Software Design Document

<Project Name>

Student Names

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# System Vision

## Problem Background

## System Overview

## Potential Benefits

# 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

R1.1 The program shall accept user input through a list of suburbs.

R1.2 The program shall show what rooms are available and show brief description about them.

R1.3 It shall have a date option to see for a particular date.

R1.4 It shall present a price for each room including details of payment.

R1.5 It shall display feedback chart of a room on basis of cleanliness, market, public transport, attractions. These will have values which indicate what is the review of the room. These are selected as tourists will look for these features in a room as it makes their visit a pleasant experience.

R1.6 The program shall present a price distribution chart when user selects a suburb and click on view price distribution chart.

R1.7 The program shall present how many times a property has been used for a user selected date.

## Use Cases & Use Case Diagrams

|  |  |
| --- | --- |
| Use Case ID | 1 |
| Use Case Name | View Listings |
| Actors | User |
| Description | Users will be able to view the rooms in one suburb at a given time. |
| Normal Flow | 1. User goes to the program website. 2. Selects time period. 3. Selects a suburb in the list. 4. Program shows all the rooms. |
| Alternate Flow | None |

A diagram of software

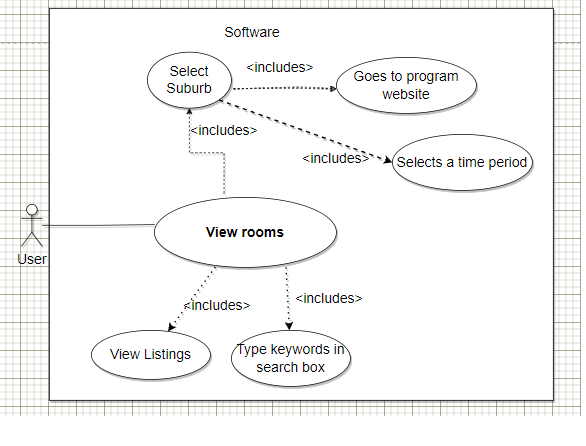
Description automatically generated

|  |  |
| --- | --- |
| Use Case ID | 2 |
| Use Case Name | View price distribution chart |
| Actors | User |
| Description | Users will be able to view the room prices in chart form in one suburb |
| Normal Flow | 1. User goes to the program website. 2. Selects time period. 3. Selects a suburb in the list. 4. Program lists all rooms. 5. User select show price chart button. 6. Program creates a chart form of prices of rooms. |
| Alternate Flow | None |

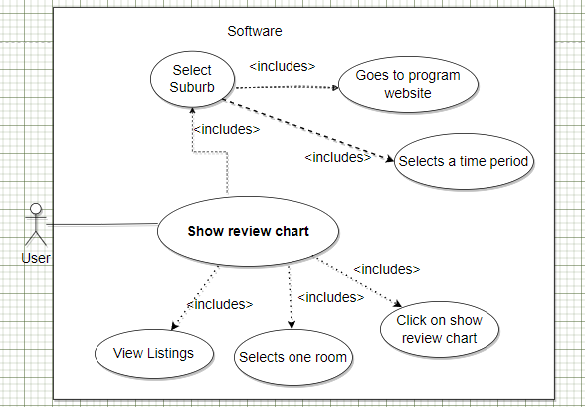
A diagram of a product

Description automatically generated

|  |  |
| --- | --- |
| Use Case ID | 3 |
| Use Case Name | View user specific rooms |
| Actors | User |
| Description | Users will be able to view the rooms with desired features |
| Normal Flow | 1. User goes to the program website. 2. Select time period 3. Selects a suburb in the list. 4. Program lists all the rooms. 5. User then type words like pool, spa and other words, then select search button. 6. Rooms with user entered word are presented. |
| Alternate Flow | None |



|  |  |
| --- | --- |
| Use Case ID | 4 |
| Use Case Name | View review chart |
| Actors | User |
| Description | Users will be able to see the feedback of rooms in a chart form. |
| Normal Flow | 1. User goes to the program website. 2. Selects a suburb in the list. 3. Program shows all the rooms. 4. User selects a room. 5. Clicks on show review chart. 6. Program shows chart of the room. |
| Alternate Flow | None |



|  |  |
| --- | --- |
| Use Case ID | 5 |
| Use Case Name | Show number of times a property has been used |
| Actors | User |
| Description | Users will be able to see how many times a property has been used. |
| Normal Flow | 1. User goes to the program website. 2. Selects a suburb in the list. 3. Program shows all the rooms. 4. User selects a room. 5. There is information about number of times that room has been used. |
| Alternate Flow | None |

A diagram of a software

Description automatically generated

# 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.