

**Cairo University**

**Faculty of Computers and Artificial Intelligence**

**CS251**

**Software Engineering I**

**GoFo**

**Software Design Specifications**

**Version 1.0**

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# CS251: Phase 2 EzProg

## Project: GoFo

### Software Design Specification

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#### Team

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### Document Purpose and Audience



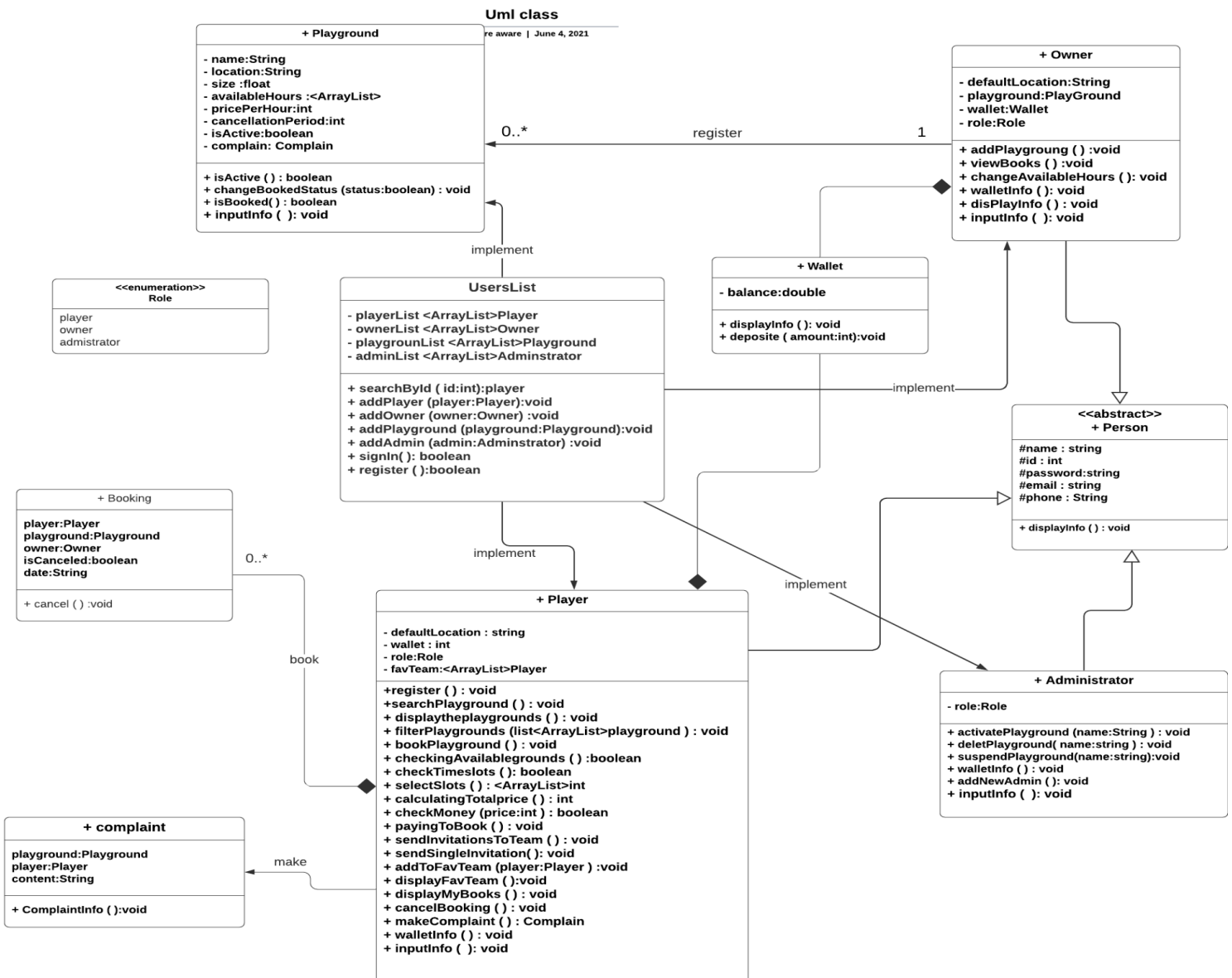
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#### System Models

##### I. Class Diagram(s)





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### II. Class Descriptions

Class ID	Class Name	Description & Responsibility
1.	person	abstract class I can't make an object from it and can be inherited from class player, owner, Administrator classes because there are common attributes between them .
2.	owner	this class inherits the Properties of the person class.the owner class can register a new playground and it has a wallet, the owner can view booking and he can change available hour,and this class also responsible for filling the info of the owner

Class ID	Class Name	Description & Responsibility
3.	playground	Registered by the owner and has its own attributes: name, location, size, the available hour ,price per hours , cancellation period. class is responsible for knowing whether the playground is active or not,booked or not Changing the booked status meaning when they are booking the status is changed to reserved. If the game is completed or canceled, it must change its status to unreserved.
4.	player	the class is responsible for -searching for the available playground and filter them and if the player choose the playground he can display it and choose to book it - the player can check the time slots and select slot or more which he want to book - the player can cancel a booking if he need if the booking is in the cancellation period and -the player can make complaint to particular playground -the player can create a fav team and sends to them emails, -the player display the booking -check the money of wellet



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Class ID	Class Name	Description & Responsibility
5.	Administrator	this class is responsible for - activating a playground if it is registered. - delete a playground if he needs to anytime . - suspending a playground . -the administrator is only the one who can add new admin - entering the info of the admin
6.	Booking	this class is responsible for restoring very important info about the booking like, the player, playground, owner and if it is canceled
7.	User list	this class is act like the database of the system so - it stores the list of current players - stores list of the current owners - store List of the current Administrator - this class is the class which is used to perform the sign in and registration process



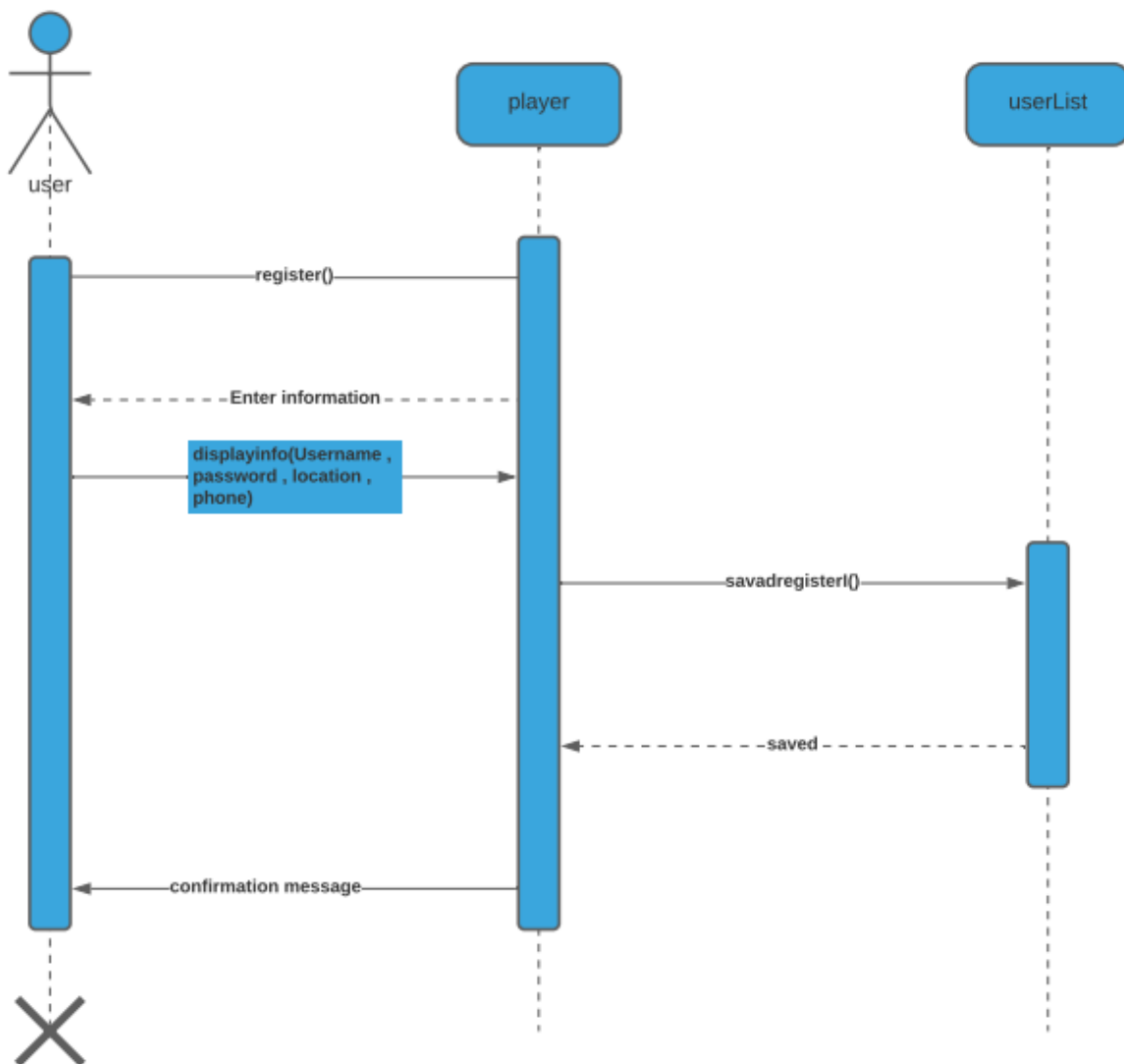
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#### III. Sequence diagrams

1.



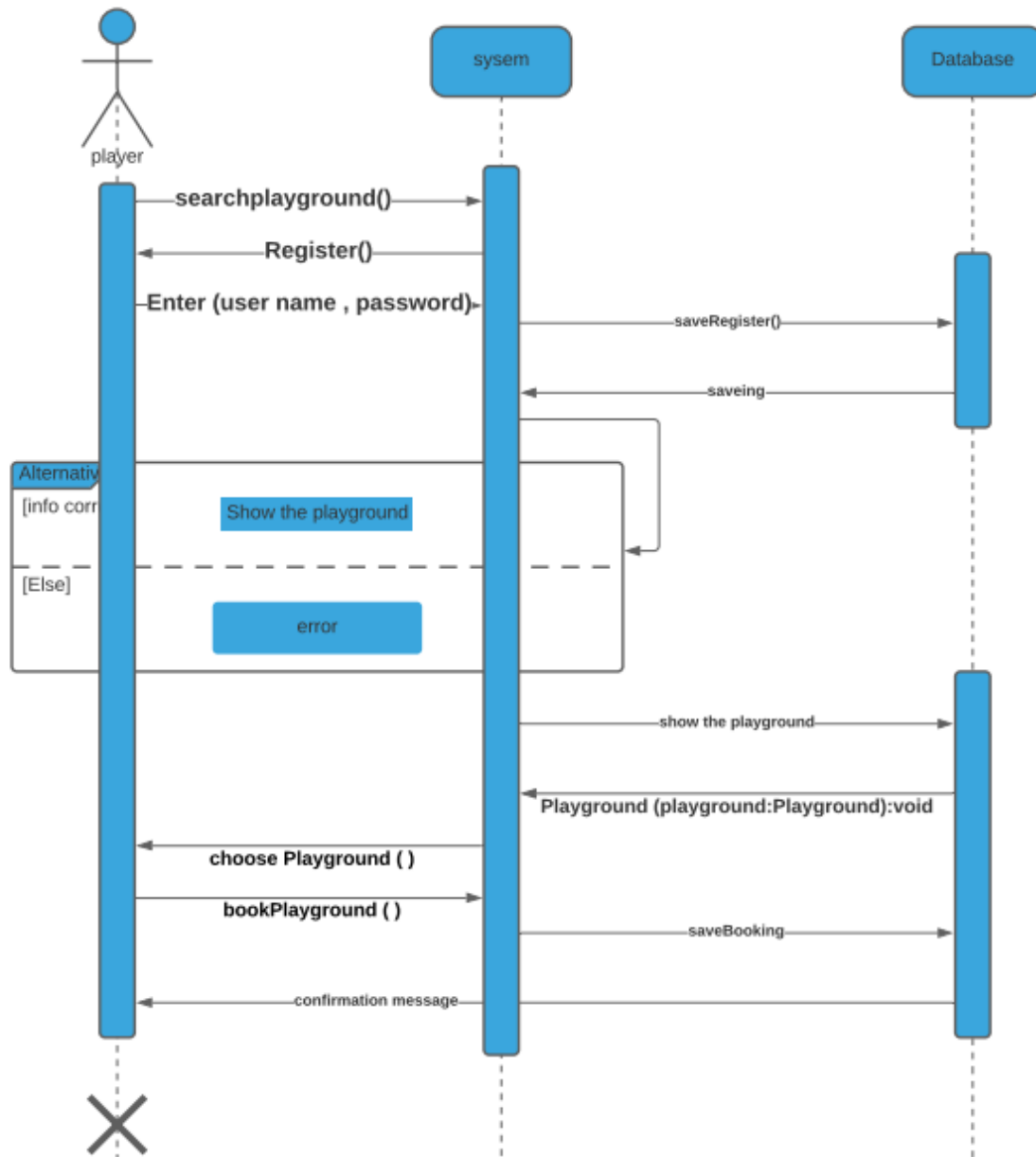


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2.



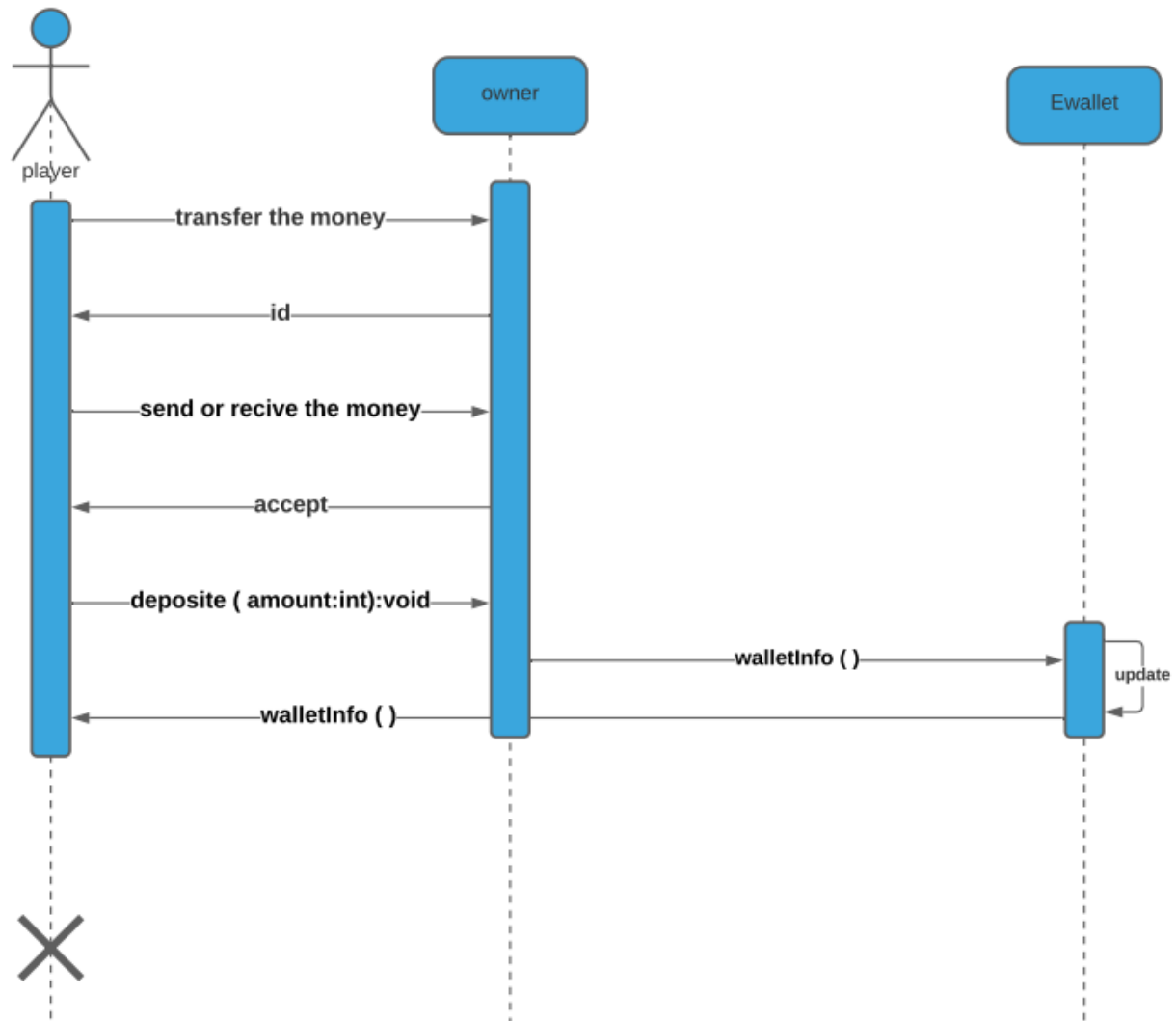


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3.





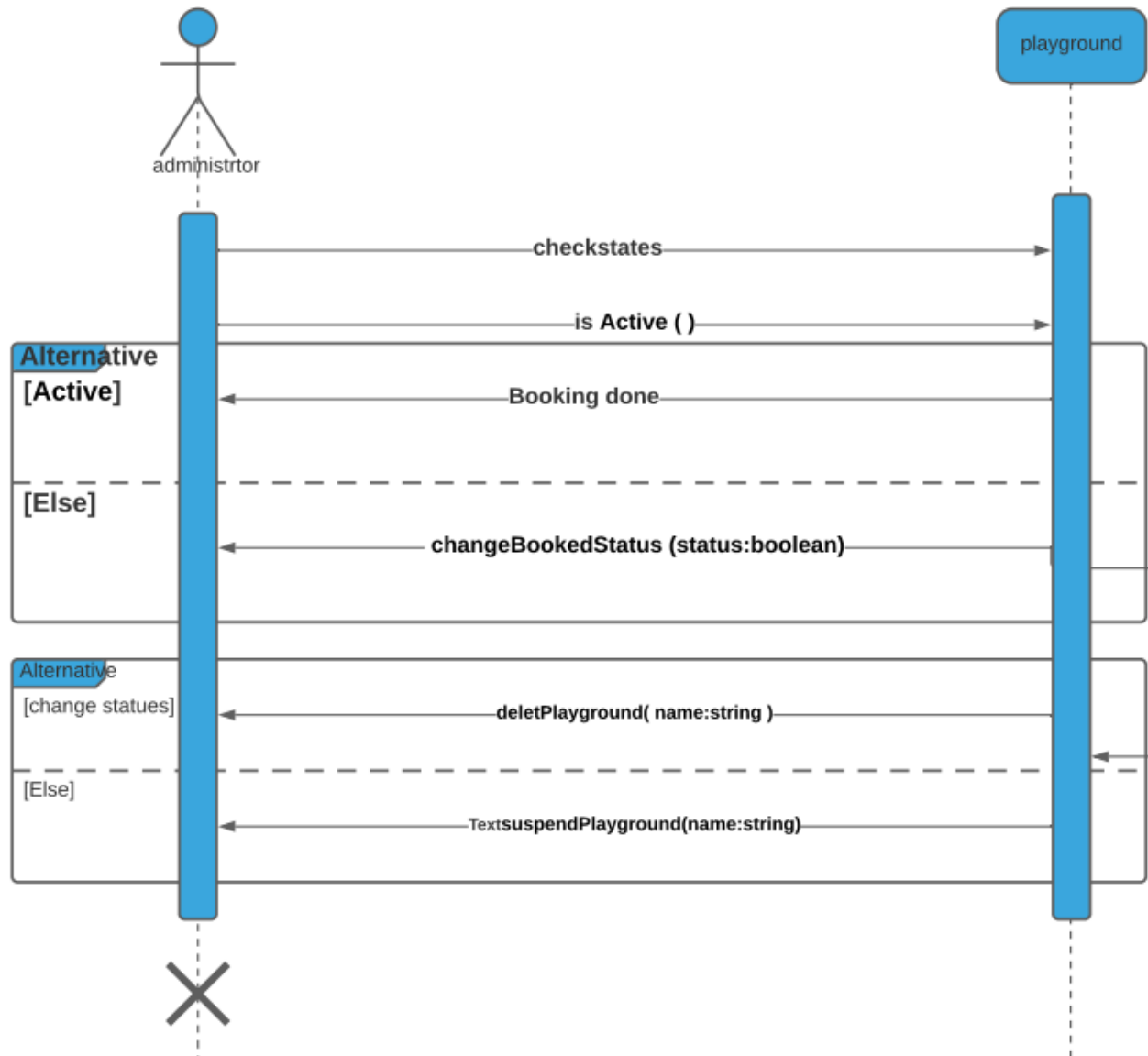


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4.





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#### Class - Sequence Usage Table

Sequence Diagram	Classes Used	All Methods Used
1. Create profile	user player user list	register () Displayinfo()
2. Playground	Player User list	Register() Search playground() Playground (playground : Playground) choosePlayground ( ) bookPlayground ( )
3. Activity	Administrator playground	isActive ( ) changeBookedStatus (status) deletPlayground( name:string ) TextsuspendPlayground(name:string)



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4. Payment	Player	checkWallet ()
	Owner	deposit(amount: Int)
	Ewallet	walletInfo ( )

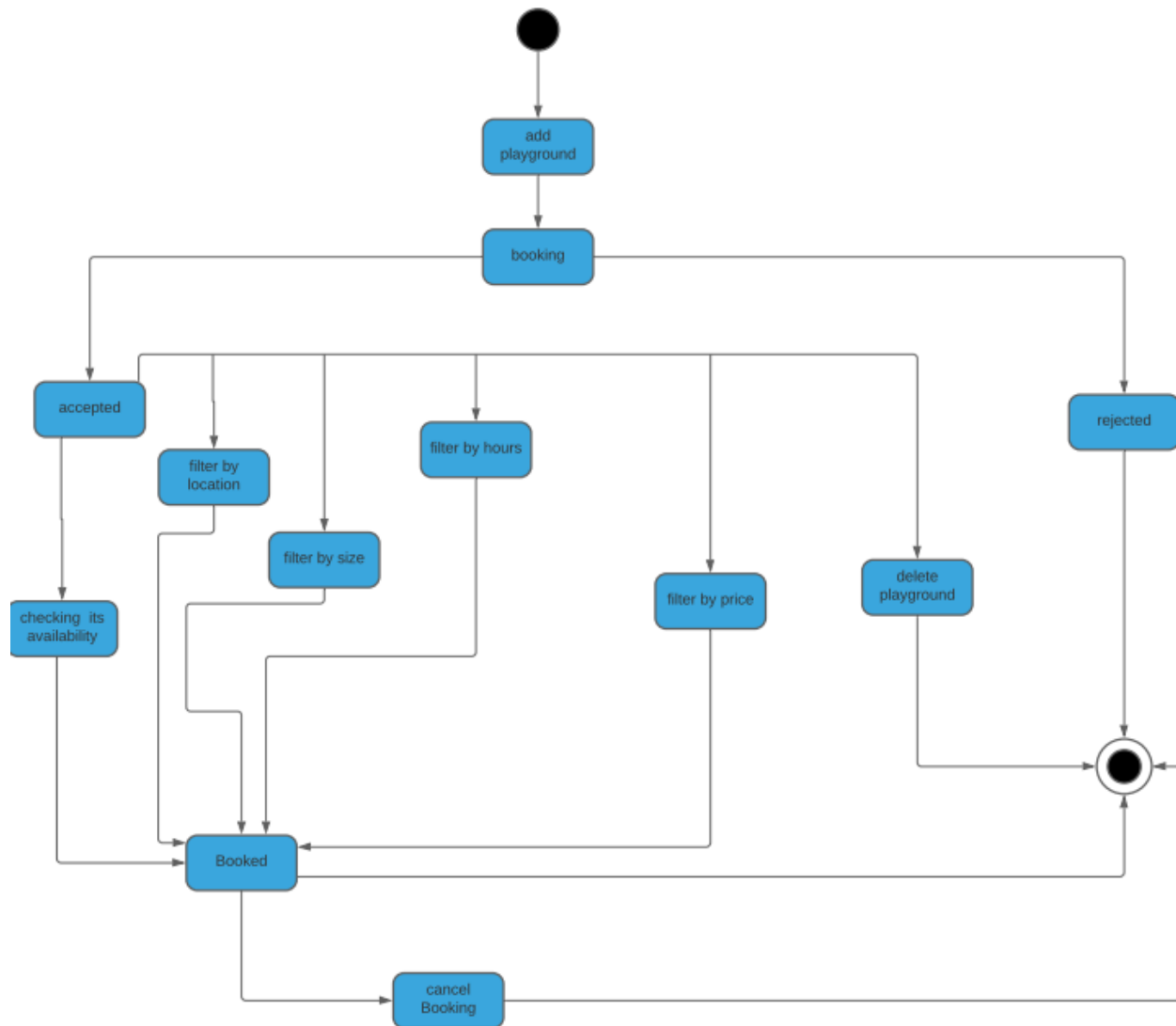


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**\*state diagram**





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## Software Design Specification

### Tools

LucidChart, googleDocument

### Ownership Report

Item	Owners
Mohammad adel sayed	code
Mohamed Mostafa	sequence diagram, table sequence diagram, state diagram