - SEARCH FOR PROPERTY

- <u>Description</u>: Traveler shall be able to search for appropriate properties according to some filter options.
- Inputs:
 - num of rooms.
 - location.
 - price.
 - property type.
 - Contract type.
- Source of inputs: Traveler.
- Pre-conditions:
 - Traveler must be logged in.
 - The user must provide the search criteria mentioned above.
- <u>Post-conditions:</u> Searching for properties that meet user input and property statutes is <u>"Available"</u>.
- o **Output:** Display list of available properties.

4 - MAKE RESERVATION

- **Description**: The traveler shall be able to rent/buy any property and will pay using his *E-wallet*.
- ∘ <u>Inputs:</u>
 - Select Property.
 - Traveler information.
 - Start date & end date. (In case of rental)
 - Pay
- Source of inputs: Traveler.
- **Pre-conditions:** Traveler must be logged in.
- Post-conditions: Reservation sent to the host.
- Output: Notification "Your request is sent to the host!".

5 - COMPLETE THE RESERVATION PROCESS

- **Description:** Perform Renting/ buying process.
- Inputs: Make a Reservation.
- Source of inputs: Traveler.
- Pre-conditions:
 - Host acceptance.
- Post-conditions:
 - Update database. Property status became <u>"In Market"</u>.
 - Generate contract.
- Output:
 - A notification "Process Done Successfully".
 - Process info.

6 - PAY MONEY

- **Description:** Traveler shall be able to pay money to host.
- **Inputs:** Host acceptance.
- Source of inputs: Traveler.
- Pre-conditions:
 - Credit card information is correct.
 - Money in credit card >= Cost.
- **Post-condition:** Transform Money from traveler wallet to host wallet.
- **Output:** Notification of transformation of money.

7 - ADD PROPRIETY

- <u>Description</u>: Host can add list of properties providing specification for each one.
- Inputs:
 - num of rooms.
 - place.
 - renting or buying.
 - cost.
 - location.
- **Source of inputs:** Host.
- Pre-conditions:
 - Host must be logged in.
 - Host must provide all specifications of property.
- Post-conditions:
 - The property added in database with statues available.
 - Host redirected to his home page.
- Output: Notification <u>"Property added Successfully"</u>.

8 - ACCEPT / RECEJCT

- **Description:** Host *accept* or *reject* traveler reservation.
- Inputs: Reservation.
- Source of inputs: Traveler.
- Pre-conditions:
 - Host is logged in.
 - Traveler made reservation.
- **Post-condition:** Host accept or reject user reservation.
- Output: Notification of acceptance.

9 - GENERATE CONTRACT

- **Description:** System should generate contract to user.
- Inputs: Complete the Reservation Process.
- **Source of inputs:** Complete Reservation Process.
- o Pre-conditions: Complete Process info.
- Post-condition: Send contract to user.
- o Output: Generated Contract.



10 - RETURN PROPERTY

- <u>Description:</u> change property statues to available.
- **Inputs:** End Date.
- Source of inputs: Traveler.
- **Pre-conditions:** Property type is in market and date exceed current date.
- **Post-conditions:** Change type to available.
- o **Output:** Property statues became available.

NON-FUNCTIONAL REQUIRMENTS

1 - SECURITY:

- <u>Description</u>: The system must use encryption techniques on password to apply protection during storage and transmission.
- Measure: Vulnerability
 Assessment, Penetration
 Testing.
- **Type:** Product requirement.

2 - PERFORMANCE:

- <u>Description</u>: The system should respond quickly to user requests.
- Measure: less than 10 seconds per operation.
- **Type:** Product requirement.

3 - PROGRAMMING LANGUAGES:

- <u>Description</u>: The system will be developed using.
 - C# programming language.
 - .NET framework.
 - Oracle database.
- <u>Type:</u> Organizational requirement.

4 - USABILITY:

- Description: The system should be easy to use and navigate with clear and intuitive interfaces that allow users to find and filter properties quickly and easily.
- Measure: Users should ask for guide max 2 times per session.
- **Type:** Product requirement.

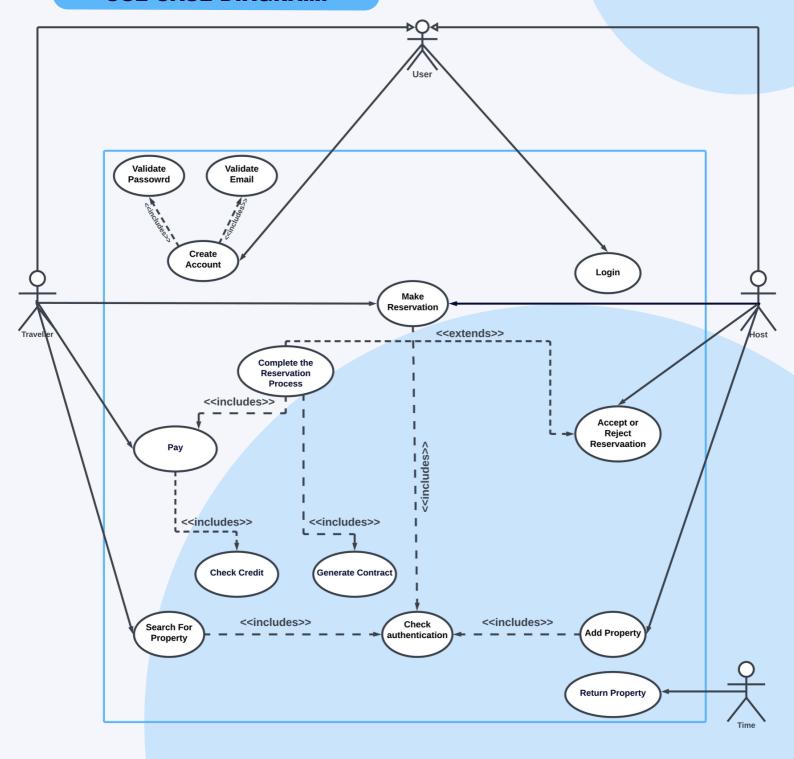
5 - AVAILABILITY:

- <u>Description:</u> The system should be available to users 24/7.
- Measure: Max number of fails 2 per year.
- **Type:** Product requirement.

6 - SCALABILITY:

- <u>Description:</u> The system must be able to store up to 1000 property per Host.
- Measure: System should be stable when connected users are 1000.
- **Type:** Product requirement.

USE CASE DIAGRAM:



SEQUANCE DIAGRAM SEARCH FOR PROPERTY

