Parking Garage Software

Software Requirements Specification

Revision History

Date	Revision	Description	Author
09/23/2024	1.0	Initial Version	Aric Adiego Rajvir Kaur Maji Pearson Leslie Scott Zackary Stephens
10/29/2024	1.0.1	Reformatted document to fix TOC	Aric Adiego
10/29/2024	1.1	Updated UML Class Diagram	Aric Adiego
10/29/2024	1.2	Switched references to "assigned" parking spots to "update the count of available spots"	Maji Pearson
10/29/2024	1.3	Fixed errors in UML Class Diagram	Aric Adiego

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1. Purpose

This document outlines the requirements for the Parking Garage Management System (PGMS).

1.1. Scope

The PGMS is designed to manage a network of parking garages, enabling customers to self-park for a fee, while employees handle the process of charging customers based on their parking duration. The system will track parking spots automatically, calculate fees, and generate usage reports. This Java-based application will have a GUI and will operate over TCP/IP without utilizing any external libraries or frameworks.

1.2. Definitions, Acronyms, Abbreviations

• PGMS: Parking Garage Management System

• TCP/IP: Transmission Control Protocol/Internet Protocol

• GUI: Graphical User Interface

1.3. References

• Appendix 1: Use Case Specification

Appendix 2: UML Use Case Diagrams

Appendix 3: Class Diagrams

Appendix 4: Sequence Diagrams

1.4. Overview

The PGMS aims to provide an efficient and reliable solution for managing parking garage operations, allowing customers to self-park, while employees charge them based on their parking time. The system will handle the tracking of parking spots automatically.

2. Purpose

2.1. Product Perspective

The PGMS is a standalone software solution for parking garages, allowing real-time tracking of available spaces, fee calculation, and report generation. It is intended to work with a network of parking garages connected via TCP/IP.

2.2. Product Architecture

The system consists of two main modules:

- Client Module: A GUI-based application for customers and employees.
- Server Module: A central server that manages parking data, fee calculations, and report generation.

2.3. Product Functionality/Features

The high-level features of the system are as follows:

- Track available parking spaces.
- Calculate parking fees based on time spent.
- Employee interface to charge customers based on the system's calculations.
- Provide detailed reports on garage usage.

2.4. Constraints

- No external libraries, frameworks, or databases can be used without approval.
- The system must communicate using TCP/IP.
- No web or HTML components are permitted.

2.5. Assumptions and Dependencies

- Assumes a Java environment is available.
- The parking garages have the necessary network infrastructure.

3. Specific Requirements

3.1. Functional Requirements

3.1.1. Common Requirements

- 3.1.1.1. The system shall track the number of available parking spaces in real-time.
- 3.1.1.2. The system shall calculate parking fees based on the time the vehicle has been parked.
- 3.1.1.3. The system shall allow employees to charge customers using the calculated fees provided by the system.
- 3.1.1.4. The system shall generate daily, weekly, and monthly usage reports.

3.1.2. Client Module Requirements

3.1.2.1. Employee Interface (GUI)

- Charge customers based on their parking duration.
- View parking statuses, payment details, and transaction history.

3.1.2.2. Customer Interface

 Customers can see the amount of spots available, see the fee, park and exit/request to pay.

3.1.3. Server Module Requirements

- **Tracking Parking Spaces**: The server keeps track of all available, occupied, and reserved parking spots in real-time.
- Managing Parking Durations: It calculates entry and exit times for customers and determines the total fee.
- **Processing Payments**: When the client sends payment information, the server validates and records it.
- Maintaining a Central Database: The server acts as the central repository for all data, including employee actions, customer transactions, and usage reports.

3.2. External Interface Requirements

The system must provide a user-friendly GUI for customers to interact with and for employees to charge customers.

3.3. Internal Interface Requirements

- The client module must communicate with the server module over a TCP/IP connection.
- Data exchange between the client and server should be structured and efficient.

4. Non-Functional Requirements

4.1. Security and Privacy Requirements

Only authorized employees should have access to administrative features.

4.2. Environmental Requirements

- The system should be able to operate in a networked environment with multiple garages.
- It should function correctly on systems running a Java environment.

4.3. Performance Requirements

- The system should process user commands (e.g., adding a car, generating a report) quickly.
- The system should support many users accessing the parking management system without performance degradation.
- The system should be able to process and store many new transactions per hour.
- The system should maintain uptime, allowing access and management at all times, except during maintenance.
- The system should be scalable to handle additional garages with minimal changes to the existing codebase.

Appendix 1: Use Case Specifications

- The goals of the customers are to generate tickets, process payment, and remove a vehicle.
- The employee will manage the parking spots, authenticate users, generate reports, and process payments.
- The payment system will process payments.
- The Parking garage system will manage the parking spaces, calculate fees, remove a vehicle, authenticate users, and generate reports
- The primary actors include customers, employees, the parking system, and the parking garage system

Use Case Name: Ticket generation **Primary Actor:** Employee or Customer

Pre-conditions:

- The user must be authenticated.
- The spot for parking needs to be present.

Post-conditions:

- Ticket generation
- The system updates the count of available spots

Basic Flow or Main Scenario:

- 1. The clients enter the garage.
- 2. The system checks in real time the parking spot availability.
- 3. A ticket is generated for the client.
- 4. The system updates the count of available spots.
- 5. The client can freely choose any unoccupied parking spot in the garage.
- 6. The user can view from the GUI the details of the ticket.

Alternate Flows:

• The client is notified if the garage is full in case no parking spots are present.

Exceptions:

Invalid Ticket Details

Related Use Cases: UC3

Use Case Name: Parking Spot Management

Primary Actor: Employee, Customer

Pre-conditions:

- The client is in the parking garage.
- The client has logged in to the system.
- There is an unoccupied parking spot.

Post-conditions:

- The parking system's available spots count is updated accordingly
- A ticket is generated with a timestamp.

Basic Flow or Main Scenario:

- 1. The clients enter the garage.
- 2. The system checks in real time the parking spot availability.
- 3. A ticket is generated for the client.
- 4. The system updates the count of available spots
- 5. The client can freely choose any unoccupied spot in the garage.
- 6. The customer views a printed ticket, which they may use later for exit or payment processing.
- 7. The user can view from the GUI the details of the ticket.

Alternate Flows:

- There are no spots available
- An error is recorded during ticket generation, prompting the process to restart.

Exceptions:

System failure

Related Use Cases: UC3 and UC5

Use Case Name: Payment processing **Primary Actor:** Employee, Customer

Pre-conditions:

- The client wants to remove the car.
- The ticket has all the relevant details, and the parking fee is computed.

Post-conditions:

- The fee is paid.
- The transaction is logged.
- The spot is marked unoccupied.
- The revenue is updated.

Basic Flow or Main Scenario:

- 1. The clients pay for the tickets using their preferred mode.
- 2. The fee is computed based on the duration of the vehicle in the parking lot.
- 3. The payment is processed using the method used to pay for the fee.
- 4. The status of the parking spot is updated
- 5. The client receives a payment receipt.

Alternate Flows:

Lack of funds

Exceptions:

System failure

Related Use Cases: UC2

Use Case Name: Generating reports

Primary Actor: System Admin

Pre-conditions:

- Admin logs to the system
- Monthly data is available.

Post-conditions:

• A comprehensive report is provided.

Basic Flow or Main Scenario:

- 1. The administrator logs into the system.
- 2. They generate reports, either a report on the availability of parking spaces or a revenue report.
- 3. The data is retrieved in the form of a text file.
- 4. The report is generated.

Alternate Flows:

• No data is selected

Exceptions:

Corruption of data

Related Use Cases: UC2 and UC5

Use Case Name: Removing car from the spot

Primary Actor: Employee, Customer

Pre-conditions:

• There is a valid ticket.

Post-conditions:

- The parking spot count in the garage is updated to reflect the spot as available.
- The client has exited the garage.

Basic Flow or Main Scenario:

- 1. The client offers a parking ticket to the machine or staff
- 2. The details of the ticket are retrieved by the system
- 3. The fees are computed, and the client pays
- 4. The system updates the count of available spots to reflect the freed space.
- 5. The client exits the garage.

Alternate Flows:

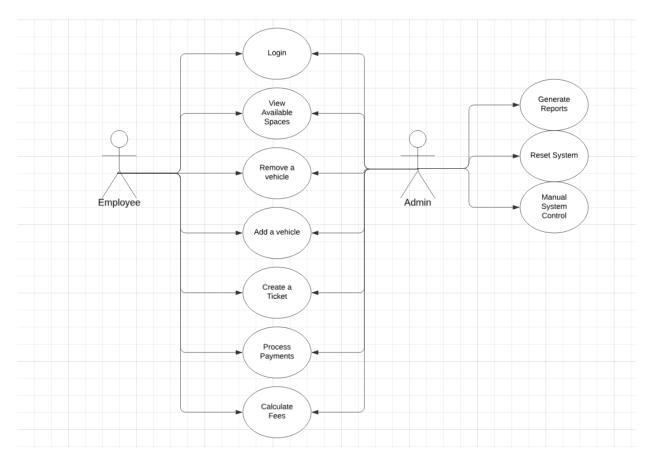
Lost tickets requiring manual input

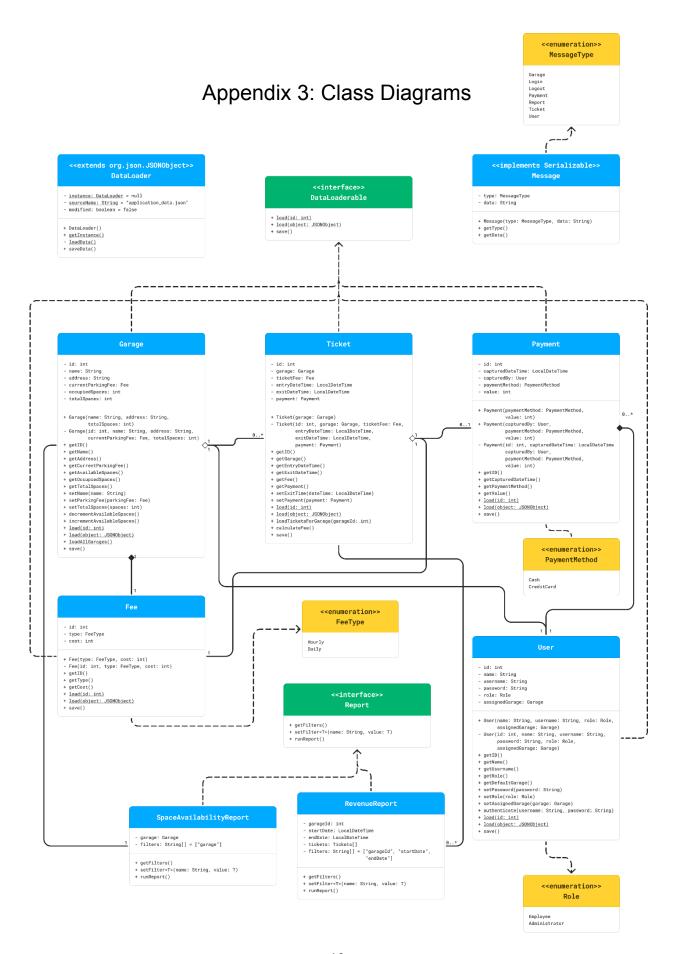
Exceptions:

N/A

Related Use Cases: UC2 and UC4

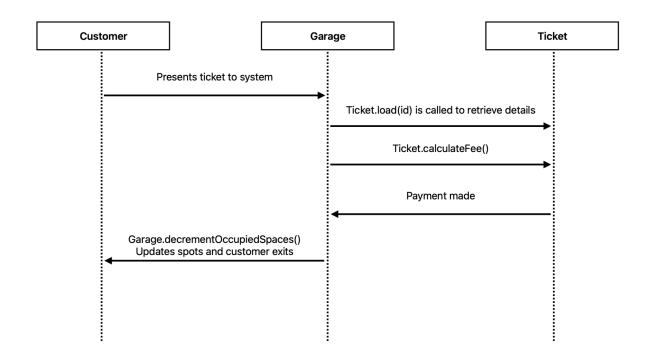
Appendix 2: UML Use Case Diagrams



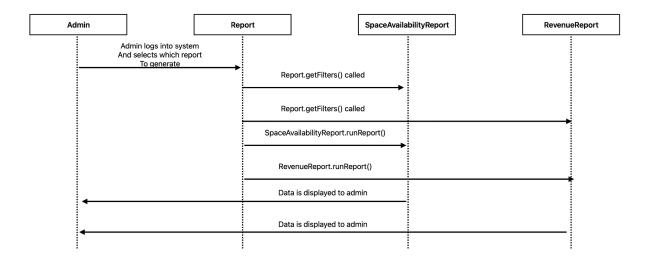


Appendix 4: Sequence Diagrams

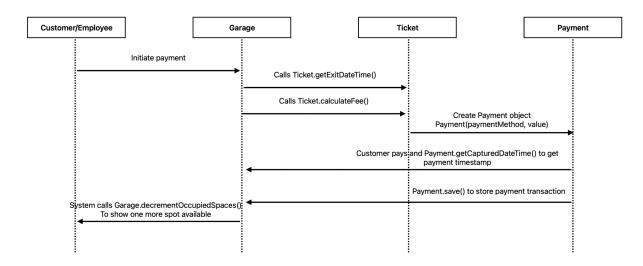
Car Removal



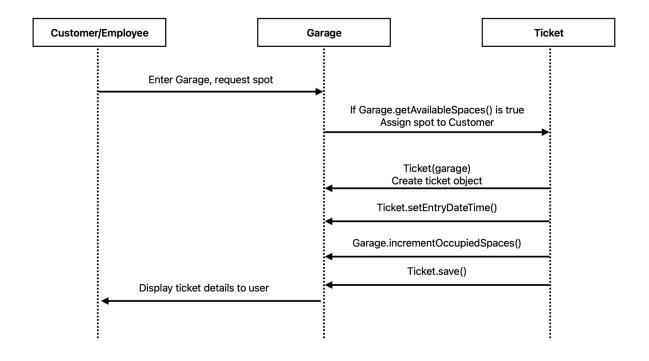
Report Generation



Payment Processing



Parking Spot Assignment



Ticket Generation

