Software Design Document

<Project Name>

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# System Vision

## Problem Background

The purpose of the Sydney Airbnb Data Analysis Tool is to provide users with a user interface, for analysing and visualising data from the Sydney Airbnb dataset. This tool allows users to explore aspects such as listings, prices, amenities, and cleanliness factors in order to gain insights into the Sydney Airbnb market.

## System Overview

The system is a software application that enables users to interact with the Sydney Airbnb dataset using a user interface (GUI). Through this GUI users can perform functions for data analysis and visualisation. These functionalities include retrieving information about listings generating charts depicting price distribution searching for keywords analysing comments related to cleanliness and discovering insights.

## Potential Benefits

Real estate professionals can utilise this tool to understand pricing trends across suburbs. Travel enthusiasts can easily find properties based on amenities like pools, pet friendliness, furnished accommodations, locations etc.  
Airbnb hosts have the opportunity to analyse cleanliness related comments in order to enhance their listings. Researchers can extract insights, into customer preferences and behaviour within the Airbnb market.

# Requirements

## User Requirements

The client wants to provide good staying services to customers want this tool, to enable customers have various options to stay when they visit Sydney. This will be helpful for room owners as this can help them to improve their services. The software feature of producing a chart of pricing can help research and surveys to see trend of pricing of rooms as well as which month has more visitors in Sydney.

Client wants detailed listing of rooms, features, cost, feedback when customer searches for an area. The search should show rooms based on filter what customer enter by default it should present rooms with good feedback. There should be filter options like cost, feedback, list date.

## Software Requirements

In this section you detail what the requirements for the software are. What functionality will it provide? This is usually a formal listing, with requirements often using the word ‘Shall’. IE:

R1.1 The program shall accept multiple file names as arguments from the command line.

R1.2 Each file name can be a simple file name or include the full path of the file with one or more levels.

etc …

Can be primarily functional requirements, though you may include other types if you think of them.

## Use Cases & Use Case Diagrams

In this section you provide some use cases showing how people may use your software.

# Software Design and System Components

## Software Design

A block diagram/flowchart of how your software might work

## System Components

### Functions

Preliminary list of all functions in the software. For each function in the list the following information is provided:

* a brief description of what it does (1 or 2 sentences);
* a list of the input parameters, and their data types, and what they are used for;
* a list of any side effects caused by the function (ie change global or member variables, changes data passed by reference from calling function etc)
* a description of the function’s return value

### Data Structures / Data Sources

List of all data structures in the software (eg linked lists, trees, arrays etc) or eternal data sources. For each data structure in the list the following information is provided:

* Type of structure (tree, list etc),
* Description of where and how it is used
* List of data members, and what each one is for do
* List of functions that use it

### Detailed Design

Pseudocode for all non-standard / non-trivial algorithms that operate on data structures

# User Interface Design

This is your initial interface design. Describe the tools you used for this design stage and any key findings that informed your design. This introduction is descriptive and should explain what you have completed for the actual design work you will present in the sub-sections below.

## Structural Design

Structural design refers to the navigational and information structure of your product – the structure that supports the interface layout. How will you structure your product? How will you group your information? How will you navigate through your product? Why? This can take the form of a diagram showing structure and hierarchy, supported by a discussion and justification of your choices. Why have you made these design choices? Describe and outline the structure of your interface and of your information.

## Visual Design

Detail your visual design: Layout, visual elements, icons, graphics, style, colour, fonts general screen designs. This can be sketches, wireframes, mockups etc, supported by a discussion, explanation, and justification of your choices.