

Cairo University

Faculty of Computers and Artificial Intelligence



CS251

Software Engineering I

GoFo Name

Software Design Specifications

Version 4.0

Team Leader: Mina Samy

June & 2021



CS251: Phase 2 – <Team Name>

Project: <Project Name>

Contents

Team	3
Document Purpose and Audience	3
System Models	4
I. Class Diagram(s).....	4
II. Class Descriptions	4
III. Sequence diagrams.....	6
Class - Sequence Usage Table.....	9
IV. State Diagram	11
Tools	11
Ownership Report	12



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Team

ID	Name	Email	Mobile
20190571	Mina Samy Abd El-Sayed Awad	Mina72292@gmail.com	01142571309
20190197	Dina Zakaria Mostafa Baiomy	Dinnazakaria590@gmail.com	01120906149
20190551	Malak Amr Mostafa El-Tantawy	Malakeltantawy681@gmail.com	01060632874

Document Purpose and Audience

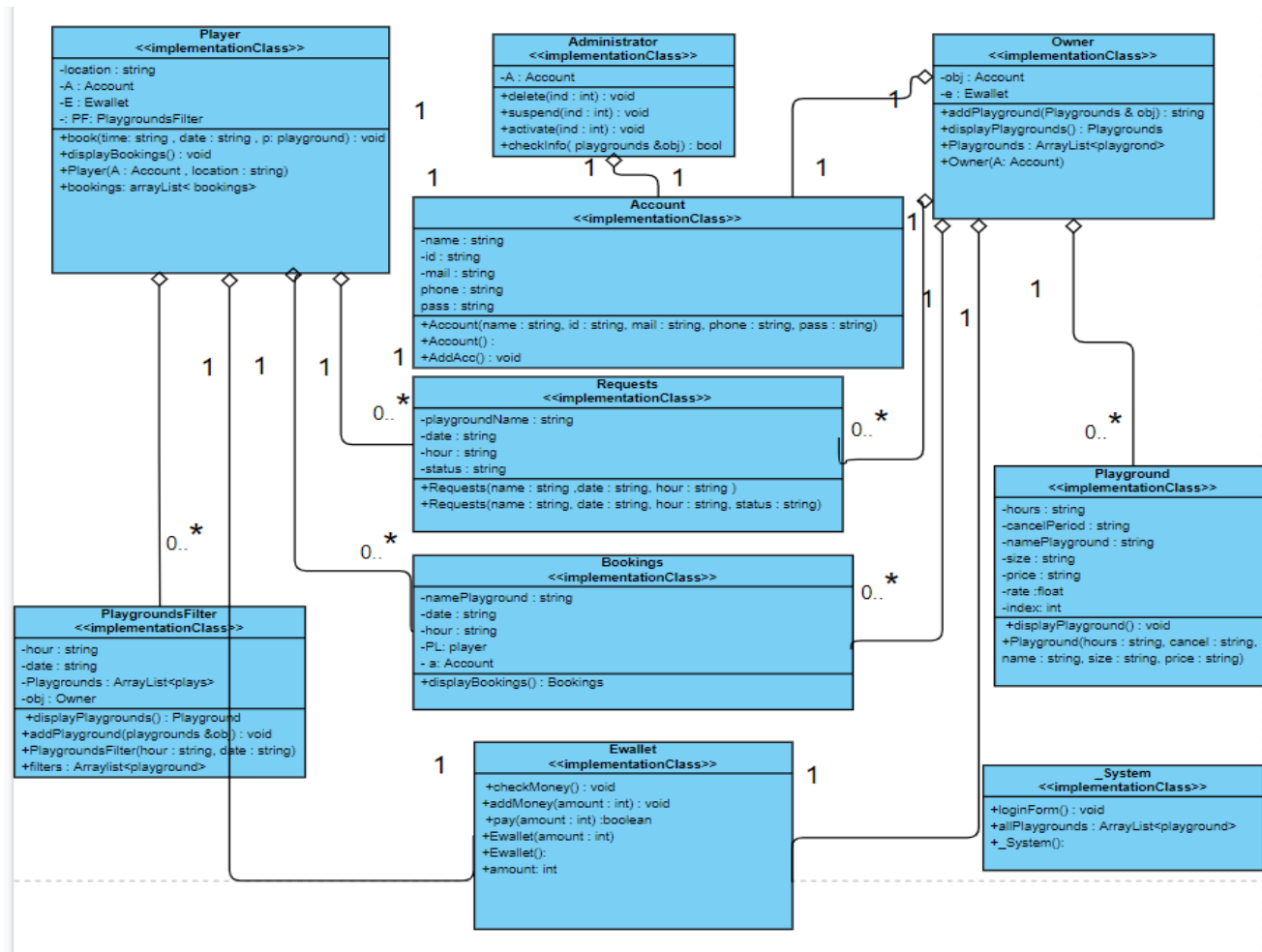
- This document is designing the UML diagrams for GoFo project and what is the relations between GoFo functions by designing the sequence diagram.
- The audience of this document is the developers and CEO.



CS251: Phase 2 – <Team Name> Project: <Project Name>

System Models

I. Class Diagram(s)





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II. Class Descriptions

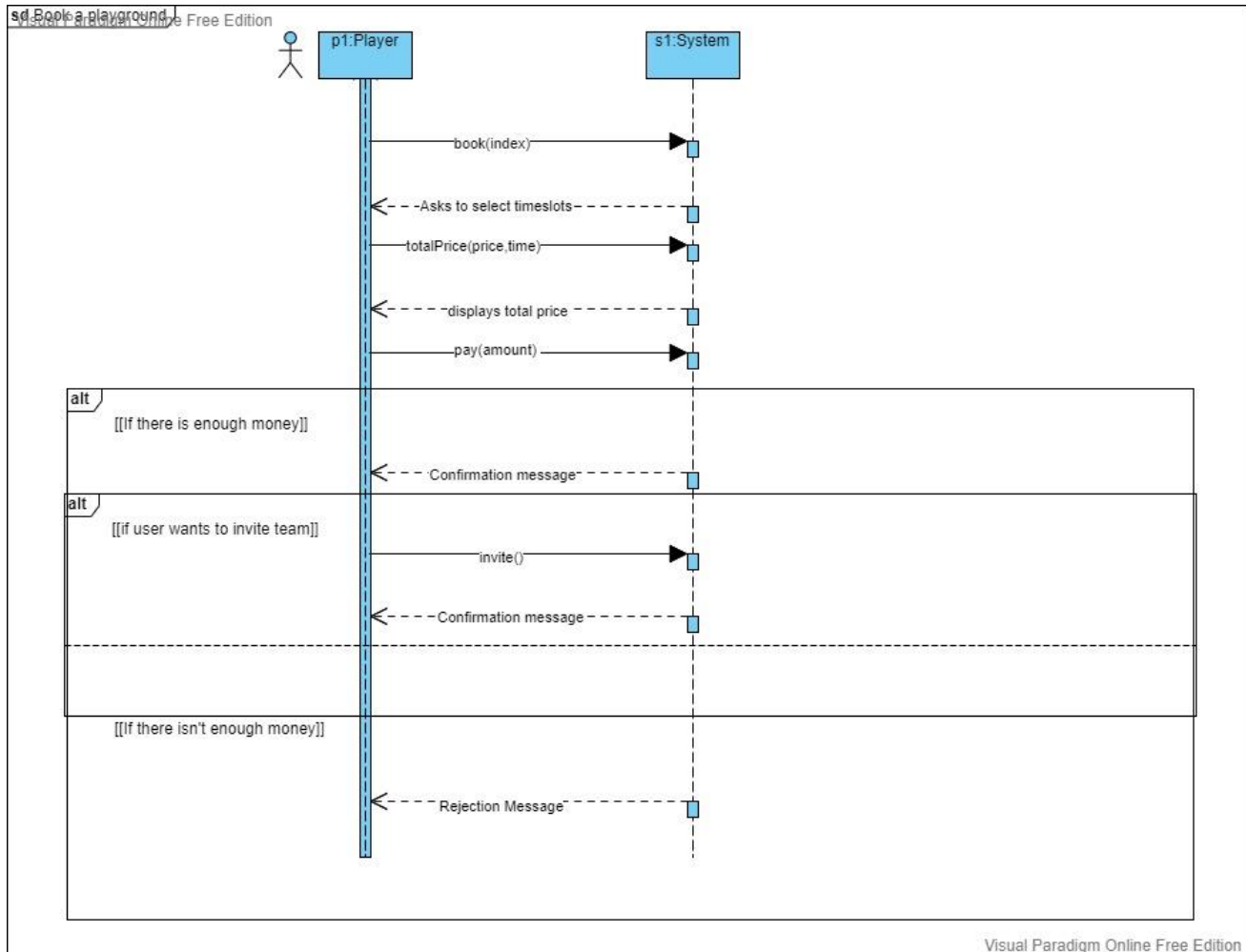
Class ID	Class Name	Description & Responsibility
1.	Player	Has the ability to make an account, book a playground, cancel booking in cancelation period, join team, add team, invite team members, filter playgrounds, display bookings and playgrounds, pay for a playground, and transfer money.
2.	Owner	Has the ability to make an account, request to add a playground, set and change hours of his playgrounds, display requests, his playgrounds and bookings, collect money, and transfer money.
3.	Administrator	Has the ability to make an account, check information of playgrounds, (delete or suspend or activate) a booking.
4.	Bookings	Has the ability to display bookings.
5.	Requests	Has the ability to save all requests of the player and the owner.
6.	Playgrounds	Has the ability to save playgrounds of the owner, display playgrounds of the same owner, and rate each playground.
7.	PlaygroundsFilter	Has the ability to display all playgrounds to the player, and filter playgrounds by hours and date
8.	Ewallet	Has the ability to check the money of the player and the owner, collect money for the owner, add Money for the player and the owner, transfer money for the player and the owner, pay to the owner, and save the amount of money for each player and owner.
9.	Account	Has the ability to add account and to save all accounts.
10.	System	This is the main class



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III. Sequence diagrams

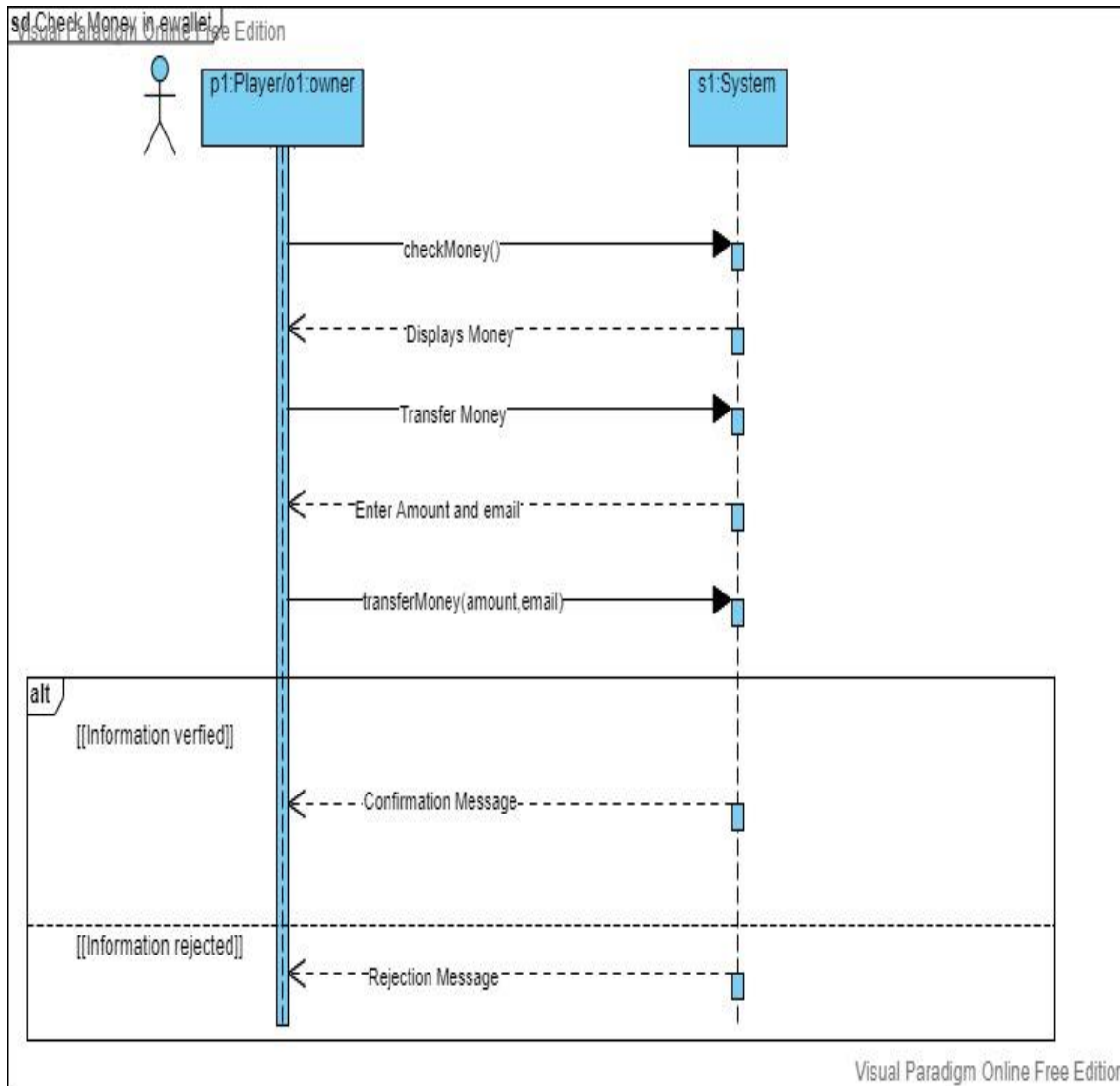
1. Book a playground





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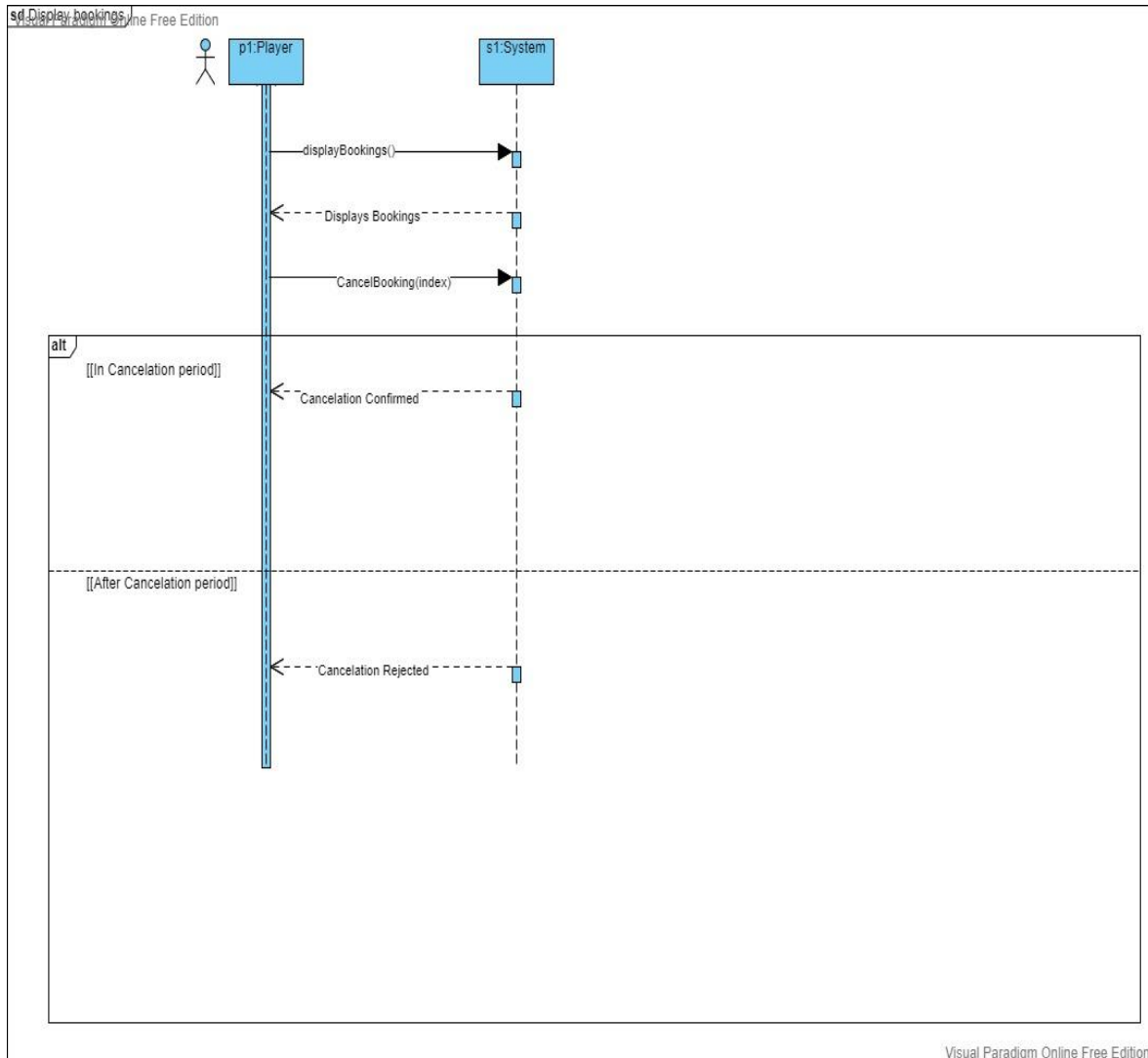
2. check money in Ewallet





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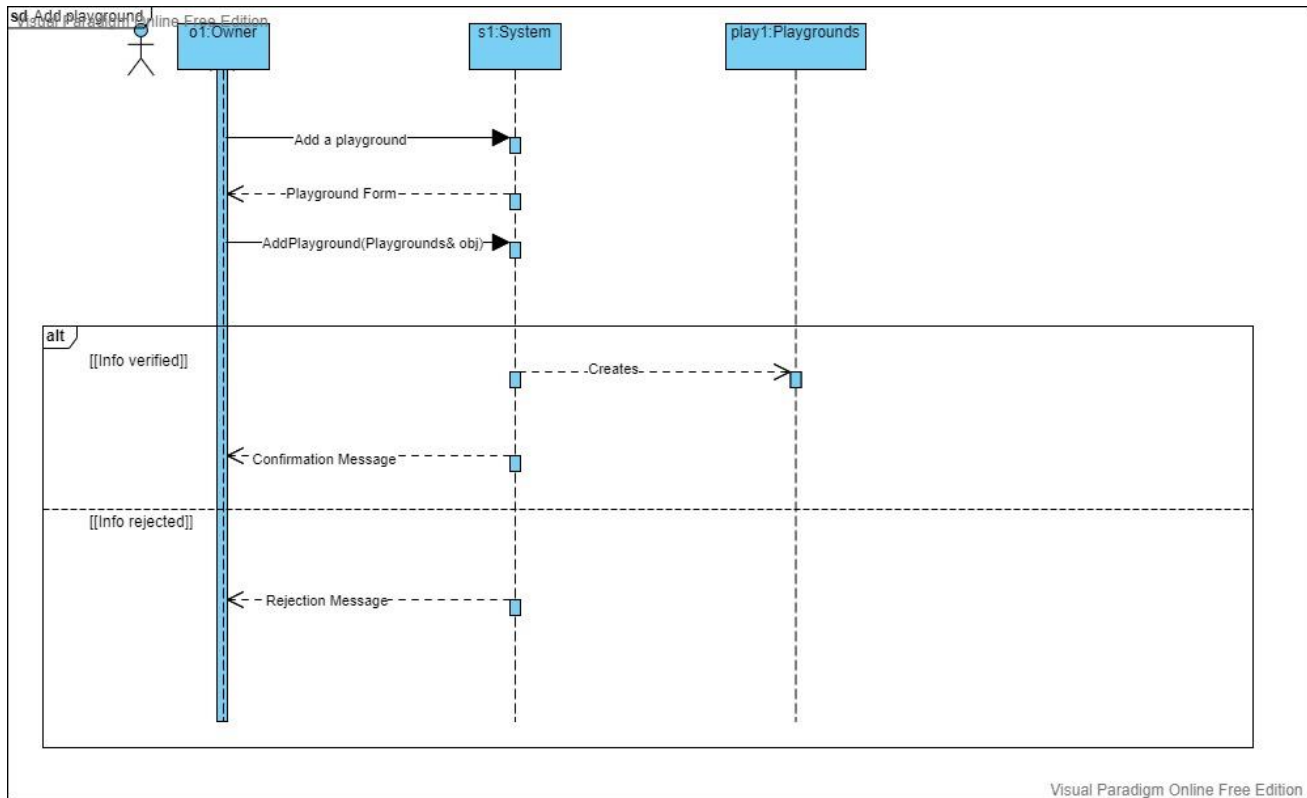
3. Display bookings





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4. Add a Playground





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Class - Sequence Usage Table

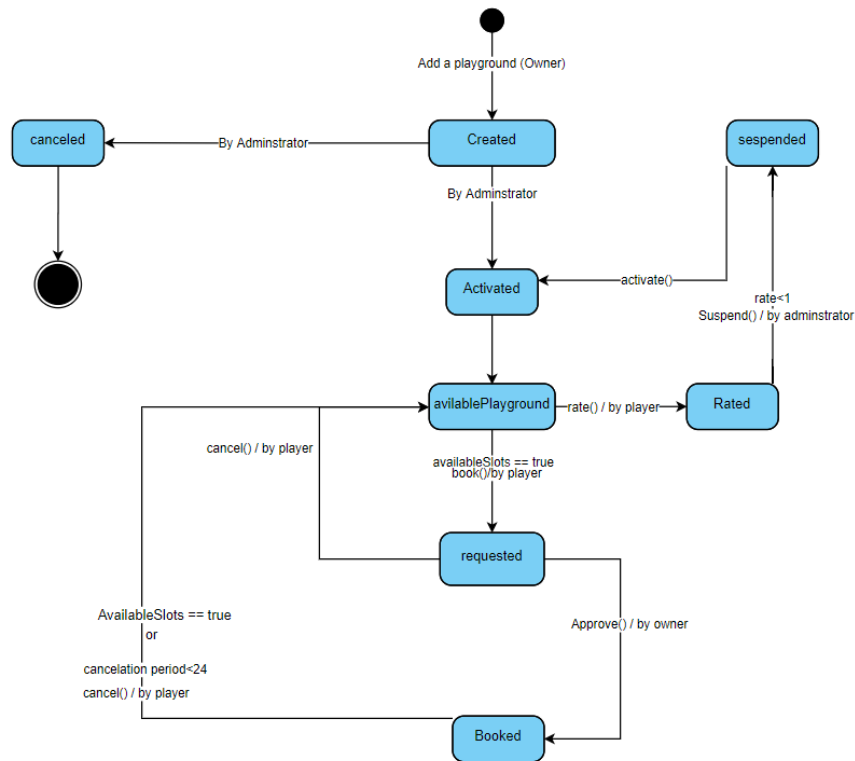
Sequence Diagram	Classes Used	All Methods Used
1. Book a playground	Class Player Class System	book(index) totalPrice(price,time) pay(amount) invite()
2. Check money in ewallet	Class Player / Class Owner Class System	checkMoney() transferMoney(amount,email)
3. Display bookings	Class Player Class System	displayBookings() CancelBooking(index)
4. Add Playground	Class Owner Class System Class Playgrounds	AddPlayground(Playgrounds& obj)



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Project: <Project Name>

IV. State Diagram



Tools

- Virtual paradigm.



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Project: <Project Name>

Ownership Report

Owners	Item
Dina Zakaria Mostafa	Class Diagram, class Bookings, PlaygroundsFilter, Ewallet
Mina Samy Abd El-Sayed	Class Description, state diagram, class main, system, Playground
Malak Amr Mostafa	Sequence diagram & Sequence Usage Table, class Account, Player, Owner