

Rental Property Management System

ENSF 480 - Principles of Software Design

Design Documentation

Lecture 01 - Group #2

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Summary

This design documentation outlines the design specifications, diagrams, and models for the Rental Property Management System. The Rental Property Management System allows Landlords to register their properties and pay certain fees to activate their listings for Renters to view. Unregistered Renters can search and view properties, and send emails to Landlords. Registered Renters—in addition to the Unregistered Renter functionalities—can subscribe or unsubscribe to/from a search criteria and be notified when properties matching their criteria are activated.

The Rental Property Management System allows Managers to modify fee amounts and period, modify Property listing state, and view all Property listings and Landlords. The managers can request periodical summary reports that show the total number of houses listed in a period, total number of houses rented in a period, total number of active listings, and a list of rented houses in a period.

The Rental Property Management System allows users to register as Landlords, Managers, Registered Renters. Each user must login to access the user specific functionalities listed above.

1. Design Diagrams

1.1 System Use Case Diagram

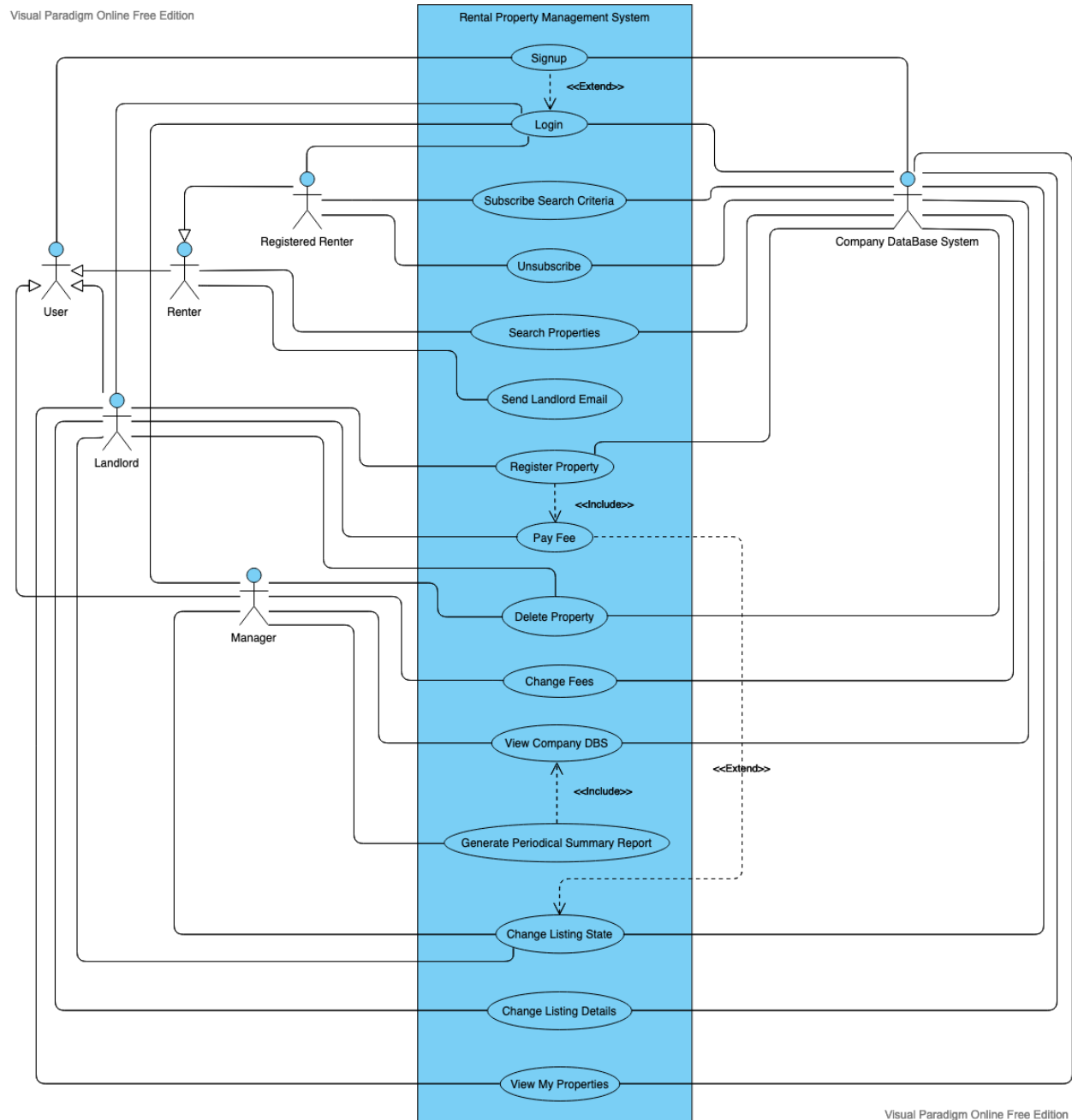


Figure 1.1 System Use Case Diagram

1.2 System Activity Diagram

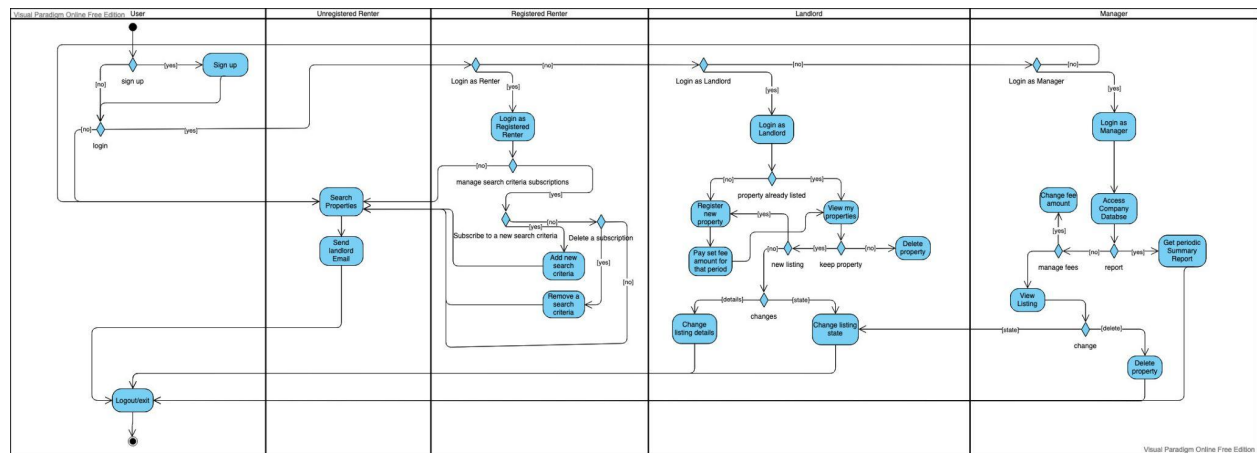


Figure 1.2 System Activity Diagram

1.3 System Sequence Diagrams

1.3.1 Sign-up Sequence Diagram

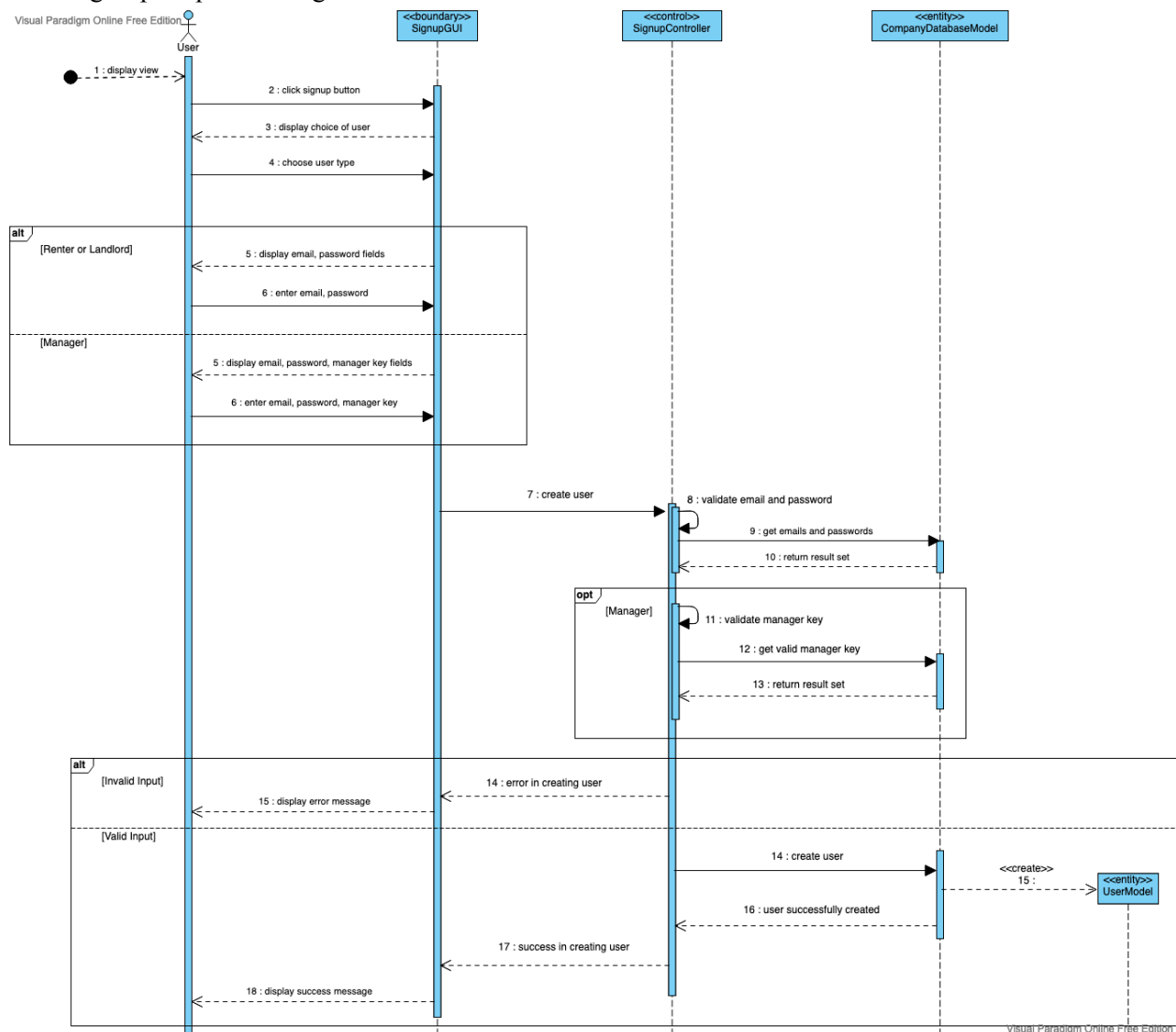


Figure 1.3.1 Sign-up Sequence Diagram

1.3.2 Log-in Sequence Diagram

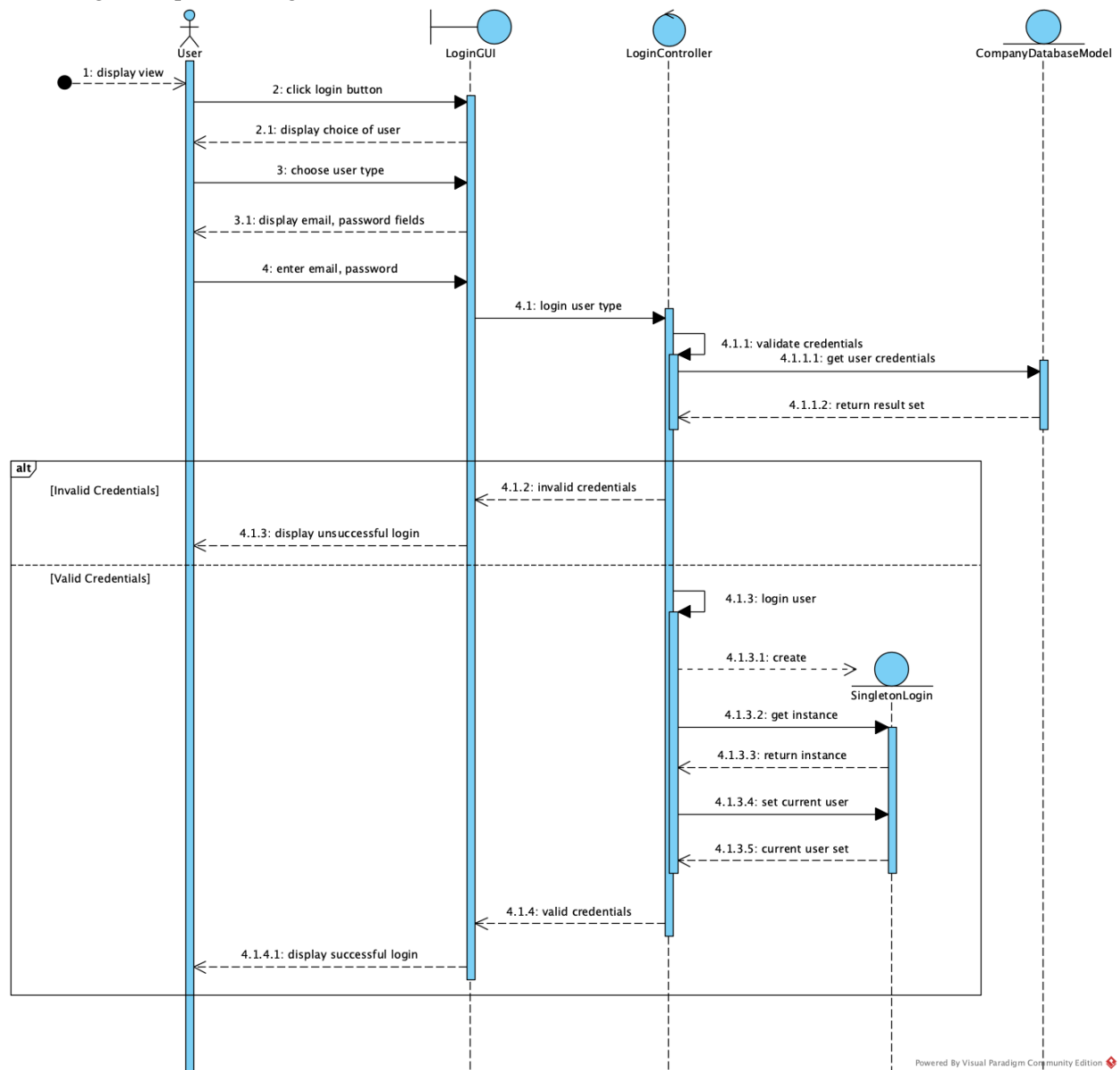


Figure 1.3.2 Log-in Sequence Diagram

1.3.3 Register Property Sequence Diagram

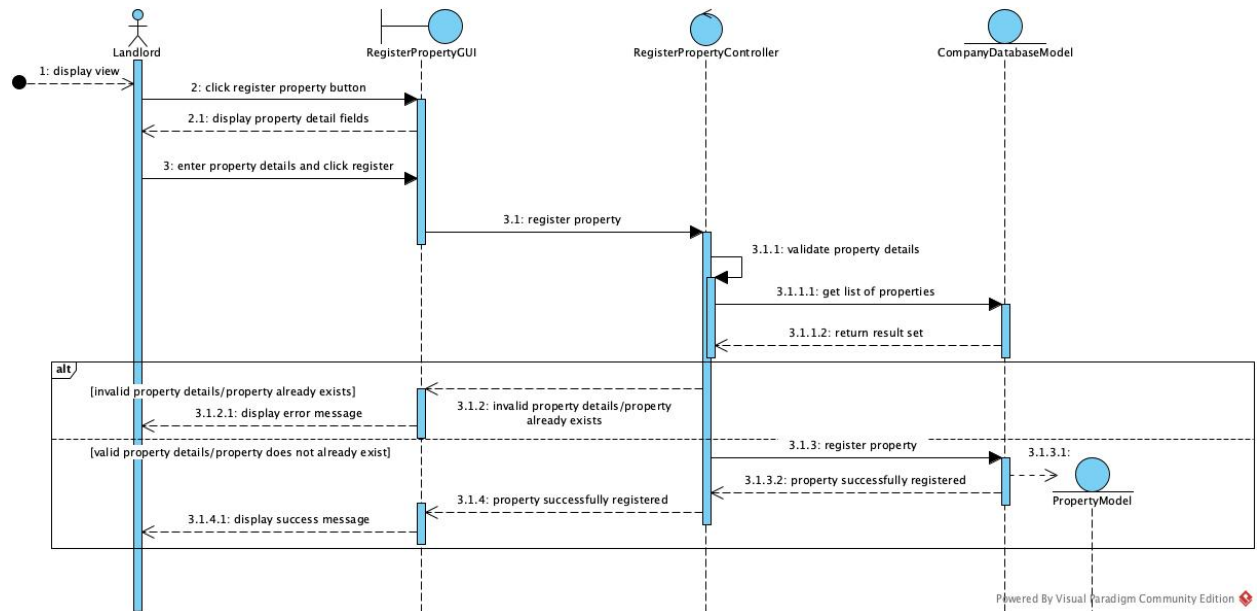


Figure 1.3.3 Register Property Sequence Diagram

1.3.4 Subscribe and Unsubscribe Sequence Diagram

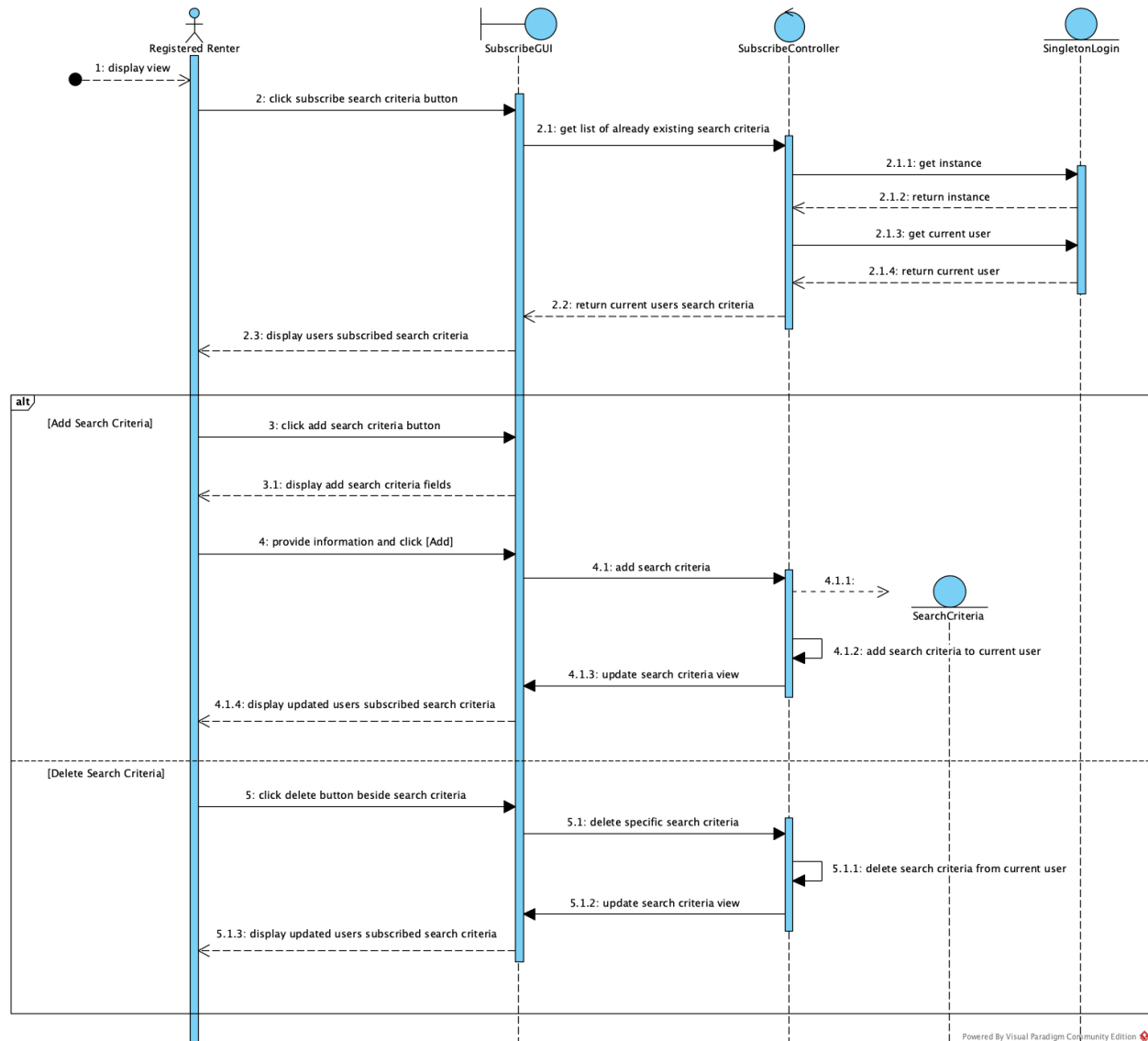


Figure 1.3.4 Subscribe and Unsubscribe Sequence Diagram

1.4 Class Relationship Diagram

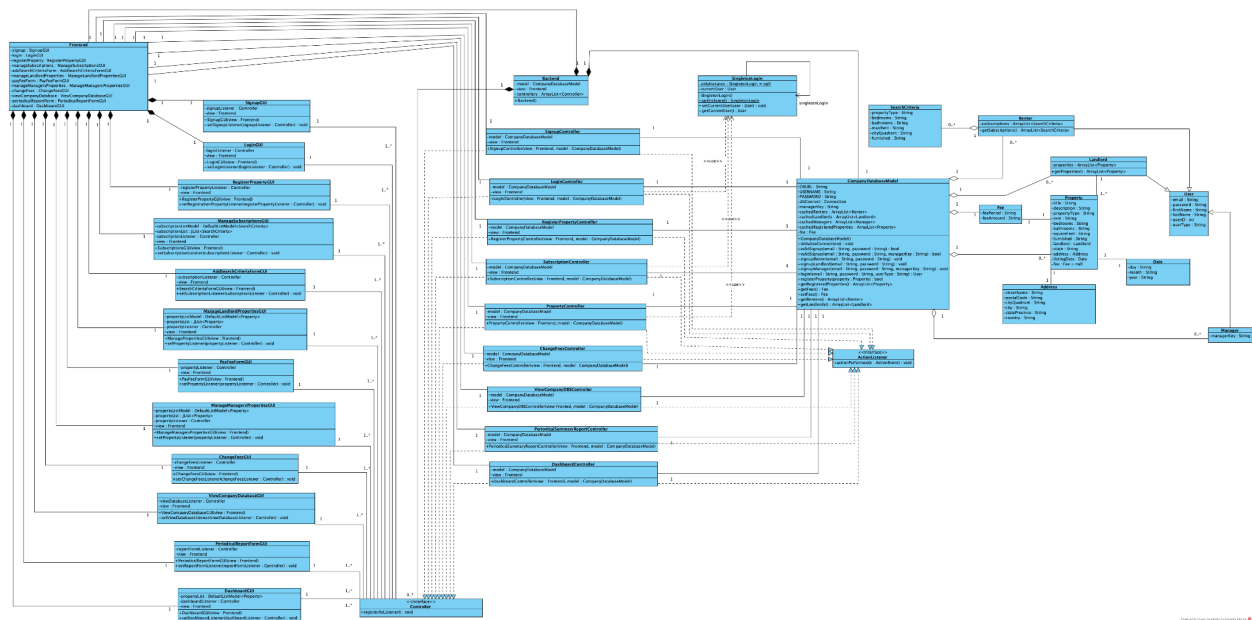
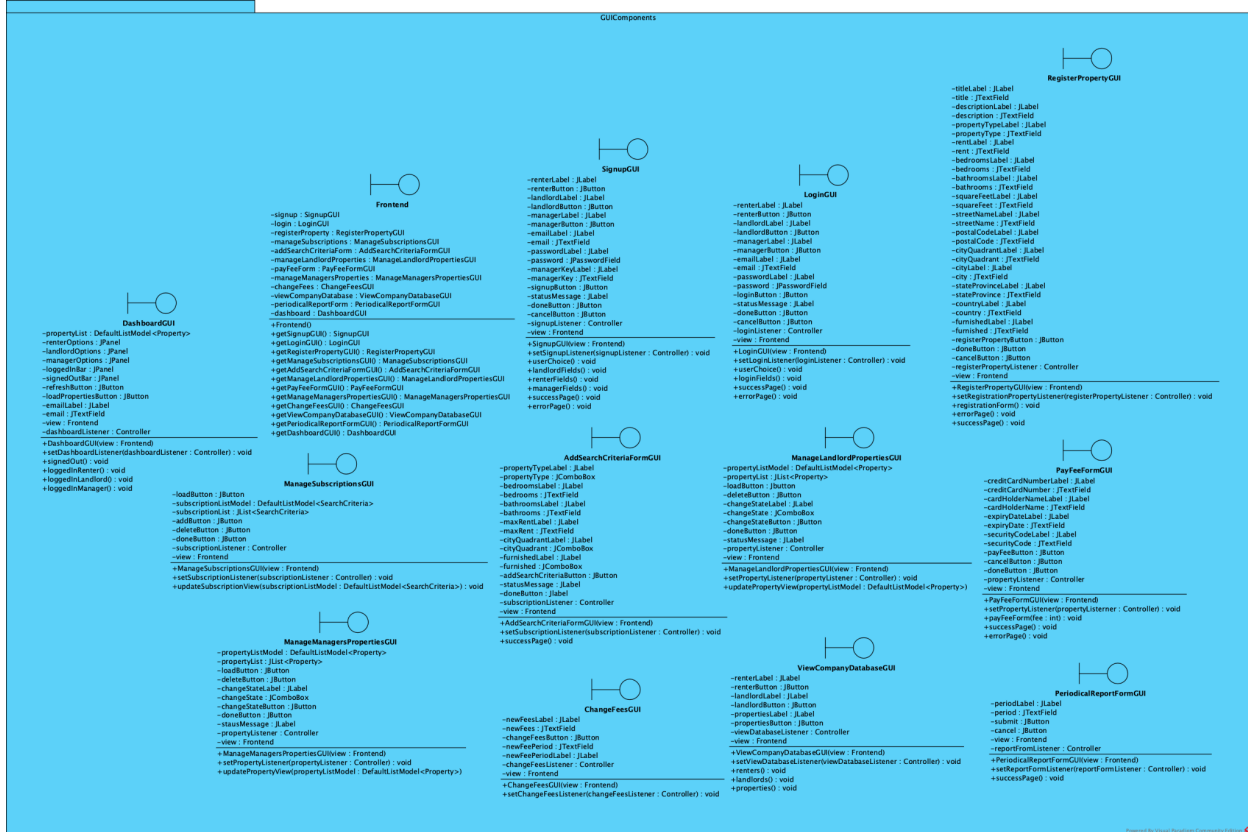


Figure 1.4 Class Relationship Diagram (Partial)

1.5 Class Specification Diagram

1.5.1 GUIComponents Class Specification Diagram



1.5.2 Controllers Class Specification Diagram

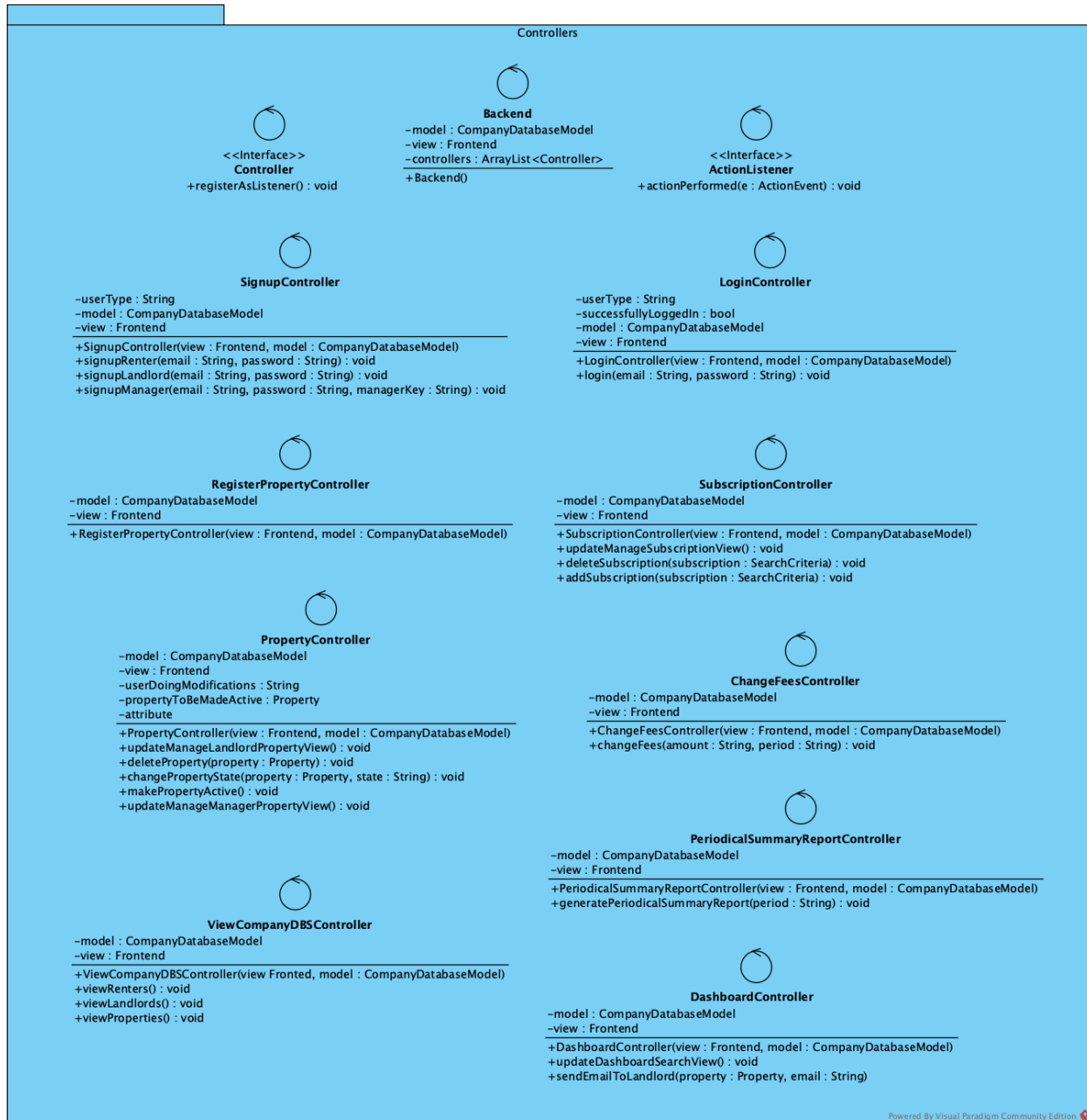


Figure 1.5.2 Controllers Class Specification Diagram

1.5.3 UserModels Class Specification Diagram

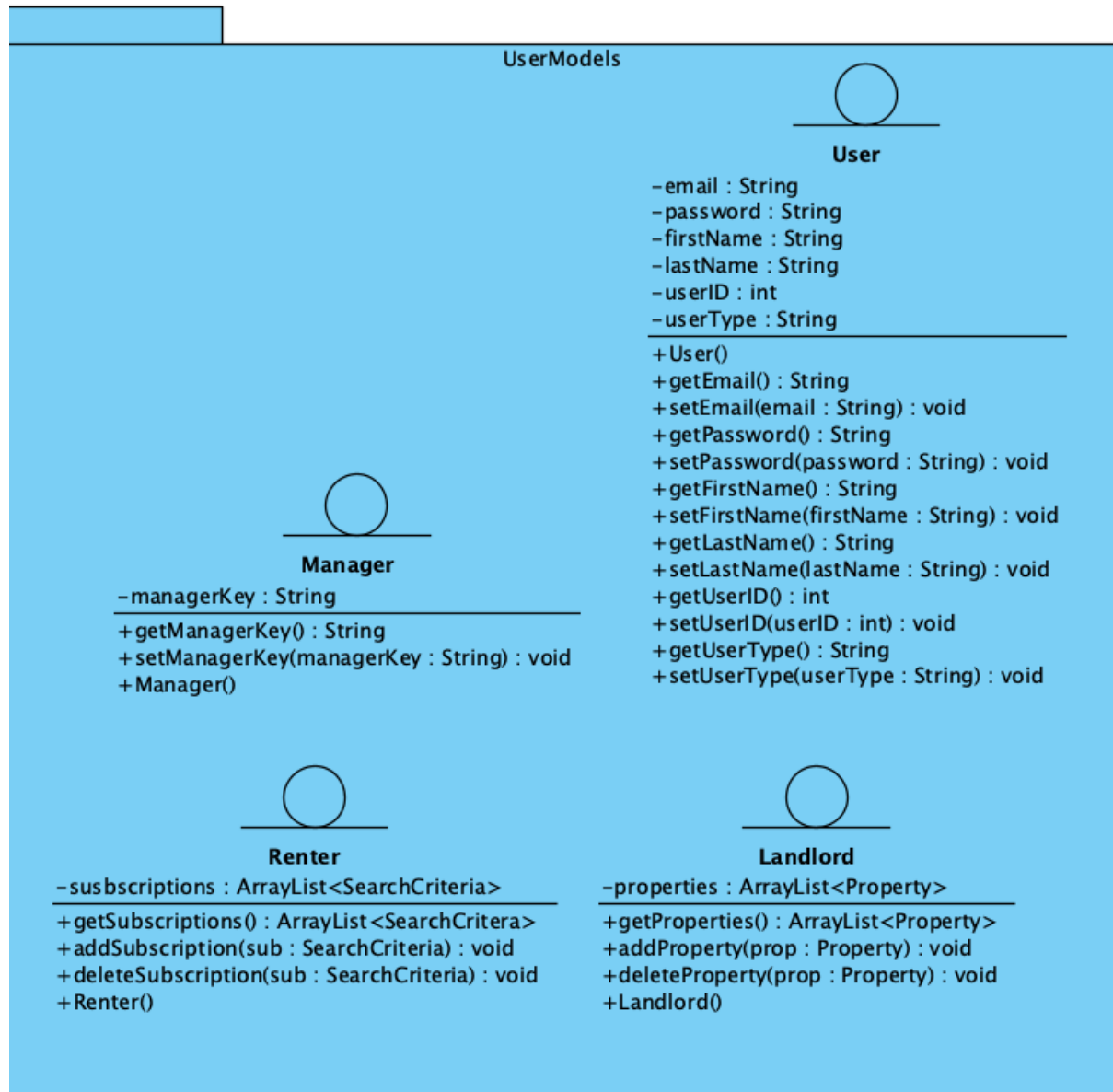


Figure 1.5.3 UserModels Class Specification Diagram

1.5.4 BusinessLogic Class Specification Diagram

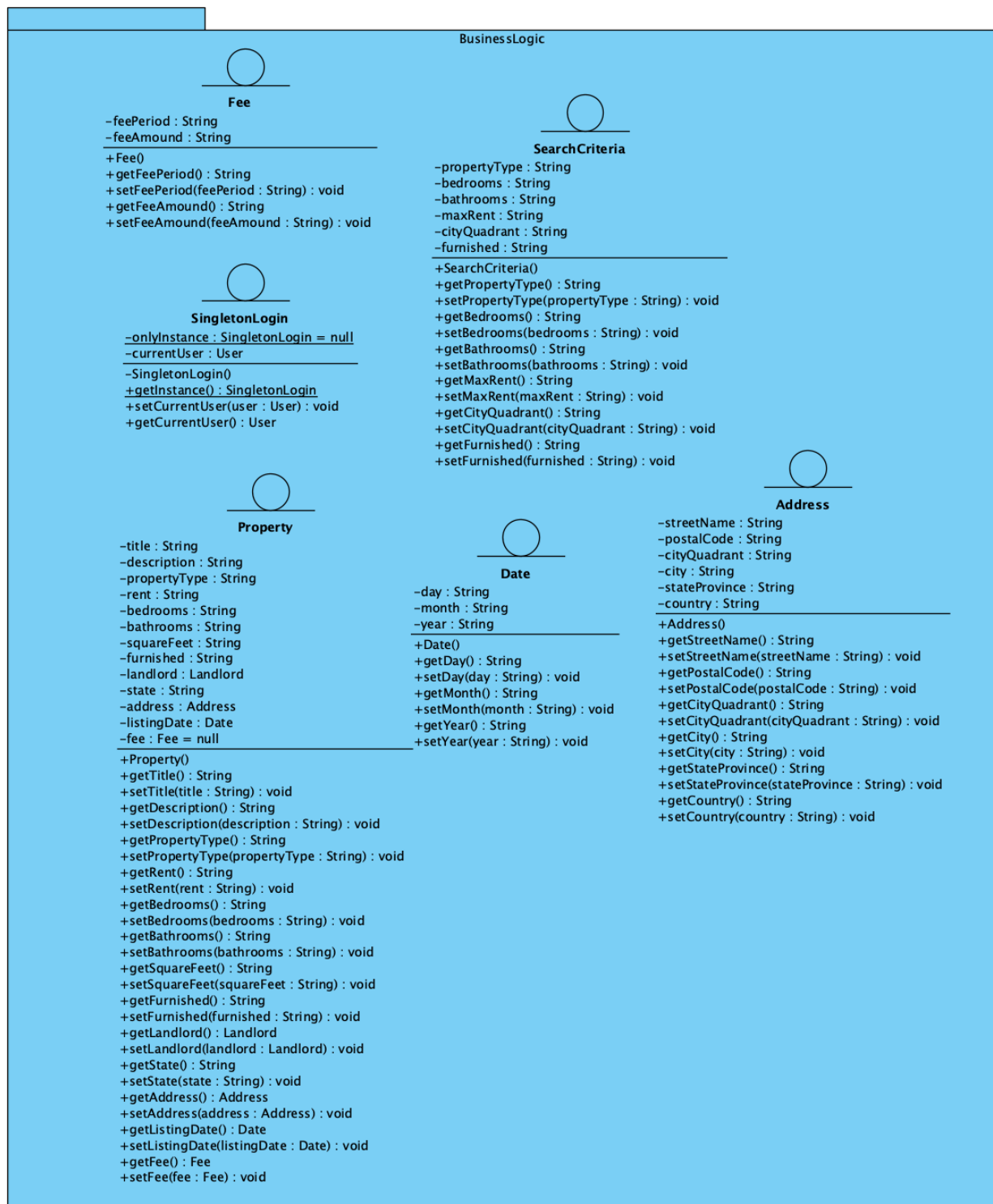


Figure 1.5.4 BusinessLogic Class Specification Diagram

1.5.5 CompanyDatabase Class Specification Diagram

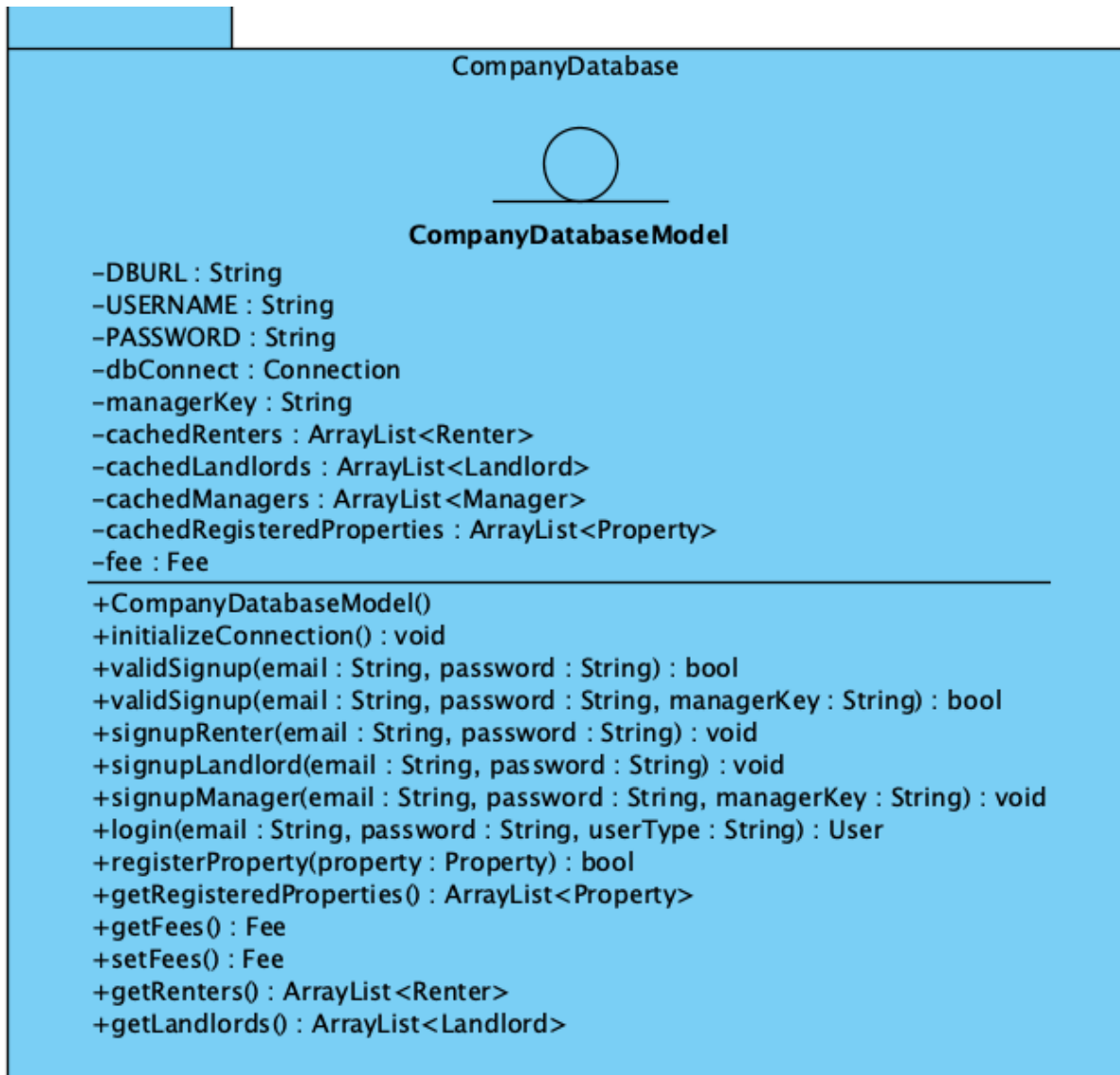


Figure 1.5.5 CompanyDatabase Class Specification Diagram

1.6 State Transition Diagram

1.6.1 Sign-up State Transition Diagram

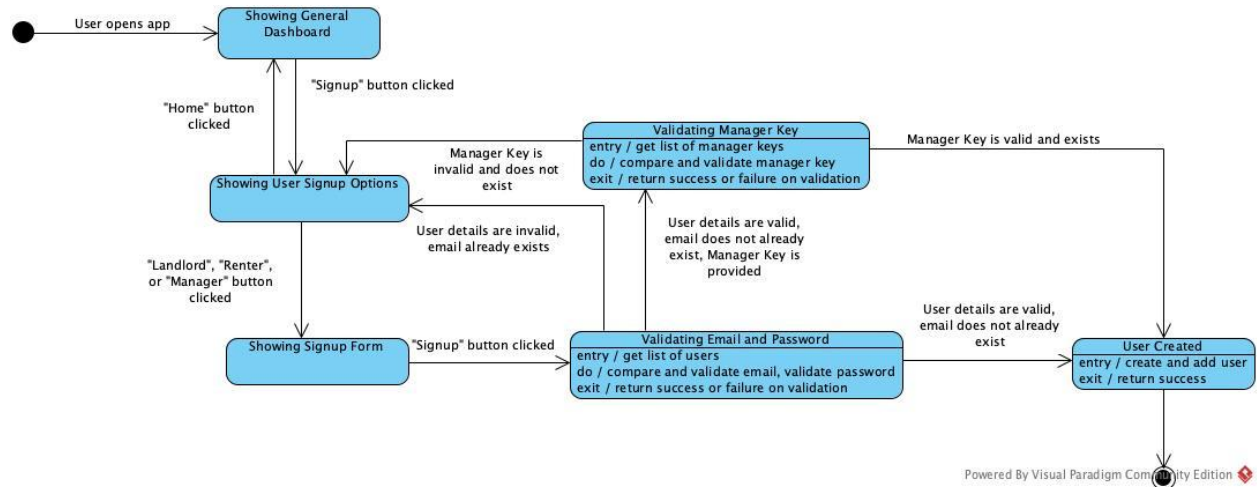


Figure 1.6.1 Sign-up State Transition Diagram

1.6.2 Register Property State Transition Diagram

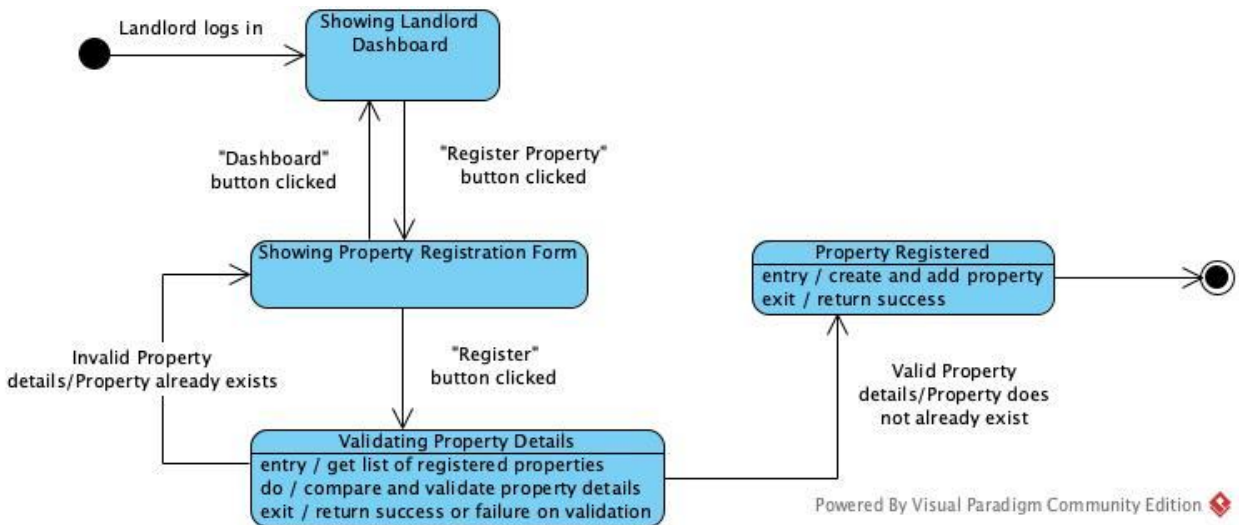


Figure 1.6.2 Register Property State Transition Diagram

1.6.3 Subscribe and Unsubscribe State Transition Diagram

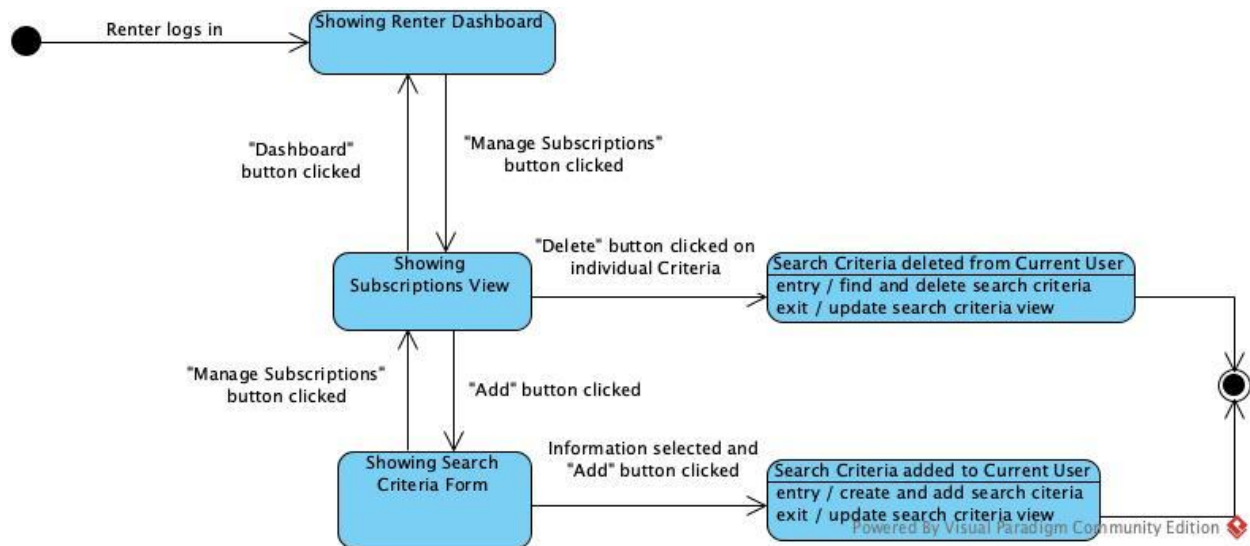


Figure 1.6.3 Subscribe and Unsubscribe State Transition Diagram

1.6.4 Pay Fee State Transition Diagram

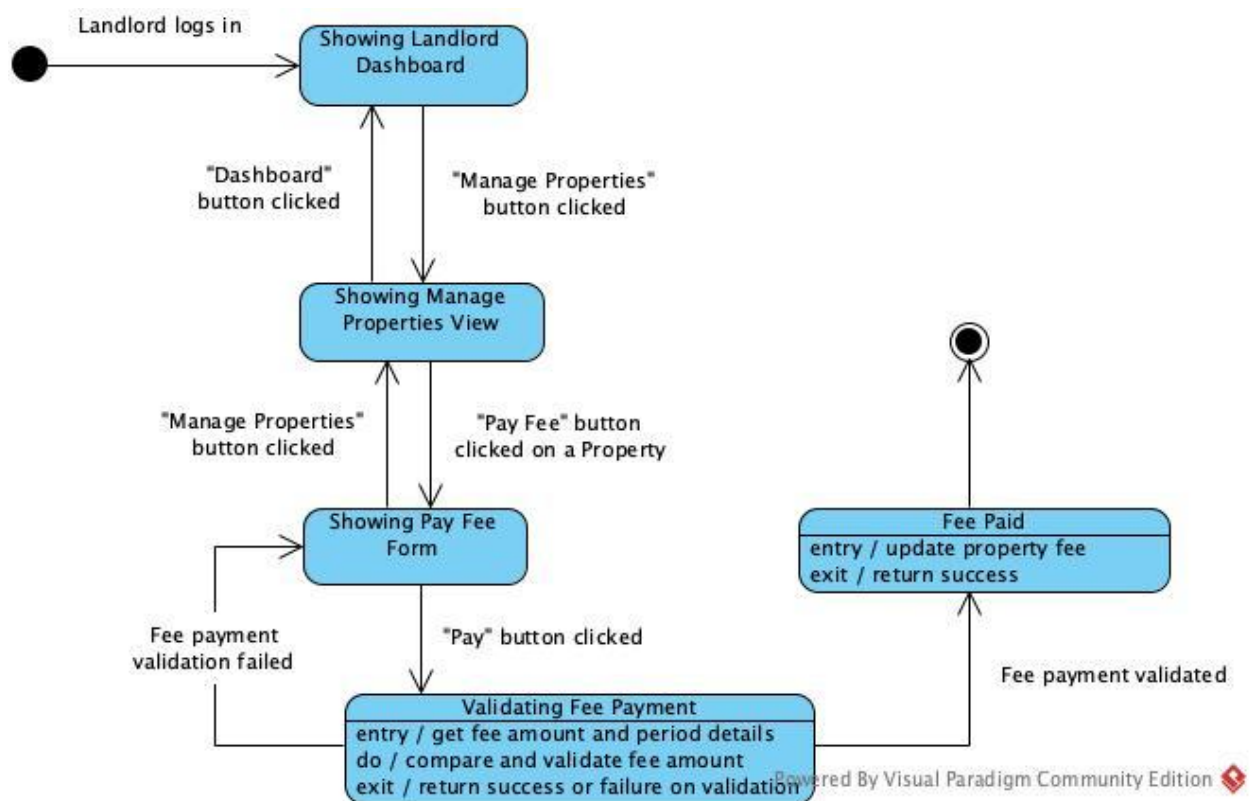


Figure 1.6.4 Pay Fee State Transition Diagram

1.7 Package Diagram

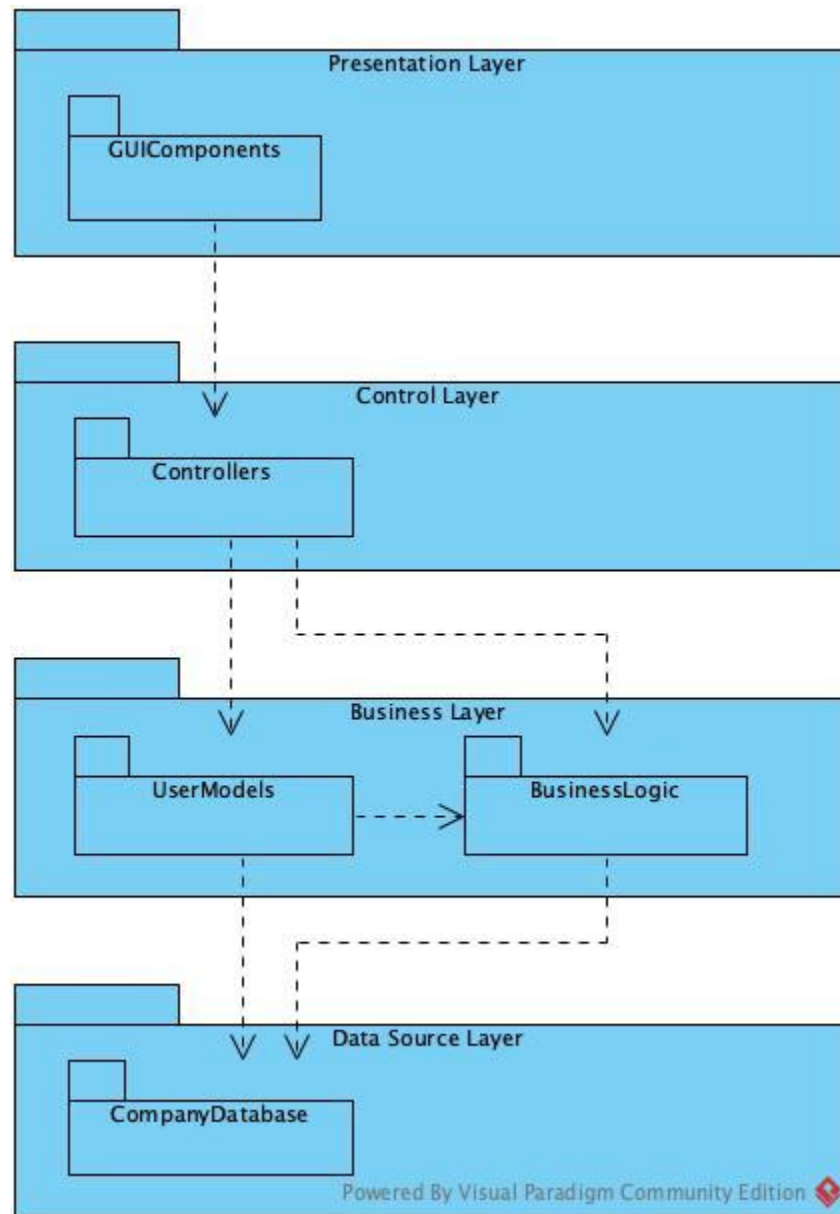


Figure 1.7 Package Diagram

1.8 Deployment Diagram

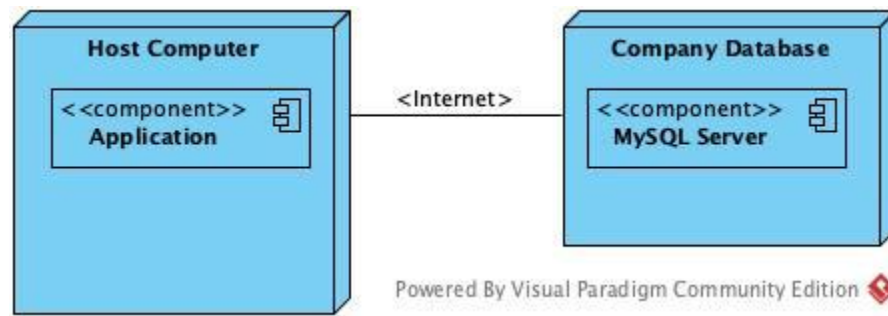


Figure 1.8 Deployment Diagram