

## For

# Dr. Irfan Ahmad SWE 205 - Introduction to Software Engineering

# Fall Semester 2020 (201) Software Design Document

## For Car Rental Company System

## **Team #04**

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### 3. Introduction:

## a. Introduction and scope of the product

The purpose of a car rental system is to provide an easier way to manage the products in the company while giving the user a remote access to book their reservations. The system allows users to create an account within it and have features such as choosing the type of car they need and the time they need it in while giving them the option to either pay online or on site. Furthermore, the manager in the company has certain access to features like managing, arranging, cancelling reservations and viewing all transactions also the ability to create and edit accounts for users and employees when in need. The rental management and rental reservation teams have access to most of the features that the manager has access to, yet they cannot create accounts and view transactions. The system also provides direct communication between customers and the support team in case any issue arises.

## b. Purpose of this document

The purpose of this document is to design Software Architecture, User interfaces and components. In addition, to give a clear view of the design by showing architecture block diagrams, class diagrams and user interfaces for the major functionalities and attributes.

#### c. Overview of the remainder of the document

#### 1. Software Architecture:

The software architecture is concerned with the organization and design of the system, it describes the main components of the software and the relationships between them.

Repository Architecture: The data is stored in a central repository that can be accessed by all components of the system, and all communication happens through the central repository.

## 2. User Interface Design:

The user interface design focuses mainly on the visuals of a software, the goal is to enhance the experience of the user of said software while giving them maximum functionality and keeping the design simple and easy to use.

### 3. Component Design:

In component design, the classes and main components of the system are identified and organized in the way they will be implemented.

### 4. Software Architecture



### The architecture choice

### **Repository Architecture**

According to the software description, we prefered a repository architecture because we need a database as a Central Repository that holds all information. Furthermore, we noticed that there is no direct contact between the sub-system, the connection is between the sub-system and the central repository only. The system also needs to have a backup consistently.

## **Sub-Systems**

#### **Rental Management System**

It has full access to reservations, and includes features such as modifying or cancelling a reservation. Furthermore, the customer and the company can access the system.

#### **Car Reservation System**

it is the most system that has operations within it, Both the company faculty member and customer can have access to this system. It includes operations like reserve a car and the payment and modifying or removing cars.

#### **Inventory Management System**

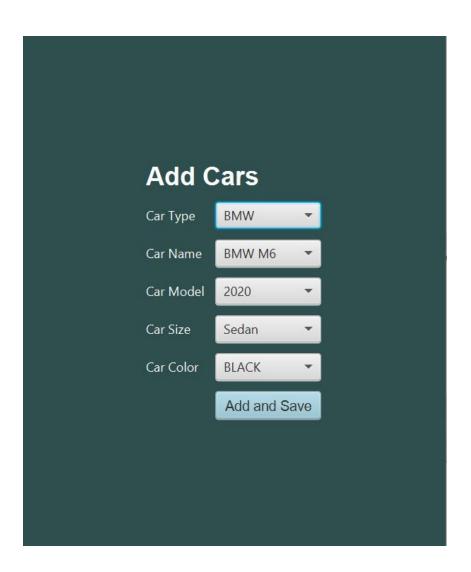
It has access to cars inventory only, and a company faculty member only can access this system.

## **Support Team System**

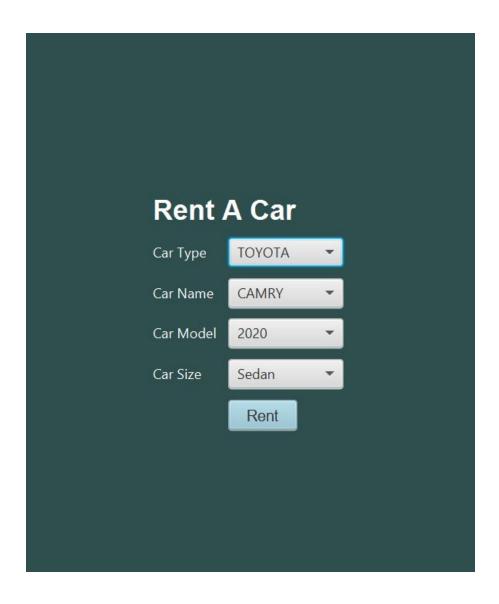
Support System is responsible to receive and solve issues. Furthermore, the company has full access to it while customers have limited access such as reporting an issue.

# 5. User Interface Design

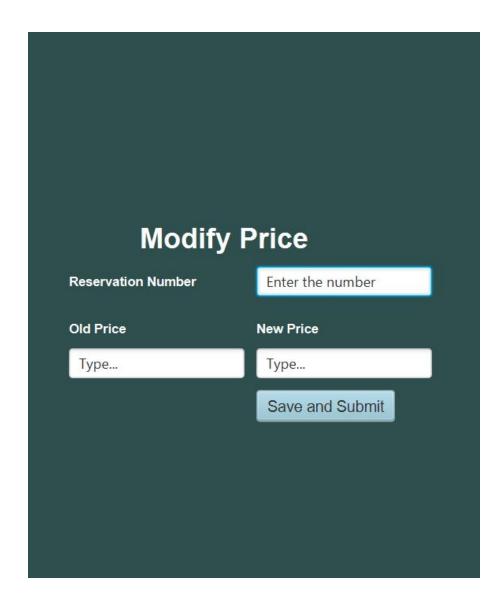
### 1.Add cars



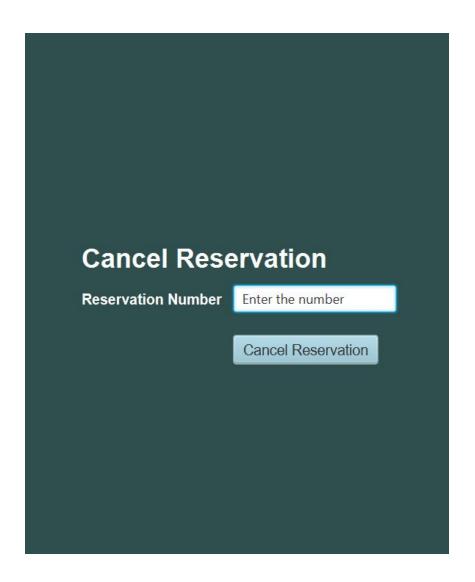
## 2.Rent A Car



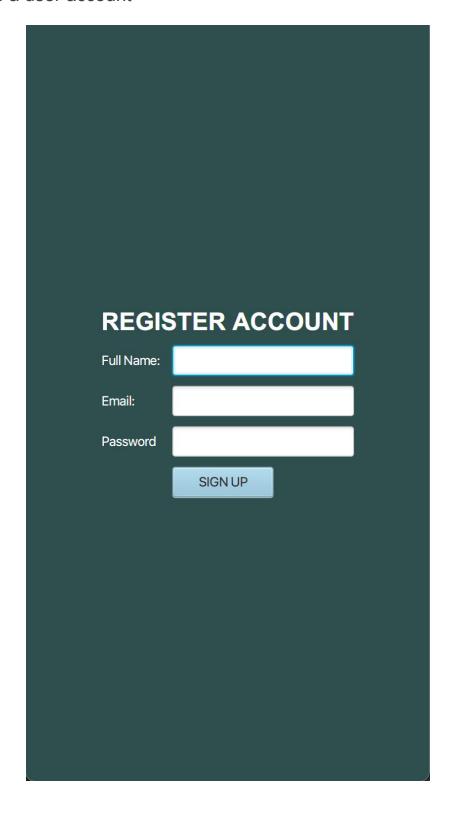
## 3. Modify Price



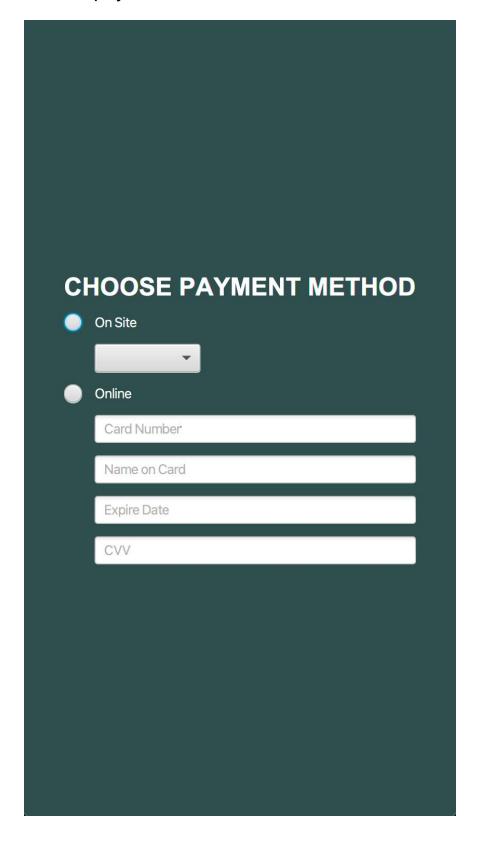
## 4. Cancel Reservation



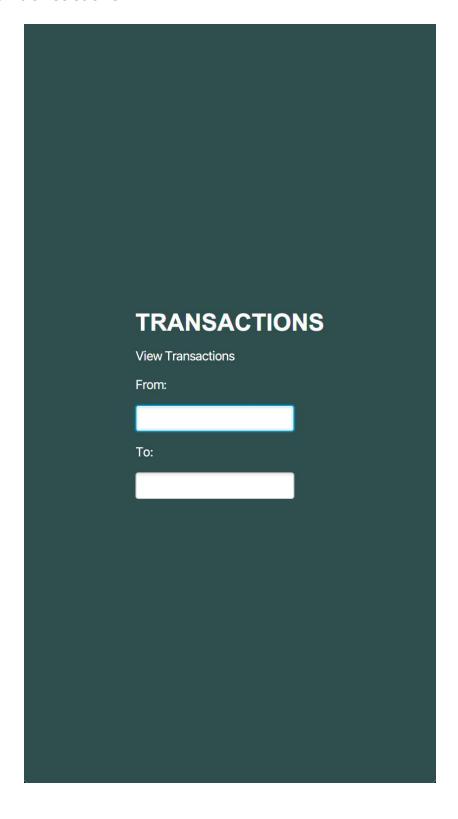
### 5. Create a user account



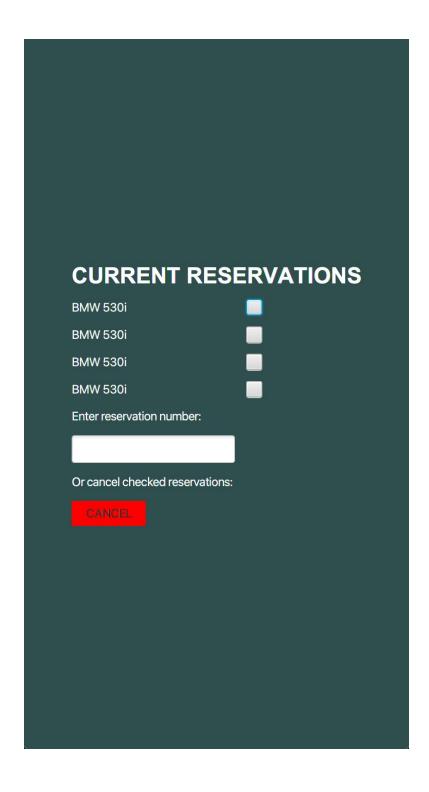
## 6. Online/On site payment



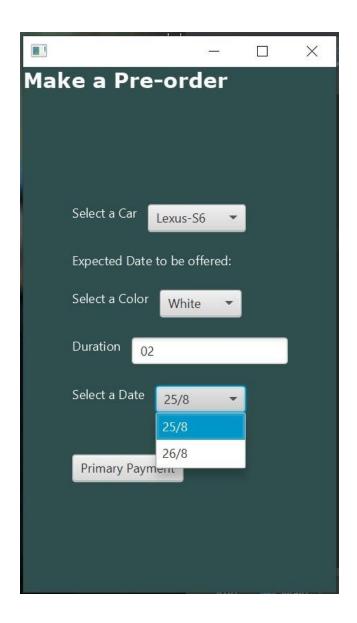
## 7. View all transactions

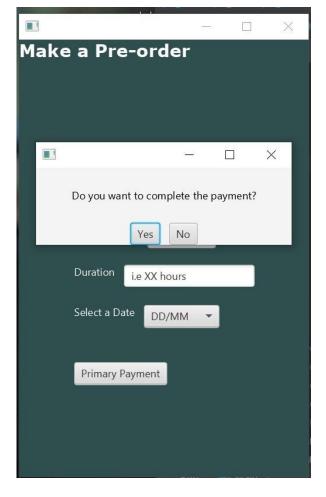


## 8. Cancel a reservation

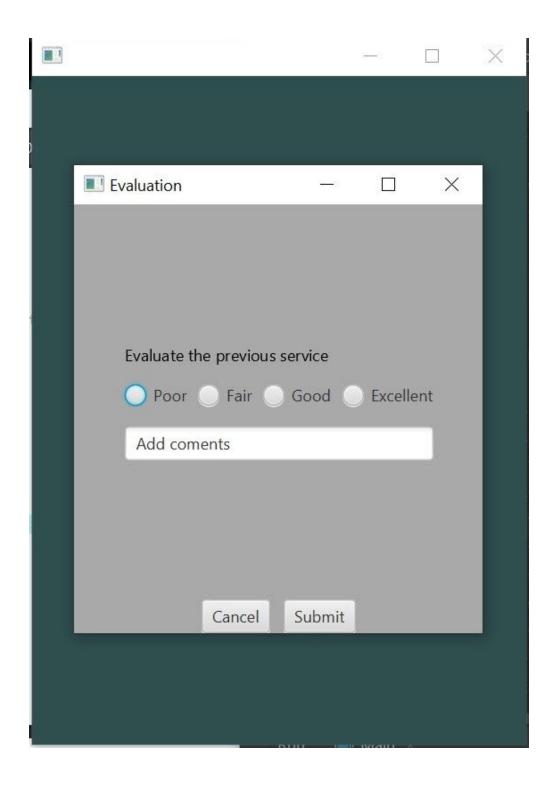


## 9.make a pre-order

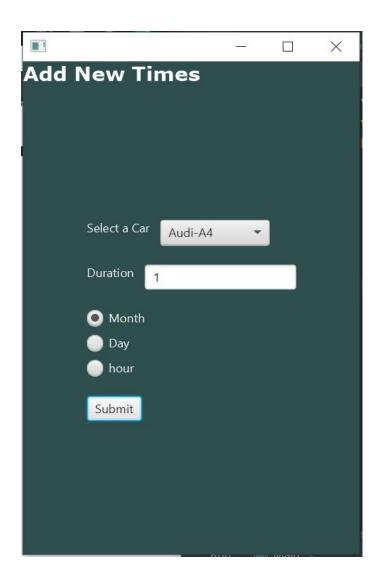


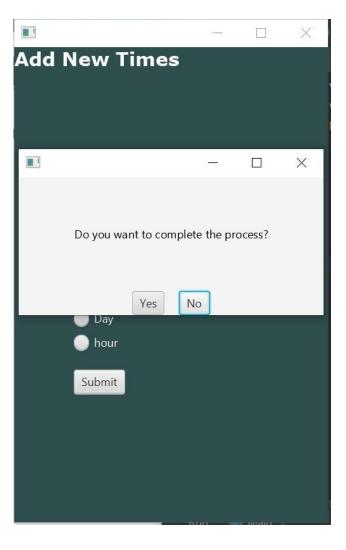


## 10. Evaluate the service

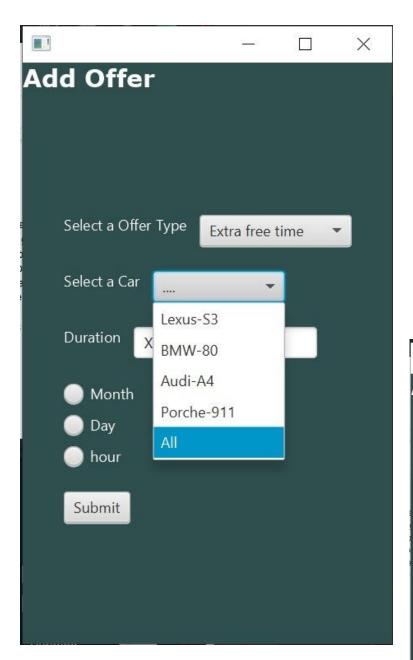


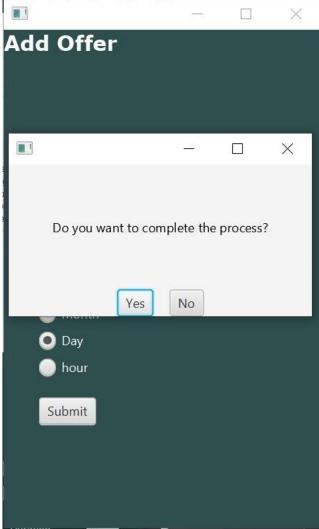
### 11. Add new reservations times



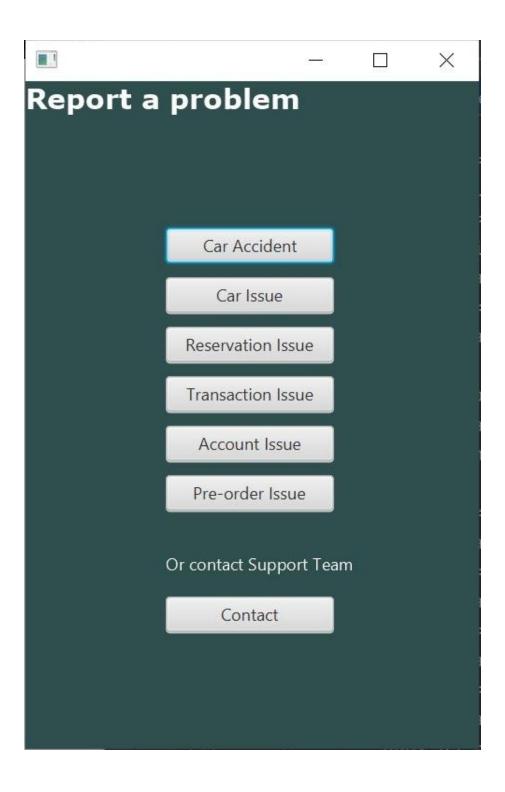


### 12. Add offers

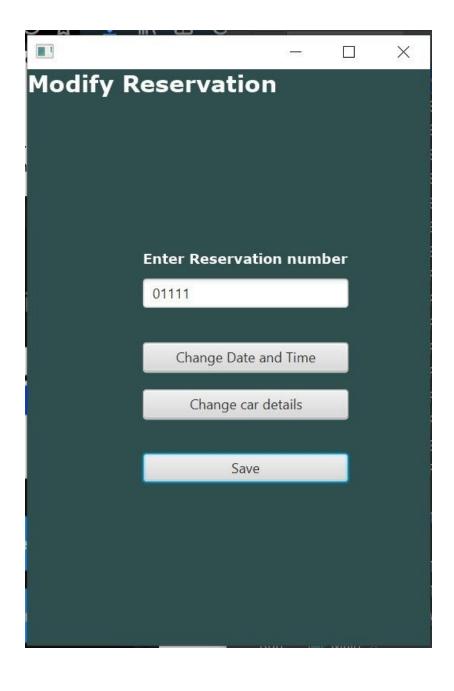




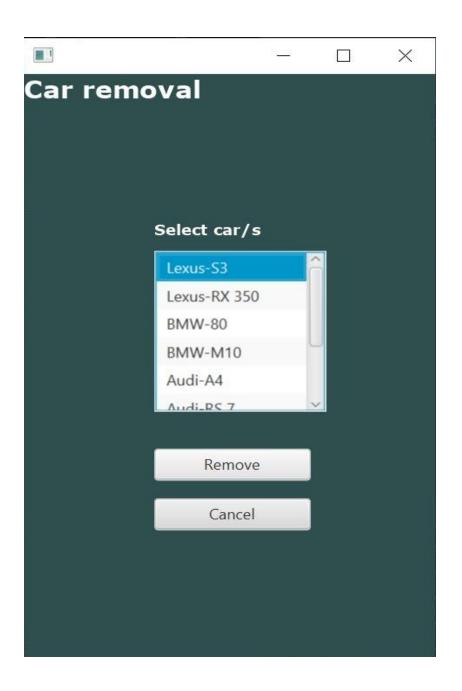
## 13. Report a problem

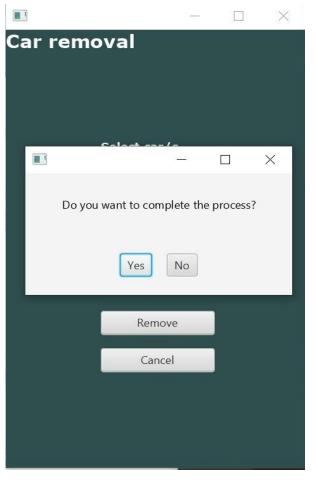


## 14. Modify reservation

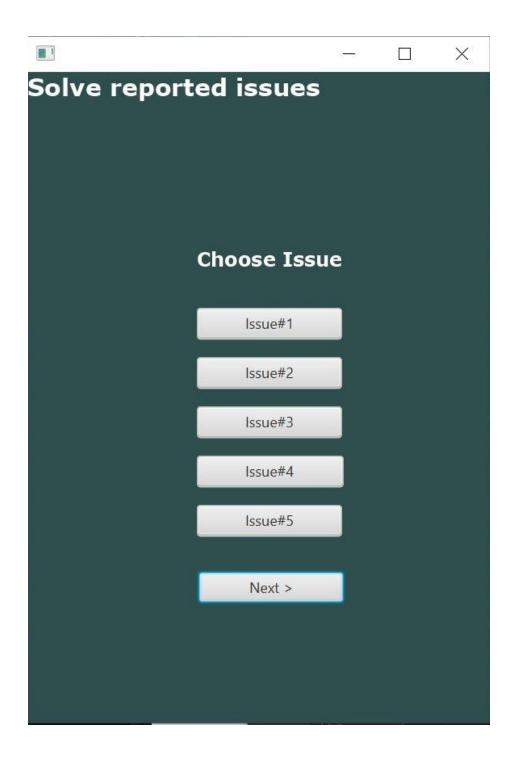


### 15. Remove car



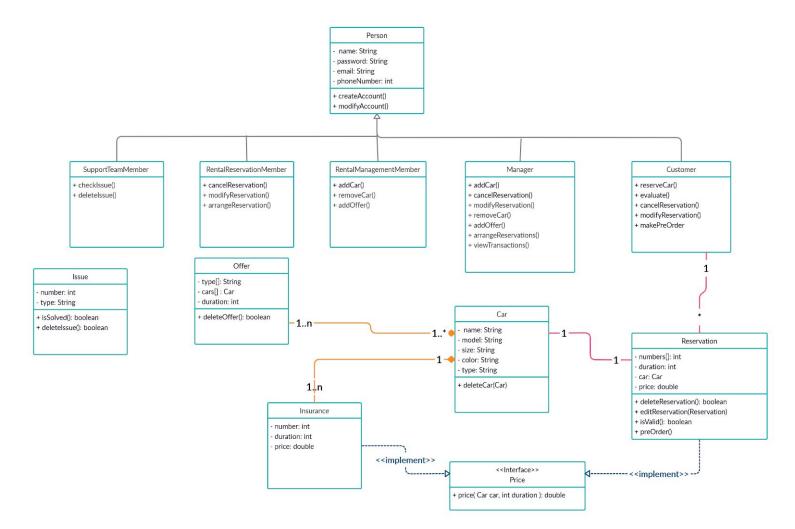


## 16. Solve reported issues



## 6. Component design

## a. Class diagrams



### b. Class description

#### Person

A user of the rental systems that could be one of the following:

- Customer
- Manager
- Rental Management Member
- Rental Reservation Member
- Support Team Member

Attributes: name, email and phone number.

Methods: Create Account and modify account.

#### Customer

A person who can reserve/pre-order cars and evaluate their experience. Customer has no attributes. Customer has the following methods: reserve cars, modify reservations, cancel reservations, make pre-orders and evaluate experience.

### Manager

A person who can control reservations, add/remove cars, make offers and view transactions. Manager has no attributes. Manager has the following methods: Add car, remove car, cancel Reservation, modify Reservation, arrange Reservation, add offer and view transactions.

#### **Rental Management Member**

A person who can add/remove cars and make offers. Rental Management Member has no attributes. Rental Management Member has the following methods: Add car, remove car And add offer.

#### **Rental Reservation Member**

A person who can control reservations. Rental Reservation Member has no attributes. Rental Reservation Member has the following methods: cancel Reservation, modify Reservation and arrange Reservation.

#### **Support Team Member**

A person who can solve reported issues. Support Team Member has no attributes. Support Team Member has the following methods: check issue and delete issue.

#### Reservation

An important part of the rental system where users who can access it would make, modify, arrange or remove reservations. Reservation in the rental system has the following attributes: numbers, duration, car and price. And it has the following methods: delete reservations, edit reservations and pre-order.

#### Car

Is the backbone of the rental system. it has the following attributes: name, model, size, color and type. And it has one method: delete car.

#### Offer

A way for manager to give customers benefits. offer has the following attributes: type, cars, duration. and it has one method: delete offer.

#### Insurance

It is an important part of the rental system to protect customers and cars. It has the following attributes: number, duration and price. It has no methods.

#### Issue

Issue is a part of the user experience to help users and to make the system better by solving those issues. It has the following attributes: number and type. And it has the following method: delete issue.

#### Interface price

It is responsible for calculating the price by allowing other classes to implement its method (price).

## 7. Conclusion:

## - Meeting Schedule:

	Achievements	Period	Date
First Meeting	<ul><li>Viewing design document</li><li>Planning</li></ul>	08:00 PM - 08:30 PM	13/11/2020
Second Meeting	- Brainstorming	07:00 PM - 09:00 PM	22/11/2020
	- Software Architecture		
	- User Interface Design		
Third Meeting	- Cover Page.	06:00 PM - 10:30 PM	30/11/2020
	- Introduction.	1 10	30/11/2020
	- Component design.		
	- Conclusion.		
	- Document polishing.		

## - Performance of the members:

Adhm Al Mansour	Turki Almalki	Tareq S. Al Qarawi	Yasser Abdo Ali
BrainStorming (25%)	BrainStorming (25%)	BrainStorming (25%)	BrainStorming (25%)
Introduction (10%)	Introduction (30%)	Introduction (30%)	Introduction (30%)
Software Architecture (25%)	Software Architecture (25%)	Software Architecture (25%)	Software Architecture (25%)
User Interface Design (25%)	User Interface Design (25%)	User Interface Design (15%)	User Interface Design (35%)
Component design (15%)	Component design (15%)	Component design (30%)	Component design (40%)
Cover Page (20%)	Cover Page (50%)	Cover Page (20%)	Cover Page (10%)
Conclusion. (40%)	Conclusion. (10%)	Conclusion. (40%)	Conclusion. (10%)

## 8. References

- SWE 205 Textbook: Somerville, Ian. Software
  Engineering, 7th Edition, Addison-Wesley, 2004.
- Creatly <a href="https://creately.com/">https://creately.com/</a>