

Cairo University

Faculty of Computers and Artificial Intelligence



CS251

Software Engineering I

Go Football

Software Design Specifications

Version 1.0

| 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



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Contents

| | |
|-------------------------------------|----|
| Team | 3 |
| Document Purpose and Audience | 3 |
| System Models..... | 3 |
| I. Class Diagram(s) | 4 |
| II. Class Descriptions | 5 |
| III. Sequence diagrams | 6 |
| Class - Sequence Usage Table | 7 |
| Tools..... | 10 |
| Ownership Report | 10 |



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Project: < Go Football >

Software Requirements Specifications

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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.

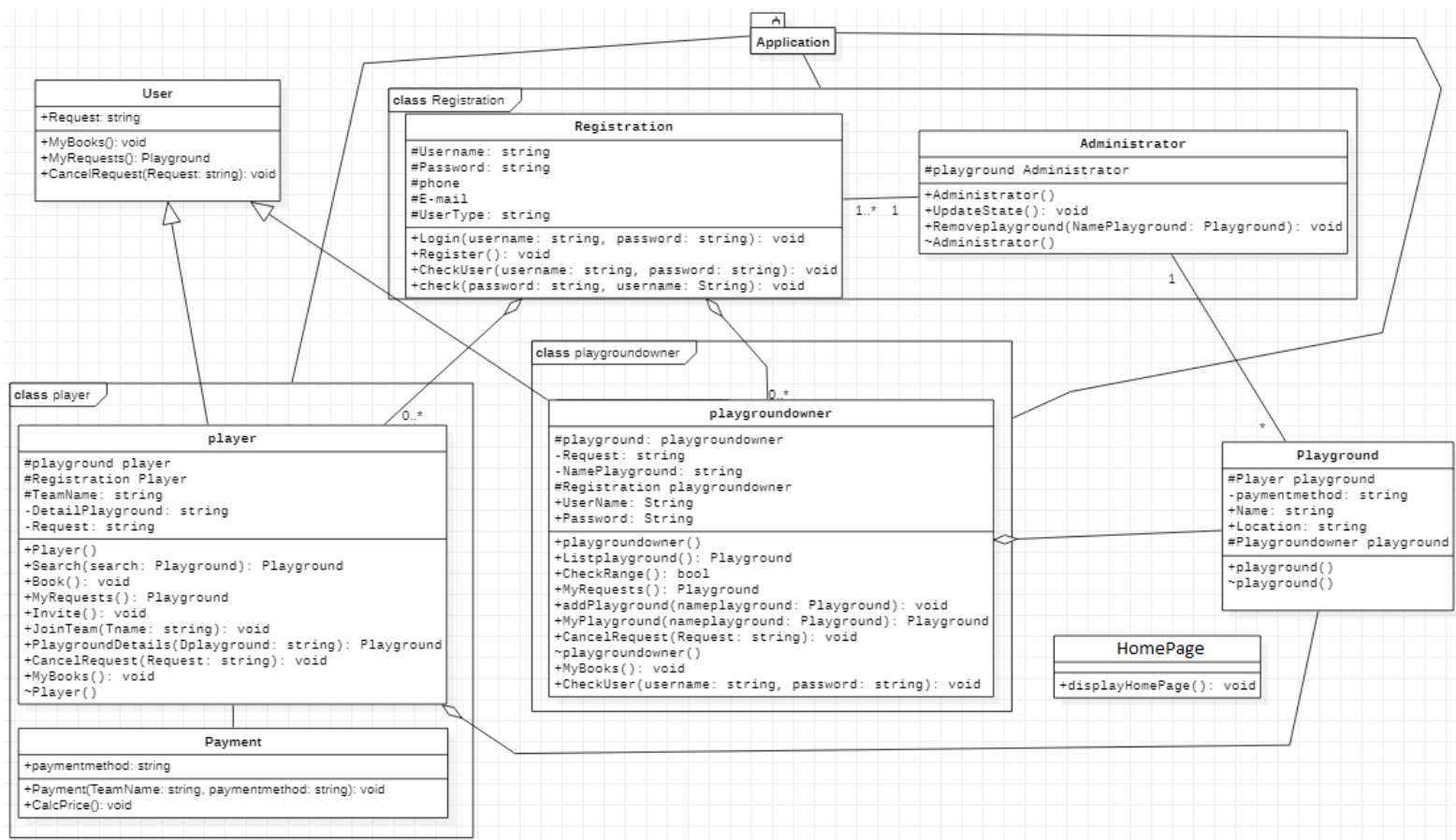
Tester in principle.

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 |



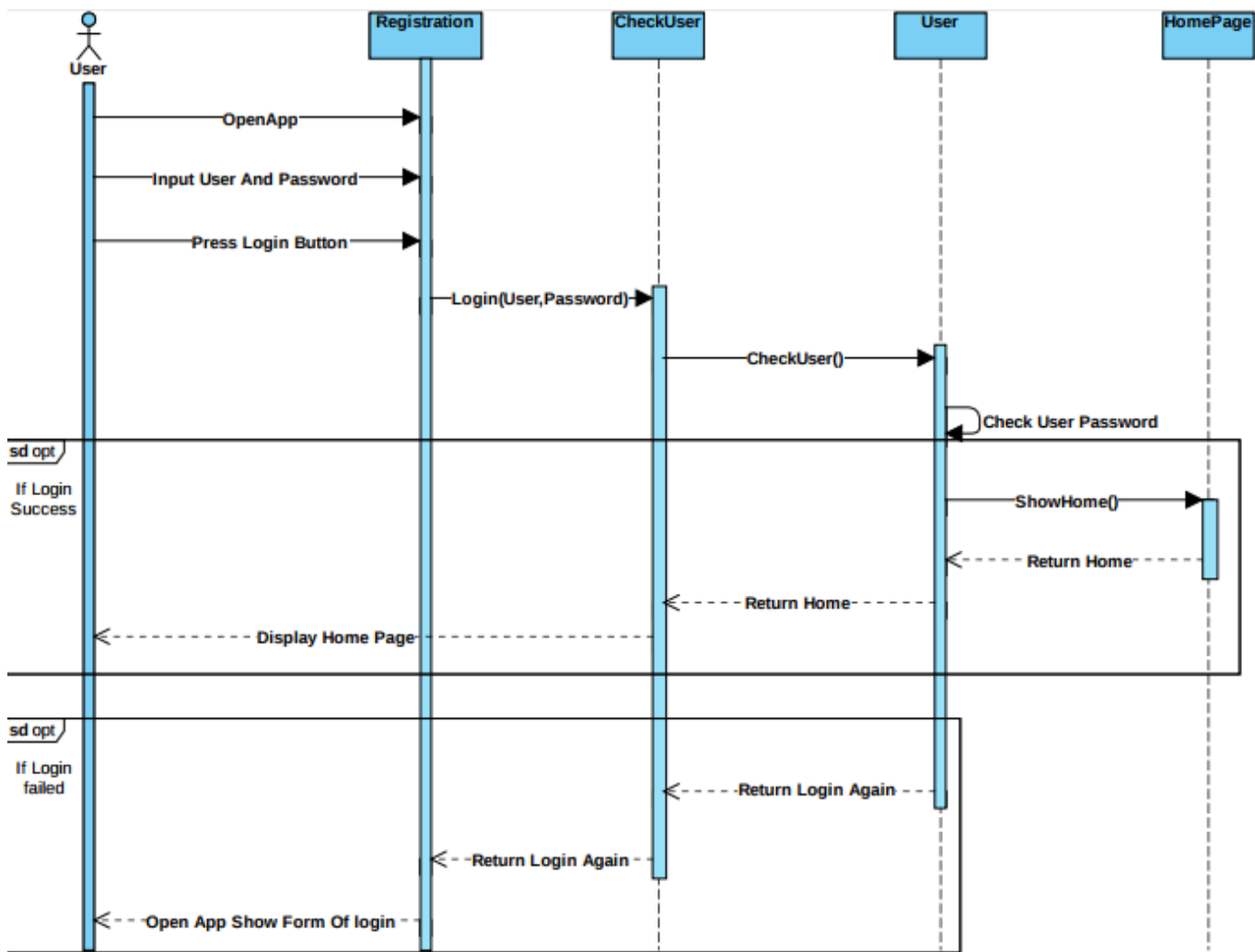
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III. Sequence diagrams

1.Log-In



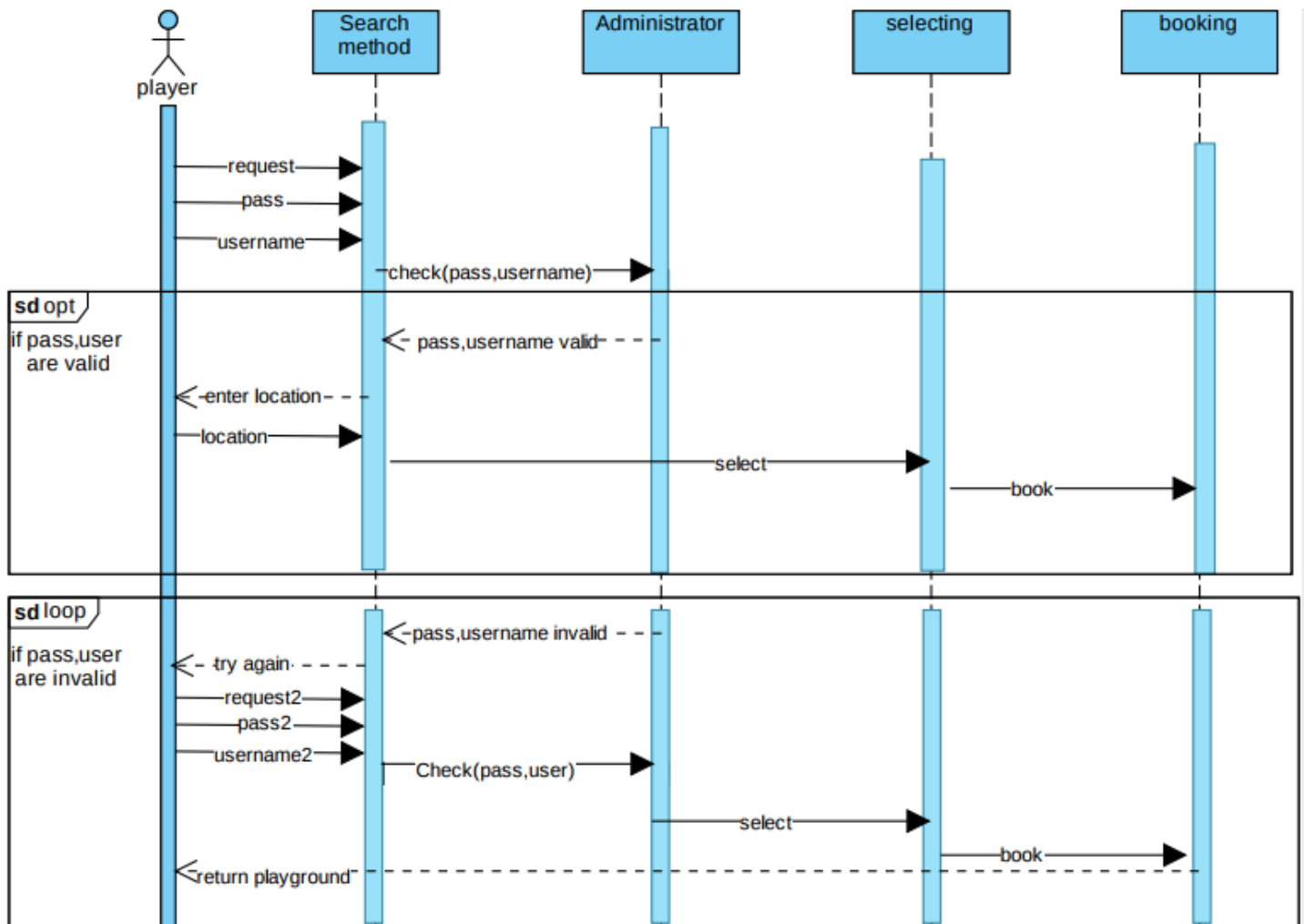


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2.Search



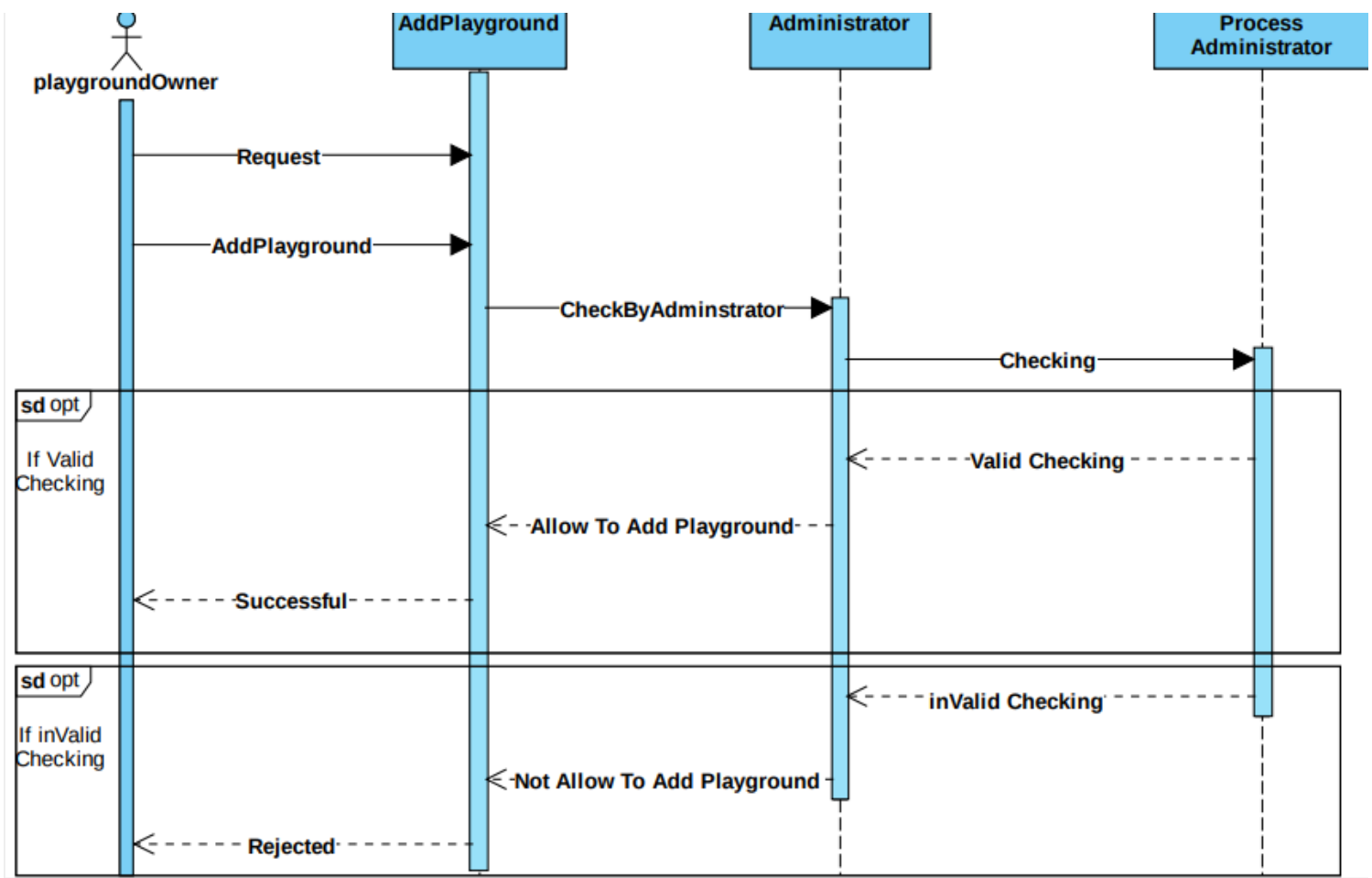


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3.AddPlayground



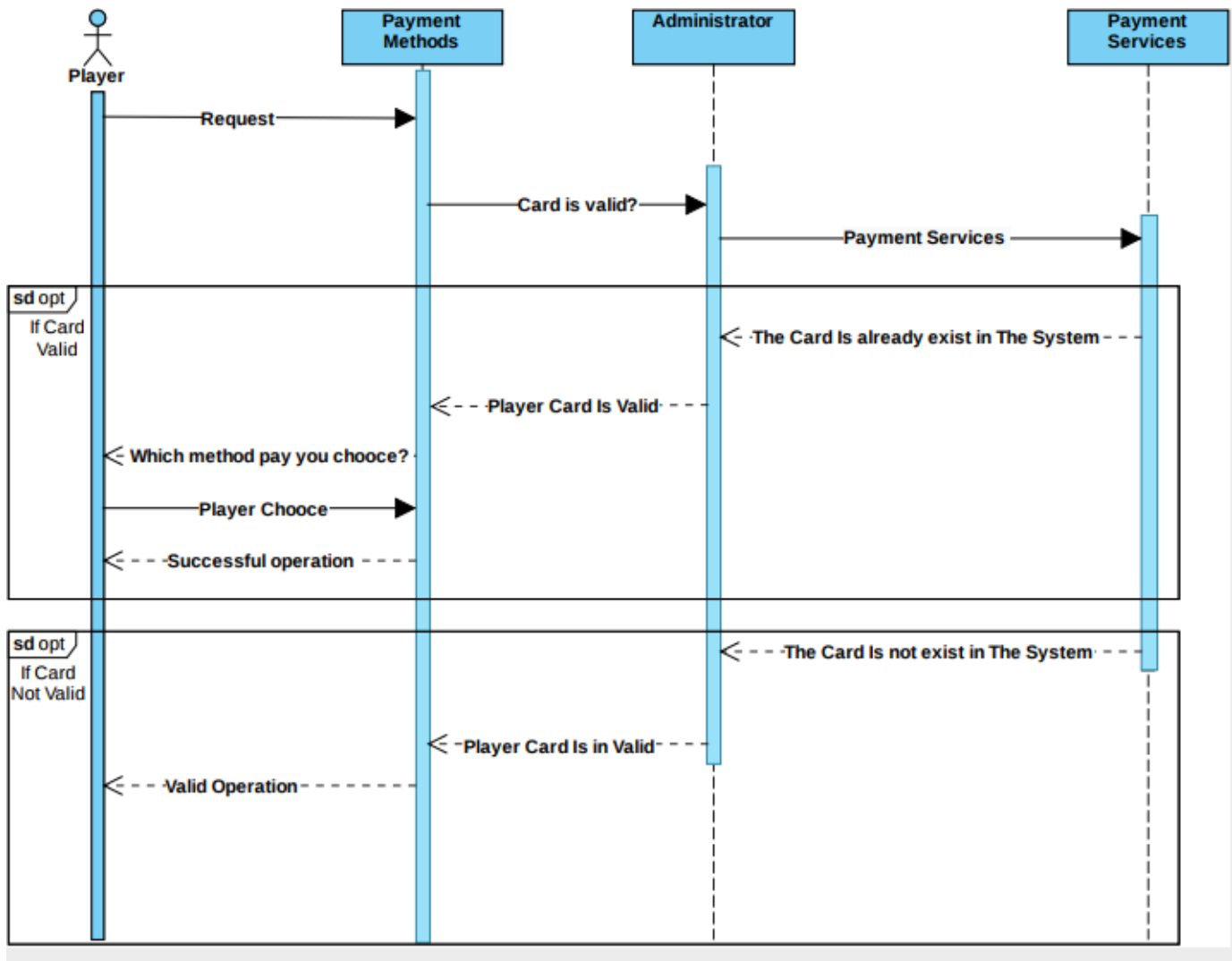


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4.Payment





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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

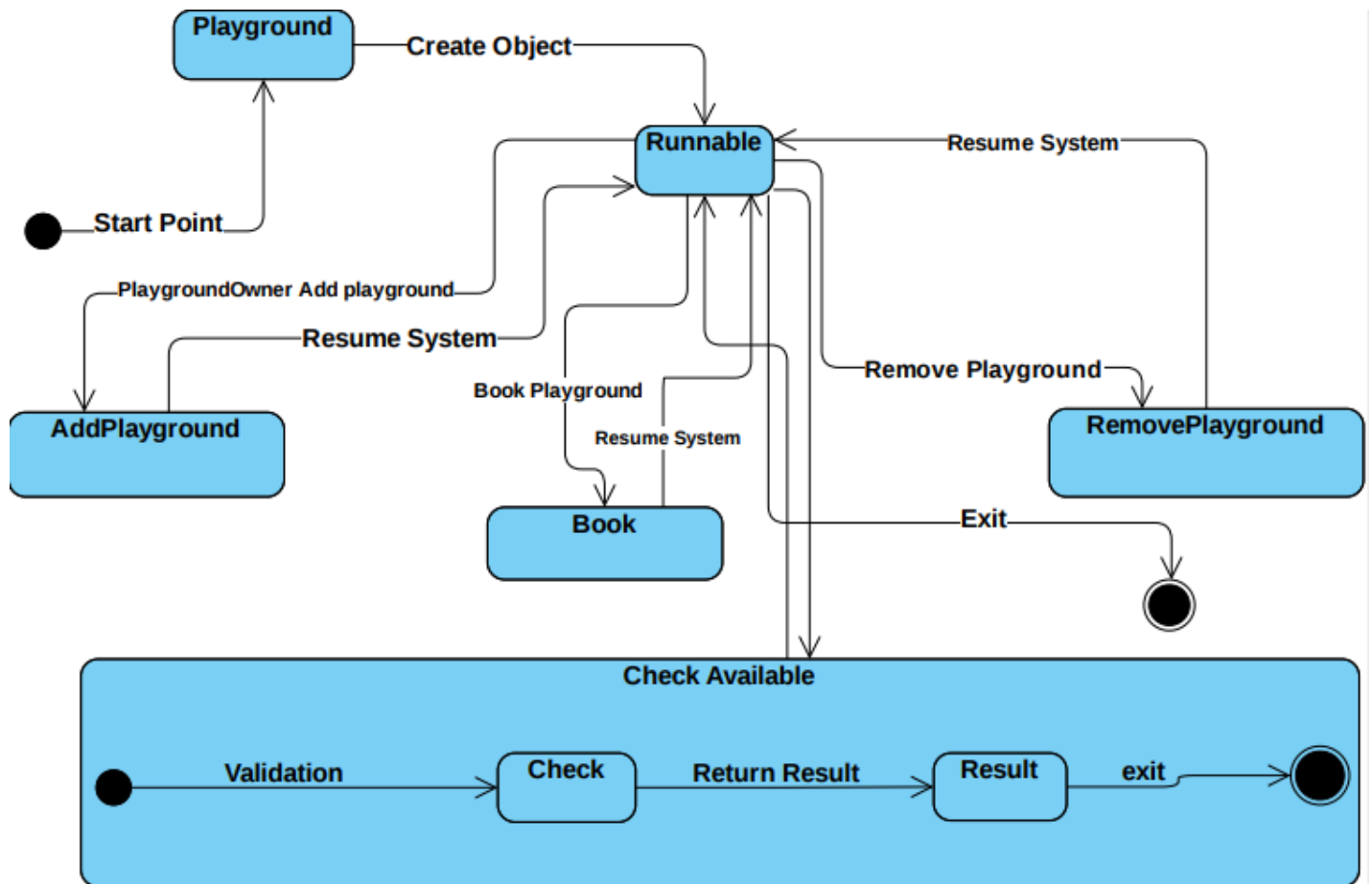


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State Diagram





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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 Part of State Diagram |
| 2. | Shimaa Reda Saeed Nady | Part of Class Diagram Part of Class Descriptions Part of Sequence diagrams Part of Sequence Usage Table Part of State Diagram |
| 3. | Khaled Ashraf Hanafy Mahmoud | Part of Class Diagram Part of Class Descriptions Part of Sequence diagrams Part of Sequence Usage Table Part of State Diagram |