Princess Nourah Bint Abdulrahman University
College of Computer & Information Sciences
Computer Science Department

Software Engineering, CS385T- Project

Title: SANAD

Section:7C6

Group no. 2

No.	Student Name	Student Number
1	نوره القاسم	442.....

First Semester 2022

Write 'YES' next to section(s) you worked on, or state you all shared the work by ticking on the following statement box.

□ We all share the work and responsibility of the project.

PLO	[Write student's name]	FOR INSTRUCTOR'S USE ONLY		
		Max. Mark	Mark Obtain	Notes
Cover and Table of Contents	Noura Alqasem	0.5		
Project Description	All			
Functional Requirements (user and system requirements)	Renad , Shahad	2		
Non-Functional Requirement (user and system requirements)	Hadeel Almutairi			
Context Diagram with description	Noura Alqasem	0.5		
Use-case Diagram (for the whole system)	Hadeel Almutairi	1		
Scenario (primary and secondary) For Use Case 1 : login	Hadeel Almutairi	1		
Scenario (primary and secondary) For Use Case 2 : View the orders	Hadeel Almutairi			
Scenario (primary and secondary) For Use Case 3 : Search Clothes	Hadeel Almutairi			
Scenario (primary and secondary) For Use Case 4 : submit request to donate clothes	Hadeel Almutairi			
Class Diagram (for the whole system)	Renad Almalki	1		
Sequence Diagram For Function 1 : login	Shahad alzoman	1		
Sequence Diagram For Function 2 : View the orders	Shahad alzoman			
Sequence Diagram For Function 3 : Search Clothes	shahad alzoman			
Activity Diagram For Function 1 : login	Noura Alqasem	1		
Activity Diagram For Function 2 : Search Clothe	Noura Alqasem			
Activity Diagram For Function 3 : submit request to donate clothes	Noura Alqasem			
State Diagram (If any) For Object 1 : [Name the object]	we don't need	1		
System Architecture	shahad alzoman			
Total Score		9		

Contents

1. Chapter 1

System descriptions

Our application is called (Sanad), a charitable application.
The idea of it is that the donor gives us the pieces they want to donate and we will prepare, clean, and fix them if needed.
Then we photograph and display them in the application.
Following that, the person in need browses the available pieces and adds what they need in the basket. Then, after they check out we deliver it to them.

At first, the user will have to create an account in the application and log in, then a page will be presented to them to choose whether they are a donor or a person in need, or a volunteer to deliver the items and work with the team in the inventory units.

After selecting. The user will be asked for their geolocation.
If they are a donor, they will be asked to write down the details of the pieces they want to donate.
if they are a volunteer, they will be asked for their contact information, after reviewing and accepting their volunteering request, they will start working with the team and their interface will be linked to the users geographical locations.
After submitting the request to the person in need, we will send a message to the donor that your donation has reached the people in need who are happy and grateful for their donation, And the people in need will be asked for their opinion on the process, and about the volunteer that was a reason to make this process possible

The development process model used

Waterfall model because the requirements are complete and clear. And no need for urgent action.

System Requirements

Functional Requirements

User Requirements:
1- The system must ask the user to enter the username and password to log in.

2- The donor must submit a request to donate clothes.

3- The system must repair the damaged clothes.

4- The system must take a picture of the clothes to represent them in the application.

5- The system should add a simple description of each piece.

6- The system should categorize all clothing according to type.

7- The system should allow the customer to search for clothes.

8- The system must put the selected clothes of the customer in the shopping cart.

9- The system should send the clothes to the customer.

10-The system must allow the customer to submit a review for the application.

System Requirements:
1-The system must ask the user to enter user name and strong password log in.
2-the donor sends the request to donate clothes to join + represent it in sanad application.
3-The system must repair the damaged clothes by volunteer
4- must take a picture by donor for the clothes to represent it in the application
5-The system should add a simple description of each piece of the clothed like material and size, etc..
6-The system should categorize all clothing according to type by donor
7-The system should allow the customer to search for clothes to find and choose what he want
8-The system must put the selected clothes of the customer in the shopping cart to confirm the order later
9- The system should send the clothes and deliver it to the customer by the volunteer work with sanad application
10-The system must allow the customer to submit a review in the application after he bought the clothes

Non-Functional Requirements

1-should be easy to download

1.1 The system shall be free.

1.2 the system should be available for all operating systems such as iOS, Android, etc..

2-should be easy to use

2.1 The users shall be able to browse the system and choose any Procedure easily any time.

3-should be available

3.1 The system should be available and should be organized in a way that users' errors are minimized.

3.2 The user shall be able to cancel the order before 3 hours from the delivery time.

4- should be secure

4.1 The system shall have a high-security level.

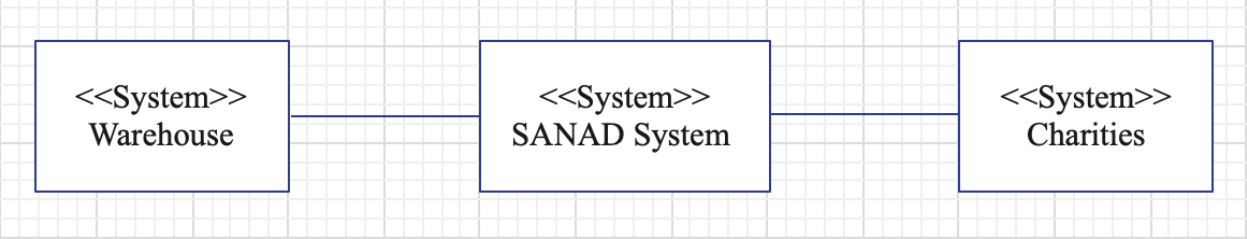
4.2 should be protected information for donors and people in need.

5- Performance

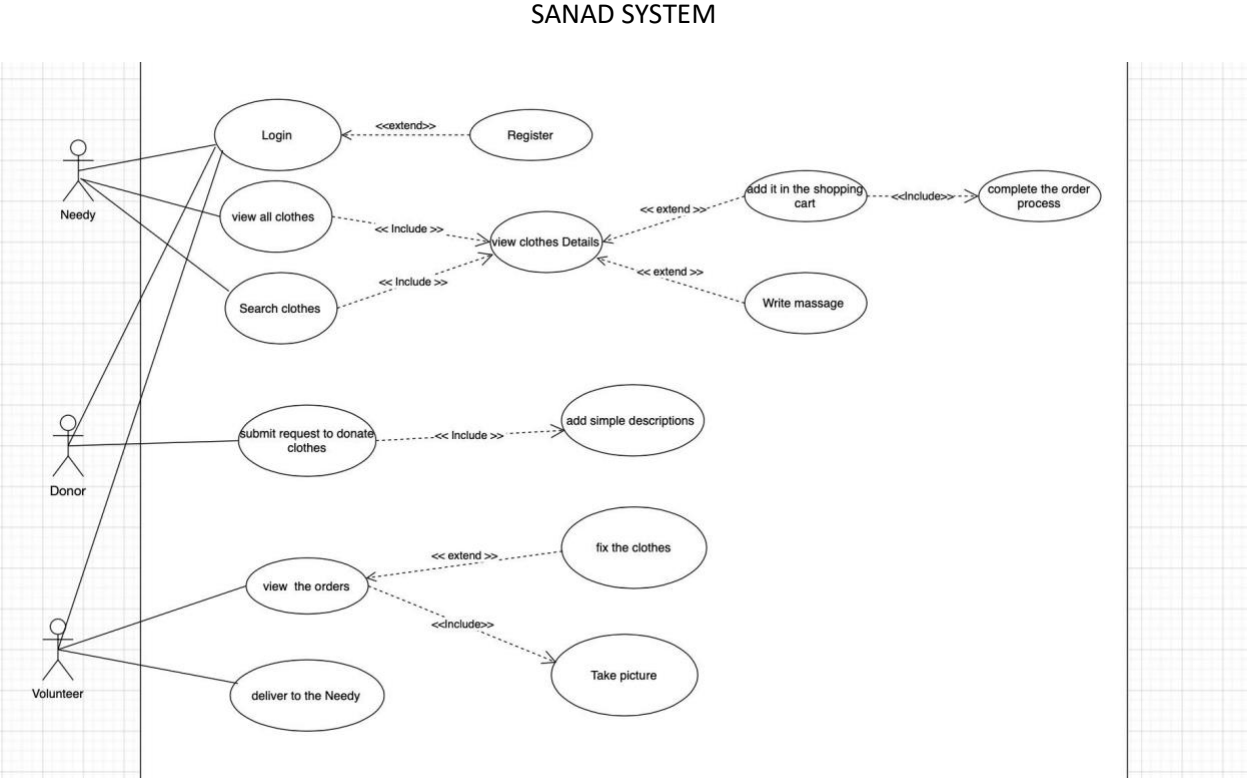
5.1 The system should not take more than 2 minutes to confirm the Procedure.

2. Chapter 2

Context Diagram



System Use-case Diagram with description



Use case scenario (Primary +secondary)

Use case 1 : **Login**

Goal: To login in application

Actors: users

Main Success Scenario:

1- The users enters username and password

2- System validate information

3- System authorizes user

Extensions:

1. User enter wrong password

2. User enter wrong username

3- user don't have an account

Use case 2 : ***View the orders***

Goal: To View the orders that not deliver yet

Actors: Volunteer

Precondition: Volunteer login in his account

Main Success Scenario:

1- the Volunteer cheek if there is order

2- fix the clothes and make it in nice way

3- Take picture for the clothes to display it in the application

Extensions:

submit request to donate clothes

1a: there is no order

2a: the clothes don't need to fix

Use case 3 : Search clothes

Goal: to Search

Actors: Needy

Precondition: Needy login in his account

Main Success Scenario:

1- the Needy Search for clothes

2- System display the clothes

3- System display the details for the clothes

Extensions:

1- the System has no clothes in this time to donate

Use case 4 : submit request to donate clothes

Goal: To submit request to donate clothes

Actors: Donor

Precondition: Doner login in his account

Main Success Scenario:

1- the donor submit request to donate clothes

2- the donor wait to accept his request

3- System display the accept massage

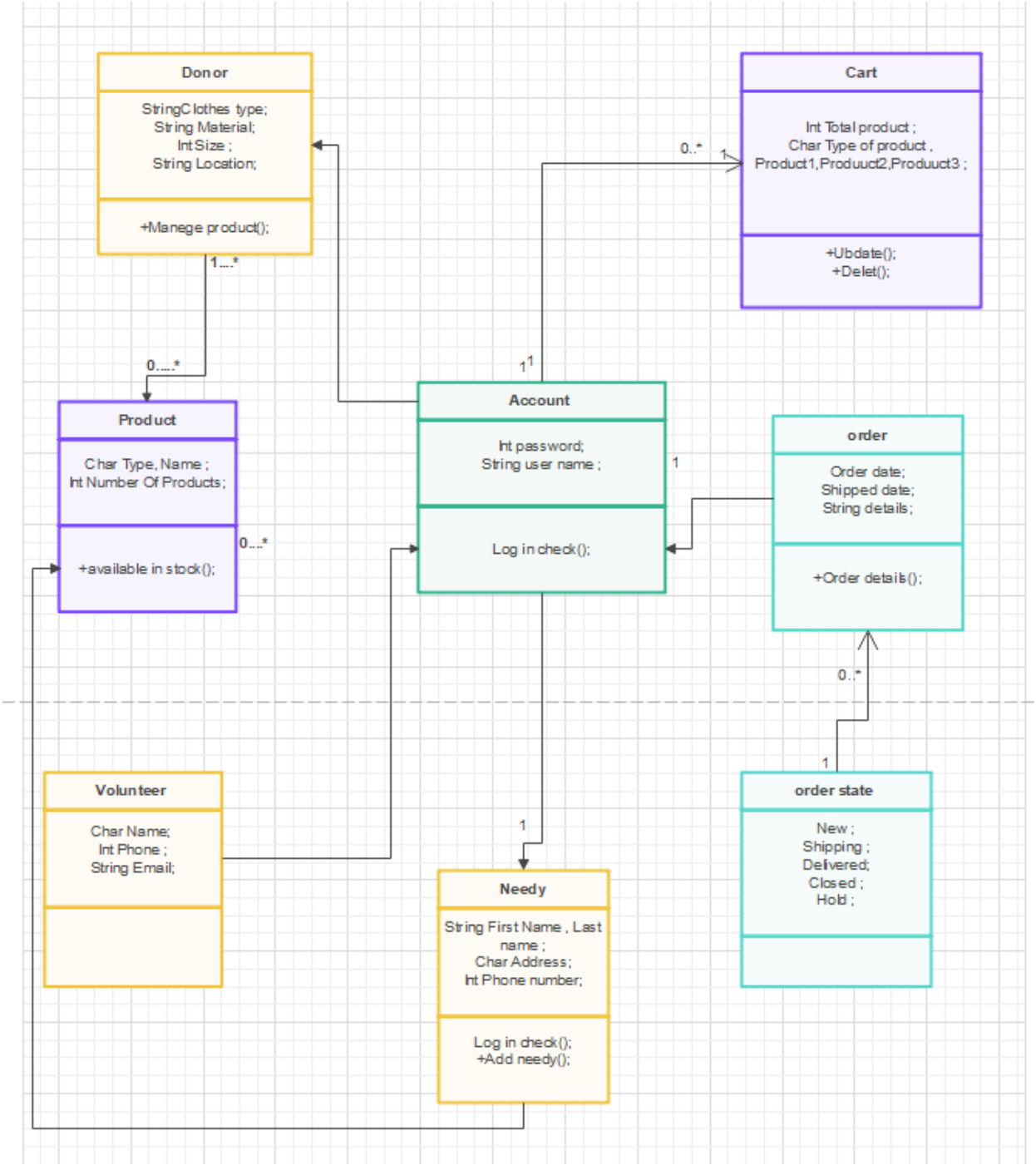
4- the donor add simple descriptions for the clothes that he/she want donate

Extensions:

2a: the request not accept

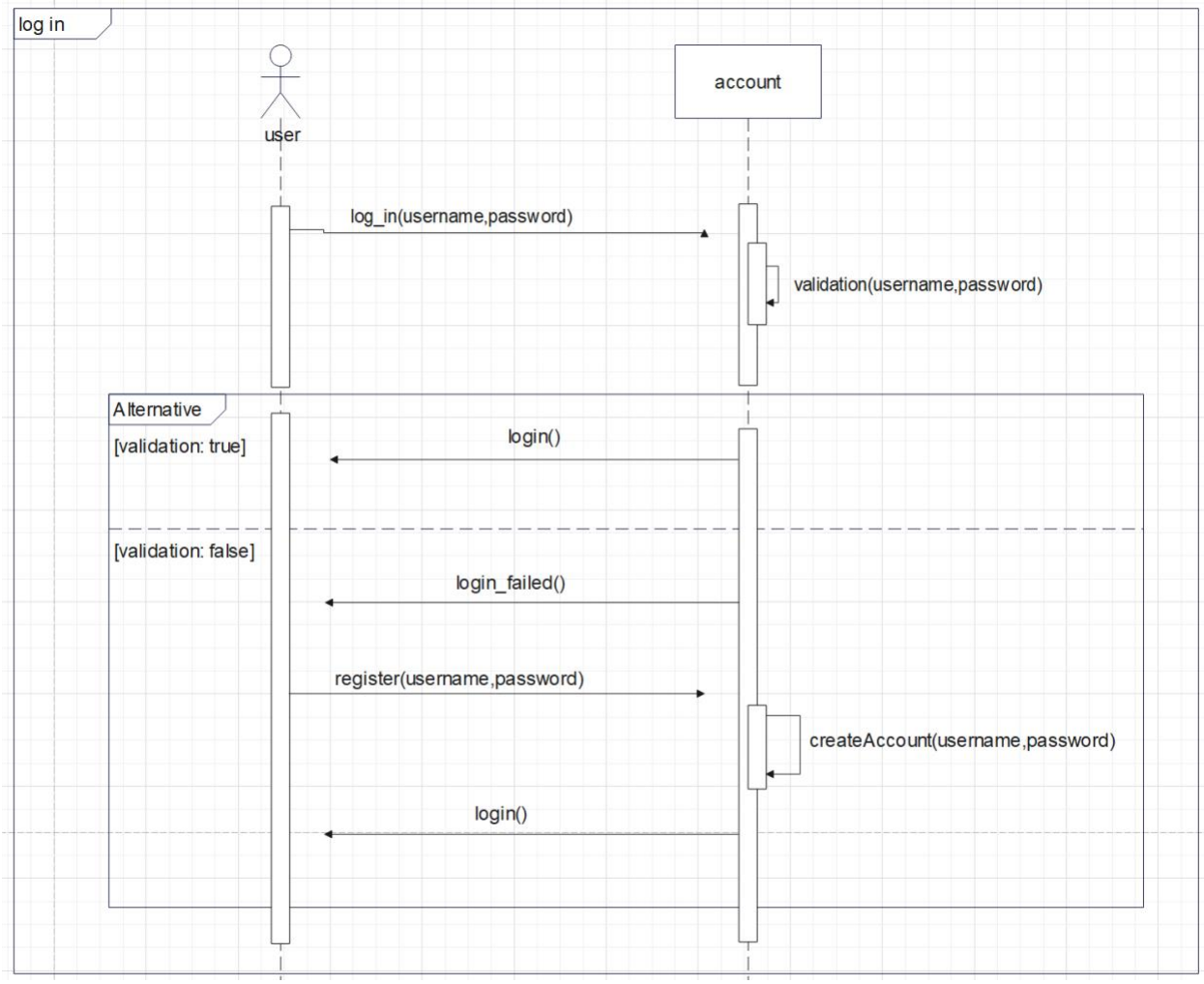
3. Chapter 3

System Class Diagram

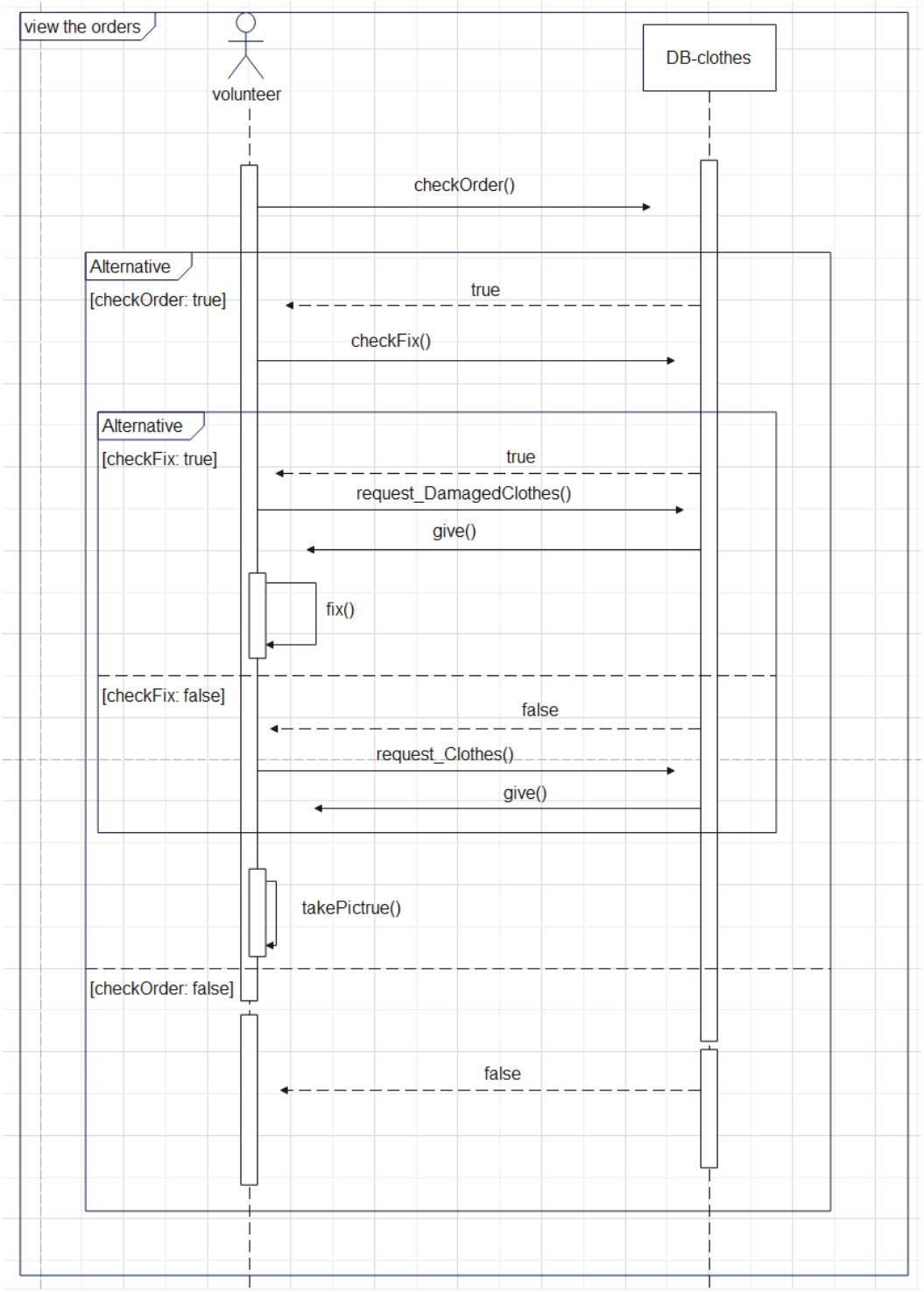


Sequence Diagrams

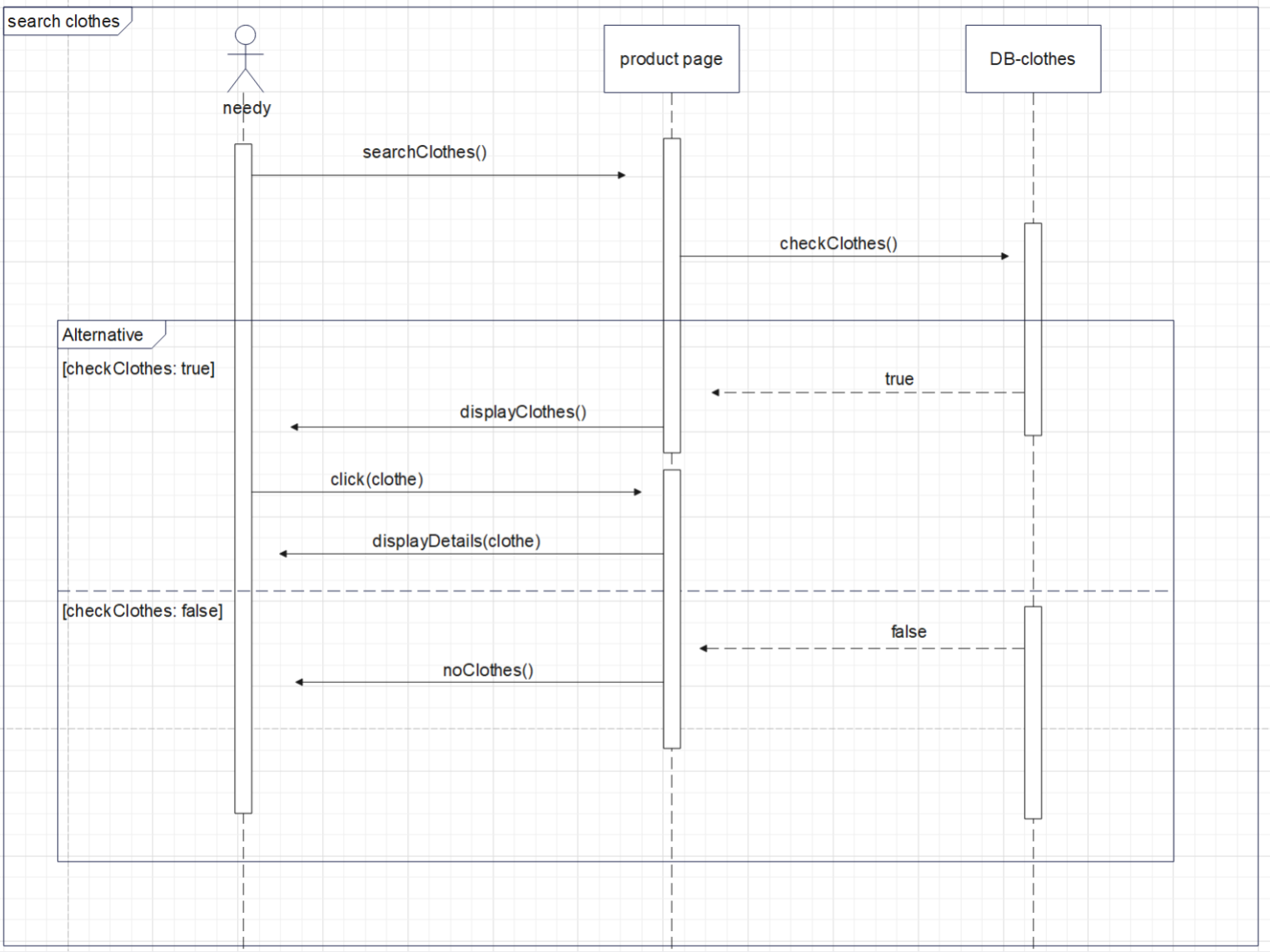
Sequence diagram for login



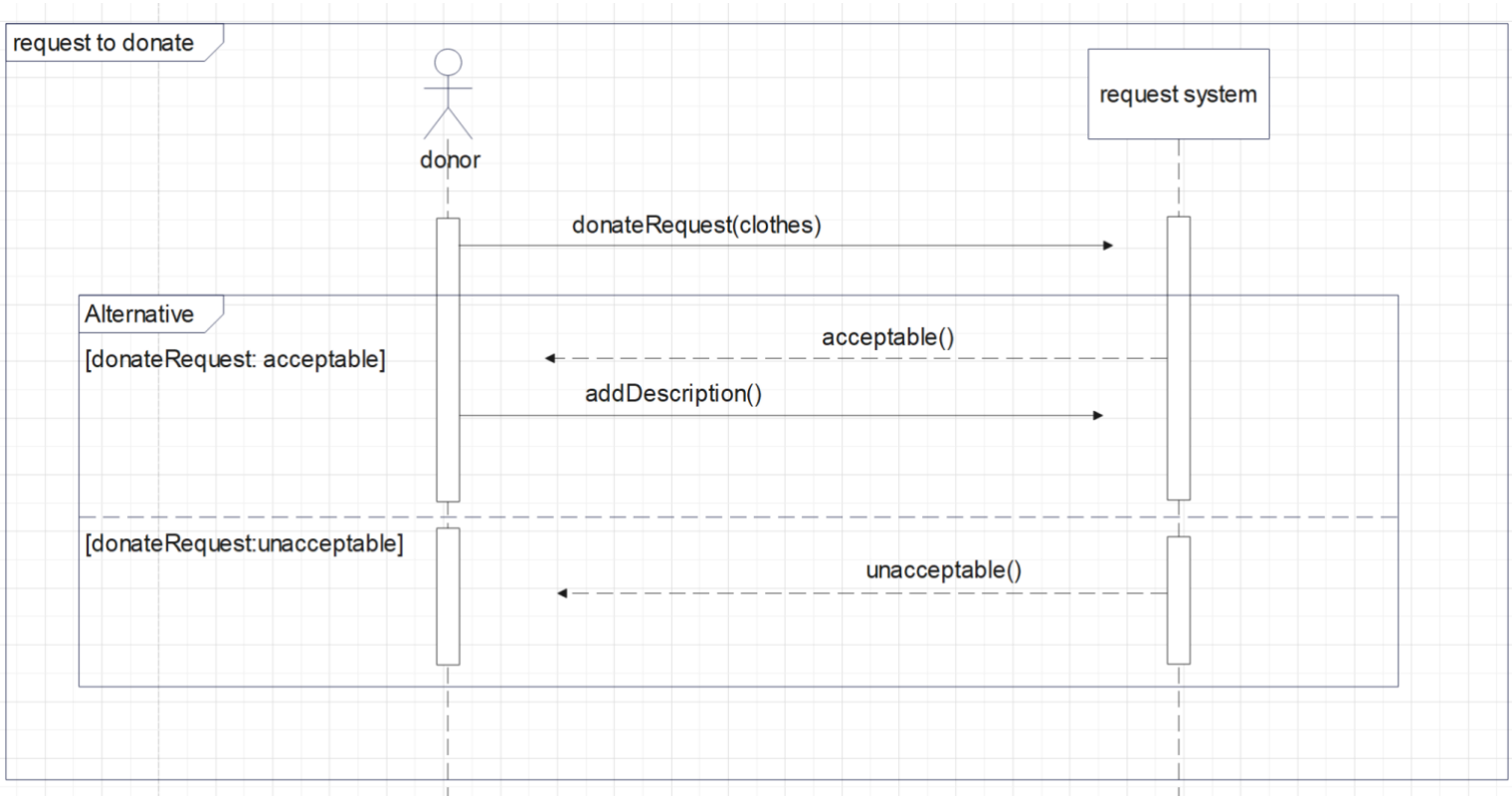
Sequence diagram for view the order



Sequence diagram for search clothes



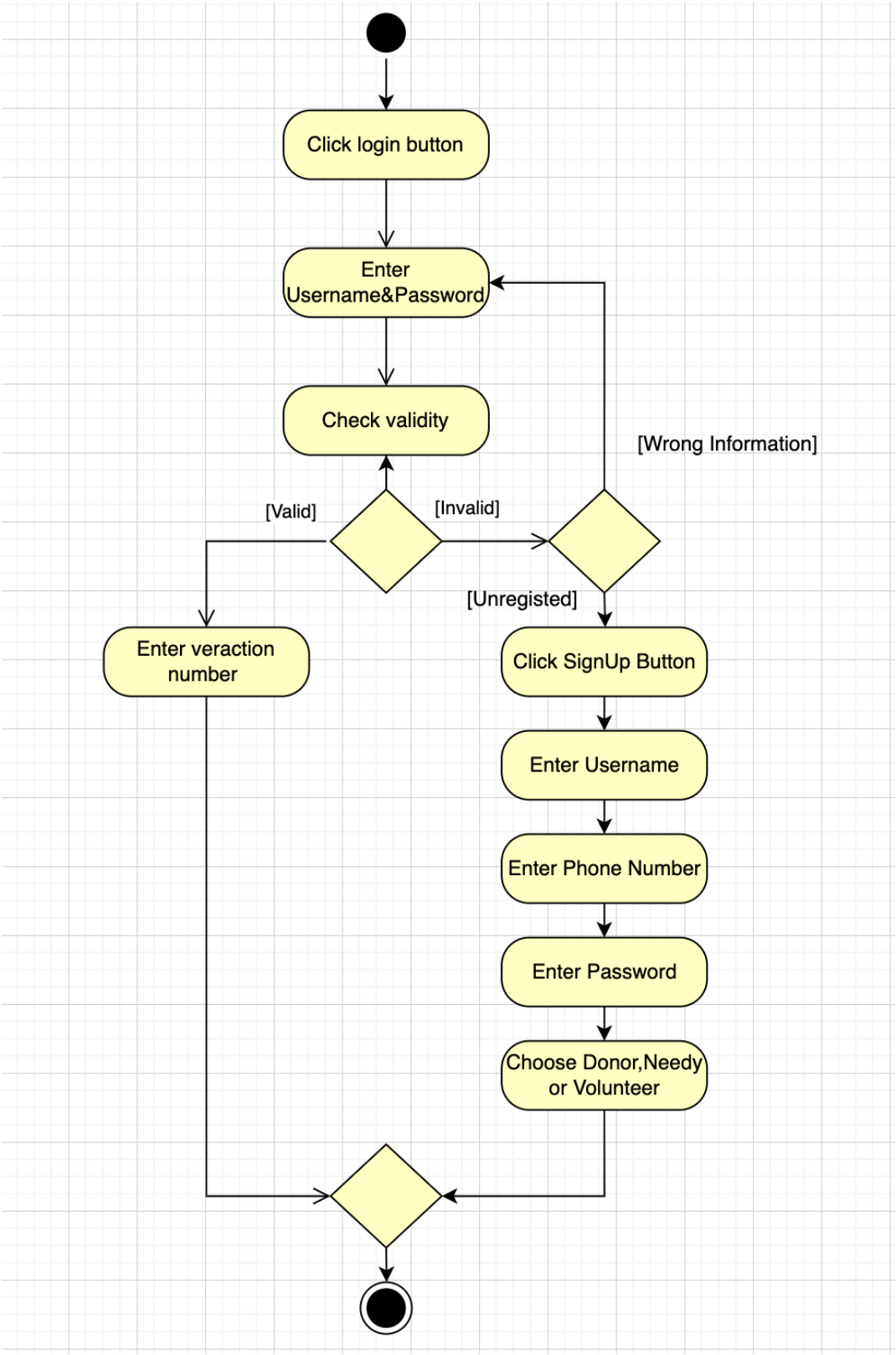
Sequence diagram for submit request to donate



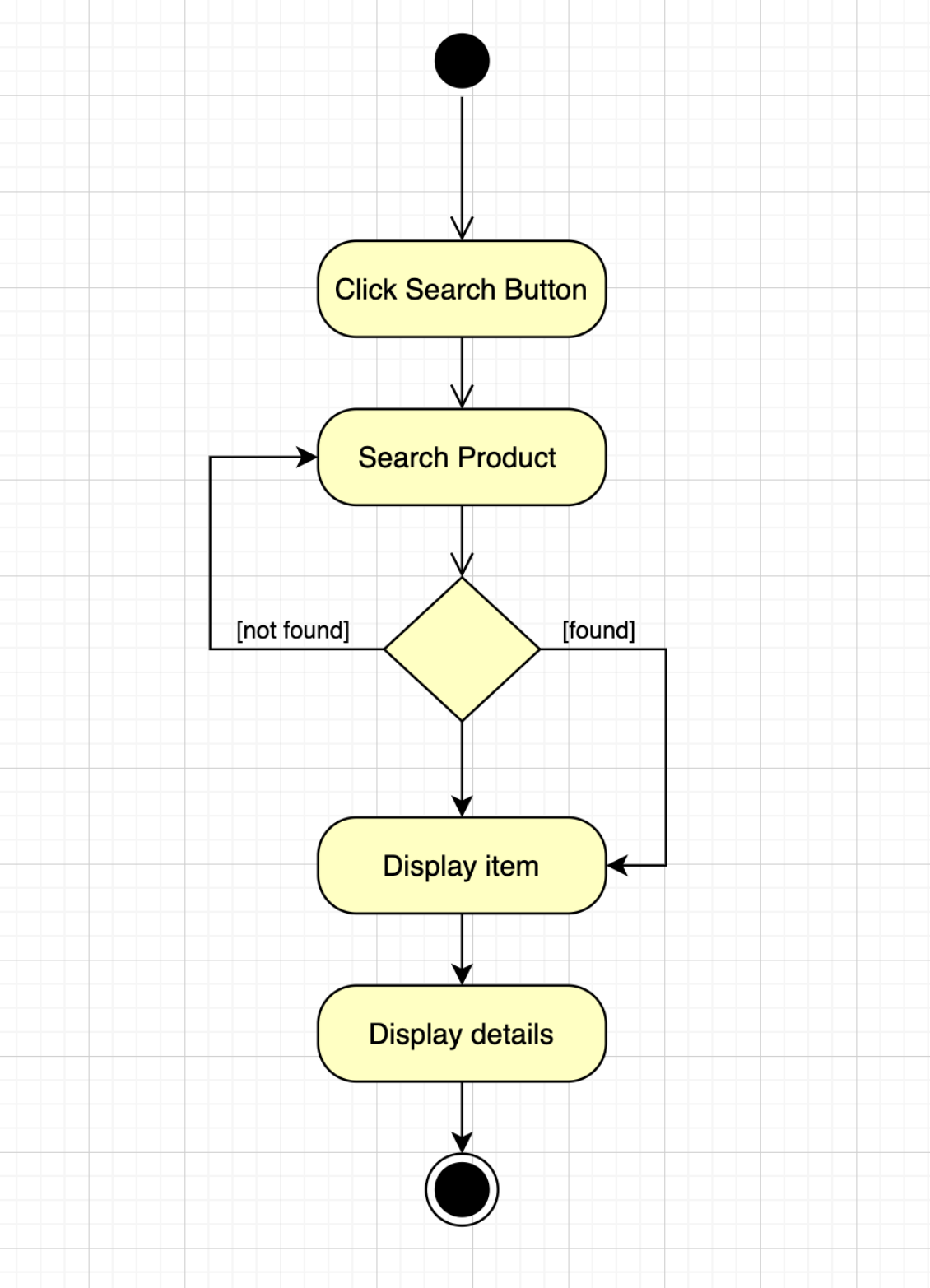
4. Chapter 4

Activity Diagram

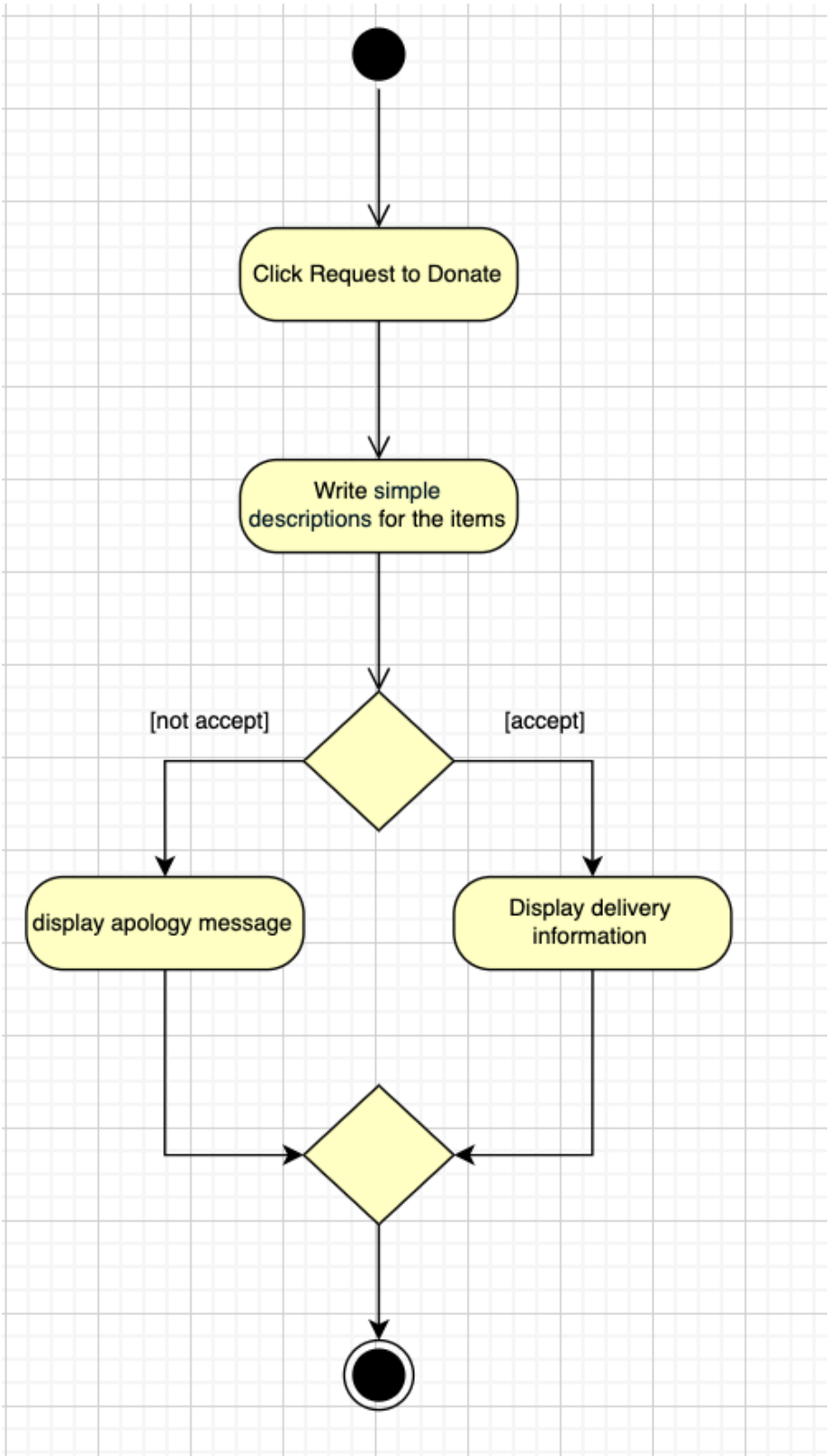
Activity Diagram for Login



Activity Diagram for Search clothes

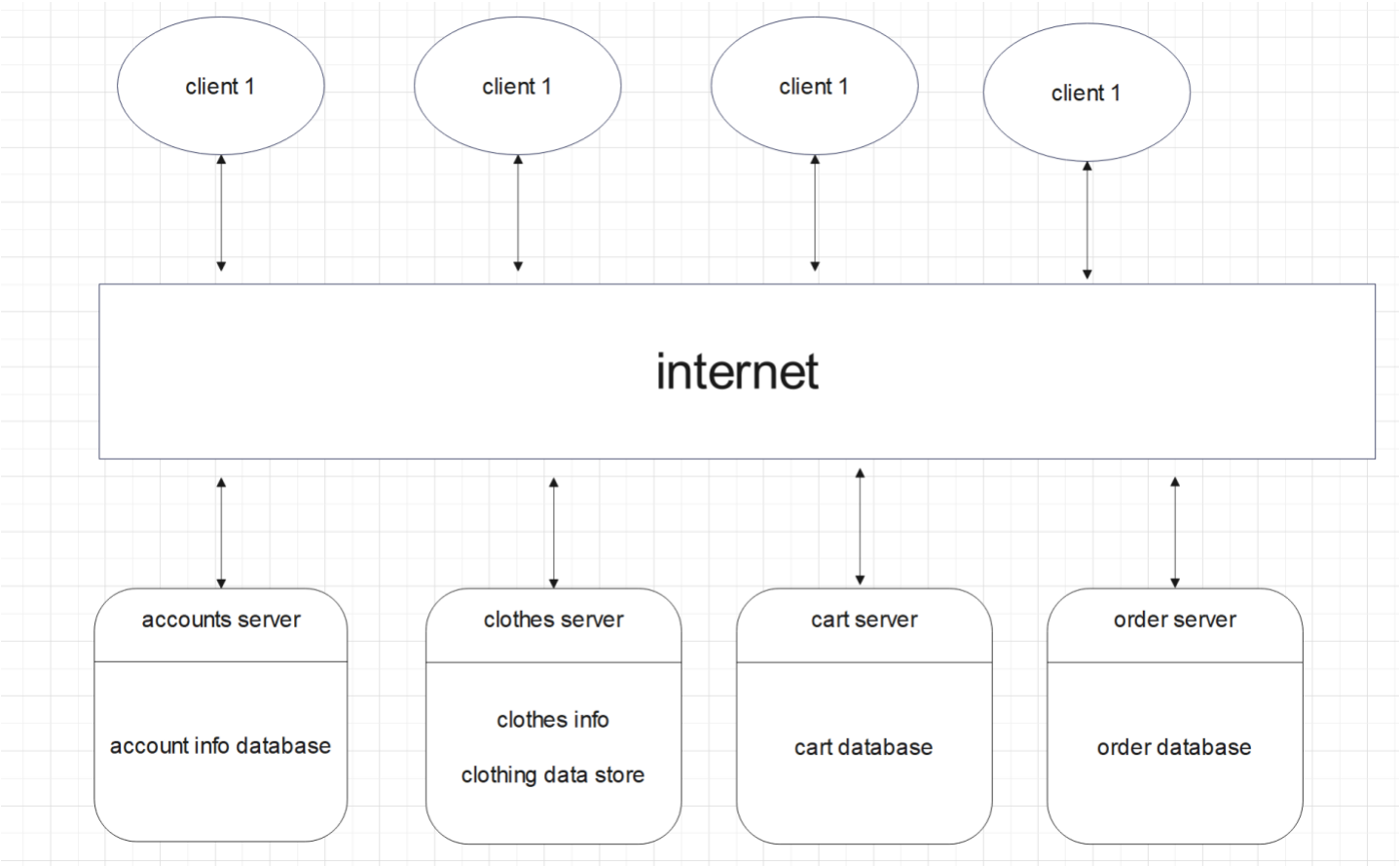


Activity Diagram for submit request to donate clothes



5. Chapter 5

Architecture Diagram : client-server pattern



The reason :

We chose client-server pattern because our program consists of services provided to the client such as ordering and clothing services, which are distributed in a network that allows the client to access them