

**Cairo University**

**Faculty of Computers and Artificial Intelligence**



# **CS251**

## **Intro. to Software Engineering**

### **Go Football**

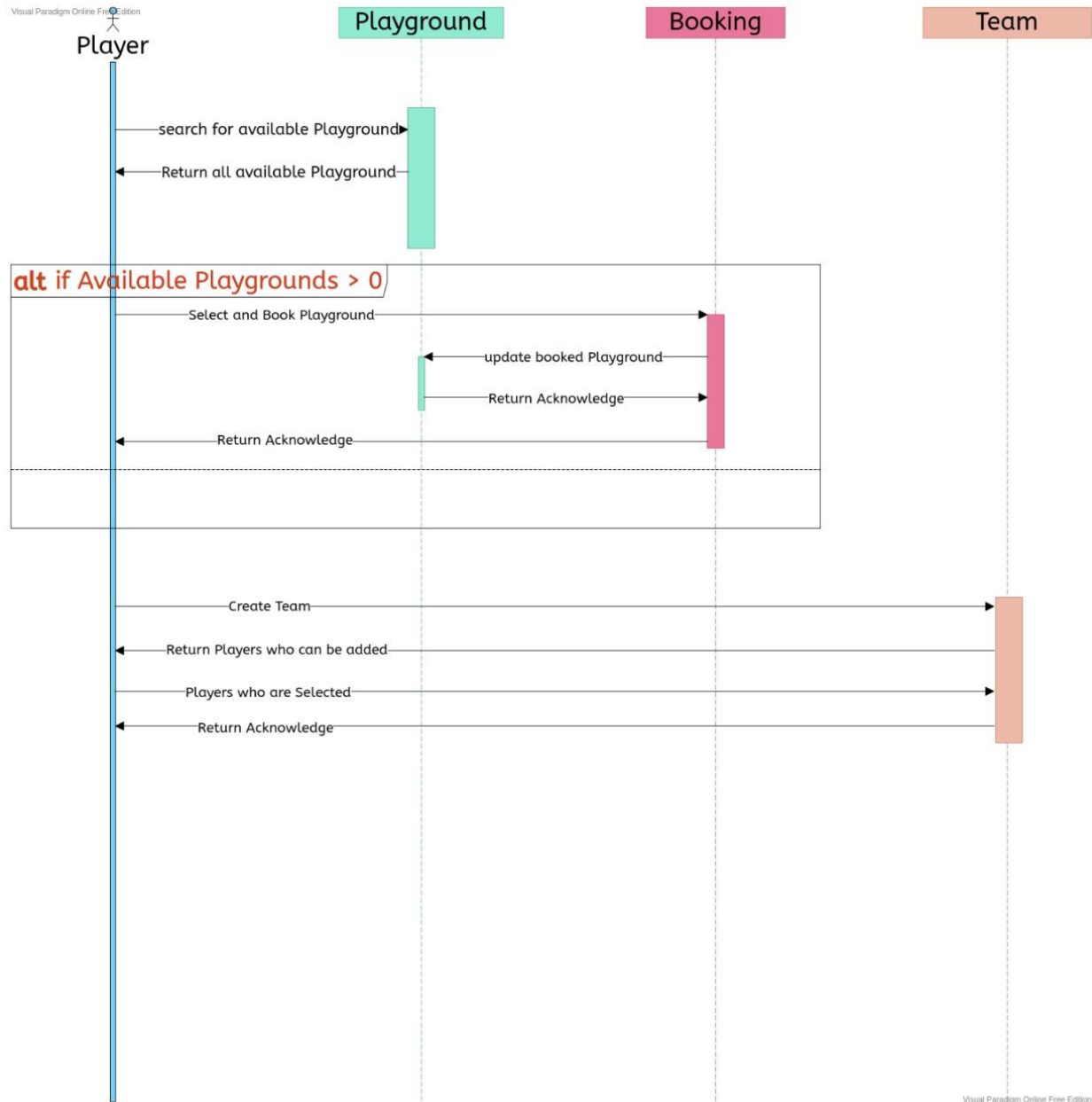
### **Version 1.0**

#### **Team**

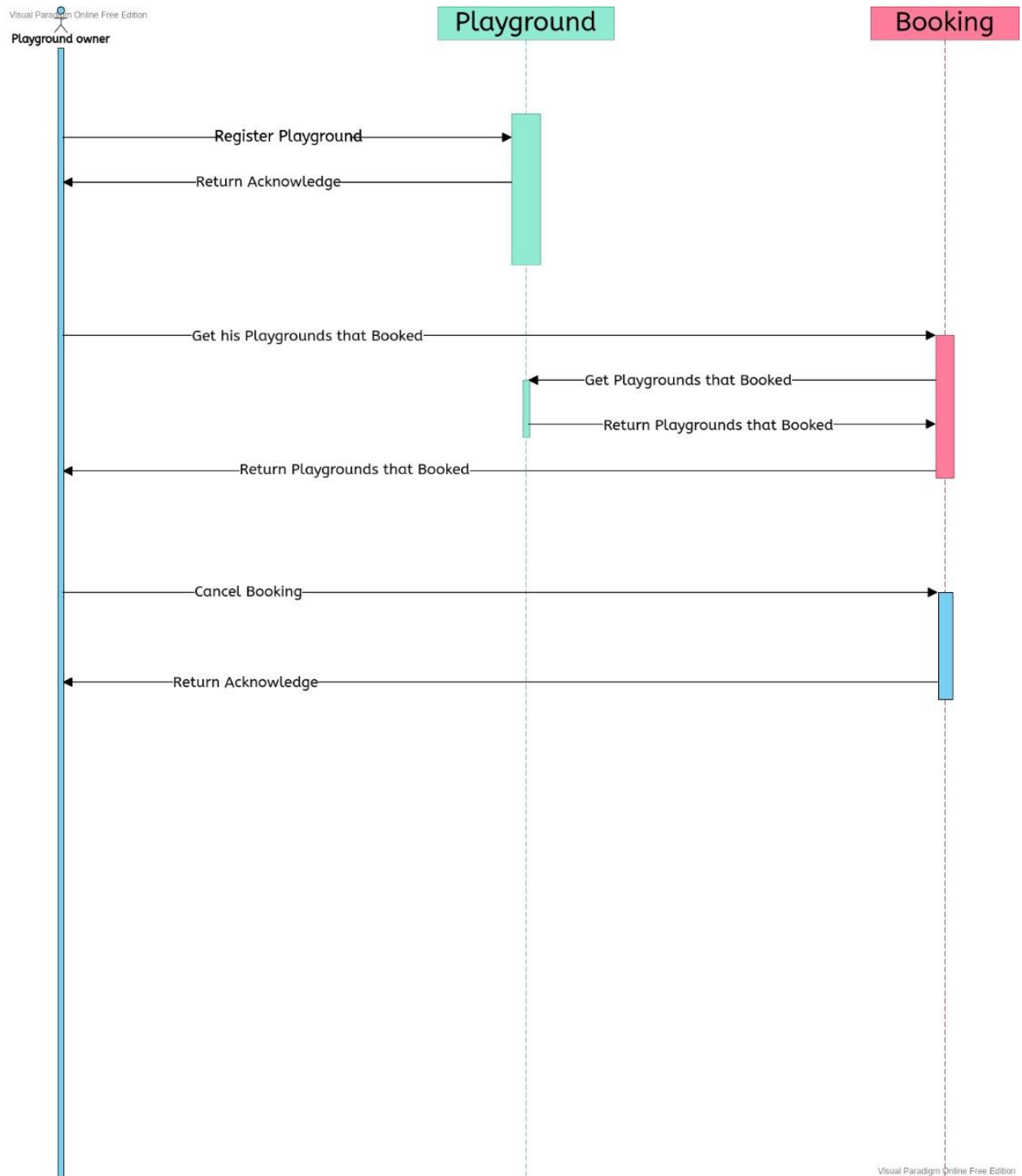
| <b>ID</b> | <b>Name</b>                          | <b>Email</b>                     | <b>Mobile</b> |
|-----------|--------------------------------------|----------------------------------|---------------|
| 20190300  | Abd Elrahman Hany Rawash             | abdohany200000@gmail.com         | 01119045818   |
| 20190469  | Mohamed Anter fathy Elsaied          | mohamedanter20190469@gmail.com   | 01003654327   |
| 20190212  | Riyad Abdelmoneim Attia<br>Abdelgwad | mailto:riyad.elberkawy@gmail.com | 01014141897   |

# Sequence diagram

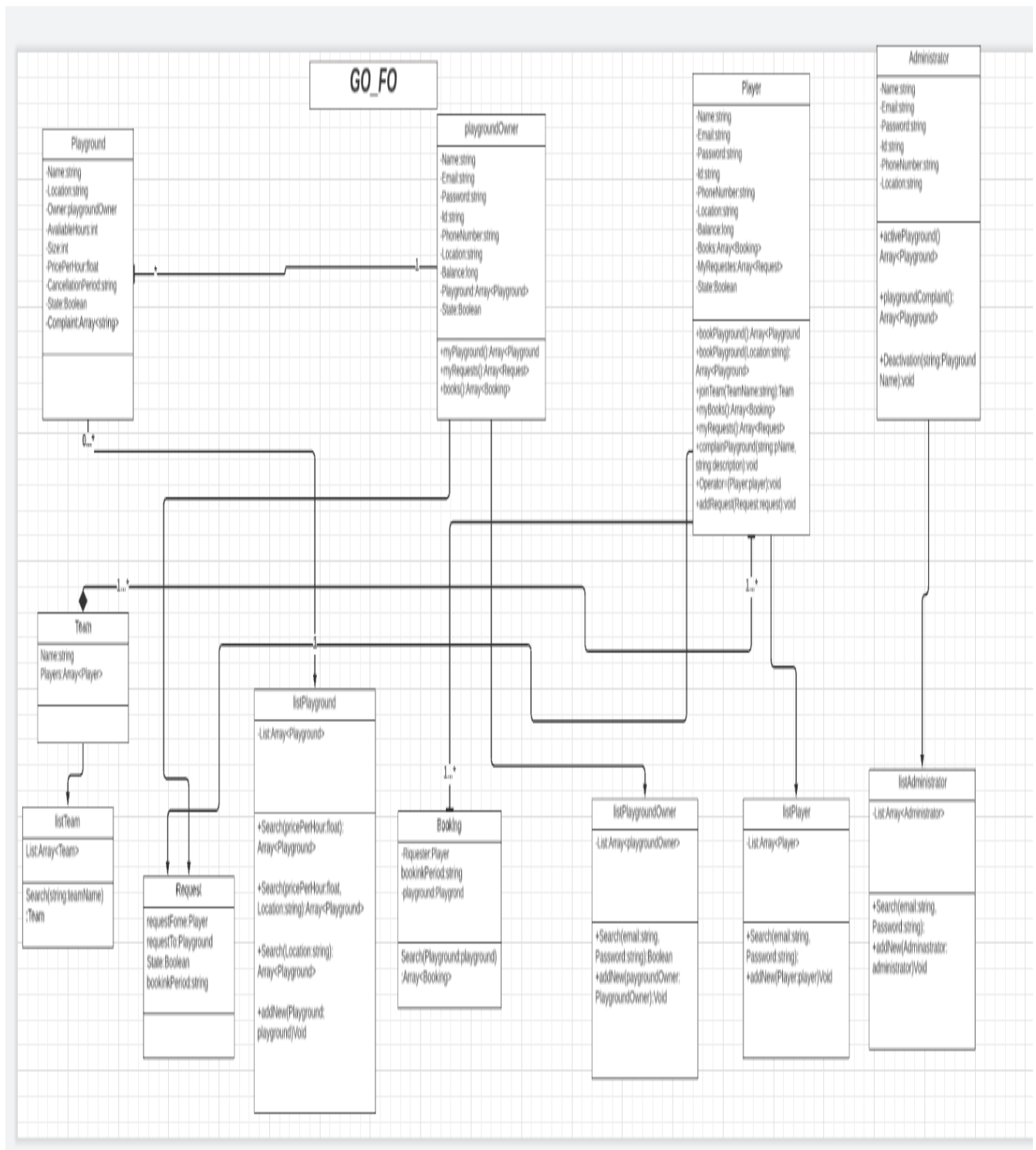
Player :



# Playground owner :



# Class diagram :



**1. Class playground**

This class represent the playground and it's attributes And every playgroundowner has a playground .

**2. Class player**

This class represent the player and it's attributes ,this player who will use this system to book a playground and join to team to play football in this playground.

**3. Class playgroundowner.**

This class represent the playgroundowner and it's attributes, who has a playgrounds and the players play on this playground ,also he can do some functional as I clarified in class diagram .

**4. Class booking.**

This class represent the booking and it's attributes, that send to playgroundowner to accept this or reject the book .

**5. Class request**

This class represent the request and it's attributes, this request who hold the book to the playgroundowner.

**6. Class team**

This class represent the team and it's attributes, this team who will book and play in playground and contain specific number of players.

**7. Class administrator**

This class represent the administrator and it's attributes, this administrator who manage the system and all playground and receive the complains about the playground.

**8. Class listPlayground**

It's an array of playground that used to save all playgrounds and you can search about a specific playground.

**9. Class listplayer**

It's an array of players that used to save all players and you can search about a specific player to make sure that this email is correct and you can log in.

**10. Class listplaygroundowner**

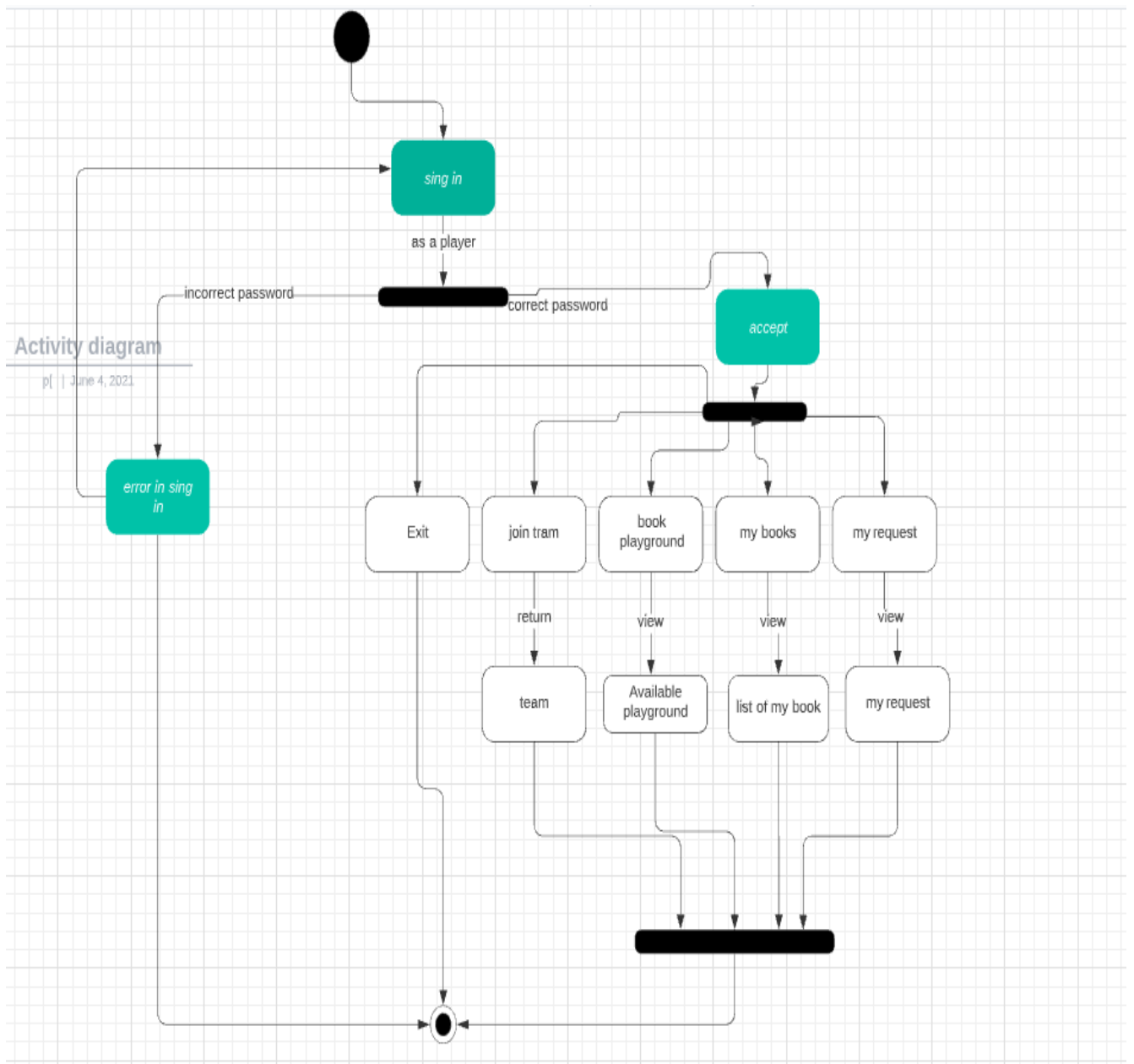
It's an array of playgroundowner that used to save all playgroundowner and you can search about a specific playgroundowner to make sure that this email is correct and you can log in.

**11. Class listteam**

This class contain an array of teams and save all teams ,and you can search and join to team

State diagram :

Player :



## Playground owner :

