

Cairo University
Faculty of Computers and In



CS251

Software

Engineering I

Phase 3



CS251: Phase 3 – <Team Name>
Project: <Project Name>

Software Design Specification

DEC & 2017

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Team

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Document Purpose and Audience

This document includes design of the educational website that's make to help students to understand basic educational concepts

System Models

I. Class diagrams

-
- **Class Diagram** : this diagram represent the system as classes and relations between this classes, attributes and functions of every class.
- **Sequence diagram** : this diagram represent sequence function that actor (teacher-student) do within objects



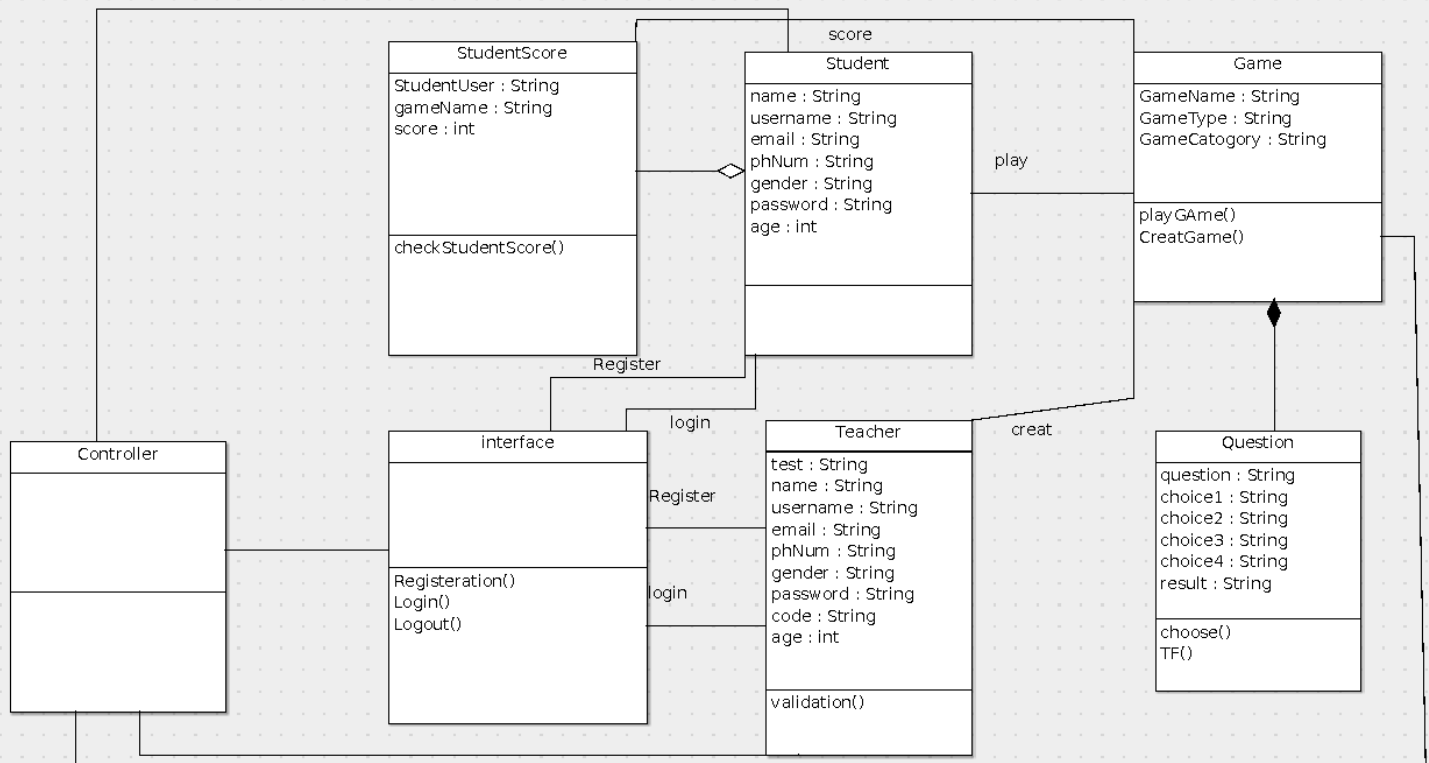
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The Audience : project manager - developer- customer

System Models

I. Class diagrams





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Class ID	Class Name	Description & Responsibility
1	Student	<ul style="list-style-type: none"> Have attributes (name-username-password-phoneNumber-email-Gender-Age) This class used to collect Student information
2	Teacher	<ul style="list-style-type: none"> Have attributes (name-username-code-password-Email-PhoneNumber-Gender-Age-) This class used to collect Teacher information
3	Game	<ul style="list-style-type: none"> Have attributes (name-category-type) Has a method (play game – create game)
4	Qustion	<ul style="list-style-type: none"> Have attributes (question-choise1-choise2-choise3-choise4-result) Have Methods(choose-tf) this class used to get questions information
5	Controllor	<ul style="list-style-type: none"> This class used to manage the system
6	Interface	<ul style="list-style-type: none"> Have methods (Registration -login-logout) This class used as interface to registration , login or logout from the website
7	Student_Score	<ul style="list-style-type: none"> Have attributes (gamenname-username-Score) Has a method check_student_score This class used to check and count the score of the student that's achieve in a game

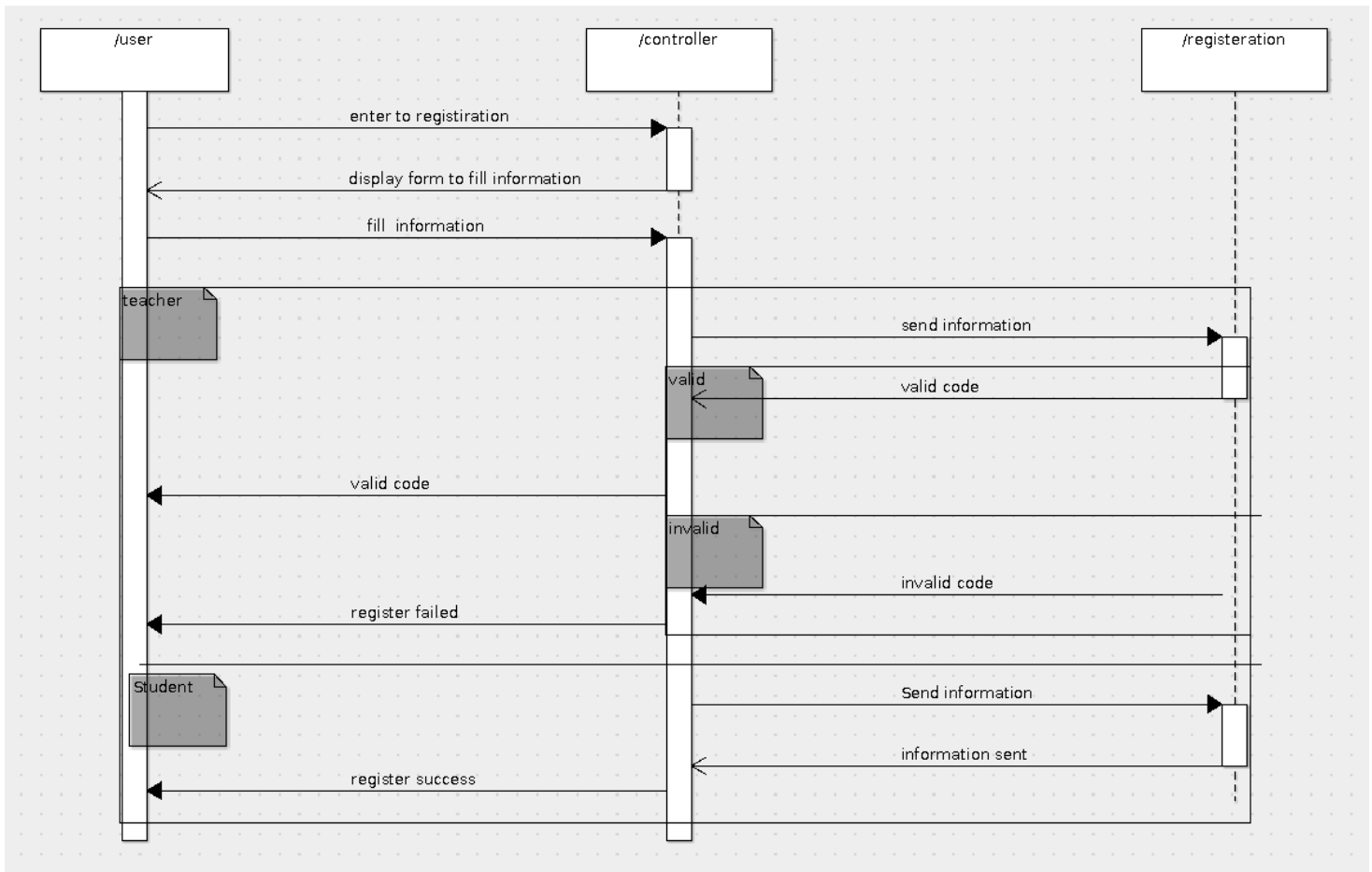


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II. Sequence diagrams

1- REGISTRATION

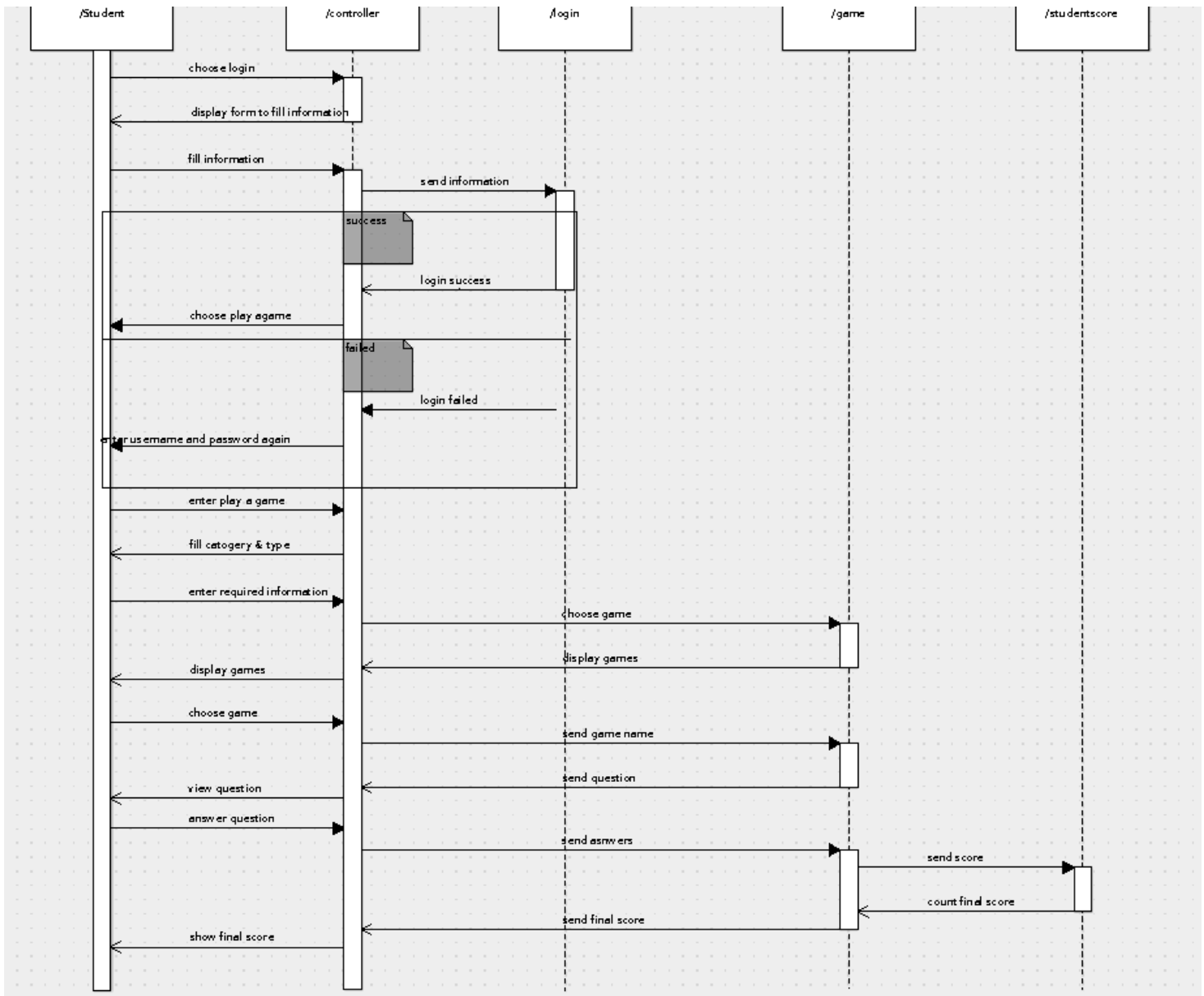




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2-PLAY GAME

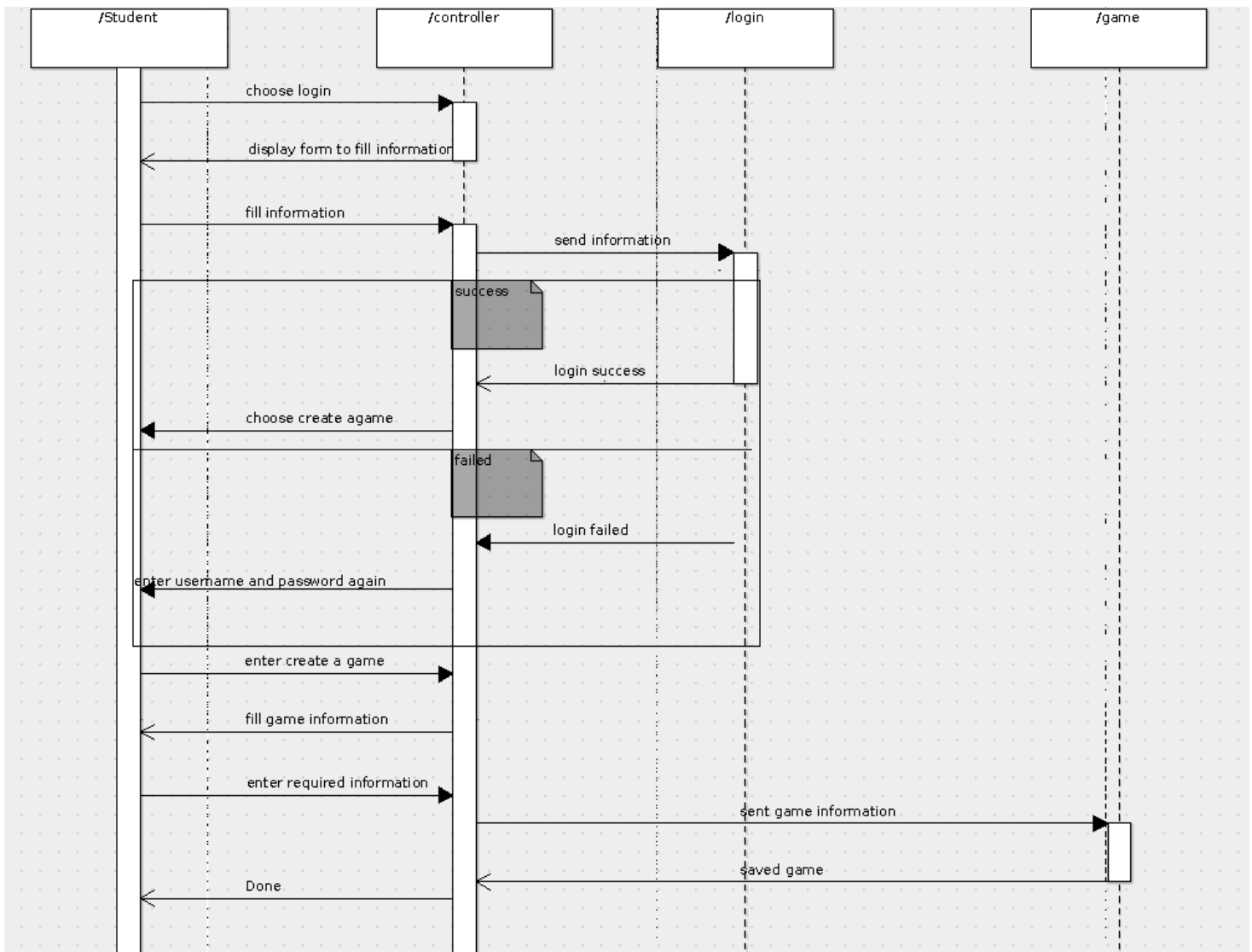




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3-CREAT GAME





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Class - Sequence Usage Table

Class Name	Sequence Diagrams	Overall used methods
Student	1,2	Log in – make registration
Teacher	1,3	Log in – make registration
Game	2,3	PlayGame – CreateGame
Controller	1,2,3	
Interface	1,2,3	Registration – Login - Logout
Student_Score	2	Calculate studentScore



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Ownership Report

Item	Owners
Class Diagram - sequence Diagram 1	<i>Abraam Emad</i>
Class Diagram -Sequence Diagram 2	<i>Ahmed ibrahim mokhtar</i>
Class Diagram -Sequence Diagram 3	<i>Ali Mohamed EL-Amin</i>