Cairo University Faculty of Computers and Artificial Intelligence



CS251

Introduction to Software Engineering

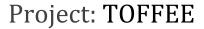
Toffee

Software Design Specifications

Version 1.0

14th May 2023







Software Design Specification

Contents

Team	3
Document Purpose and Audience	
System Models	
I. Architecture Diagram	4
II. Class Diagram(s)	
III. Class Descriptions	6
IV. Sequence diagrams	
Class - Sequence Usage Table	10
V. State Diagram	10
Tools	12
Ownership Report	13





Software Design Specification

Team

ID	Name	Email	Mobile
20210290	Farah Walid Ahmed Elsayed	Farahwalid2211@gmail.com	01157560209
20210222	Abdelrahman Elsayed Korany Mohamed	abdelrahmanelsayed877@gmail.com	01013471814
20210168	Saif Eldeen Mohamed Ahmed	saifesmael125@gmail.com	01000946346

Document Purpose and Audience

- What is this document about?
 - This document is about software design specification that show how to do the system .
- What is the purpose of this document?
 - It's aim is to fill the gap between system requirements and developers.
- Who are Audience?
 - Audience of this document can be Developers , Project Manager , CEO.



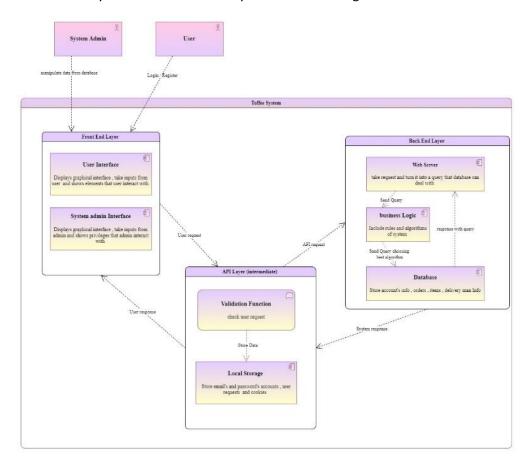


Software Design Specification

System Models

I. Architecture Diagram

• We choose Layered Architecture to apply the system architecture because we thought that it is more suitable for our system which includes layers communicating with each other.



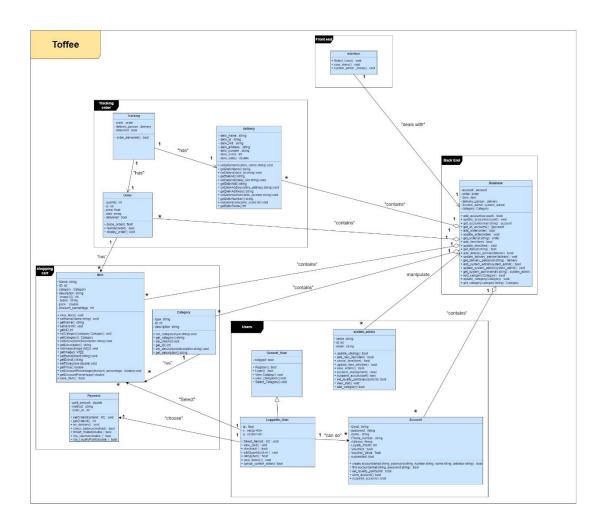
https://drive.google.com/file/d/1K50Pye88HZx0n5EC rGh5XiufXW58Zi/view?usp=sharing





Software Design Specification

II. Class Diagram(s)



https://drive.google.com/file/d/13VC4tk11PriLr6laZN80_A75veLdXAma/view?usp=sharing





Software Design Specification

III. Class Descriptions

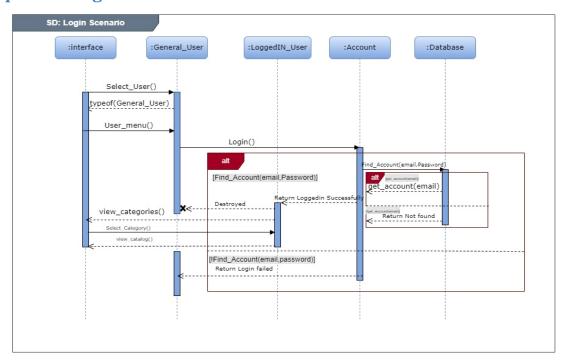
Class ID	Class Name	Description & Responsibility
1.	System_admin	User management: system admin manages or suspends or delete account. System management: manipulate database. Can view statistics.
2.	General_user	Can View items in the catalog – can register (create object of account) or login (if he/she has account) to the system.
3.	LoggedIn_user	Can select items from catalog – can view cart – can check out the cart to place an order – can rate the items after ordering it – can view history of orders that he/she placed.
4.	Item	Can view the item information.
5.	payment	LoggedIn_user can choose any payment method (cash - smart wallet – loyalty points - vouchers) he/she likes.
6.	order	Can be placed or reordered by LoggedIn_user – its information can be displayed and stored it in the database.
7.	tracking	Check if the order is delivered or not.
8.	delivery	Set delivery info and stored it in the database and get it.
9.	Account	Create an account or find an account and store it in the database.
10.	interface	Interact with users.
11.	database	Store all information needed in the program.
12.	category	Store all categories in data base and set, get categories through it .

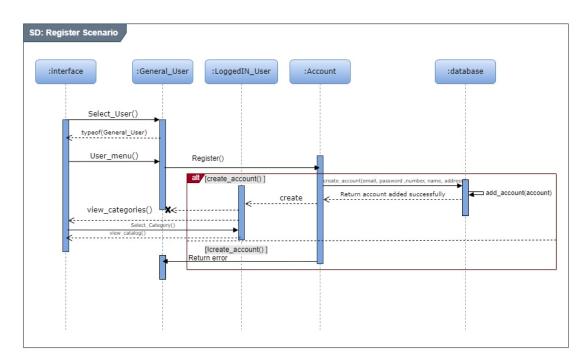




Software Design Specification

IV. Sequence diagrams

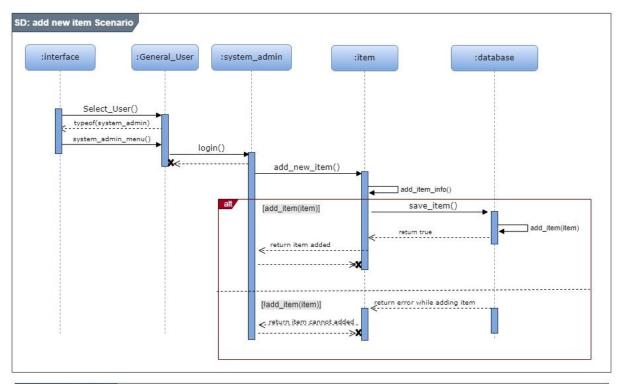


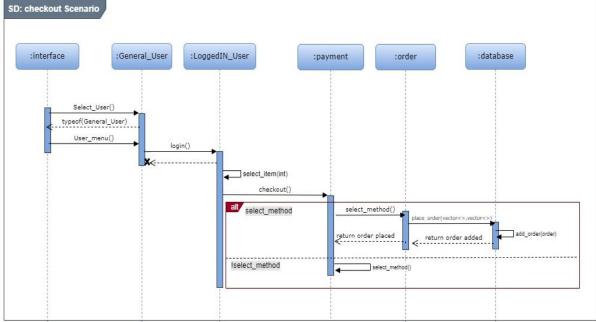






Software Design Specification

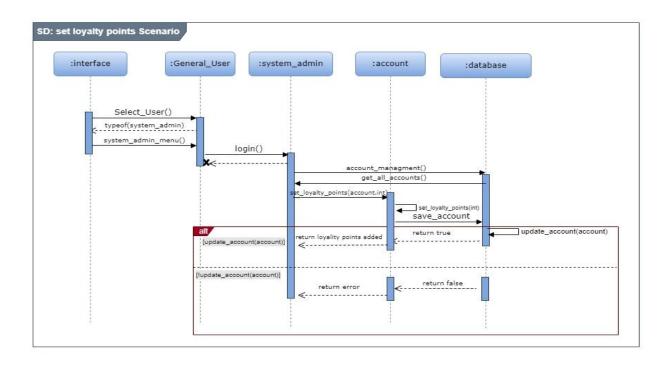


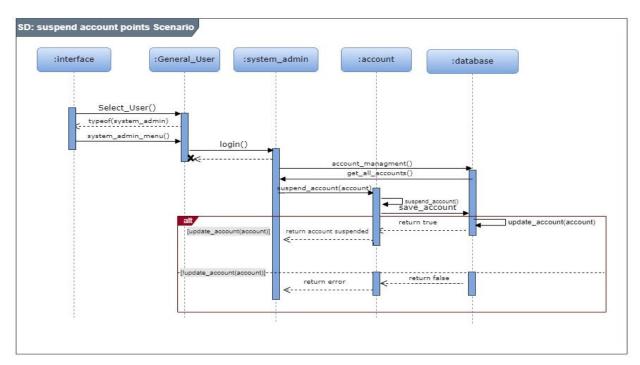






Software Design Specification





CU – FCAI – CS251 Introduction to Software Engineering – 2023 - Software Design Specifications
Prepared by Mostafa Saad and Mohammad El-Ramly V1.0
Edited by Mohamed Samir, Updated to V2.0 by Mohammad El-Ramly 10/4/2020 and V3.0 25/5/2021





Software Design Specification

Class - Sequence Usage Table

Sequence Diagram	Classes Used	All Methods Used
Register Scenario	1. Interface	Select_User() User_menu()
	2. General_User	Register()
	3. LoogeIN_User	View_catalog()View_Categories()Select_category()
	4. Account	 Create_account(email, password ,number, name, address)
	5. Database	Add_account(account)
2. login Scenario	1. Interface	Select_User() User_menu()
	2. General_User	Login()
	3. LoogeIN_User	View_catalog()View_Categories()Select_category()
	4. Account	Find_Account(email, password)
	5. Database	get_account(email)
add new item Scenario	1. interface	Select_User() System_admin_menu()
	2. General_User	Login()
	3. System_admin	Add_new_item()
	4. item	add_itemm_info()save_item()
	5. database	add_item(item)





Software Design Specification

Sequence Diagram	Classes Used	All Methods Used
4. checkout Scenario	1. Interface	Select_User() User_menu()
	2. General_User	Login()
	3. LoogeIN_User	Select_item() Checkout()
	4. payment	select_method()
	5. order	place_order(vector<>,vector<>)
	6. Database	Add_order(order)
Set loyalty points Scenario	1. Interface	Select_User() System_admin_menu()
	2. General_User	• Login()
	3. system_admin	Account_managment()Set_loyalty_points(account,int)
	5. Account	Set_loyalty_points(int)Save_account()
	6. Database	get_all_accounts()update_account()
6.suspend account Scenario	7. interface	Select_User()System_admin_menu()
	8. General_User	Login()
	9. System_admin	Account_managment() Suspend_account(account)
	10. account	suspend_account()Save_account()
	11. database	get_all_accounts() update_account()





Software Design Specification

Register Scenario: https://drive.google.com/file/d/142fDMQtt3krmOicKEpcrK0rtlgeiF6mb/view?usp=sharing

Login Scenario: https://drive.google.com/file/d/1mSrdbr9npC3Mpec46lcd86IHNg-2TEZD/view?usp=sharing

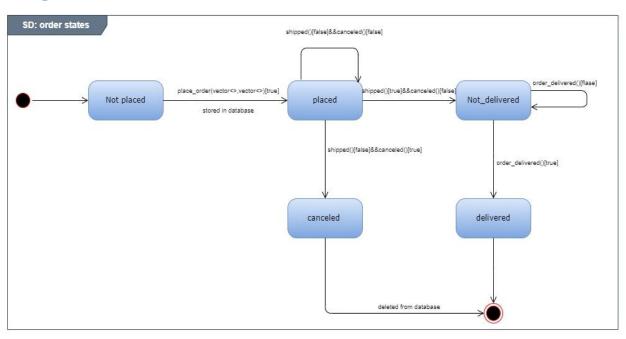
Add new item Scenario:https://drive.google.com/file/d/1hCVNs2ugahIEd2F9QWTJ4JnPqUxjliE/view?usp=sharing

Checkout Scenario: https://drive.google.com/file/d/1Cetd6Z5NJ0EoZgTzm2KBbQ5pImjVtB3J/view?usp=sharing

Set loyalty points Scenario: https://drive.google.com/file/d/1LuszlnClh5uR8eHaNrNiezNDSXqLBHCA/view?usp=sharing

Suspend account Scenario: https://drive.google.com/file/d/1wyNOQO f3vlqCf08N2ATC17WvRDCDL21/view?usp=sharing

V. State Diagram



https://drive.google.com/file/d/1hmPVNsFPtLVC7Z003-ZZVqk1tbZo3R01/view?usp=sharing





Software Design Specification

Tools

Draw.io

Ownership Report

Owners	Items
Abdelrahman Elsayed Kornay Mohamed	Part of class diagram and 2 sequence diagrams and part of coding .
Farah Walid Ahmed Mohamed	Part of class diagram and and 2 sequence diagrams and part of coding .
Saif Eldeen Mohamed Ahmed	Part of class diagram and 2 sequence diagrams and part of coding .