Cairo University  
Faculty of Computers and Information



**CS251**

**Software Engineering II**

Android Monitoring Theft

Software Design

November 2016

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# Team

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# 

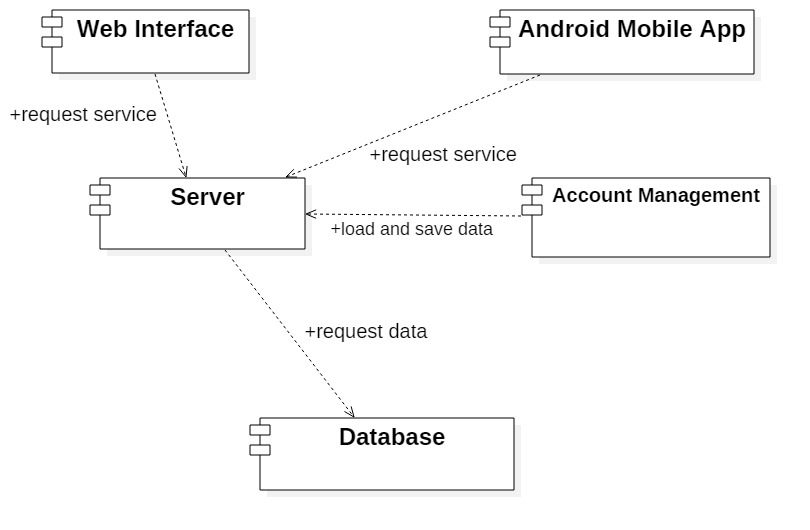
# Document Purpose and Audience

* **This document is software design specifications.**
* **The expected audience are (software developers, software testers, project owner)**

# System Models

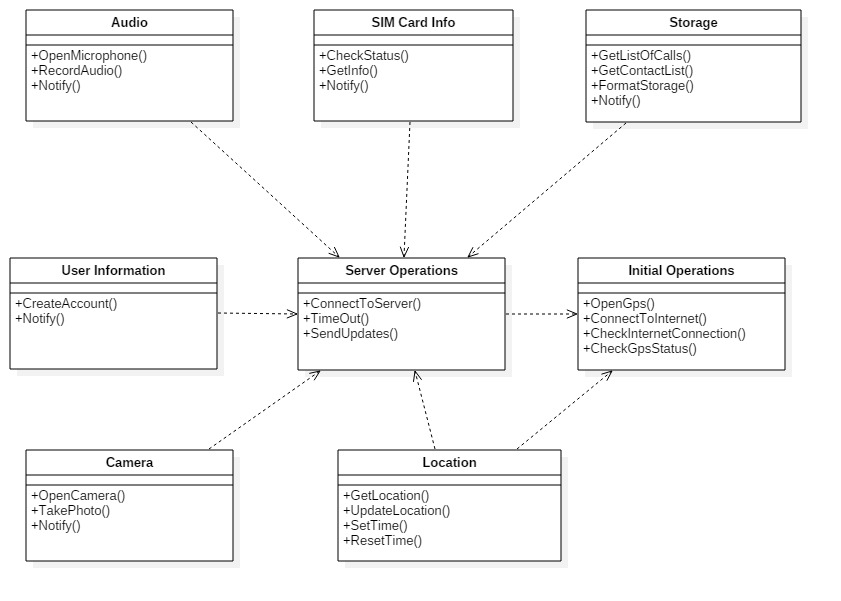
## I. System Decomposition

* **Provide and describe a figure that depicts the overall system decomposition.**



## II. Class diagrams

* **Class diagram provides a description about the internal structure of the system, classes that made the system and the relationships between them**
* **Each class provides some operations that represent the functionality of the system.**



## 

## III. Sequence diagrams

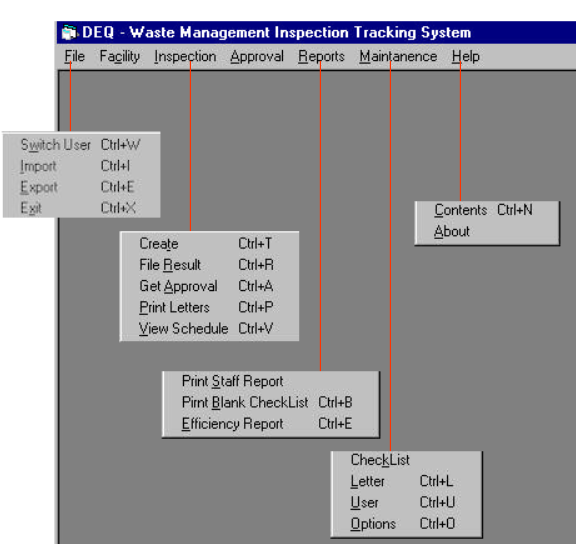
* **List Sequence diagrams for all requirements. Provide for each Sequence an ID.**
* **Usually each use case is represented by a sequence diagram or more.**
* **Overall, all the diagrams should represent all requirements and possible flows.**
* **Make sure that each object in the sequence diagram has a corresponding class in the class description table above. If not, it will be REJECTED.**
* **Put actual function calls with proper parameters and return types corresponding to class diagrams.**

## V. User Interface Design

* **Use a prototyping tool like** [**https://app.moqups.com**](https://app.moqups.com) **or a GUI builder to build your interface.**
* **Develop a prototype for each screen / page that your application will have and relate them to each other showing which one leads to which one.**
* **For each screen specify the buttons, menus, etc. that will be on it and their functions.**
* **An example is shown below.**
* **Screen 1 – Login Screen (example)**



* **Screen 2 – Main Interface (example)**



* **Navigation tree: Login Screen**

**|**

* **Navigation tree: Main Screen**