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Institute of Information and Communication Technology

Design Document

for

Where Should You Live?

by Group – 34

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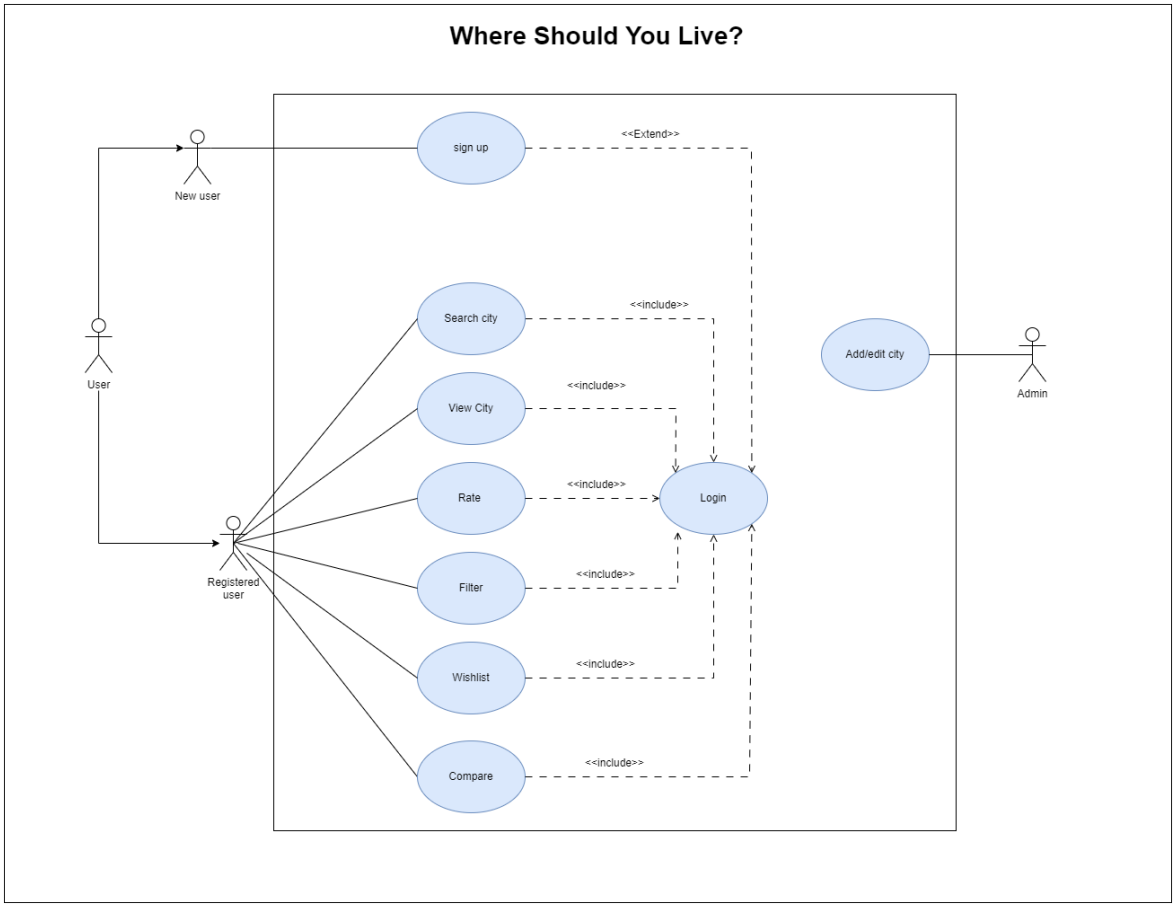
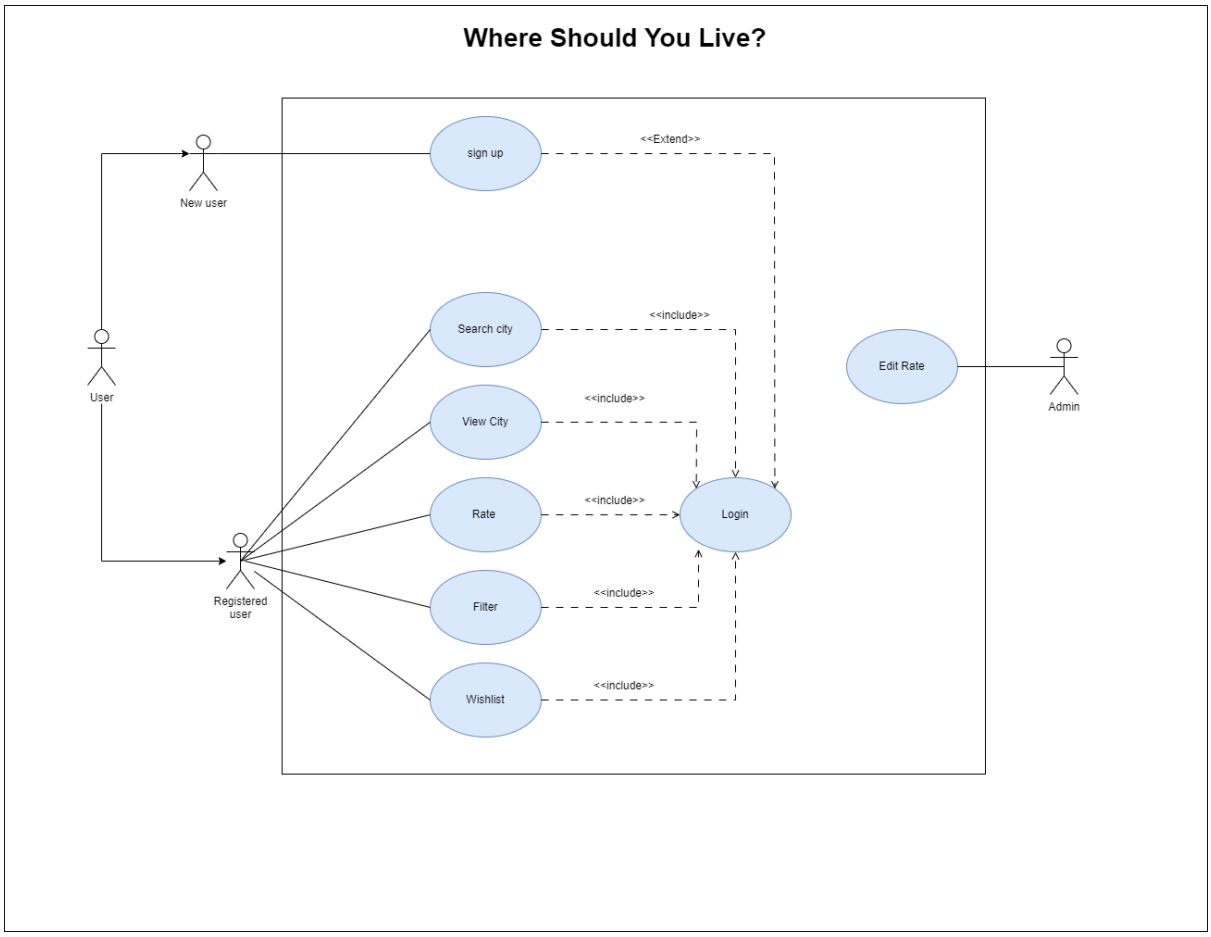
1. Use Case Diagram

1.1 Use Case Diagram Version 1:



1.2 Use Case Diagram Version 2:



2. Domain Analysis Modelling

2.1 Boundary objects:

1. **Authentication interface:**

   Login Page eventually provides user to log in and manage their personal information and manage their homes information, so in some sense Login Page is providing visual boundary between user and system.

2. **Dashboard:** It represents the interface between the user and the home finding system. It provides homes and preferable area that users add into their wish list for selecting home in the new city.
3. **Neighbourhood information:** Neighbourhood maps can be a useful boundary object for users who are unfamiliar with the area. They can help identify local amenities, schools, and other factors that may influence the decision to purchase a home.

2.2 Entity objects:

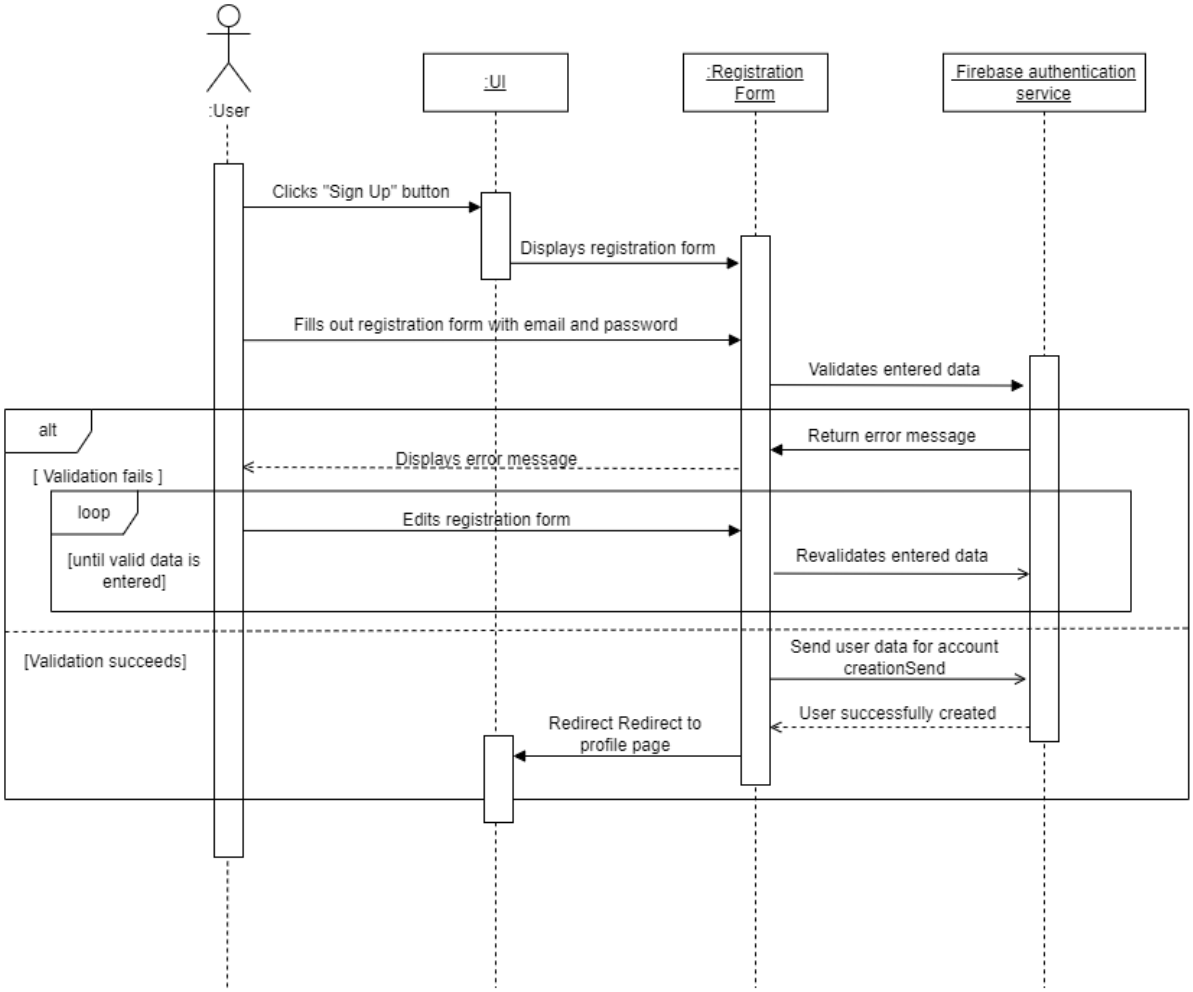
1. **Neighborhood:** This entity represents a specific geographical area or community that is relevant for the choose home in that area. It can include attributes such as population, demographics, crime rate, school quality, amenities, and other relevant factors that can impact the desirability of a neighborhood.
2. **User:** This entity represents a user, who is looking for a home in a particular neighborhood. It can include attributes such as search preferences, budget, and other relevant information that can help match the user with the right properties and neighborhoods.
3. **Search:** This entity represents a specific search query or apply filtering by preference to find best neighborhoods. It can include attributes such as the desired neighborhood, property type, price range, and other relevant factors that can help narrow down the search results.
4. **Recommendation:** This entity represents a recommendation of a specific property or neighborhood to a user based on their search criteria and preferences. It can include attributes such as the recommended property or neighborhood, the reasons for the recommendation, and any other relevant information that can help the user make an informed decision.

2.3 Control objects:

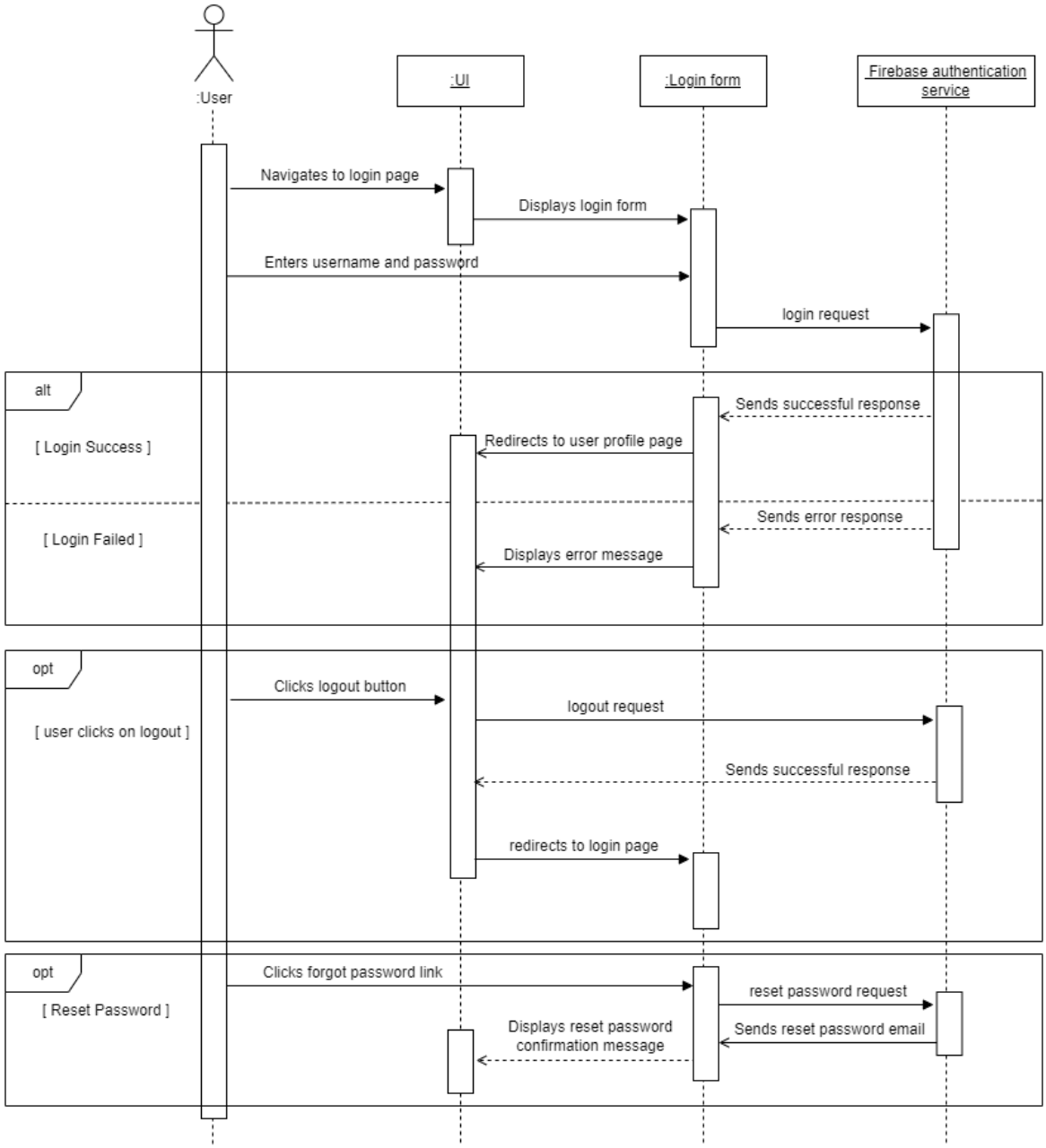
1. **Verification:** System verify the log-in which user have entered. This controls that correct user will be logged in.
2. **Search bar:** It allows users to search for a specific city and specific area in that city. Because user control system's behaviour of what content to be shown.
3. **Rating system:** It controls the visibility and popularity of the area in the city in various aspects like industrial area, area near school, area near public transport.
4. **Navigation:** This control object allows users to navigate in different area of the different cities and choose preferable area for home.

3. Sequence Diagram

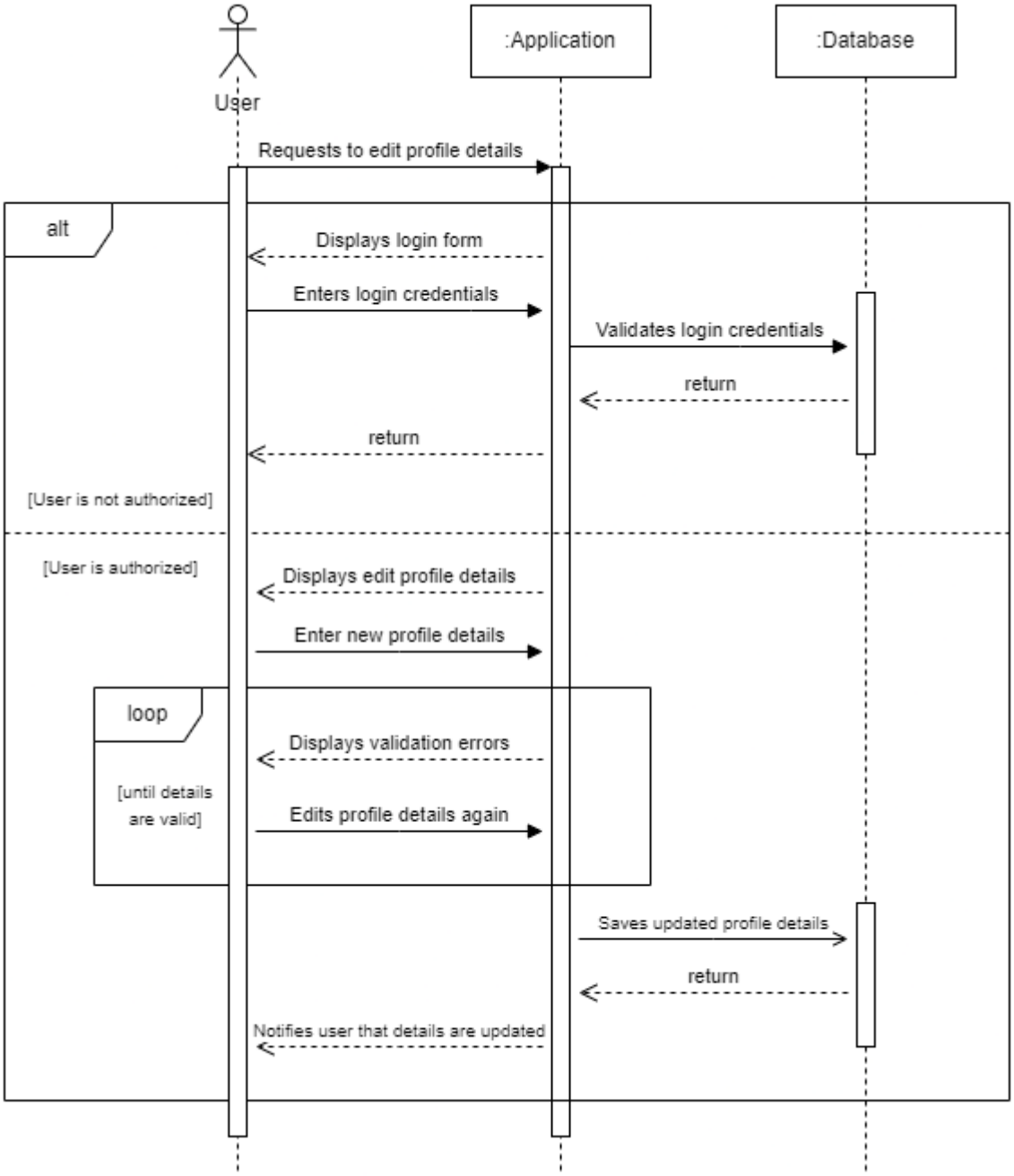
3.1 User Account Creation



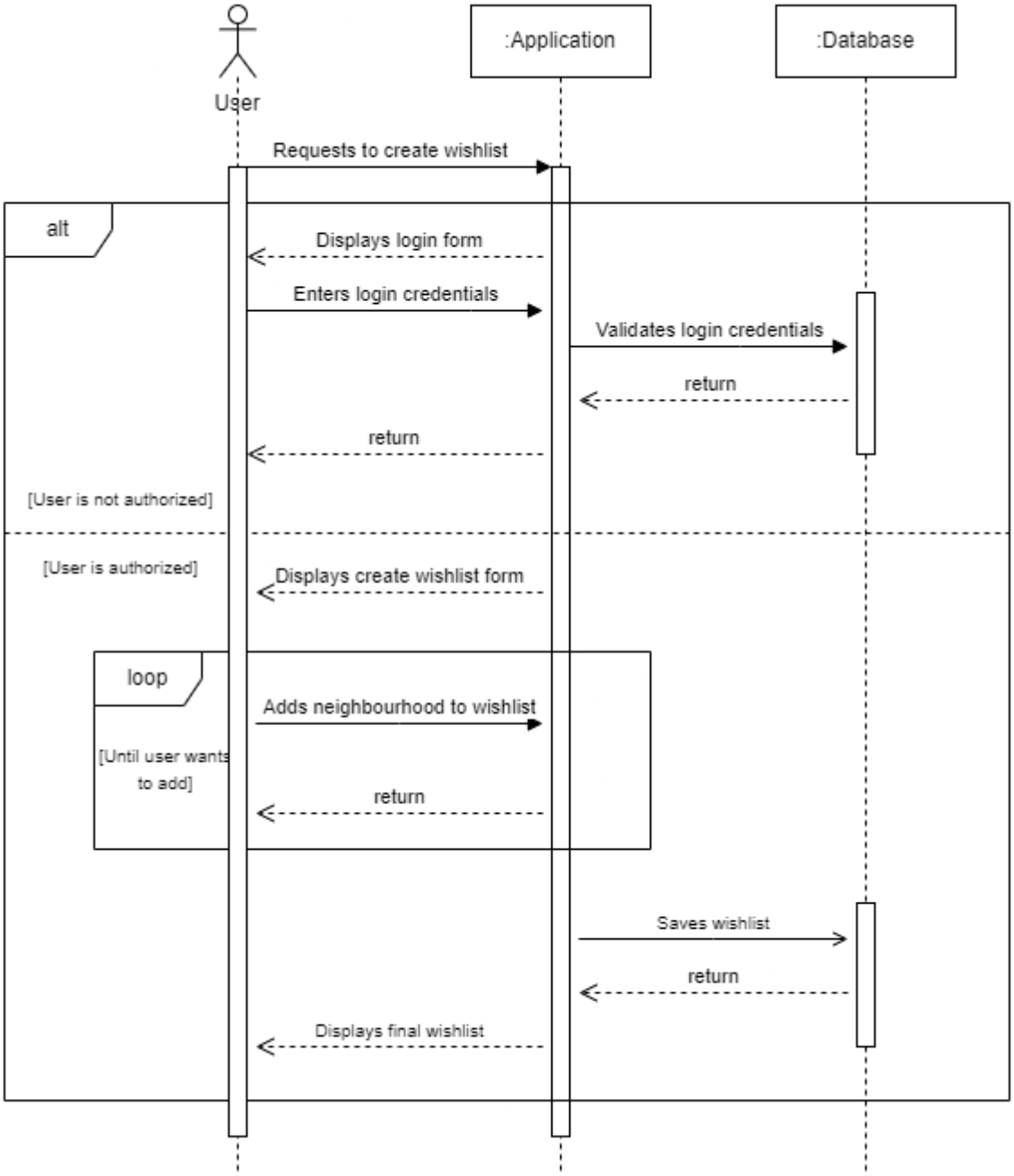
3.2 User Login and Logout



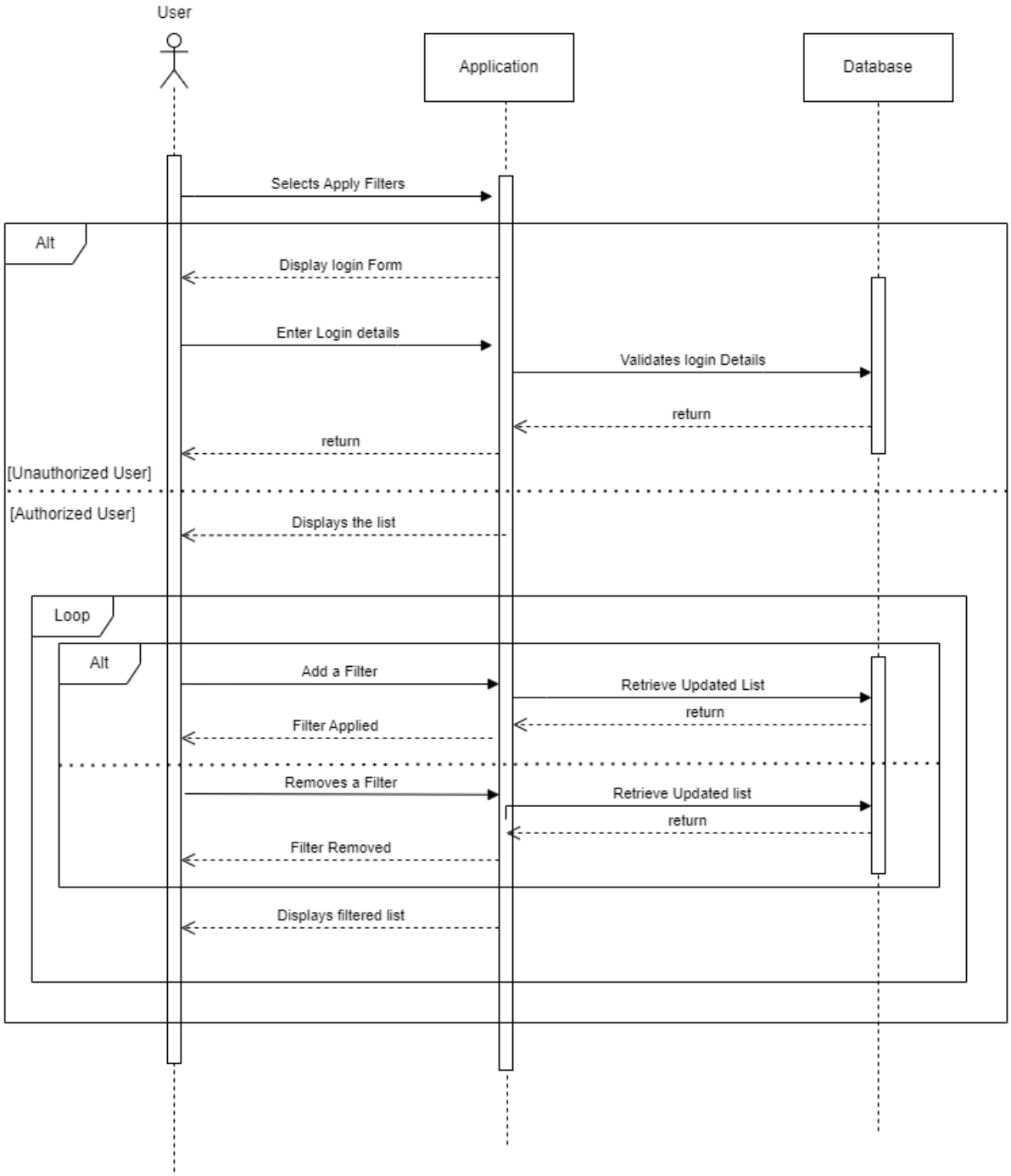
3.3 Profile Management



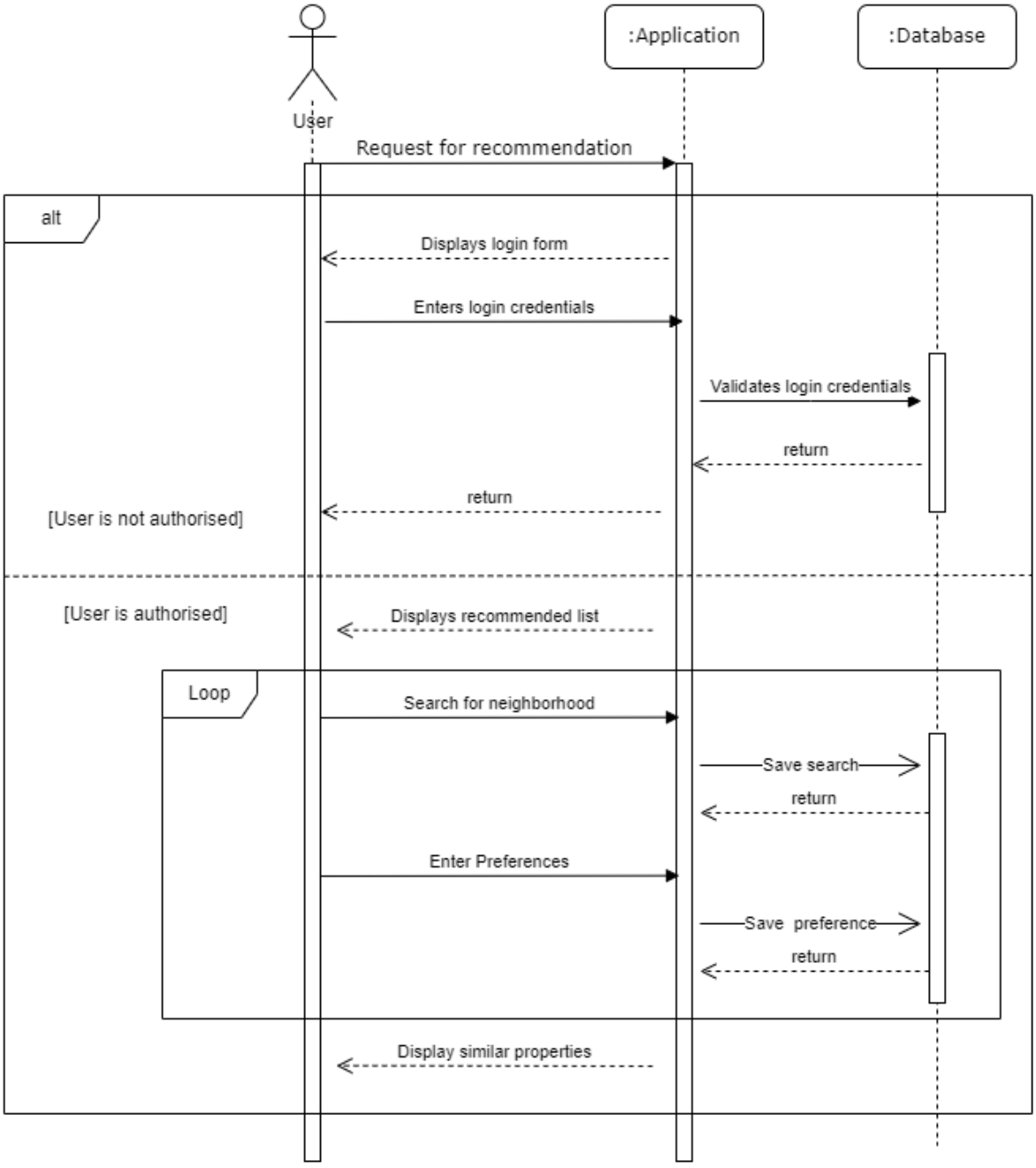
3.4 Neighbourhood Wishlist



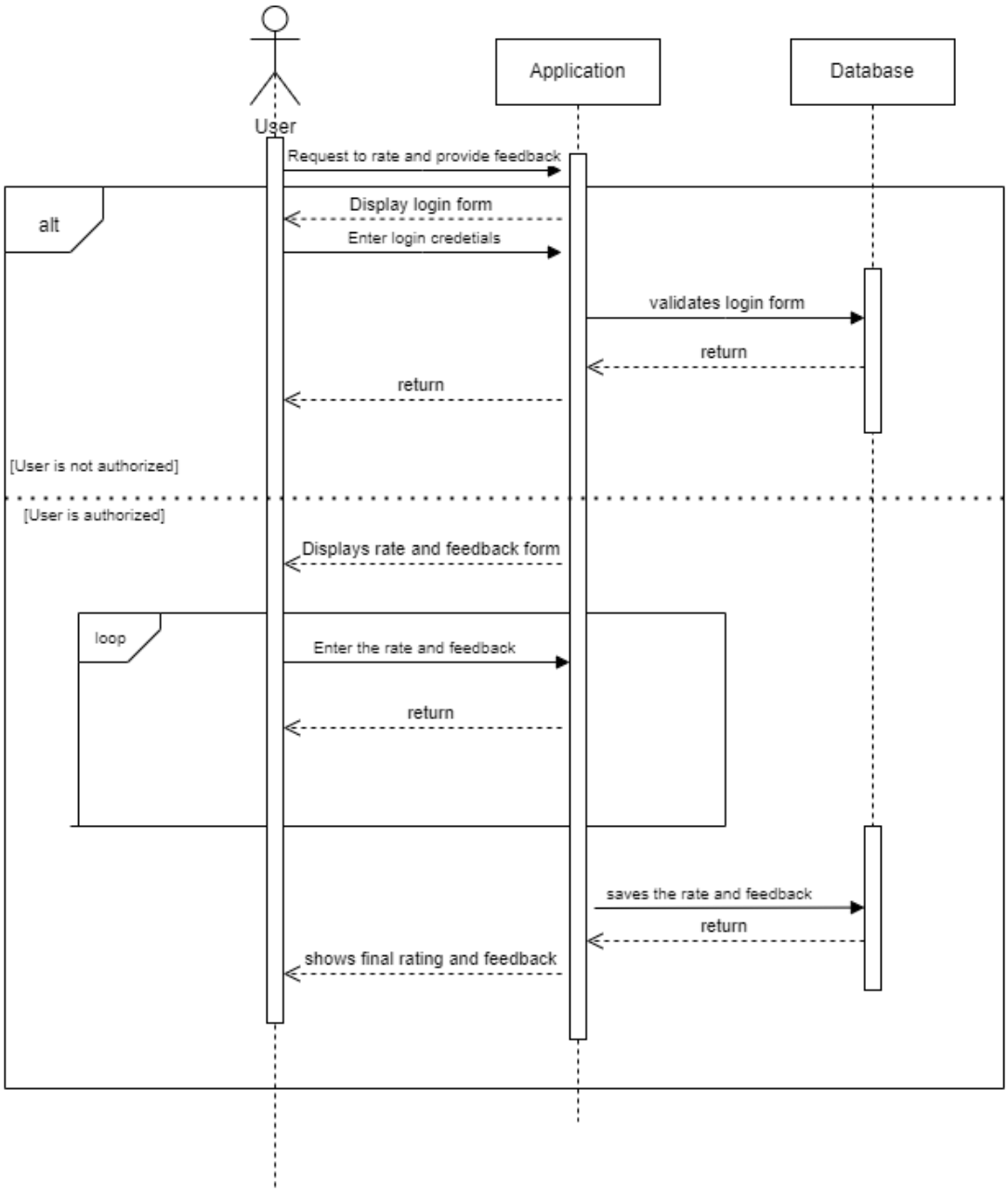
3.5 Filters


User
Application
Database
Selects Apply Filters
Alt
Display login Form
Enter Login details
Validates login Details
return
return
[Unauthorized User]
[Authorized User]
Displays the list
Loop
Alt
Add a Filter
Retrieve Updated List
return
Filter Applied
Removes a Filter
Retrieve Updated list
return
Filter Removed
Displays filtered list

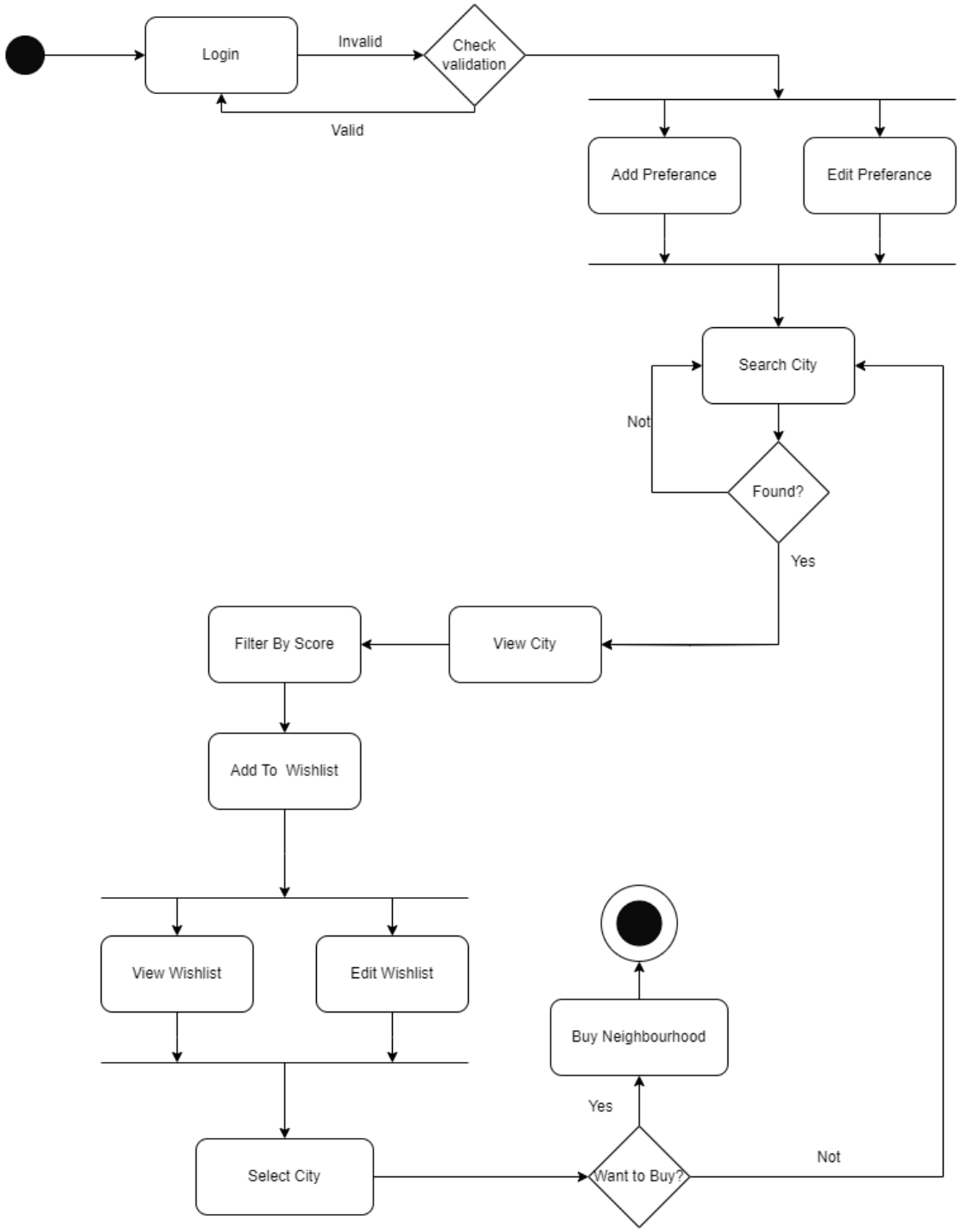
3.6 Recommendation



3.7 Neighbourhood Rating and Feedback



4. Activity Diagram



5. Class Diagram