



CS251 – Software Engineering I

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Software Design Specification

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Team

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Document Purpose and Audience

This Document shows the system design of the advanced learning management website. It is intended to inform the details of the design and the design process to educational institutes, faculties, centers that offers online courses with online assessment.

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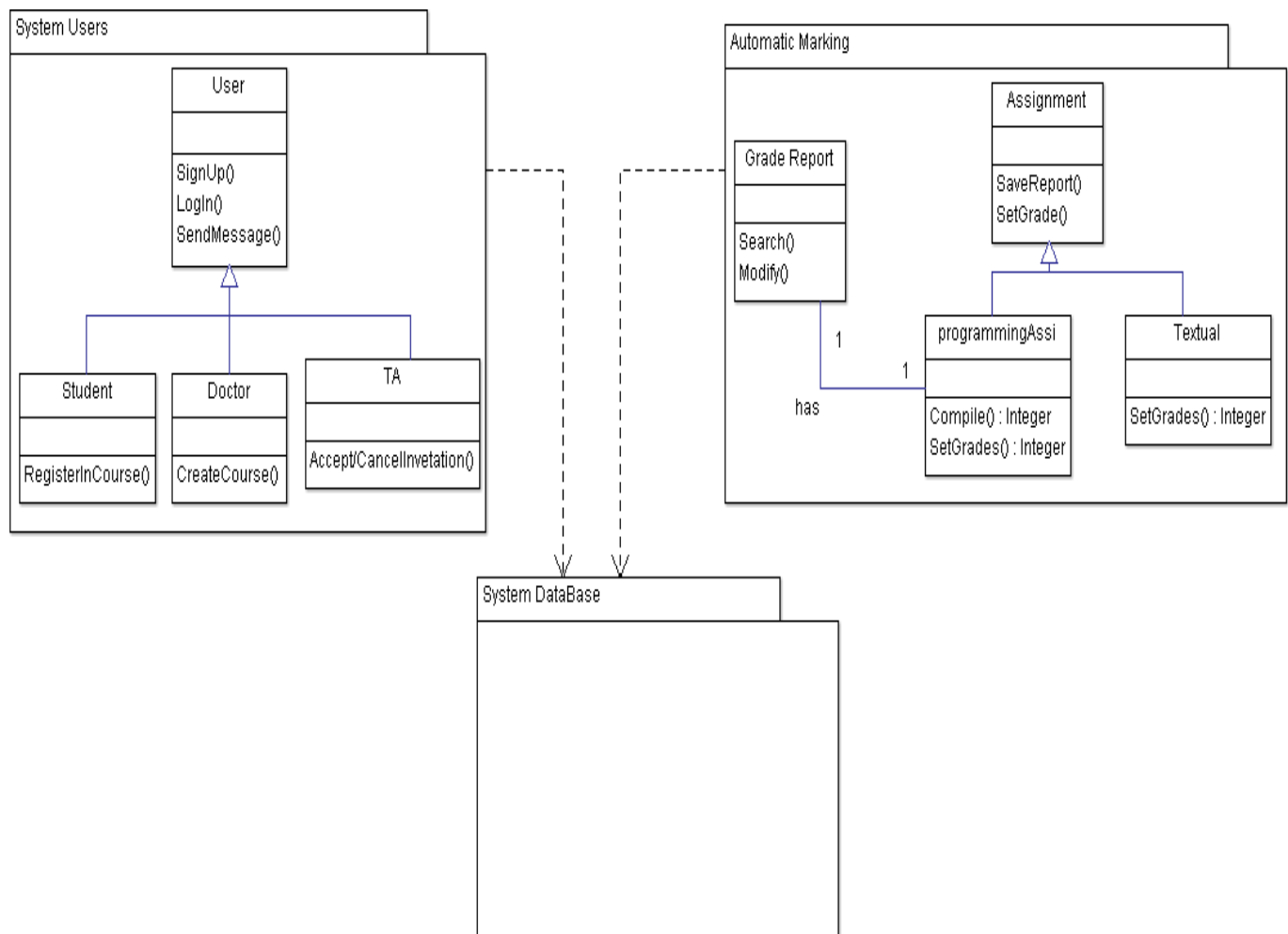
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System Models

System Decomposition



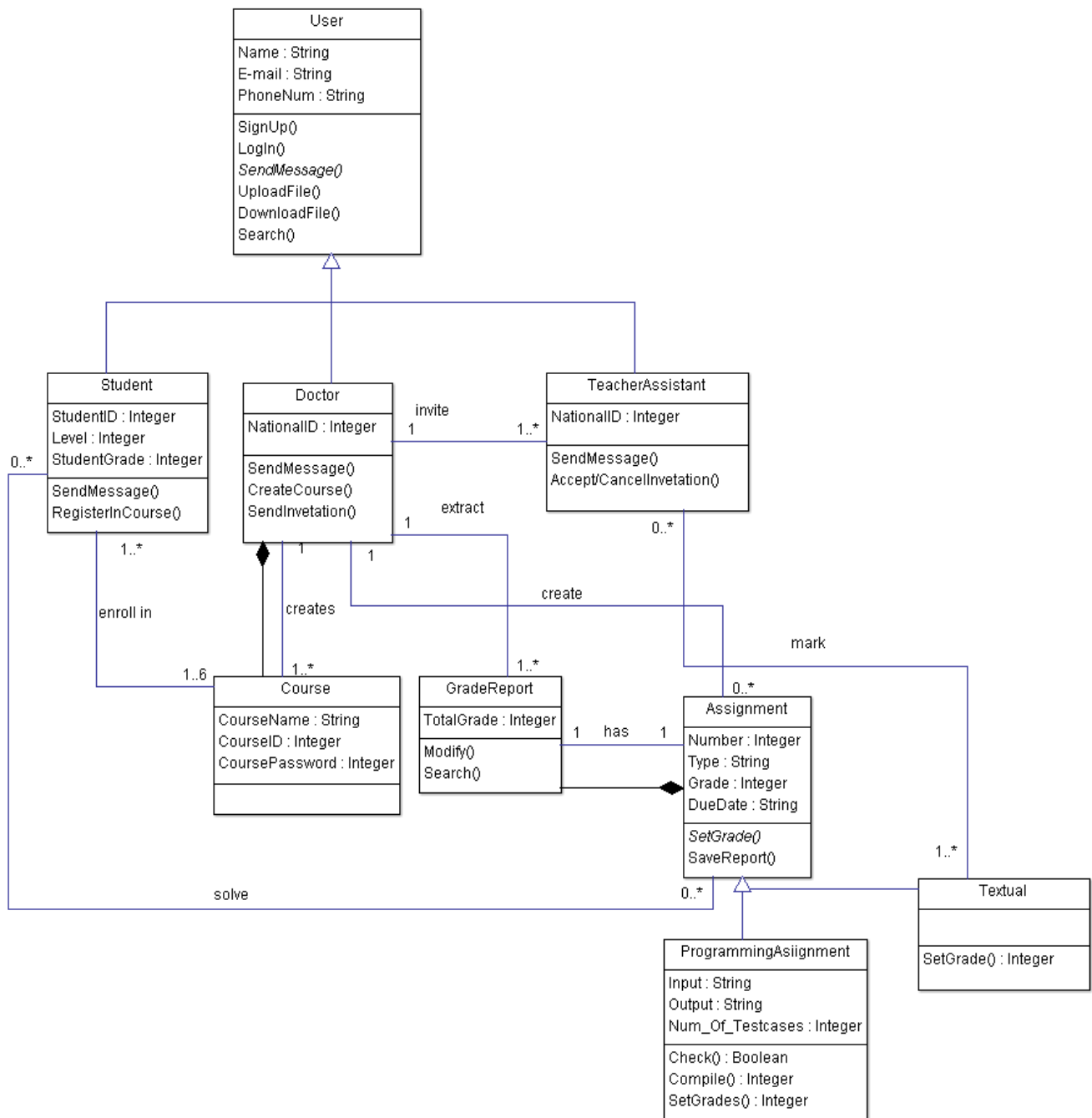
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Class diagrams



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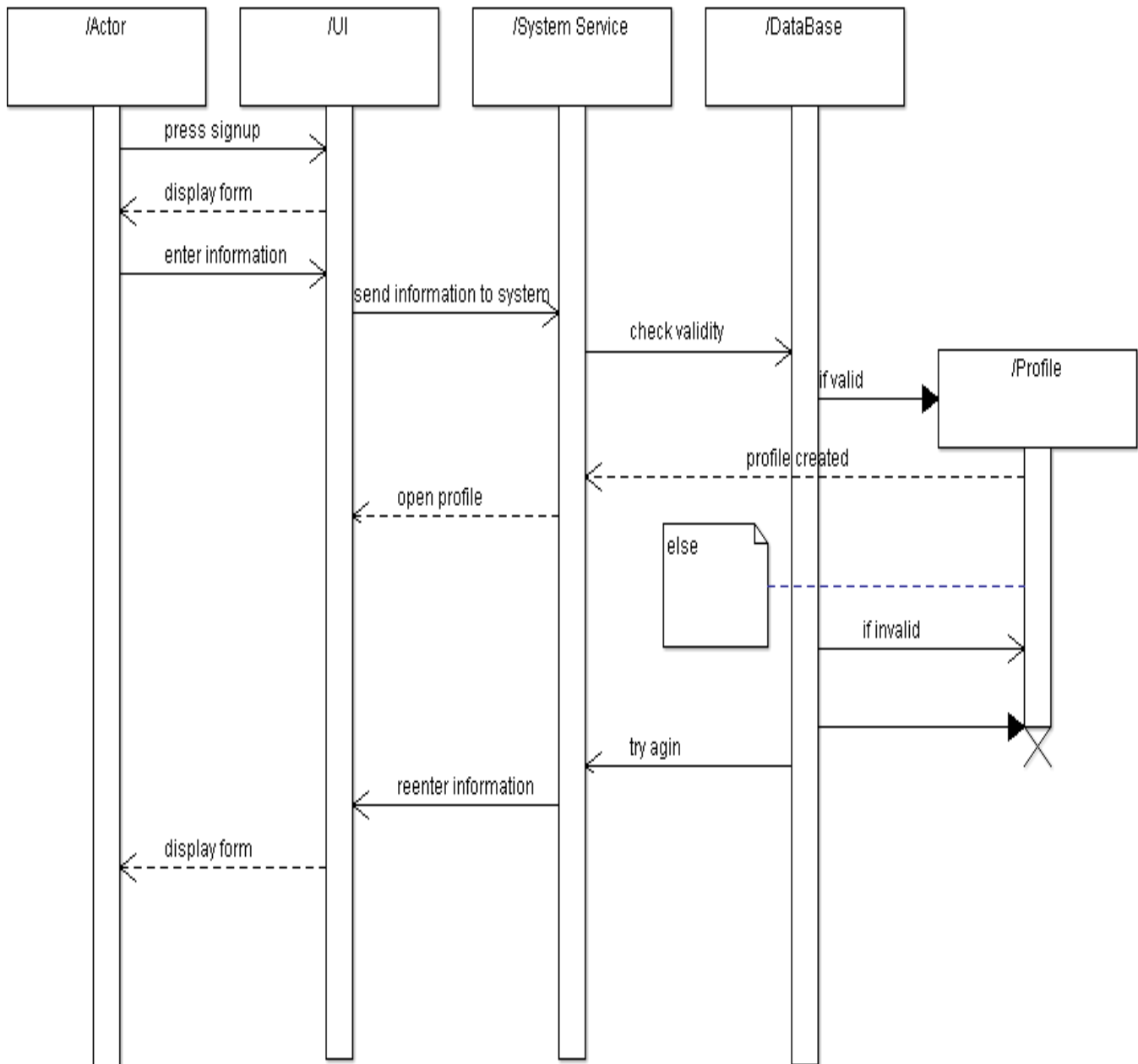
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Class ID	Class Name	Subsystem ID	Description
1	User		Parent class for (Student, Doctor, and Teacher Assistant)
2	Student		Subclass from User,
3	Doctor		
4	TeacherAssistant		
5	Course		
6	Assignment		Parent class for(textual and programming assignments)
7	Textual		
8	Programming Assignment		Class depend on automatic marking system, files doctor upload and code from student then set grade to student
9	GradeReport		Class for collecting all grades of students and allows doctors to modify these grades



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Sequence diagrams

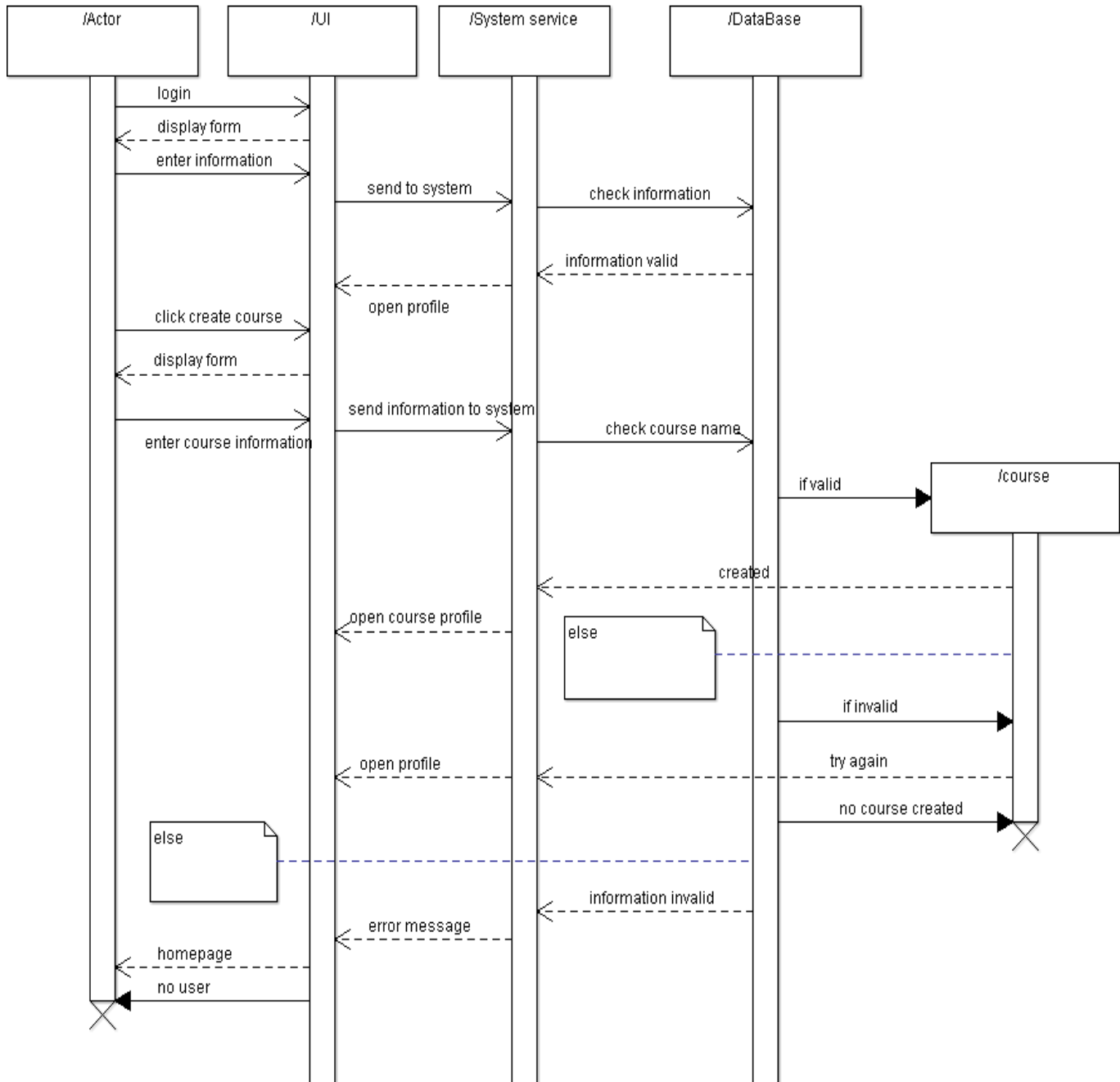


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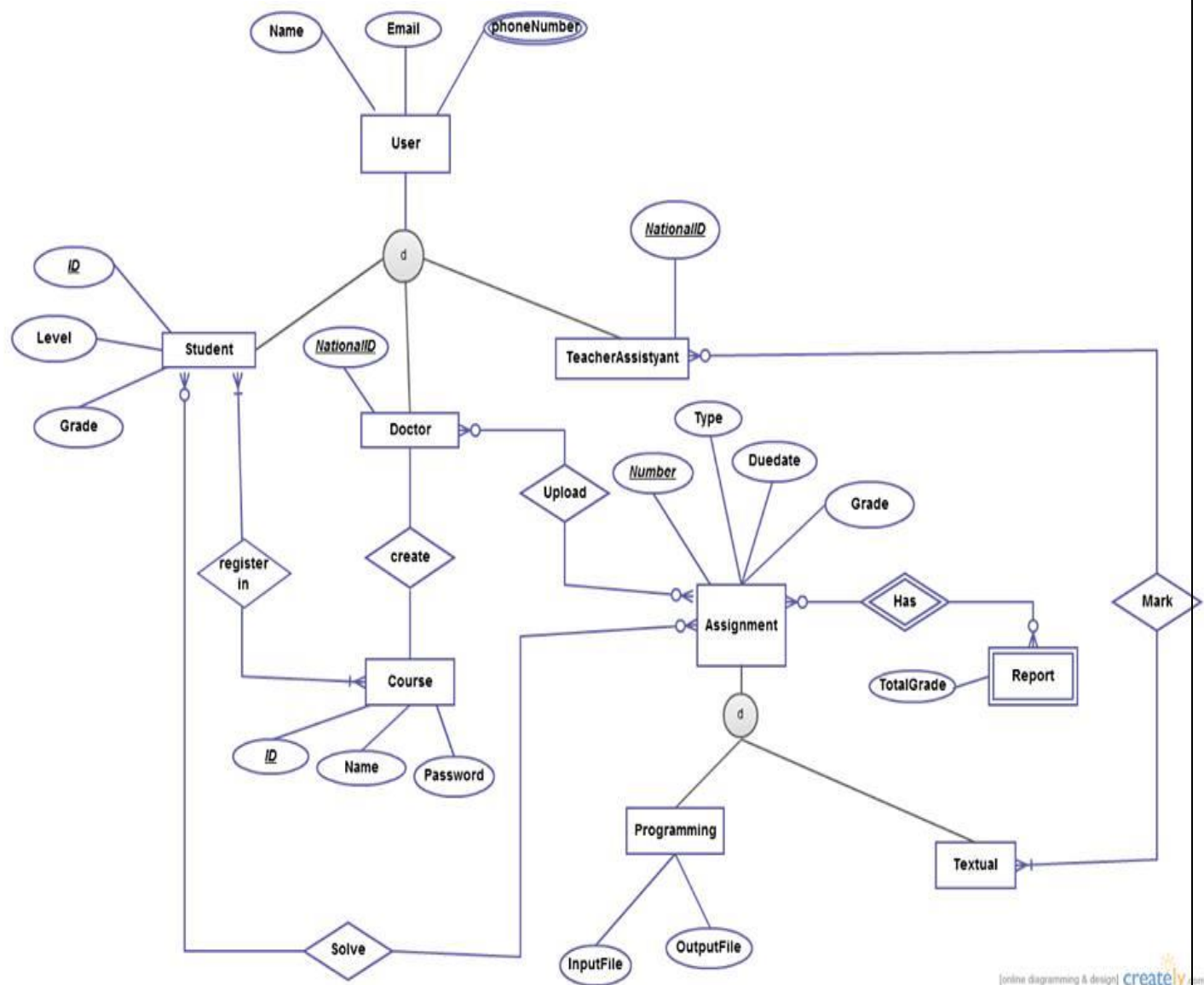


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Class - Sequence Usage

Class Name	Sequence Diagrams	Overall used methods
User	Sequence 1	signup
Doctor	Sequence 2	Login, create course

Physical Entity-Relationship Diagram



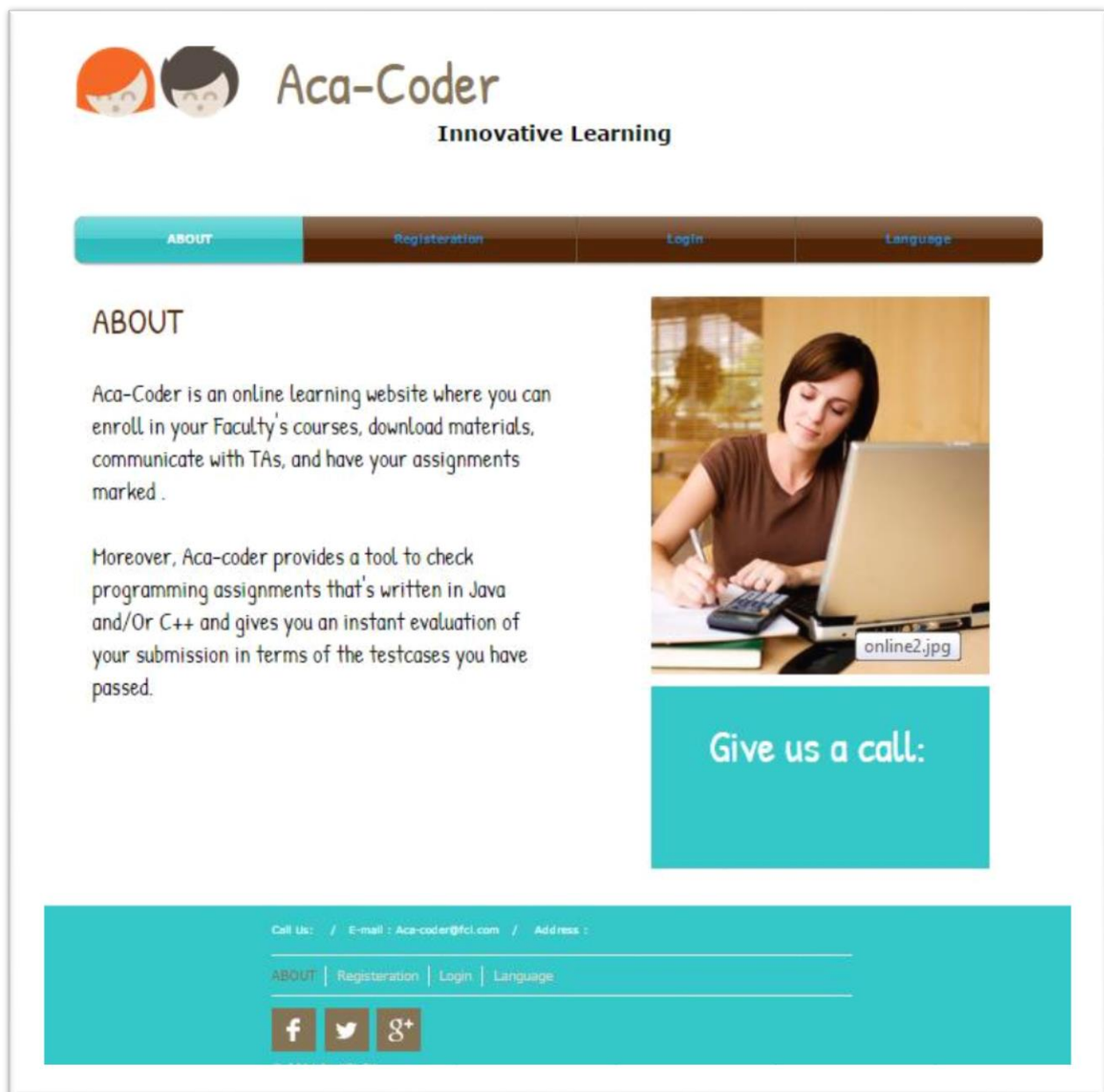
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User Interface Design

Screen 1 – About Page



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Screen 2 – Join Course for students:

The screenshot shows the Aca-Coder web application interface. At the top, there is a header with two cartoon avatars, the text "Aca-Coder", and the tagline "Innovative Learning". A "Student" button is located in the top right corner. Below the header is a navigation bar with five buttons: "Home", "Courses" (highlighted in blue), "Settings", "Messages", and "Search". On the left side, there are two buttons: "Course Registration" and "My Courses". The main content area is titled "Join Course :". It contains a text input field labeled "Enter Course Code (password) :" and a "Join" button. At the bottom, there is a footer with contact information: "Call Us: / E-mail : Aca-coder@fci.com / Address :". Below this is a navigation bar with five buttons: "Home", "Courses", "Settings", "Messages", and "Search". There are also social media icons for Facebook, Twitter, and Google+, and a copyright notice: "© 2014 by FCI-CU".

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Screen 2 – Create Course for Doctors.

The screenshot shows the Aca-Coder web application interface. At the top, there is a header with the Aca-Coder logo and the tagline "Innovative Learning". A navigation bar contains links for Home, Courses, Settings, Messages, and Search. A user profile dropdown for "Dr. Mohamed" is visible in the top right. On the left sidebar, there are buttons for "Create new Course" and "My courses". The main content area is titled "Create New Course :" and contains the following form fields:

- Course Title :
- Course Code (password) :
- University :
- Start Date :
- End Date :
- Course Info :

A "Create" button is located at the bottom right of the form. The footer contains contact information (Call Us, E-mail, Address), a navigation bar, social media icons for Facebook, Twitter, and Google+, and a copyright notice "© 2014 by FCI-CU".

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Screen 3 – Login Screen :

Aca-Coder
Innovative Learning

[ABOUT](#) | [Registration](#) | [Login](#) | [Language](#)

If you not an Aca-Coder member ,
Register Now !

OR

First Name :

Last Name :

Password :

Confirm Password :

E-mail :

University :

[Register](#)

[f](#) Register with facebook

[t](#) Register with twitter

[g+](#) Register with google+

Call Us : / E-mail : Aca-coder@fci.com / Address :

[ABOUT](#) | [Registration](#) | [Login](#) | [Language](#)

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Ownership Report

- Remove the following notes and any red notes
- For every item in this document, write the owners. If someone is owner of something, s/he understands it 100.%
- Team leader must verify the table with the team members.

Item	Owners

Policy Regarding Plagiarism:

Students have collective ownership and responsibility of their project. Any violation of academic honesty will have severe consequences and punishment for ALL team members.

1. تشجع الكلية على مناقشة الأفكار و تبادل المعلومات و مناقشات الطلاب حيث يعتبر هذا جوهرها لعملية تعليمية سليمة
2. ساعد زملاءك على قدر ما تستطيع و حل لهم مشاكلهم في الكود و لكن تبادل الحلول غير مقبول و يعتبر غشاً.
3. أى حل يتشابه مع أى حل آخر بدرجة تقطع بأنهما منقولان من نفس المصدر سيعتبر أن صاحبيهما قد قاما بالغش.
4. قد توجد على النت برامج مشابهة لما نكتبه هنا أى نسخ من على النت يعتبر غشاً يحاسب عليه صاحبه.
5. إذا لم تكن متأكداً أن فعلاً ما يعد غشاً فلتسأل المعيد أو أستاذ المادة.
6. فى حالة ثبوت الغش سيأخذ الطالب سالب درجة المسألة ، و فى حالة تكرار الغش سيرسب الطالب فى المقرر.