



CS251 – Software Engineering I

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CS251: Phase 2 – Team Name

Project: Easily Buy, Sell, Exchange Products

Software Design Specification

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Team

ID	Name	Email	Mobile
20120196	Samah Khaled abd el-hakem	Samah20120196@gmail.com	
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Document Purpose and Audience

This document is to do software design, System Decomposition, Class diagrams, Sequence diagrams, Physical Entity-Relationship Diagram, User Interface Design



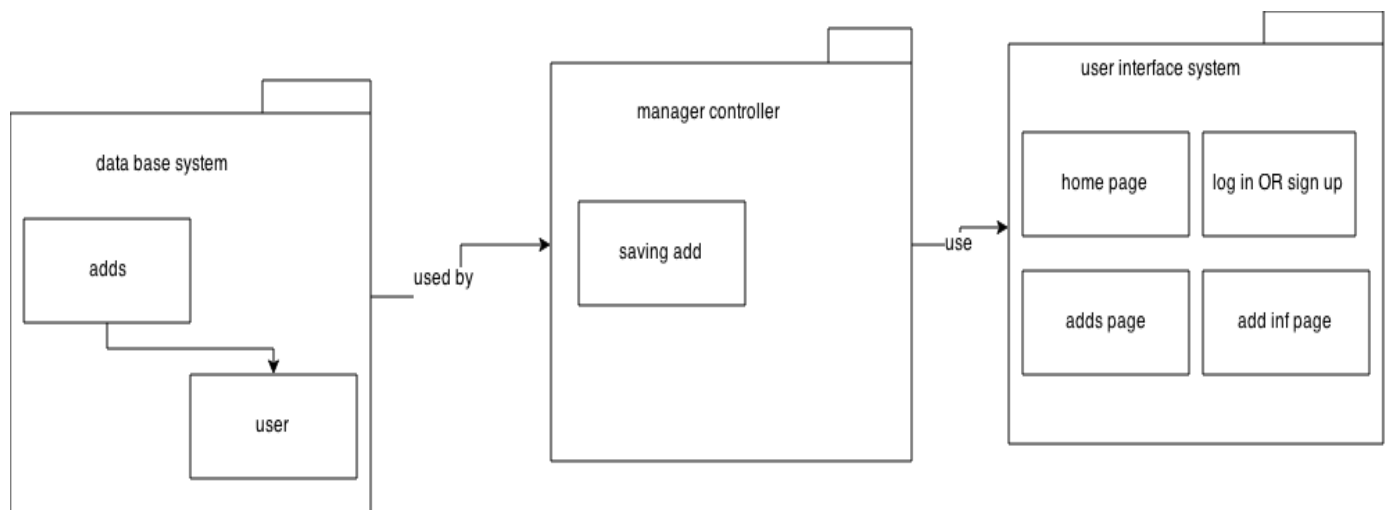
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System Models

System Decomposition



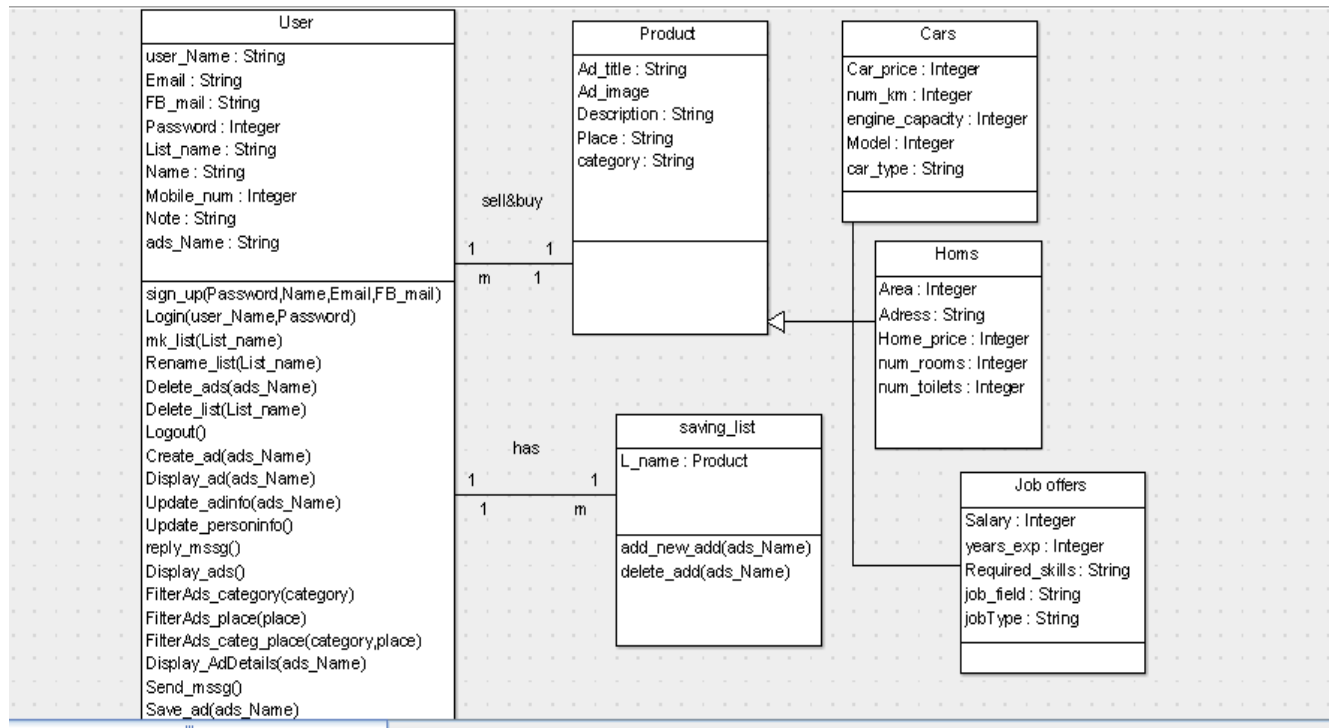


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Class diagrams





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Classes and description

Class ID	Class Name	Subsystem ID	Description
1	User	3	Has all user information and functions that he can do
2	Product	3	Has all product information
3	Cars	3	Is a product but has another attributes
4	Homes	3	Is a product but has another attributes
5	Job offers	3	Is a product but has another attributes
6	Saving adds	2	Has all function that the system can do

Important Algorithm



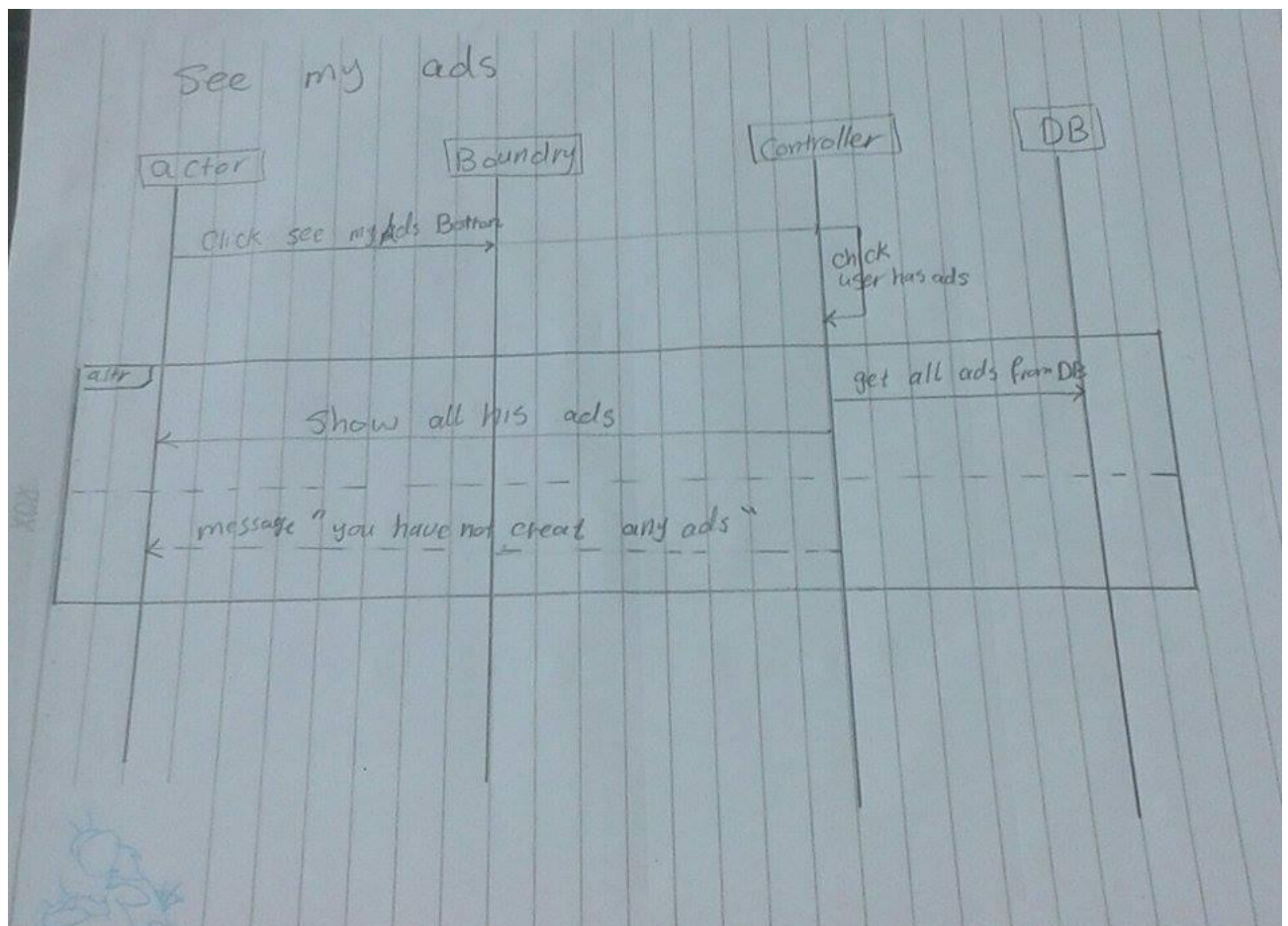
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Sequence diagram

1- Sea my advertisements



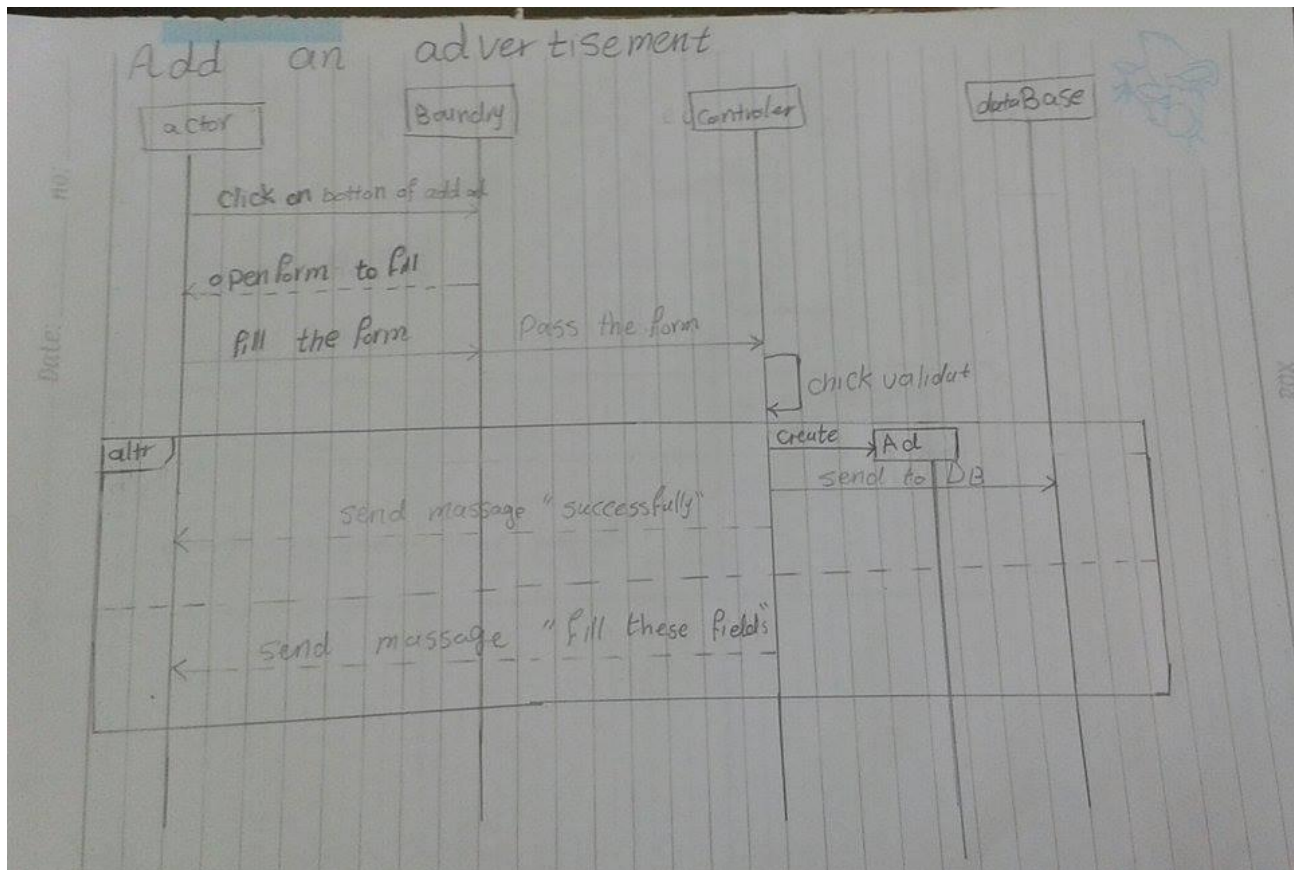


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2-add an advertisementsnt



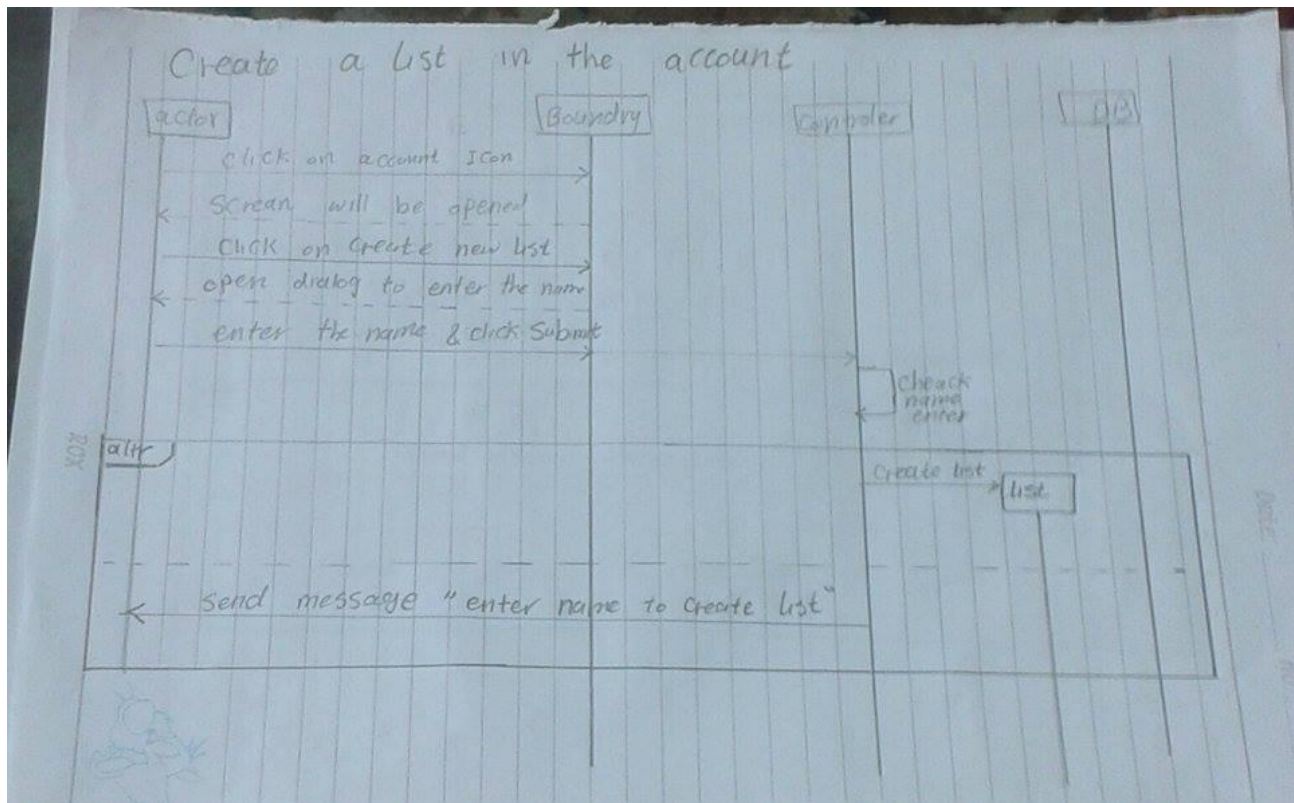


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3-creat list of advertisement



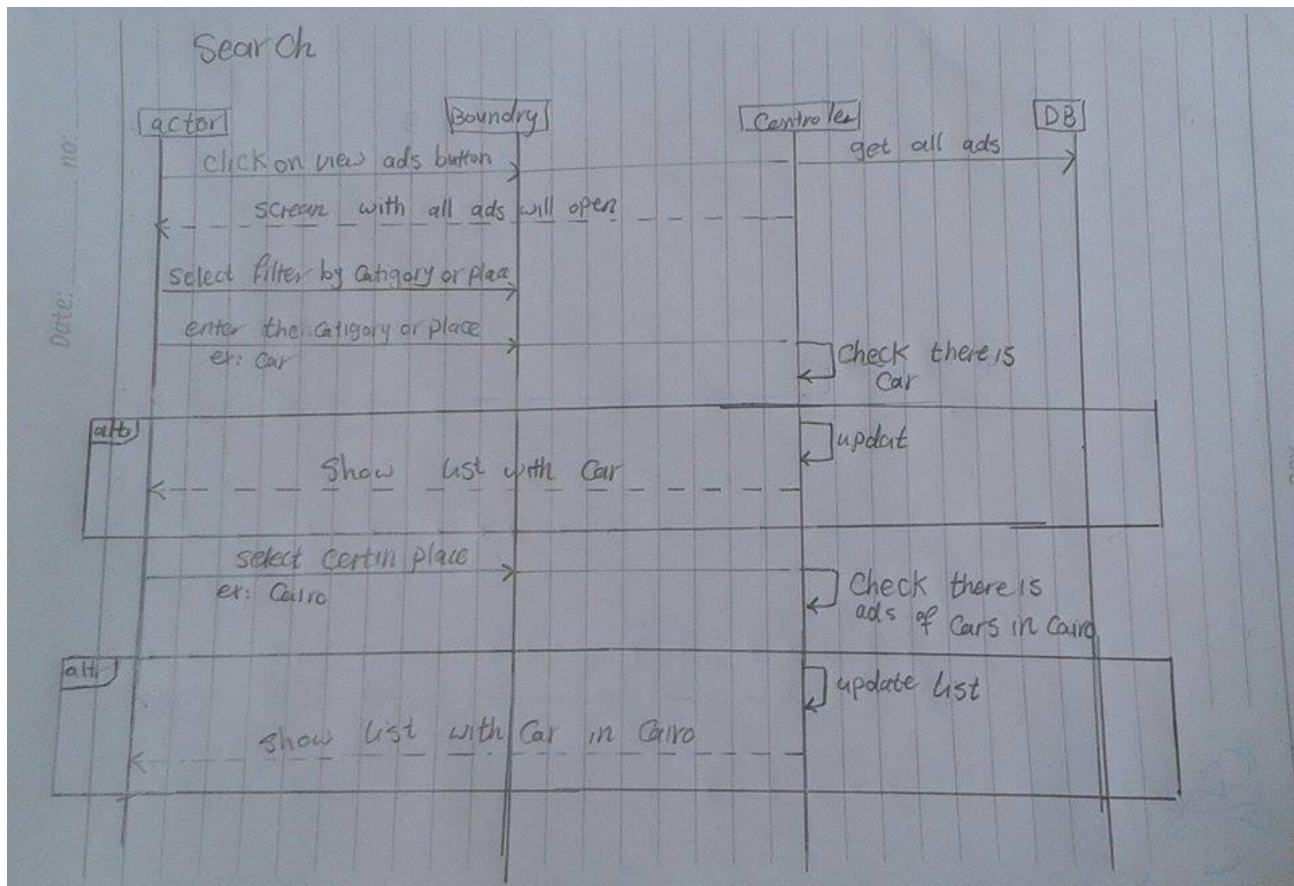


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4- Search



Class Name	Sequence Diagrams	Overall used methods
E.g. Employee	1, 3, 5 (means Seq Ids 1, 3, 5 used Employee class)	Save, GetData



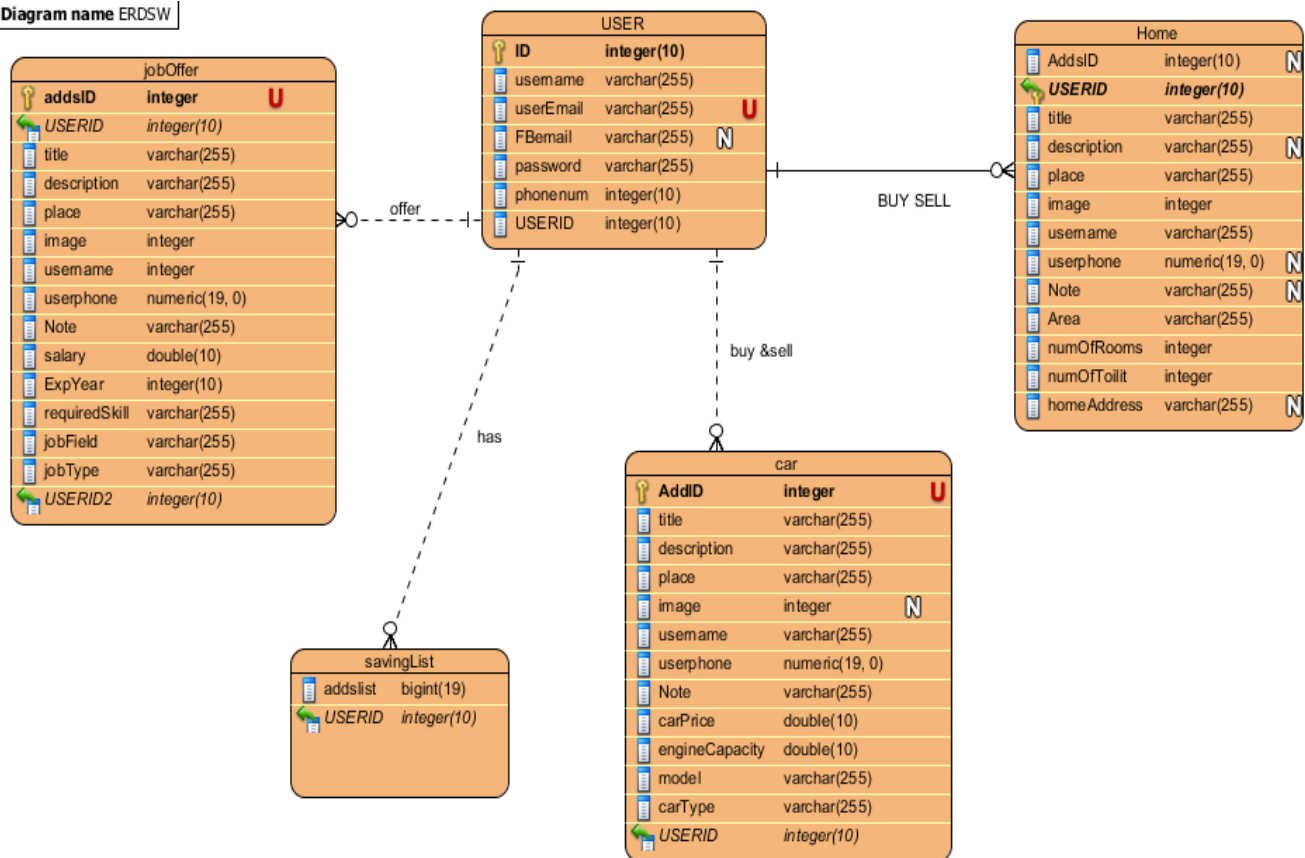
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Physical Entity-Relationship Diagram

Diagram name ERDSW





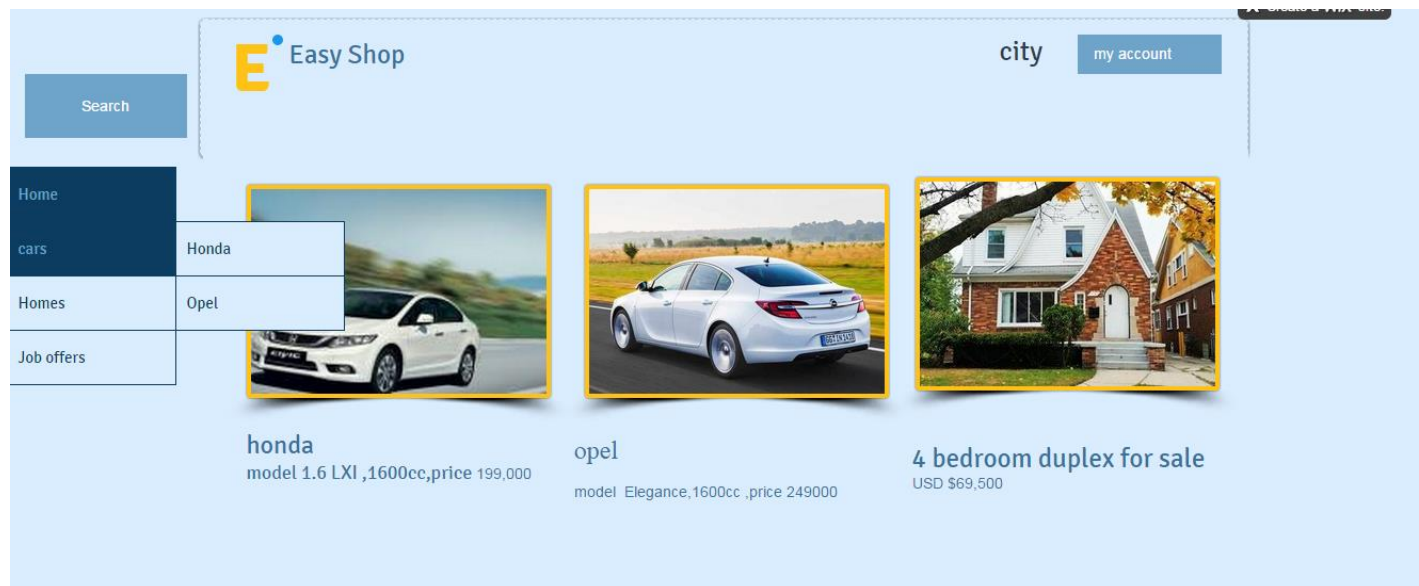
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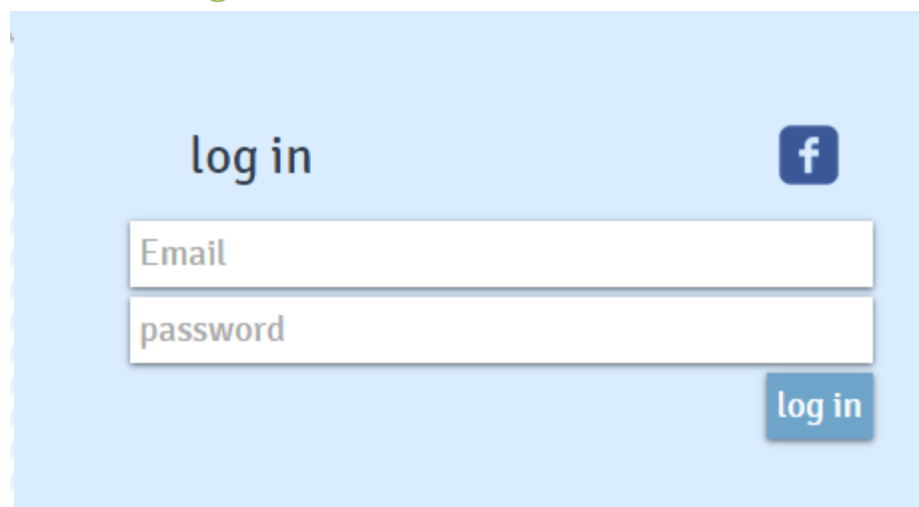
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User Interface Design

Screen 1 – home screen



Screen 2 – log in screen





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Screen 3 – sign up Screen

creat an account

Name

Email

password

confirm password

f

sign up

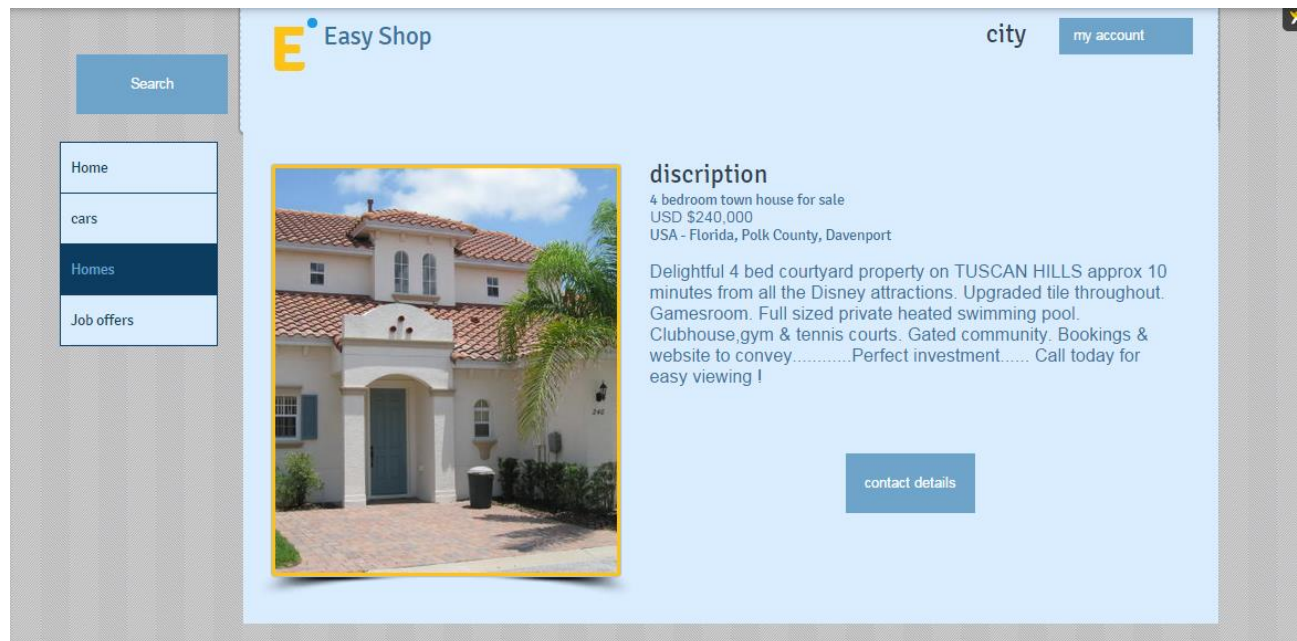


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Screen 4 – advertise information





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Screen 5–contact Screen

city my account

Search

Home

cars

Homes

Job offers

E Easy Shop

user name

2601 Mission St.
San Francisco, CA 94110
info@mysite.com
Tel: 123-456-7890
Fax: 123-456-7890

Name

Email

Subject

Message

Send



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Ownership Report

Item	Owners
System Decomposition	<i>Samah Khaled</i>
Class diagrams	<i>Samar Mohamed</i>
Sequence diagrams	<i>Alaa Mohamed</i>
Physical Entity-Relationship Diagram	<i>Samah Khaled</i>
User Interface Design	<i>Samah Khaled</i>

Policy Regarding Plagiarism:

Students have collective ownership and responsibility of their project. Any violation of academic honesty will have severe consequences and punishment for ALL team members.

١. تشجع الكلية على مناقشة الأفكار و تبادل المعلومات و مناقشات الطلاب حيث يعتبر هذا جوهرية لعملية تعليمية سليمة
٢. ساعد زملاءك على قدر ما تستطيع و حل لهم مشاكلهم في الكود و لكن تبادل الحلول غير مقبول و يعتبر غشاً.
٣. أى حل يتشابه مع أى حل آخر بدرجة تقطع بأنهما منقولان من نفس المصدر سيعتبر أن صاحبيهما قد قاما بالغش.
٤. قد توجد على النت برامج مشابهة لما نكتبه هنا أى نسخ من على النت يعتبر غشاً يحاسب عليه صاحبه.



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٥. إذا لم تكن متأكدا أن فعلا ما يعد غشا فلتسأل المعيد أو أستاذ المادة.
٦. في حالة ثبوت الغش سيأخذ الطالب سالب درجة المسألة ، و في حالة تكرار الغش سيرسب الطالب في المقرر.