

Cairo University

Faculty of Computers and Artificial Intelligence



CS251

Software Engineering I

GoFo System

Software Design Specifications

Version 1.0

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Project: <Project Name>

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Team

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Document Purpose and Audience

This document is about design Specifications for a particular software, It is one of the important steps because it makes us see the project visually through class diagrams, sequence diagrams and state diagram.

Generally, certain people can read this document such: developers to understand all details about the system that they will make, the customer to see if there are any other requirements that he want in his system and the project manager.



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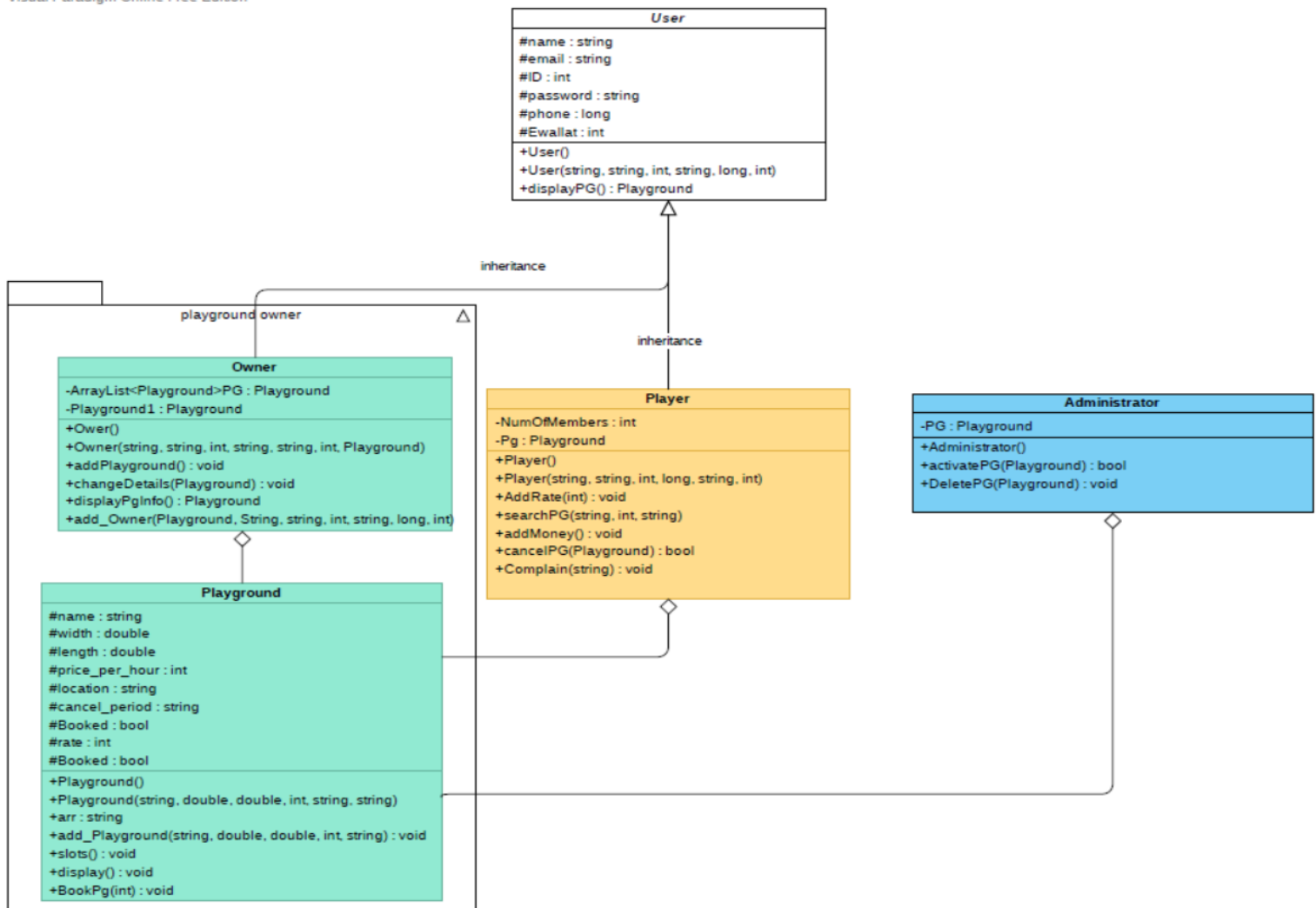
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System Models

I. Class Diagram(s)

Visual Paradigm Online Free Edition



Visual Paradigm Online Free Edition



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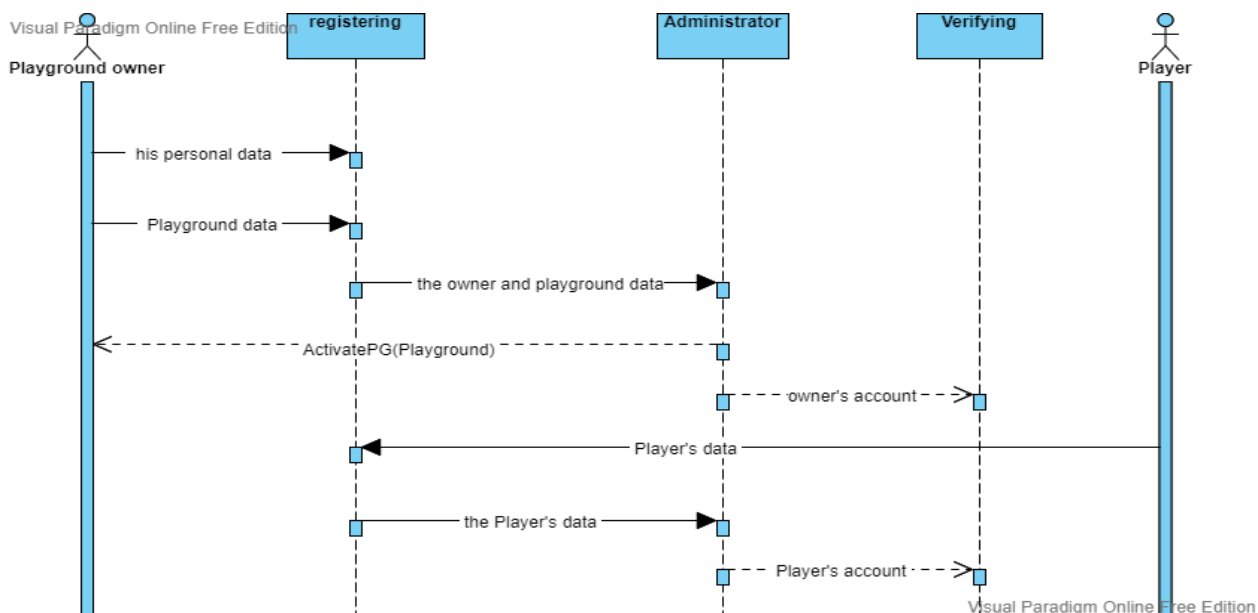
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II. Class Descriptions

Class ID	Class Name	Description & Responsibility
1.	User	It is used to identify the user's data, whether he is a player or owner of the playground, and both classes player and owner inherit from it.
2.	Administrator	In this class the admin can activate or delete the enter playground from any owner, and uses aggregation from playground class.
3.	Player	In this class we see the team number, and the suitable stadium is reserved, the money is paid, and he can put the rate at the end or complaints, if any.
4.	Owner	The owner can add a new stadium and specifies his stadium data and can modify it and then display it in the system to the users (players).
5.	Playground	This class contains the playground data like name, place and price and if someone book it or not and its rate.

II. Sequence diagrams

1. Make an account



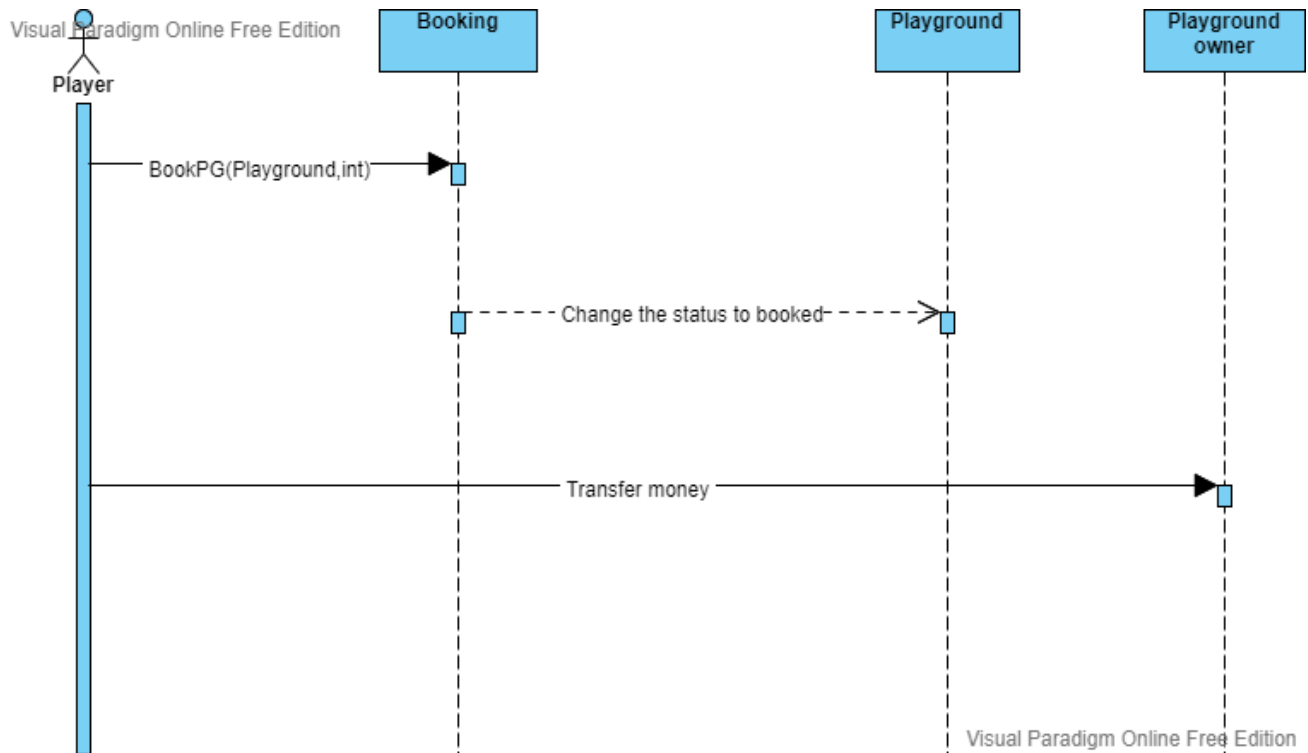


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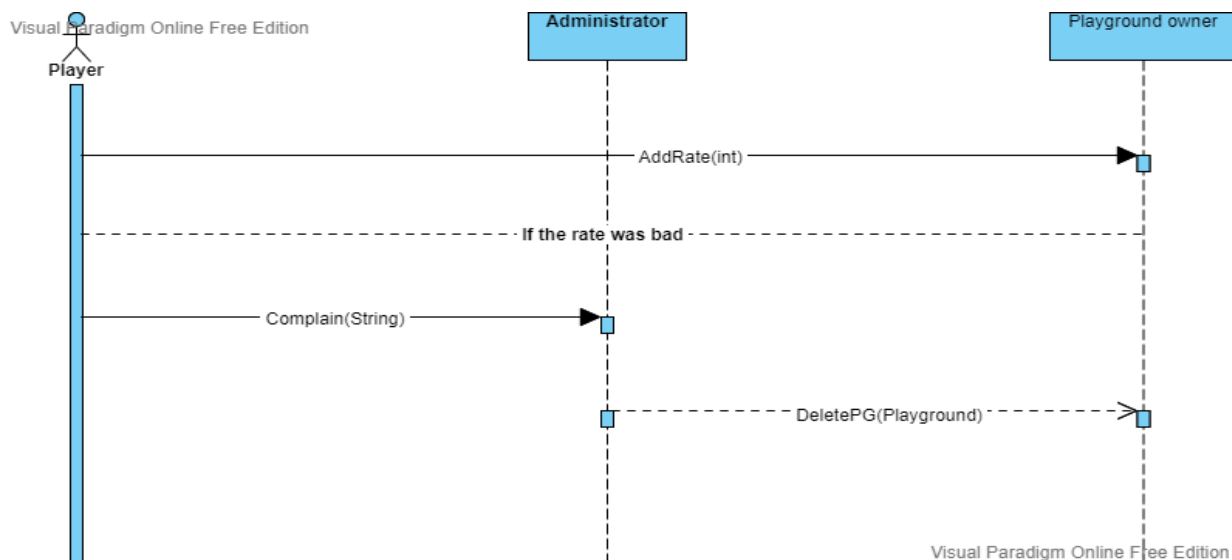
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2. Book a Playground



3. Deletion and suspending



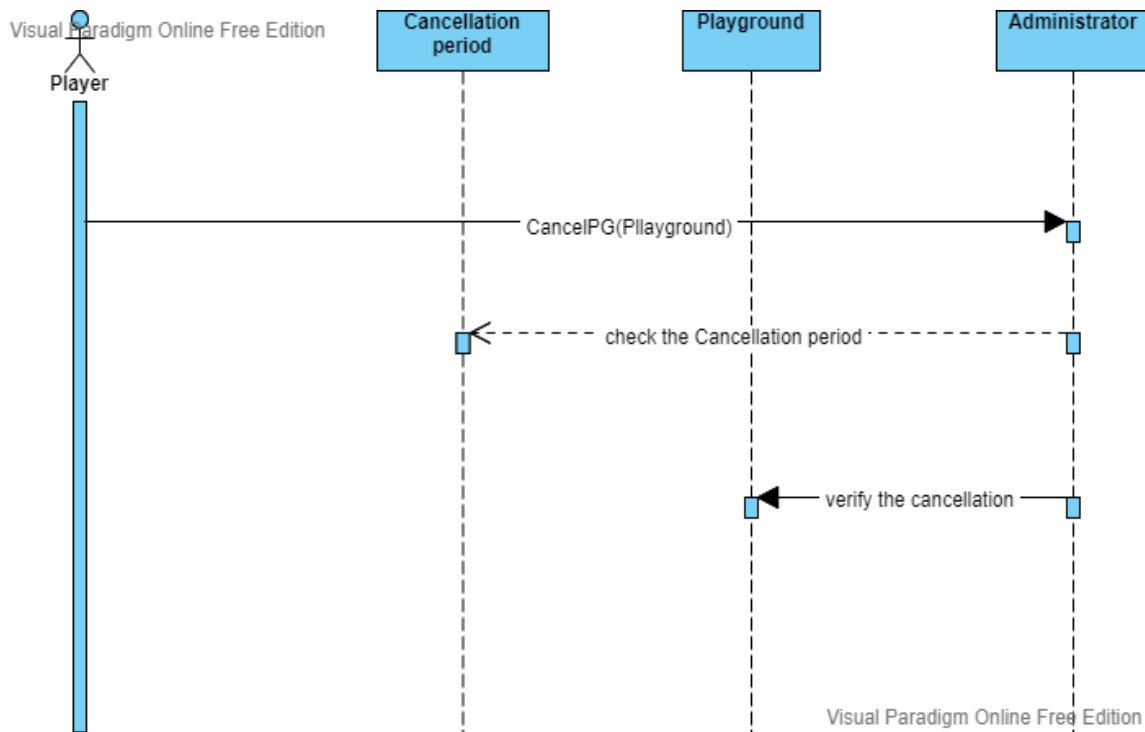


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4. Cancellation period



Class - Sequence Usage Table

Sequence Diagram	Classes Used	All Methods Used
1. Make an account	Class User Class Player Class Playground owner Class Administrator	ActivePG(Playground)
2. Book a Playground	Class Player Class Playground owner	BookPG(Playground , int)
3. Deletion and suspending	Class Player Class Playground owner Class Administrator	AddRate(int) Complain(String) DeletePG(Playground)
4. Cancellation period	Class Player Class Playground owner Class Administrator	CancelPG(Playground)

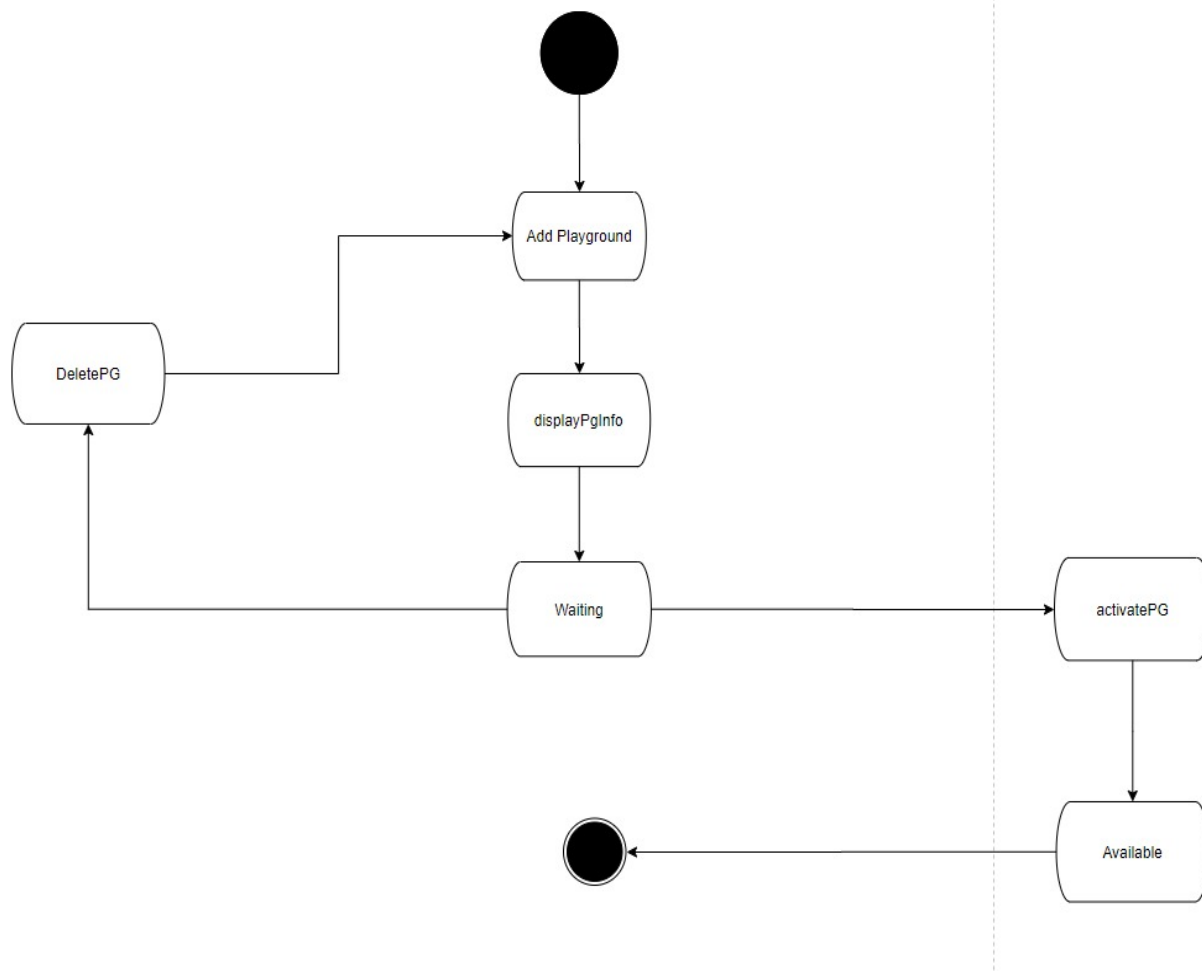


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IV. State Diagram





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Tools

Visual Paradigm

Ownership Report

Item	Owners
Mina Emad Nagiub	Class diagram
Joyce Fayek Melad	Sequence diagram and class – sequence usage table
Fady Essam Fathy	Class descriptions