SOFTWARE ARCHITECTURE DOCUMENT

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Software Design COMS3009

FindMeTutor Android Application

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Contents

1   Introduction

This document is the conceptual model that defines the structure, behaviour and more views of the FindMeTutor mobile application. It is a representation of the system which is used to help stakeholders to know/understand and conceptualise the system.
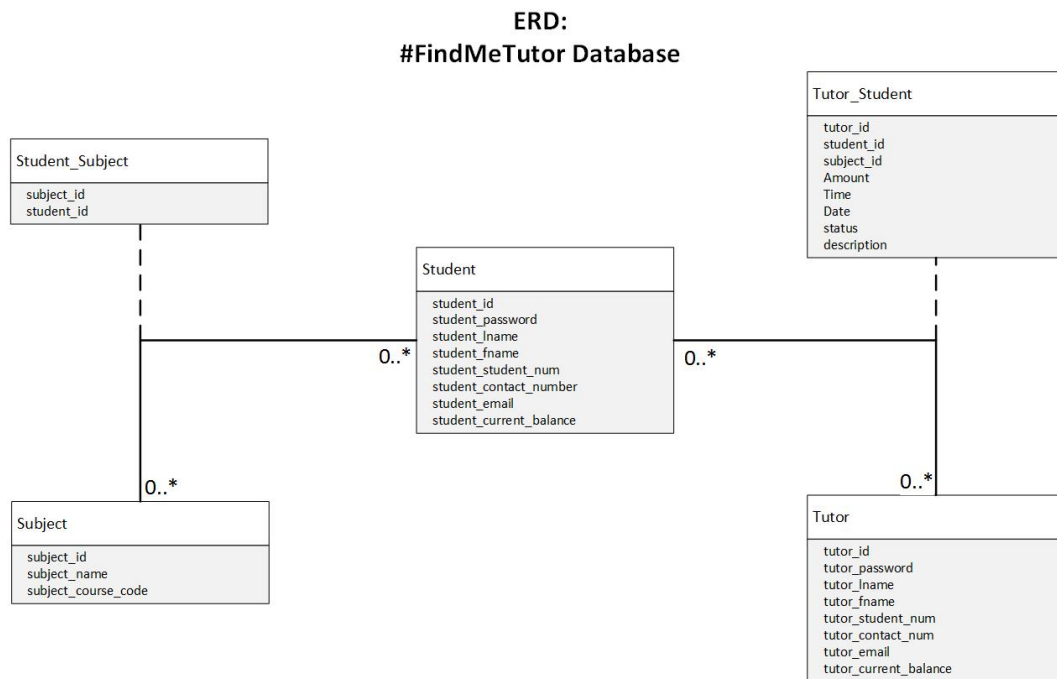
2   Stakeholders

This section lists the various organisations who are concerned with the project.

- Development team
  The Development team are concerned with the implementation of the system, they want to develop the designed system.

- Analysts
  The analysts are concerned with the design of the system, and the proper functionality of the system.

- Lecturer
  The Software Design lecturer is concerned with the progress of the designing and implementation of the system.

- Students
  Students want a system which address their needs as well as a proper functioning system which dis favourable towards them.

- Tutors
  Tutors want a system which address their needs as well as a proper functioning system which dis favourable towards them.
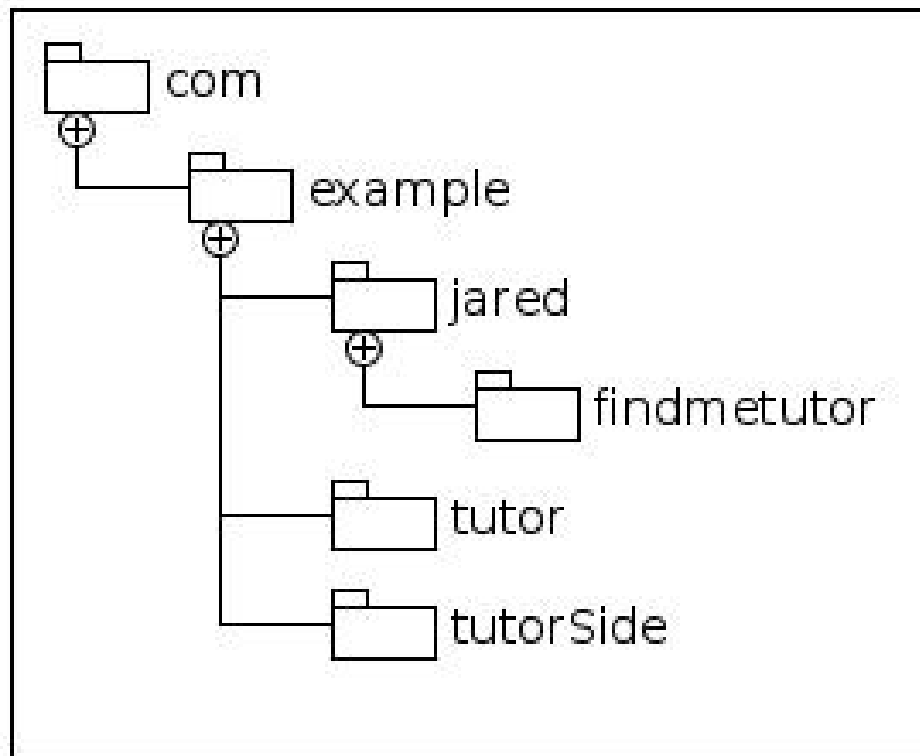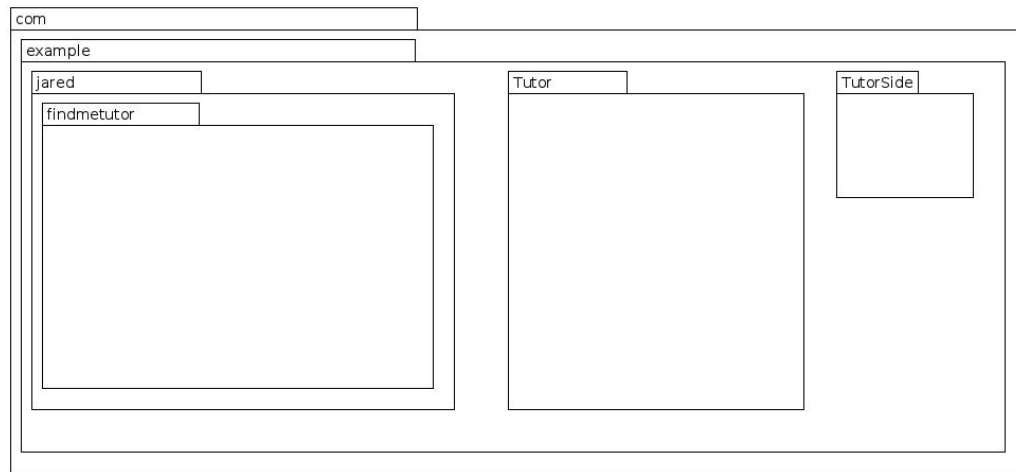
3 Concerns

4 Views

4.1 Logical View

ERD:
#FindMeTutor Database

Student_Subject

subject_id
student_id

Tutor_Student

tutor_id
student_id
subject_id
Amount
Time
Date
status
description

Student

student_id
student_password
student_lname
student_fname
student_student_num
student_contact_number
student_email
student_current_balance

Subject

subject_id
subject_name
subject_course_code

Tutor

tutor_id
tutor_password
tutor_lname
tutor_fname
tutor_student_num
tutor_contact_num
tutor_email
tutor_current_balance

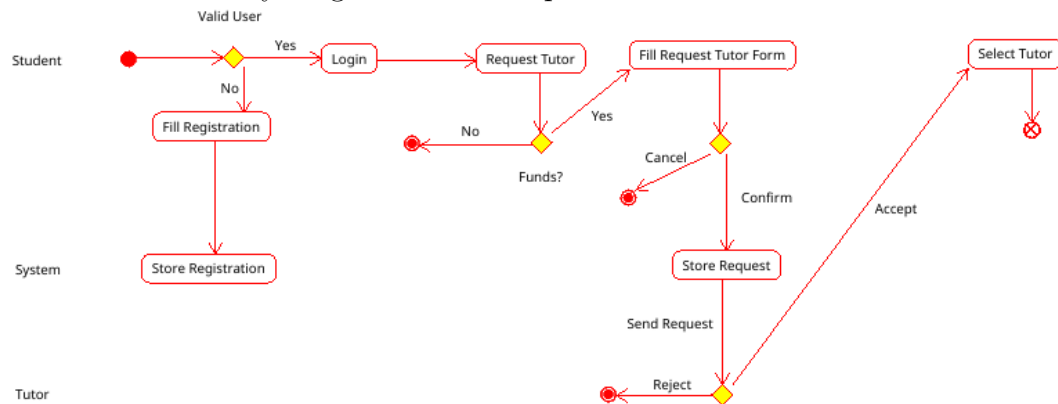0..*   0..*   0..*   0..*

4.2 Development View

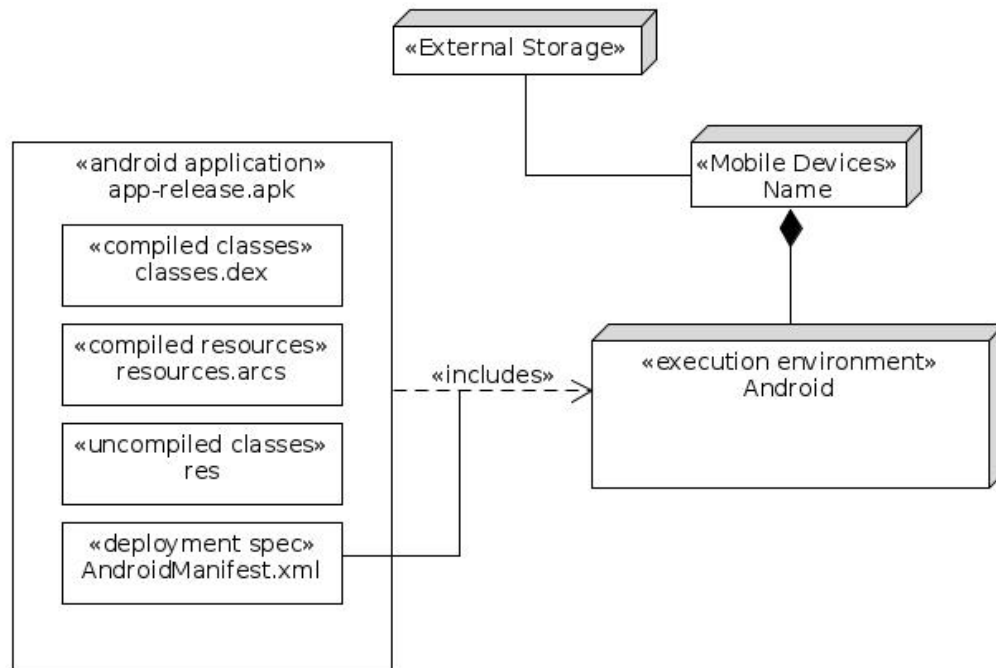Below is package diagrams of the FindMeTutor system:

4.3   Process View

Below is an activity diagram of the Request Tutor use case:

4.4 Physical View

4.5   Scenarios

Request Tutor Use Case