# 1. Introduction

## 1. Aim of the document

This document is divided in more parts. In this first part there are a description of the system, general aspect of them and differences with similar system. To this, follow requirements, UML diagrams, storyboards of GUI prototype and the links of the repository in GitHub and at the overview page of SonarCloud.

## 2. Overview of the defined system

The system implements method for exchange favors between users. A user can request a favor to all users, posting an ad which details the favor, or request a favor from a specific user, answering to an ad where the publisher makes himself available for doing that favor.

When an ad is published, it becomes active until it’s closed by the user or it’s active time expires.

A user can find an ad by browsing a wall or using a pinpoint map, where active ads are displayed by their proximity to the user location.

A user can make his profile visible to Company Talent Scouts in order to allow them to contact him if they want to hire them.

## 4. Related system, Pros and Cons

It is impossible to list Pros and Cons between related systems because there aren’t none systems which implements methods for exchange favors.

The system is built following the model of trading site “Subito.it” where users can buy or sell an item using posts. A main difference between them is that the communication between users happens inside the system unlike “Subito.it” where it happens providing telephone number or sending emails.