

CAMPUS ANIMALS

Program Specification

Submitted to:

Asst. Prof. Ma. Rowena C. Solamo
Faculty Member
Department of Computer Science
College of Engineering
University of the Philippines, Diliman

Submitted by:

Gallardo, Arianne Joshin U.
Yabut, Roy Christopher T.

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Unique Reference:

The documents are stored in the github repository, bit.ly/CampusAnimals.

Program Specification Document: [Campus Animals - Edit Attributes of a Profile.pdf](#)

Document Purpose:

This document specifies the nature and the algorithm for the method which updates the attributes of an animal profile.

Target Audience:

Residents of UP Diliman

Revision Control:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Contribution/Modification</i>
10/29/2018	Arianne Gallardo	1.0	Initial Document; Added a unique reference; Updated document purpose and target audience
10/30/2018	Arianne Gallardo	2.0	Added all information regarding the program specification

Program Specification: Edit Attributes of a Profile

Class: UpdateAnimalProfile

Stereotype: Controller

Method Signature: editProfileAttributes(int id, String newAttributes[])

Input:

id - unique identification number of the profile to be updated

newAttributes[] - a dictionary of Strings which contain the following information:

key	description
name	updated display name of the profile
species	updated attribute species of the profile
gender	updated attribute gender of the profile
color	updated attribute color of the profile
markings	updated attribute markings of the profile
location	updated attribute location of the profile
neutered	updated attribute neutered of the profile
vaccinated	updated attribute vaccinated of the profile
adopted	updated attribute adopted of the profile
remarks	updated attribute remarks of the profile
cageLabel	updated attribute cageLabel of the profile

Output:

Returns a boolean value, true or false, which corresponds to either a success or a failure in updating the animal profile, respectively. The method shall return *False* if the name is nullified (empty string).

Tool Used: program design language (Structured English)

Program Logic:

```
IF newAttributes[name] IS AN EMPTY STRING
  THEN RETURN False;
ELSE
  FIND matching animal-profile WITH SAME id;
  FOR EACH attributeKey in newAttributes[] DO:
    IF attributeData = newAttributes[attributeKey] IS NOT NULL
      THEN
        UPDATE attributeKey ON animal-profile
        AND SET TO attributeData;
      // ELSE IF attributeData IS NULL THEN NO CHANGES ARE MADE
  RETURN True;
ENDIF
```