

Cairo University

Faculty of Computers and Artificial Intelligence



CS251

Software Engineering I

Project Name

Software Design Specifications

Version X.X

Team Names and Emails

Month & Year



CS251: Phase 2 – <Team Name>

Project: <Project Name>

Software Design Specification

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Team

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Document Purpose and Audience

This document was created as a preliminary version for users to know the shape and design of this program, its functionality and its usefulness through some diagrams like class diagram , sequence diagram and state diagram.

And our audience are Developers , Customers , Administrators , Project mu



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II. Class Descriptions

Class ID	Class Name	Description & Responsibility
GO_FO_1	User Data	Class contain All information any user use the application GO_FO Such as(name, ID, phone, Email, password, default location, type of user)
GO_FO_2	Player	Class has object from class User Data to record information, Also contain another information for example list of requests and Booking and my EWallet
GO_FO_3	Playground owner	Class has object from class User Data to record information , Also contain another information for example list of playground and Booking and my EWallet
GO_FO_4	Administrator	Class has object from class User Data to record information ,and have access to change status playground from(suspend, active, drop);
GO_FO_5	Playground	Class have all details for play ground
GO_FO_6	location	Class have all details that determine location player or playground
GO_FO_7	time	Class have all details that determine period his he want
GO_FO_8	Team	Class have all details that determine team whatever name number of player list of play team is complete or not
GO_FO_9	Requests	Class have details and operation to make only request to booking don't already booking
GO_FO_10	EWallet	Class have information money for user player or playground owner
GO_FO_11	Payment	Class represent all details for payment operation between player and play ground



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GO_FO_12	Booking	Interface have more function related by playground owner and player not have one but related to users to booking playground
GO_FO_13	Operation team	Interface have more function related by class team and player not have one but related to class To create favorite team or join team
GO_FO_14	Operation playground	Enum that have three value represent status for playground (suspend, active, drop);
GO_FO_15	User Type	Enum that have three value represent type of user (player-playground owner-administrator)
GO_FO_16	Type Requests	Enum that have three value represent status for request(accept, pending, reject)

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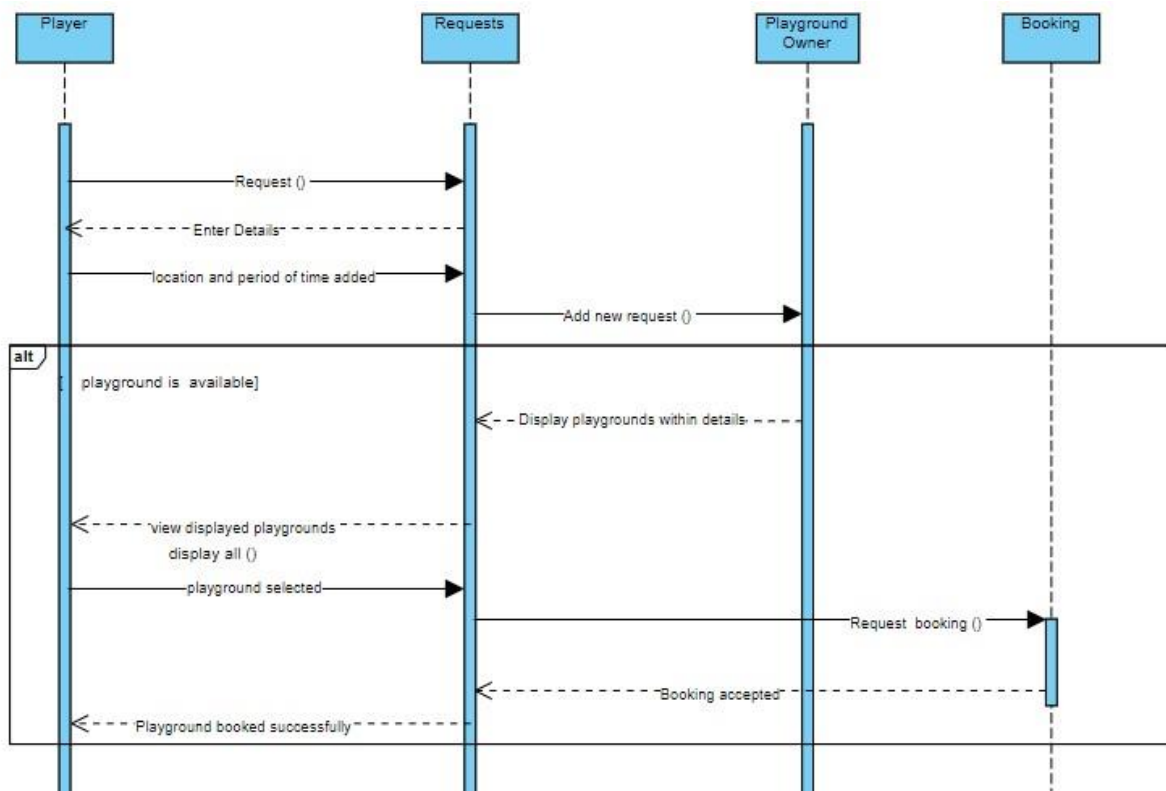
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III. Sequence diagrams

1- reserve playground



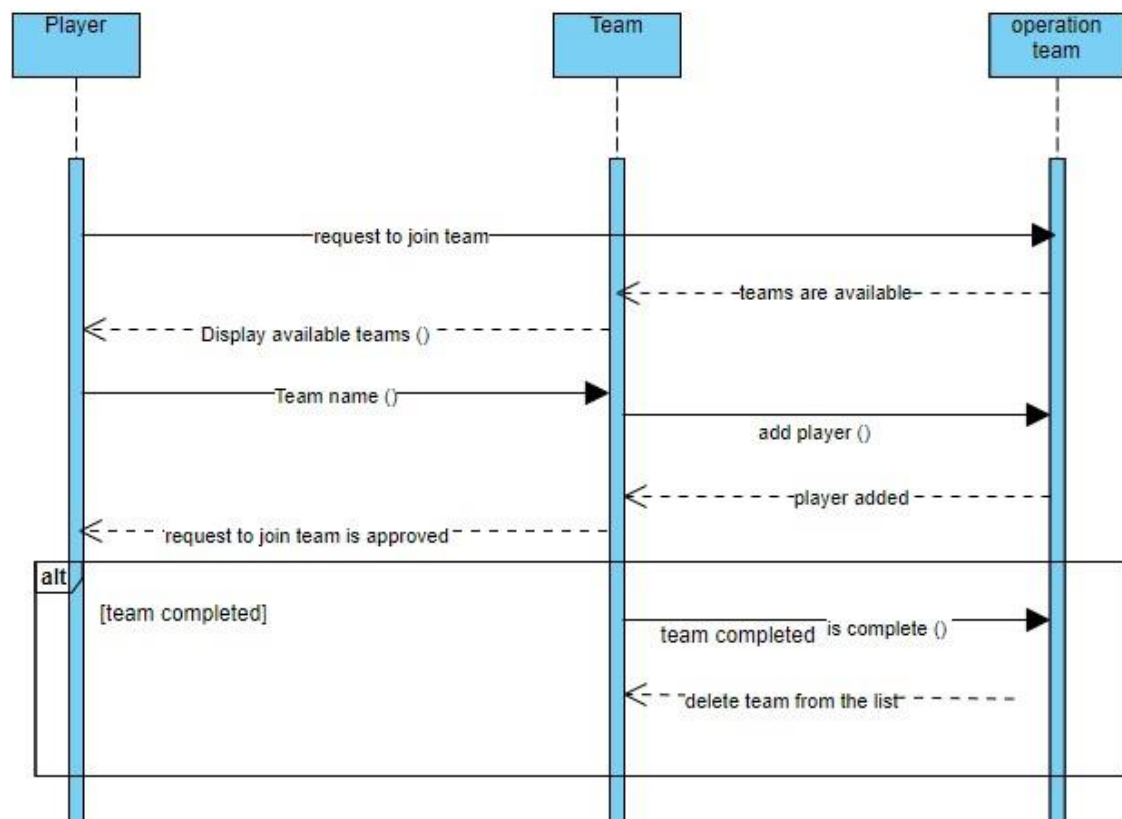


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2- Join Team



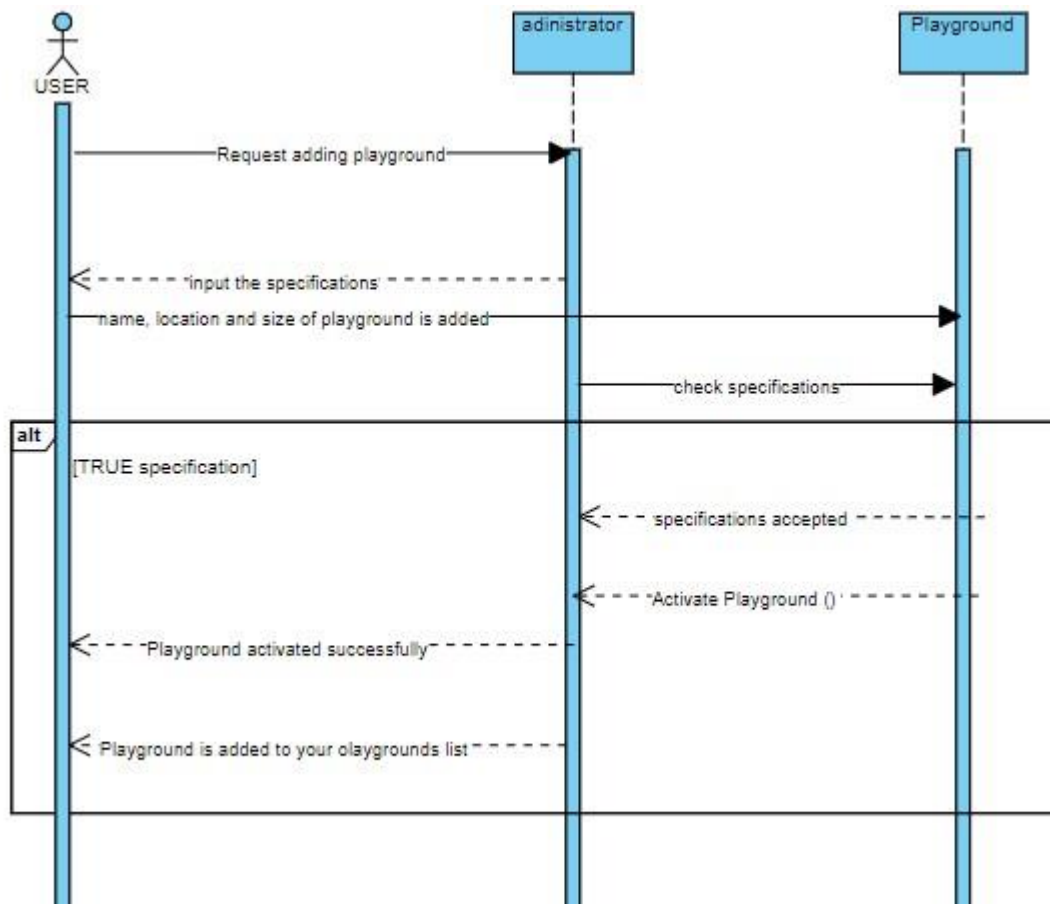


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3- Activate playground



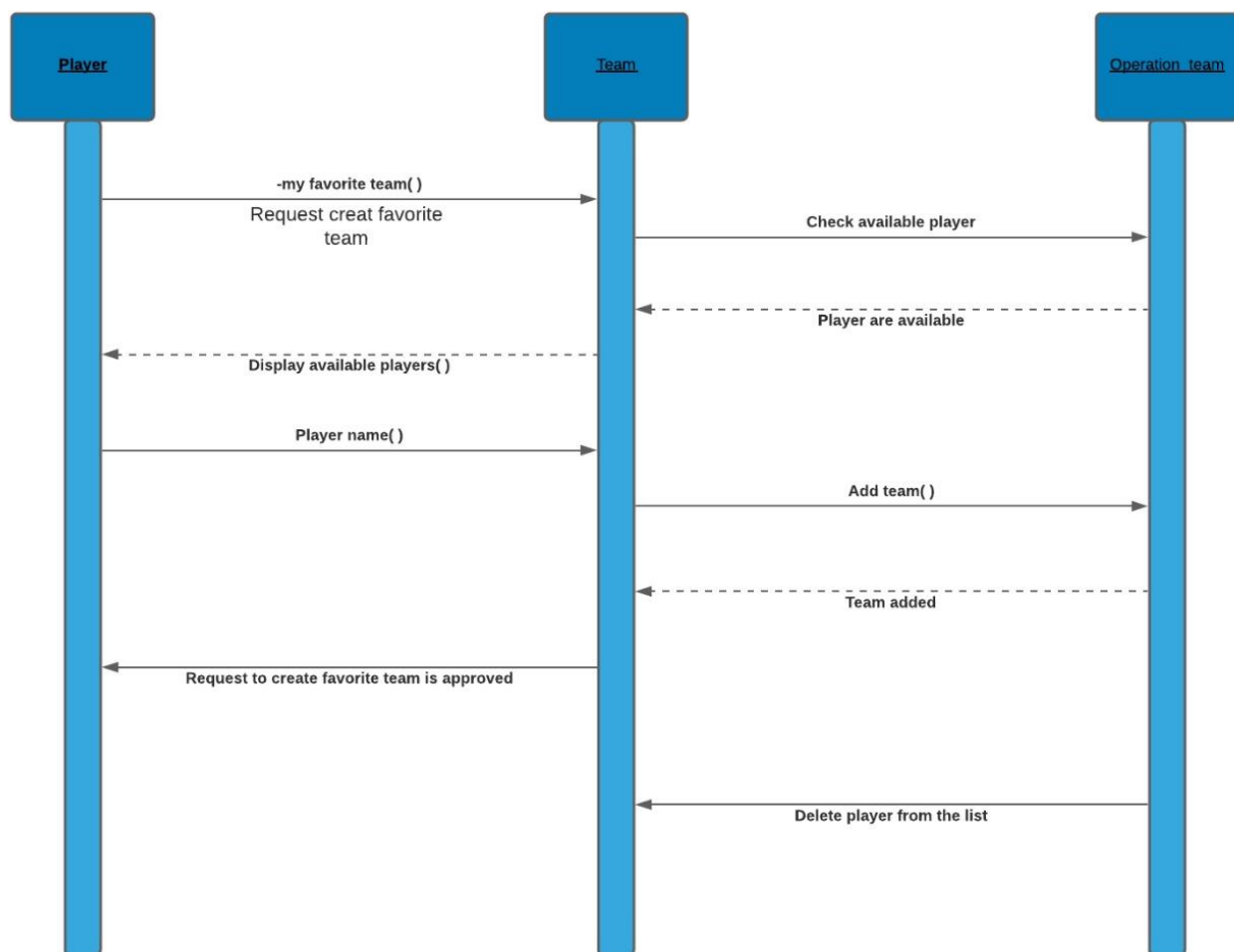


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4- Create favorite team





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Class - Sequence Usage Table

Sequence Diagram	Classes Used	All Methods Used
1. Activate playground	1-User data 2-administration 3-playground	-activate playground ()
2. Join team	1-player 2-team 3-operation team	- display available teams() - Team name () - add player () - Is complete
3. reserve playground	1-player 2-playground owner 3-requests 4-booking	-Request() -Display playgrounds -Request booking()
4. Create Favorite team	1- player 2- team 3- operation team	-Request () -Display players - Add team()

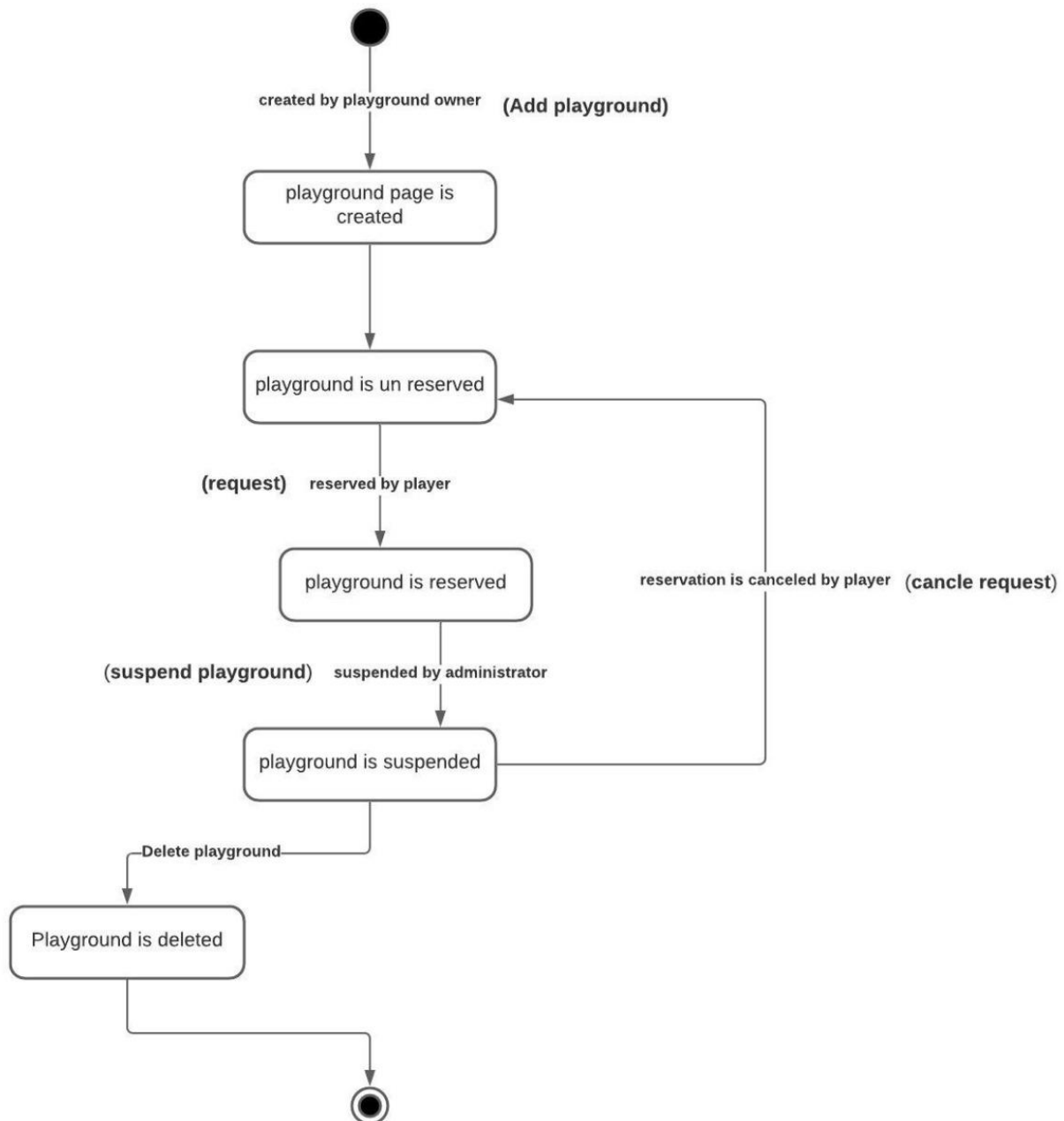


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III. State Diagram





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Tools

Visual paradiagram and lucid chart

Ownership Report

Item	Owners
Walid Mohamed Ibrahim	class diagram and class descriptions and class diagram implementation
Adham Mohamed gomaa	Sequence diagrams (1,2,3) and sequence Usage table java documentation and java styling
Mostafa Abdelsalam Abdelbaseer	Document purpose and audience Sequence diagram (4) and state diagram and one sequence diagram implementation