

**Enable Systems**

**Software Design Descriptions**

**Version 1.0**

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**1. Introduction**

* 1. **Purpose**

The purpose of the Software Design Description (SDD) will contain the representation of the “Item Look Up” by ES in an structural form. The structural for of this document will be made will be represented with diagrams. This document will be for developers to use it as a guide, to be able to implement the software product improved and to understand the user’s needs. It can also be used as a guide for the structure of how would the programming will go.

**1.2 Scope**

The improved Item-Look Up system will provide the GameStop employees a better search towards the merchandise in the local or external store. Already knowing the customer’s specifications, this document will help the developers to also use it as a guide. For the developers, this guide will be in the sense of steps of implementation on the ESILGS system. The main actions or advantages that our system will provide for the GameStop employees are:

* Live updates
* Better interface with exact quantity of merchandise
* Retain, Secure and Order within other stores without making phone calls

**1.3 Table 1.3.1 Definitions**

| Words | Definitions |
| --- | --- |
| Software Requirements Specifications (SRS) | Is an explanation of the product that the developers will be working on. |
| GameStop (GS) | Is the world’s largest video game and entertainment software retailer. |
| Portable Computer (PC) | Is a computer that is design to move from one place to another place. |
| Fiction | Is the form of a narrative events that are not real, mostly is invented by the author. |
| Art | Is the way of people express senses, emotions and intellect. |
| Magic | Is the art that purports to control or forecast natural events, effects, or forces by invoking the supernatural. |
| Supernatural | Is the meaning of this word is not clearly but it can be interpreted as above or existing outside the laws of nature. |
| Phenomenon | Is any observable occurrence. |
| Fantasy | Is fiction that commonly uses magic and supernatural phenomenon, which usually takes place on imaginary worlds. |
| early Childhood (eC) | I s the content for ages 3 and older. |
| Cartoon | It could be a drawing or a painting in a form of two dimensional visual arts. |
| Mild violence | Will contain moderate physical force. |
| Mild language | May contain moderate bad words, which parents may not want their children to hear. |
| Everyone (E) | Is the content for ages 6 and older, could contain minimal cartoon, fantasy or mild violence or use of mild language. |
| Suggestive themes | Contains provocative themes, which may cause people to feel certain way. |
| Everyone+10 (E+10) | Is the Content for ages 10 and older, could contain more cartoon, fantasy or mild violence, mild language or minimal suggestive theme. |
| Gambling | Is the way of gathering money or valuable objects. |
| Strong language | May contain insults, rude and vulgar vocabulary. |
| Teen (T) | Is the content for ages 13 and older, could contain violence, suggestive themes, minimal blood, gambling or usage of strong language. |
| Sexual content | Contains the actual or simulated sexual explicit. |
| Mature (M) | Is the content for the 17 and older, contain intense violence, blood, sexual content or strong language. |
| Intense violence | Will contain intense physical force. |
| Nudity | Is the State of wearing no clothing, which means peoples genitals are in the out. |
| Adults only | Is the content for ages 18 and older, could contain scenes of intense violence, graphic sexual content or nudity. |
| Rating Pending (RP) | Have been summited to the ESRB and is waiting for the final rating. RP only appears when advertising before the release of the game. |
| Item Look Up | Is the Old Software of Game Stop Item Look Up |
| Rank | Is a position of an employee in a store or job which identifies who’s the one will make decisions and the one who follow the decisions. |

**1.3.2 Acronyms**

**Table 1.3.2 Acronyms**

| Acronyms | Meaning |
| --- | --- |
| ES | Enable System |
| DBMS | Database Management System |
| GSSDBMS | Game Stop Store Data Base |
| ESILGS | Enable system Item Look Up for Game Stop |
| GSGDBMS | Game Stop Global Data Base |
| eC | early Childhood |
| E | Everyone |
| E+10 | Everyone+10 |
| T | Teen |
| M | Mature |
| Ao | Adults only |
| RP | Rating Pending |
| SRS | Software Requirements Specifications |
| Acronyms | Meaning |
| ES | Enable System |
| GS | Game Stop |
| UML | Unified Modeling Language |

**1.3.3 Abbreviations**

**Table 1.3.3 Abbreviations**

|  |  |
| --- | --- |
| Abbreviations | Meaning |
| Info | Information |

**1.4**

|  |  |
| --- | --- |
| **Diagrams** | **Section** |
| **Activity** | **3** |
| **Class** | **4** |
| **Sequence** | **5** |
| **Package** | **6** |
| **State** | **7** |

**2. System Overview**

**2.1 Introduction**

The ESILGS system consists of improved software of the “Item Look Up” system on GS stores. ESILGS system will be synchronized with the GSSDBMS and GSGDBMS for the better search of local and global merchandise. The part of the ESILGS system is to make the search for merchandise easier for GS employees. The software of the ESILGS will be configured and improved to be more users friendly to be used by the GS employees.

**3.0 Activity Diagrams**



Credentials Figure 3.1

Time Limit Figure 3.2

Figure 3.2 Login activity diagram works like most logins found now a day, it validates the credentials is written within the standard parameters and then it utilizes the GSGDBMS to validate the credentials submitted. After this, the Employee will have access to ESILGS.

**Access ESILGS Figure 3.2**

Figure 3.3 Scan activity diagram works by scanning the item barcode that that would be the SKU number and verifying if the SKU number is on the database then displays the result on the list box.



**Scan (SKU) Item Figure 3.3**

Figure 3.4 Item Description activity diagram works by entering a description(name, sub name)of the item and then verifying if the match or matches is on the database then displays the results on the list box.



**Item Description Figure 3.4**

Figure 3.5 Category activity diagram works by selecting the category of the item and verifying if the Category was selected then displays the result on the list box.



**Item Category Figure 3.5**

Figure 3.6 State activity diagram works by Selecting the state of the item then verifies if state was selected then displays the result on the list box.



**Item State Figure 3.6**

Figure 3.7 Platform activity diagram works by selecting the platform for the item then displays the result on the list box.



**Item Platform Figure 3.7**

Figure 3.8 Scan activity diagram works by entering the price of the item verifies if is a valid price then displays the result on the list box.



**Item Price Figure 3.8**

Figure 3.9 Retain activity diagram works by selecting the item the verifies if the employee selected the item then ask to enter the zip code verifies if is a valid zip code

the displays the store result on the list box selects the store verifies the employee selected the store select processing method request a confirmation and enter client info.



**Retain Method Figure 3.9**

Figure 3.10 Secure activity diagram works by selecting the item the verifies if the employee selected the item then ask to enter the zip code verifies if is a valid zip code

the displays the store result on the list box selects the store verifies the employee selected the store select processing method request a confirmation and enter client info.



**Secure method figure 3.10**

Figure 3.11 Order activity diagram works by selecting the item the verifies if the employee selected the item then ask to enter the zip code verifies if is a valid zip code

the displays the store result on the list box selects the store verifies the employee selected the store select processing method request a confirmation and enter client info.



**Order Method figure 3.11**

**4.0 Class Diagrams**

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**Class diagram Figure 4.0**

|  |
| --- |
| **-Login** |
| Validate(Name: string, Password: string):Void  GetName():void  GetPassword():void |
|  |

|  |
| --- |
| **-Local** |
| EnterSKU():void  SelectPlatform():void  SelectCategory():void  EnterDescription():void  SelectRating():void  SelectState():void  EnterPrice():void  SearchLocal():void  PrintResults():void |
|  |

|  |
| --- |
| **-External** |
| SelectGame():void  EnterZipCode():void  PrintStores():void  Distance():void  Qty():void |
|  |

|  |
| --- |
| **-Confirmation** |
| RequestConfirmation():void  ReciciveConfirmation():void  AnswerConfirmation():void |
|  |

|  |
| --- |
| **-Retain** |
| EnterName():void  EnterEmail():void  Confirm Retain():void |
|  |

|  |
| --- |
| **-Secure** |
| EnterName():void  EnterEmail():void  Confirm Secure ():void |
|  |

|  |
| --- |
| **-Order** |
| EnterName():void  EnterEmail():void  ConfirmOrder():string |
|  |

|  |
| --- |
| **-Item** |
| GetItem():void  SetItem():void |
|  |

|  |
| --- |
| **-SKU** |
| SetSKU():void  GetSKU():void |
| SKU: string |

|  |
| --- |
| **-Category** |
| SetCategory():void  GetCategory():void |
| Category: string |

|  |
| --- |
| **-Rating** |
| SetRating():void  GetRating():void |
| Rating: string |

|  |
| --- |
| **-Status** |
| SetStatus():void  GetStatus():void |
| Status: string |

|  |
| --- |
| **-Platform** |
| SetPlatform():void  GetPlatform():void |
| Platform: string |

|  |
| --- |
| **-State** |
| SetState():void  GetState():void |
| State: string |

|  |
| --- |
| **-Price** |
| SetPrice():void  GetPrice():void |
| Price:double |

|  |
| --- |
| **-TIV** |
| SetTIV():void  GetTIV():void |
| TIV: double |

|  |
| --- |
| **-GSSDBMS** |
| Modify(): Void  Get():void  Search():void |
|  |

|  |
| --- |
| **-GSGDBMS** |
| Modify(): Void  Get():void  Search():void |
|  |

|  |
| --- |
| **-Accessories** |
| SetAccesories():void  GetAccesories():void |
| Accesories: String  SKU: SKU  Price : double  Platform : Platform  State: State  Category: Category  Status: Status  TIV: double |

|  |
| --- |
| **-POSACards** |
| SetPOSACards():void  GetPOSACards():void |
| POSACards: string  SKU: SKU  Category: Category  Status: Status  Price: double  Platform:Platform |

|  |
| --- |
| **-DLC** |
| SetDLC():void  GetDLC():void |
| SKU: SKU  DLC: string  Rating : Rating  Category: Category  Price : double  Platform : Platform  Status: Status |

|  |
| --- |
| **-Figures** |
| SetFigures():void  GetFigures():void |
| Figures: string  SKU: SKU  Category: Category  Status: Status  Price: double |

|  |
| --- |
| **-Games** |
| SetGames():void  GetGames():void |
| GameTitle: string  SKU: SKU  Rating : Rating  Price : double  Platform : Platform  State: State  Category: Category  Status: Status  TIV: TIV |

|  |
| --- |
| **-Guides** |
| SetGuides():void  GetGuides():void |
| SKU: SKU  Guides: string  Rating : Rating  Price : double  Platform : Platform  Category: Category  Status: Status |

|  |
| --- |
| **-Systems** |
| SetSystems():void  GetSystems():void |
| Systems: string  SKU: SKU  Price : double  State: State  Platform : Platform  Category: Category  Status: Status |

|  |
| --- |
| **-GiftCards** |
| SetGiftCards():void  GetGiftCards():void |
| GiftCards: string  SKU: SKU  Category: Category  Price : double |

|  |
| --- |
| **-Stores** |
| SetStore()void  GetStore()void |
| StoreID : string  StoreLocation : string  Zipcode : string  PhoneNumber : string |

|  |
| --- |
| **-Employee** |
|  |
| Name: string  Username: string  Type: string  Number: int  Password: string  Phone: int  Address:string |

**5.0 Sequence Diagrams**

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**6.0 Package Diagrams**

The Decomposition Package Diagrams in Figure 6.0 represents the general architecture of the ESILGS system. Not all of the classes or objects found at the ESILGDS are interfaces because most of them are DBMDS.The Database GSSDBMS and GSGDBMS that uses ESILGS, from which the ESILGS system will access the information needed.

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**Figure 6.0 Package Diagram**

**7.0 State Diagrams**

Figure 7.1 Login State diagram it validates the credentials is written within the standard parameters and then it utilizes the GSGDBMS to validate the credentials submitted. After this, the Employee will have access to ESILGS.

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**Figure 7.1**

Figure 7.2 External State diagram Time is selected the the zip code is entered and the search result display in list boxbox.

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**Figure 7.2**

Figure 7.3 External State diagram Time is selected the the zip code is entered and the search result display resilt in list boxbox.

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**Figure 7.3**

Figure 7.4 Processing method state diagram works by selecting the item the verifies if the employee selected the item then ask to enter the zip code verifies if is a valid zip code

the displays the store result on the list box selects the store verifies the employee selected the store select processing method request a confirmation and enter client info.

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**Figure 7.4**

Figure 7.5 Order Item State request warehouse confirmation enter client info.

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**Figure 7.5**