

CS251 – Software Engineering I







Software Design Specification

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Team





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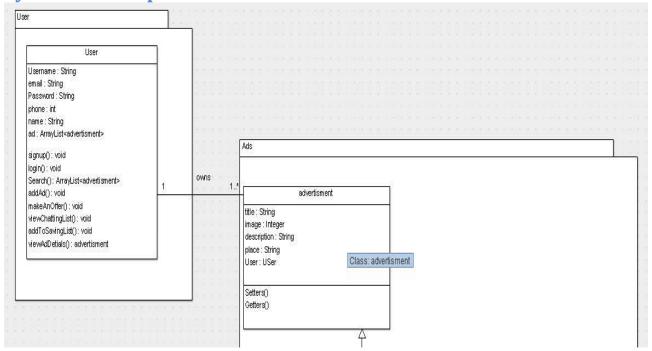
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Document Purpose and Audience

- To give a closer look on the system and it's specifications
- Audience (Owner, Tester, Sponsors)

System Models

System Decomposition

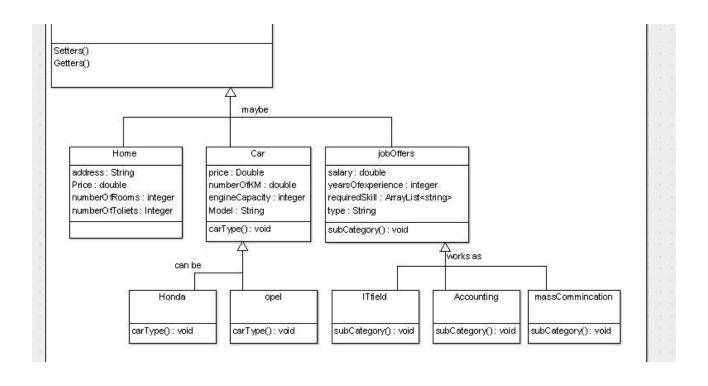


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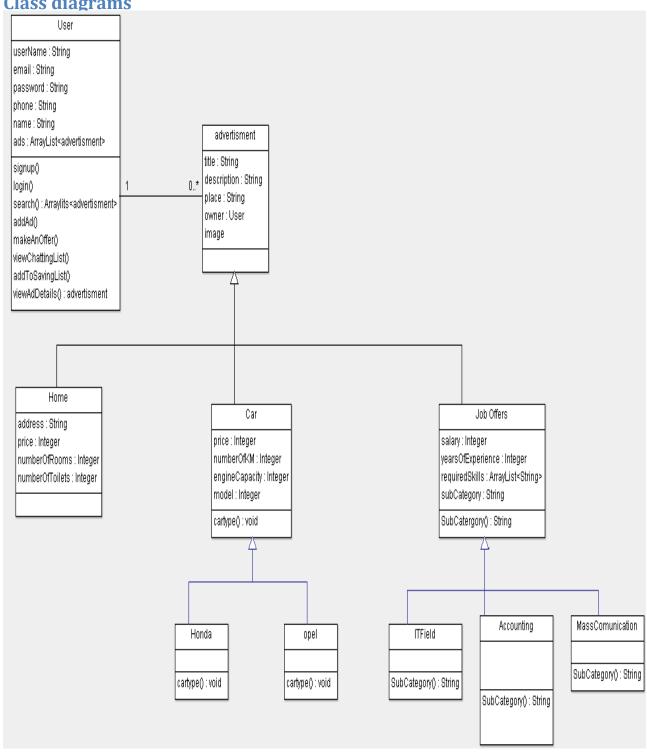






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Class diagrams



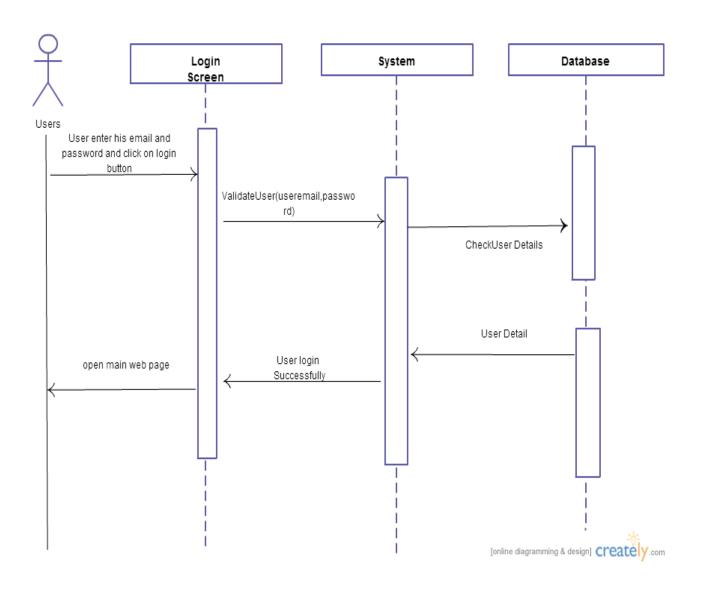
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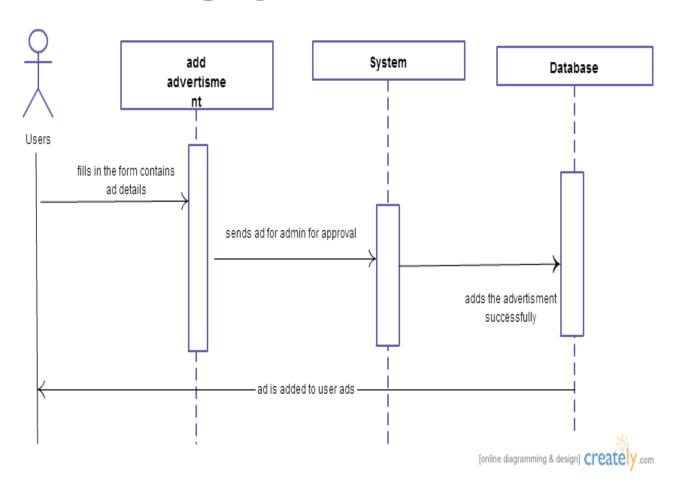
Sequence diagrams







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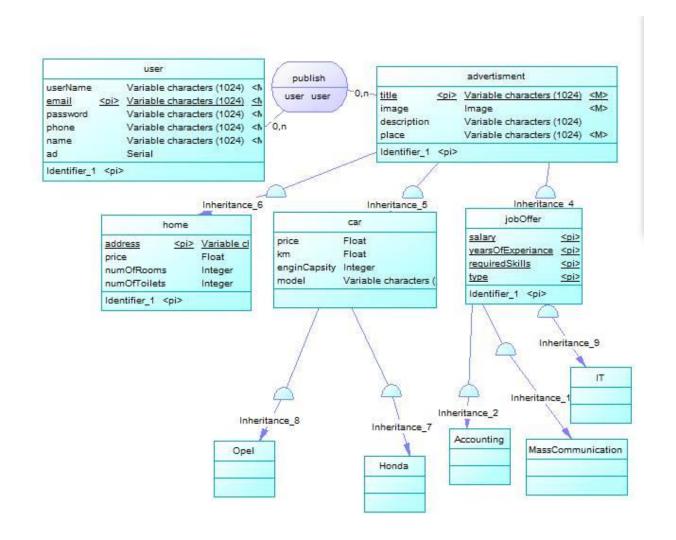






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Physical Entity-Relationship Diagram







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User Interface Design

Screen 1 - Login Screen

Welcome to Picky world

Here you can buy, sell or exchange products.

login
email :
pasaword:
login
dont have an account hurry up and <u>sign up</u>





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Screen 2 - Signup screen

Welcome to Picky world

Here you can buy, sell or exchange products.

Create account Sign up for free			
first name :			
email :			
user name :			
password :			
confirm password:			
phone :			
sign up			





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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 جوهريا لعملية تعليمية سليمة
 - 2. ساعد زملاءك على قدر ما تستطيع و حل لهم مشاكلهم في الكود و لكن تبادل الحلول غير مقبول و يعتبر غشا
 - 3. أي حل يتشابه مع أي 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 أي نسخ من على النت يعتبر غشا يحاسب عليه صاحبه.
 - 5. إذا لم تكن متأكدا أن فعلاً ما يعد غشا فلتسأل المعيد أو أستاذ المادة.
 - 6. في حالة ثبوت الغش سيأخذ الطالب سالب درجة المسألة ، و في حالة تكرار الغش سيرسب الطالب في المقرر.