

Cairo University

Faculty of Computers and Artificial Intelligence



# CS251

## Software Engineering I

### Go Football

#### Software Design Specifications

#### Version 0.0

No.	Students' names	IDs	Email (@gmail.com)	Mobile
1	Khaled Ashraf Hanafy Mahmoud	20190186	Saleda4rf	0106 450 2336
2	Ahmed Sayed Hassan Youssef	20190034	midosayed1762001	0112 537 2118
3	Shimaa Reda Saeed Nady	20190267	sr5678467	0111 556 5727

June & 2021



# CS251: Phase 1 – KSA

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# Software Requirements Specifications

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## Software Requirements Specifications

### Team

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### Document Purpose and Audience

The purpose of this document is to build a system that facilitates the process of booking playground for players and enables anyone to search for playground nearby.

This document is intended to facilitate the process of booking, searching and displaying playgrounds for playground owners and aims at a strong and user-friendly system that knows little about technology. This document also will include the requirements that must be implemented to build a complete and integrated system that will serve the purpose of the customer and facilitate user use.

#### Audience:

Customer.

Designer.

Implementer.

Project Manager.



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System Supervisor.

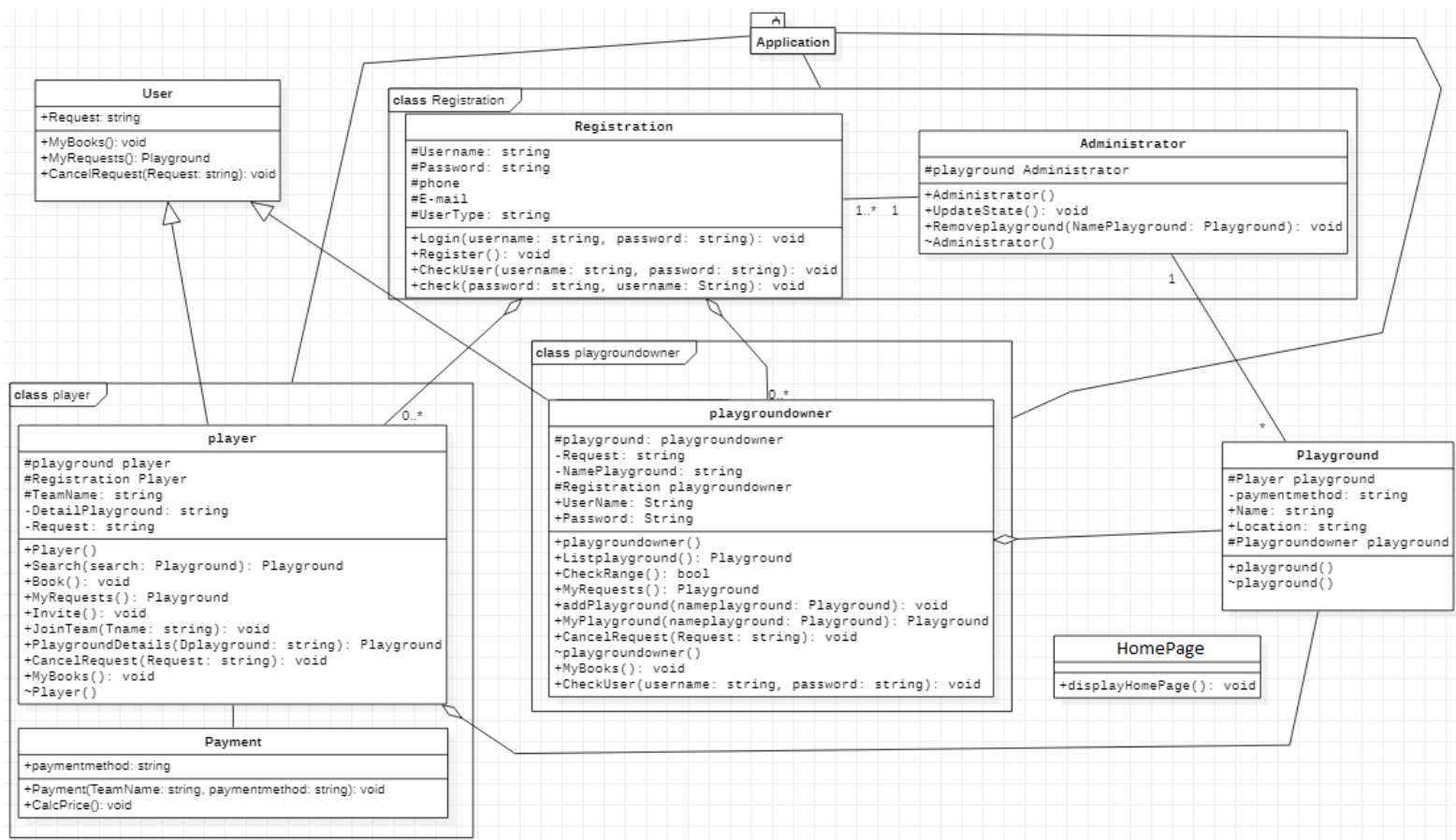
Tester in principle.

Sample of football lovers to add some features.

experts (if needed).

### System Models

#### I. Class Diagram(s)





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### II. Class Descriptions

Class ID	Class Name	Description & Responsibility
1.	User	Abstract Class Allow player and playgroundowner classes to inherit from him And responsible of Storing data in the system
2.	Player	Class show subsystem player from the all system and Responsible of booking, invite Team and join Team, and so on.
3.	Playground	Class show details about all playgrounds in the system and Responsible of storing data about of playground
4.	PlaygroundOwner	Class show subsystem PlaygroundOwner from the all system and Responsible of Listplayground, CheckRange, addPlayground, and so on
5.	Administrator	Class show subsystem Administrator from the all system and Responsible of UpdateState, Removeplayground, and so on.
6.	Registration	Class for creating new Emails in the system for player and playgroundowner and login with email exist exactly
7.	payment	Responsible of calculating money and pay methods for players and send money to playgroundowner



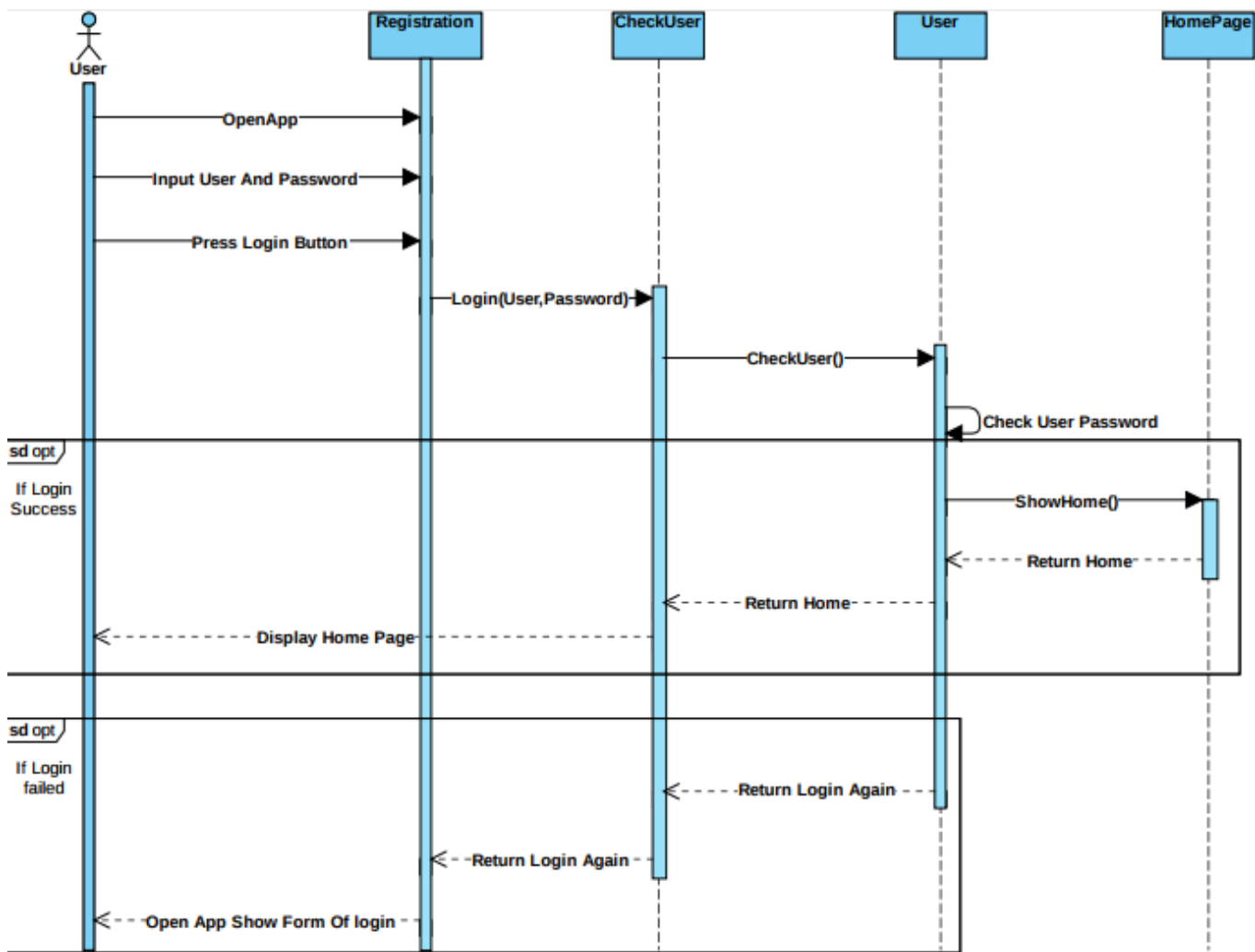
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## Software Requirements Specifications

### III. Sequence diagrams

#### 1.Log-In



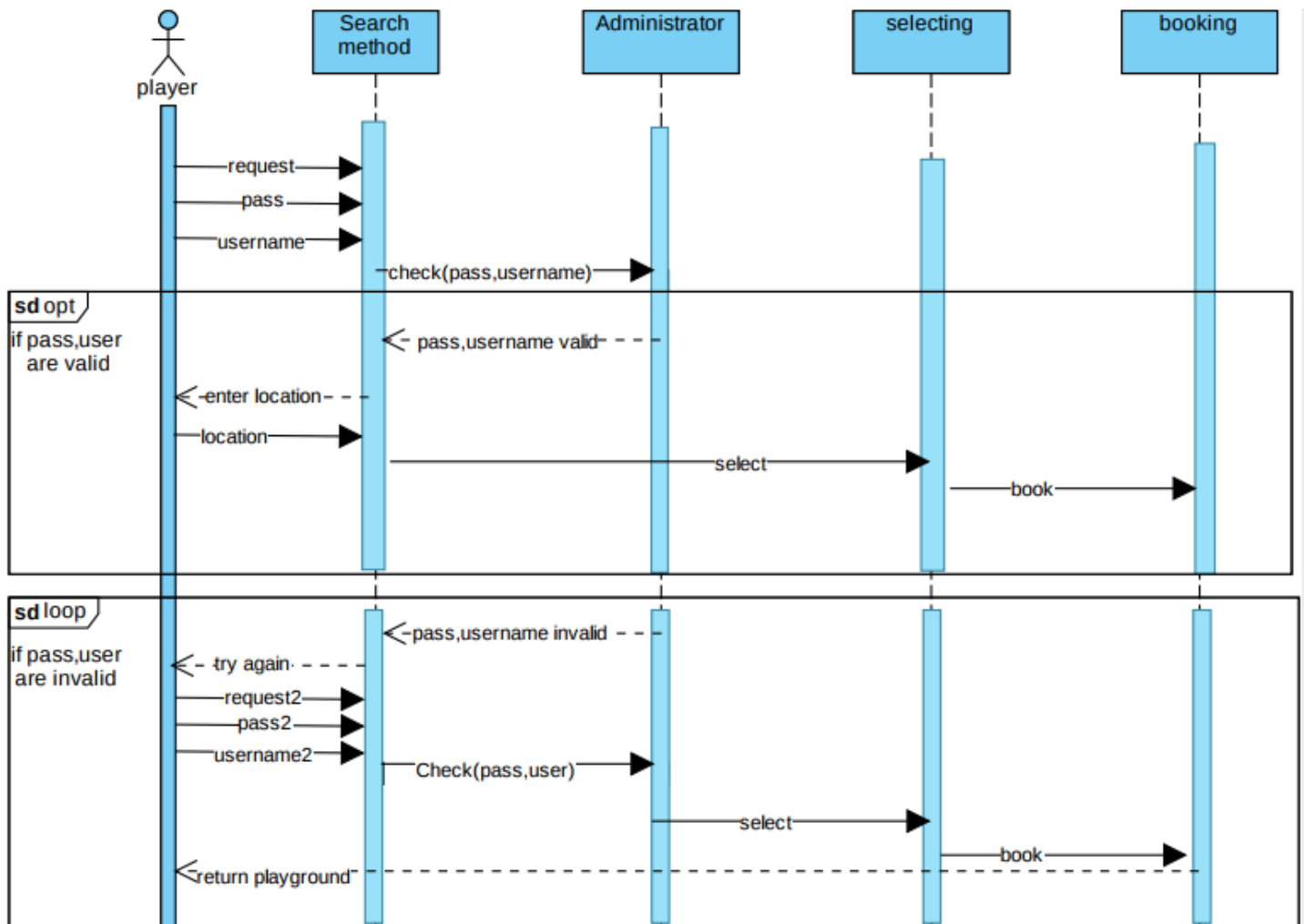


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## Software Requirements Specifications

### 2.Search



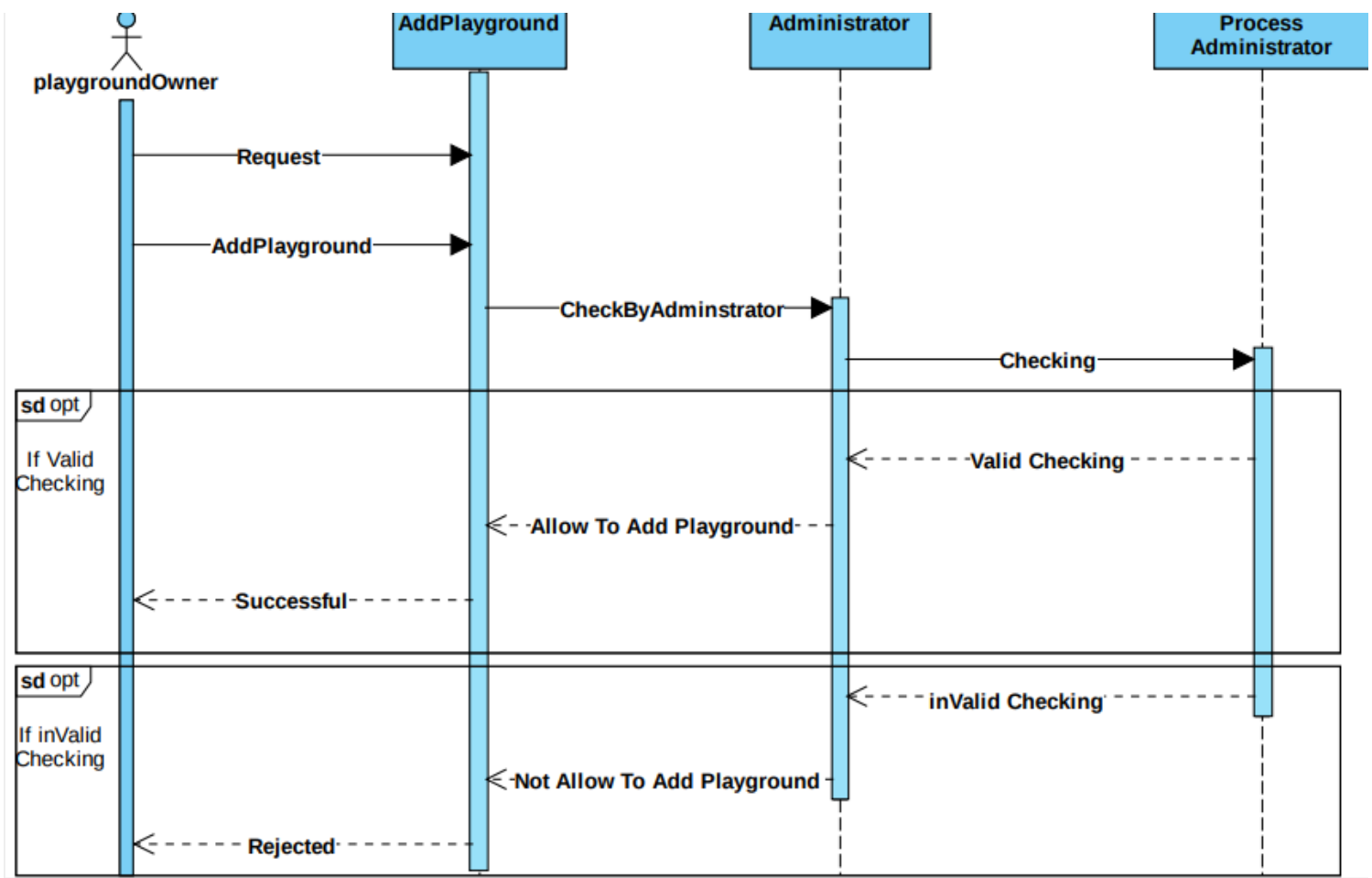


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### 3.AddPlayground





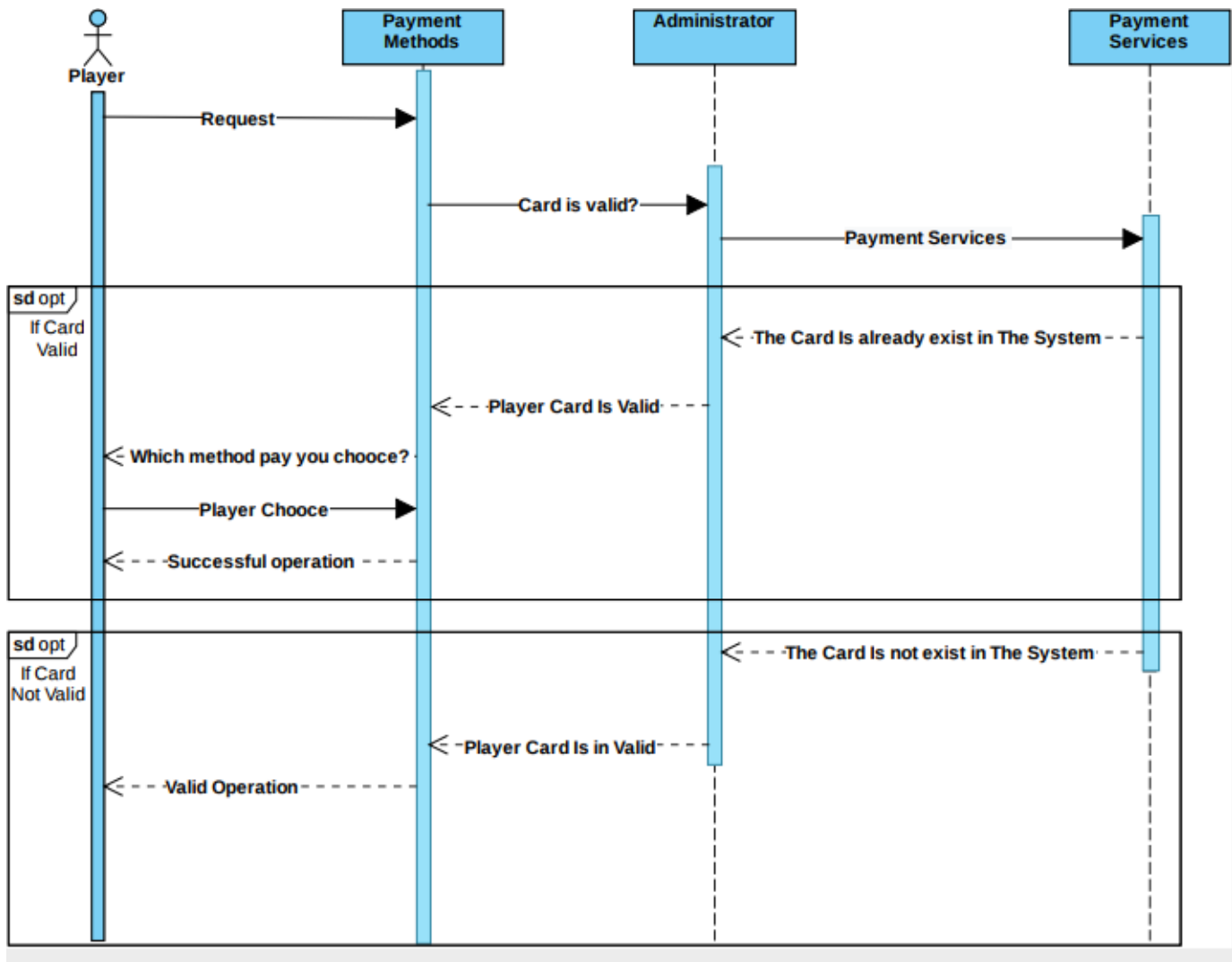


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#### 4.Payment





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## Software Requirements Specifications

### Class - Sequence Usage Table

Class ID	Sequence Diagram	Classes Used	All Methods Used
1.	Login	Registration User HomePage	Login (username:string,password:string) : void DisplayHomePage () CheckUser (username:string,password:string) : void
2.	Search	Administrator Player	CheckUser (username:string,password:string) : void Search (search:playground) : playground
3.	AddPlayground	PlaygroundOwner Adminstrator	addPlayground (nameplayground:playground) : void CheckUser (username:string,password:string) : void
4.	Payment	Player Adminstrator Payment	Payment (TeamName:string,paymentmethod:string) : void

### Tools

### StarUML- Visual Paradigm



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### Software Requirements Specifications

#### Ownership Report

No.	Students' names	Items he created
1.	Ahmed Sayed Hassan Youssef	Part of Class Diagram Part of Class Descriptions Part of Sequence diagrams Part of Sequence Usage Table
2.	Shimaa Reda Saeed Nady	Part of Class Diagram Part of Class Descriptions Part of Sequence diagrams Part of Sequence Usage Table
3.	Khaled Ashraf Hanafy Mahmoud	Part of Class Diagram Part of Class Descriptions Part of Sequence diagrams Part of Sequence Usage Table