



Easily Buy, Sell, Exchange Products

Software Engineering 1

TA: Catherine Bedrossian

Leader: Ibrahim Ali Ebeido

•Email: ibrahim.ali.0403@gmail.com

•Mob: 01227462847

Online market team

CS251: Phase 2 **online market team**-Easily Buy, Sell, Exchange Products

Software Design Specification

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Team

<i>ID</i>	<i>Name</i>	<i>Email</i>	<i>Mobile</i>
20120004	Ibrahim Ali Mohamed	ibrahim.ali.0403@gmail.com	01227462847
20120027	Ahmed Said Elshemy	ahmed.said18194@gmail.com	01127669853
20120024	Ahmed Zaher AbdElwahed	ahmedzaher54@gmail.com	01112680488
20120040	Ahmed AbdElrheem Mahmoud	ahmed.abdelrheem@ymail.com	01117418284

Document Purpose and Audience

Purpose

This document completely describes the system in terms of functional and nonfunctional requirements and serves as a contractual basis between the client and the developers.

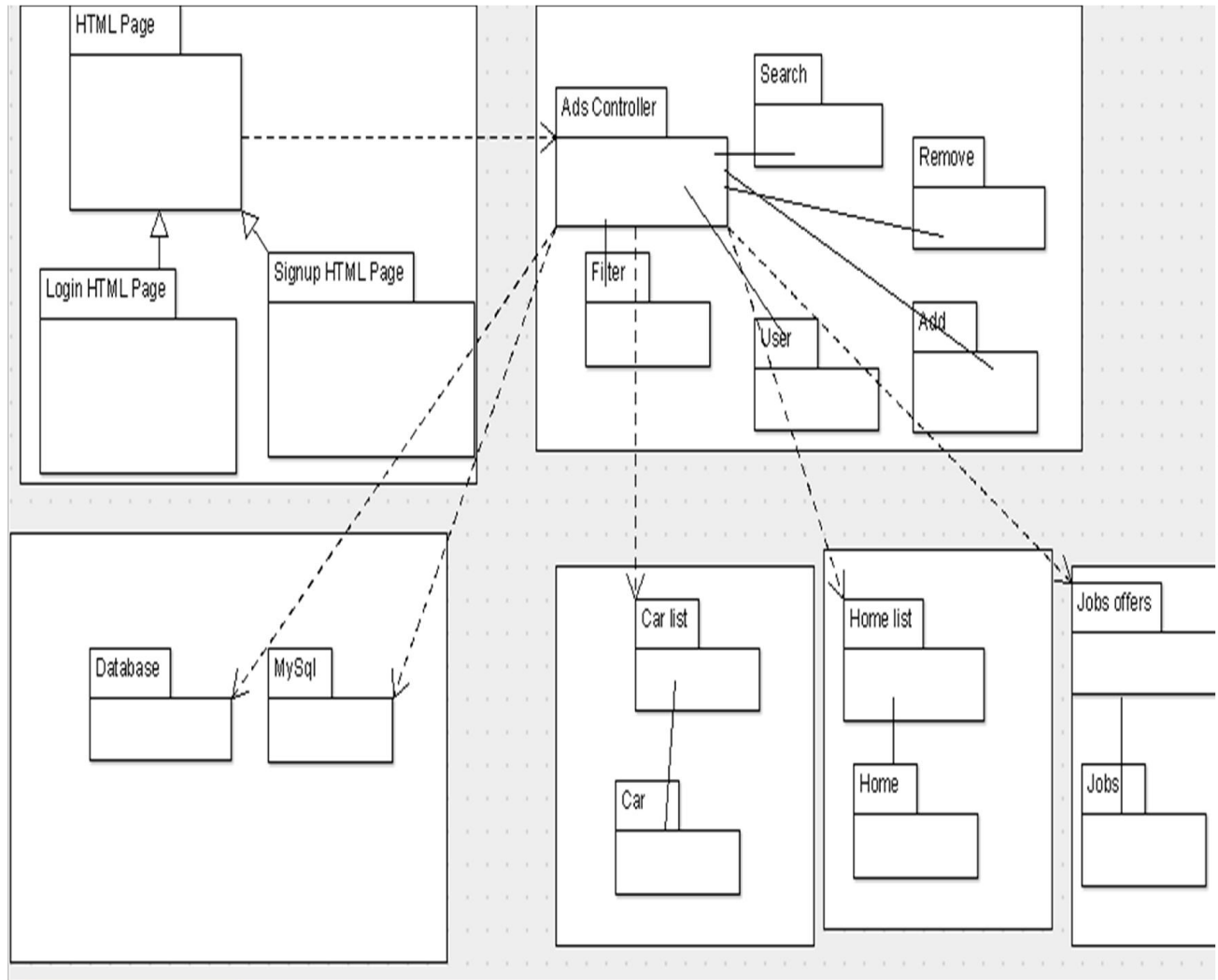
Audience

The audience for the document includes

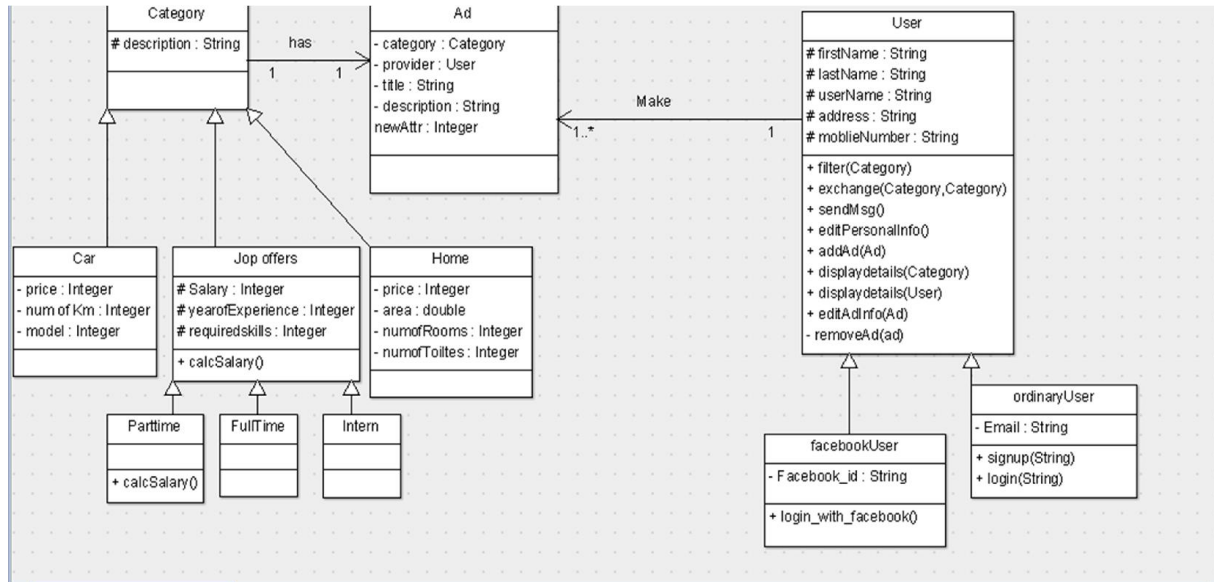
- The project manager.
- The system analysts.
- The system designers.
- The system developer.
- The system tester
- The system sponsors.

System Models

System Decomposition:

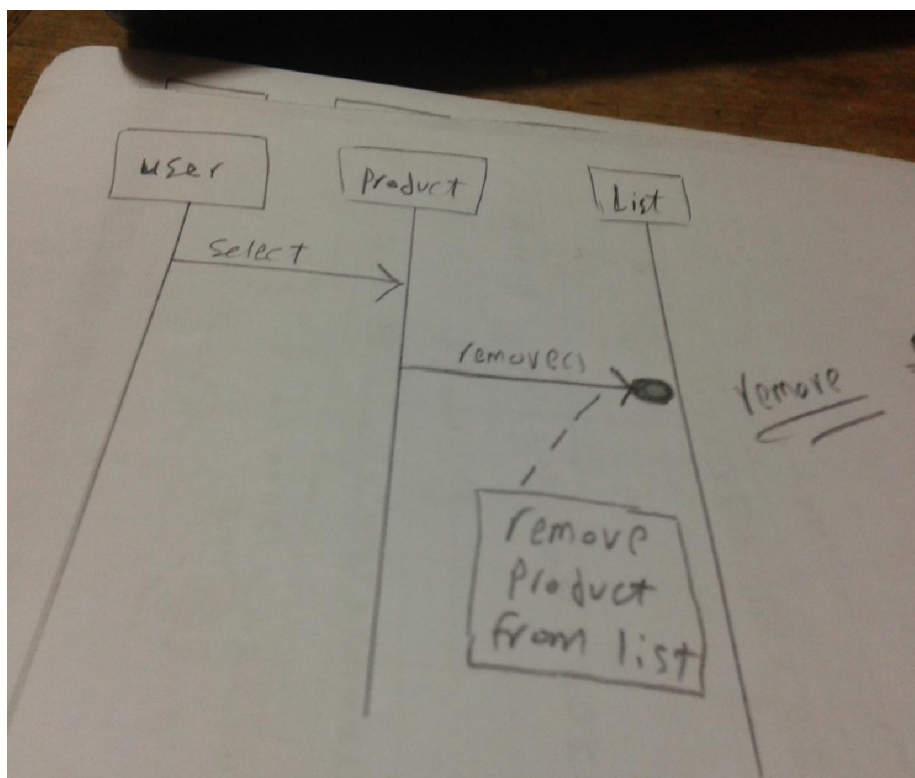
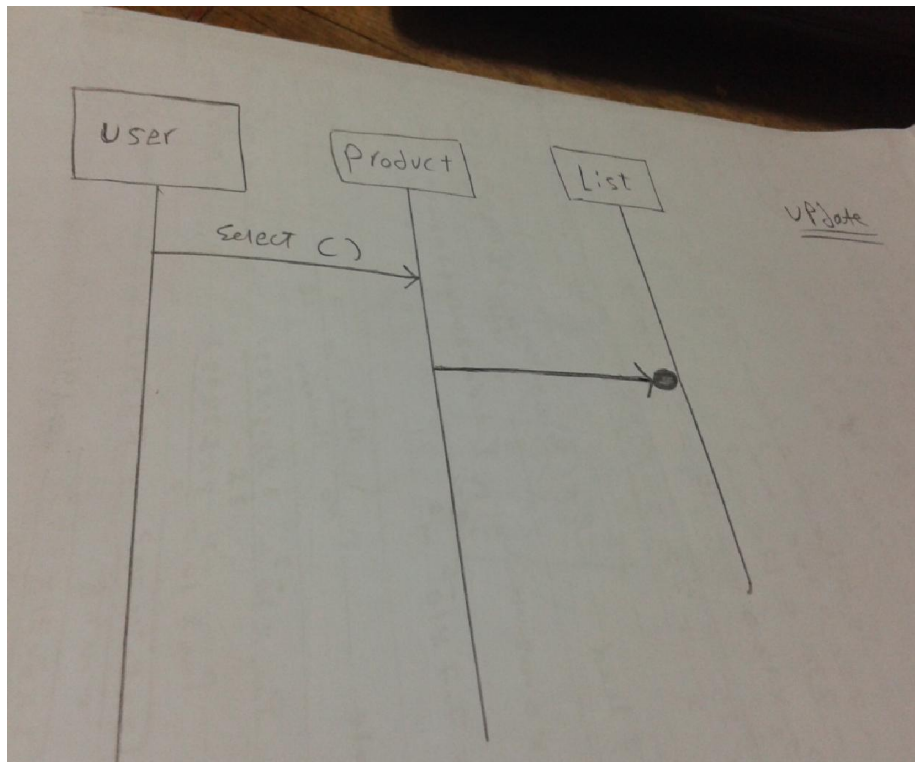


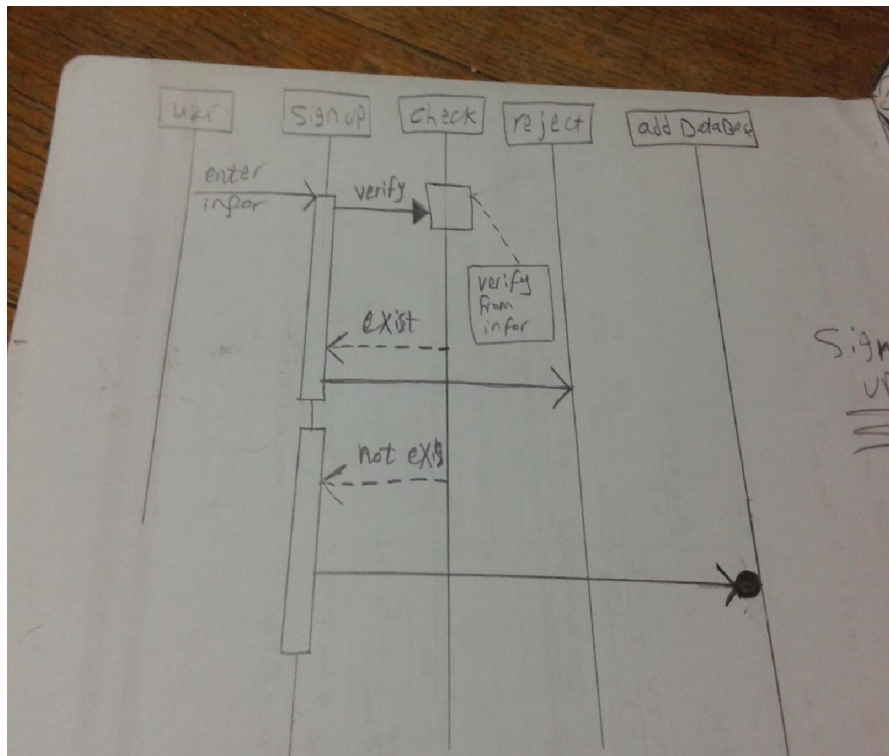
Class diagrams:



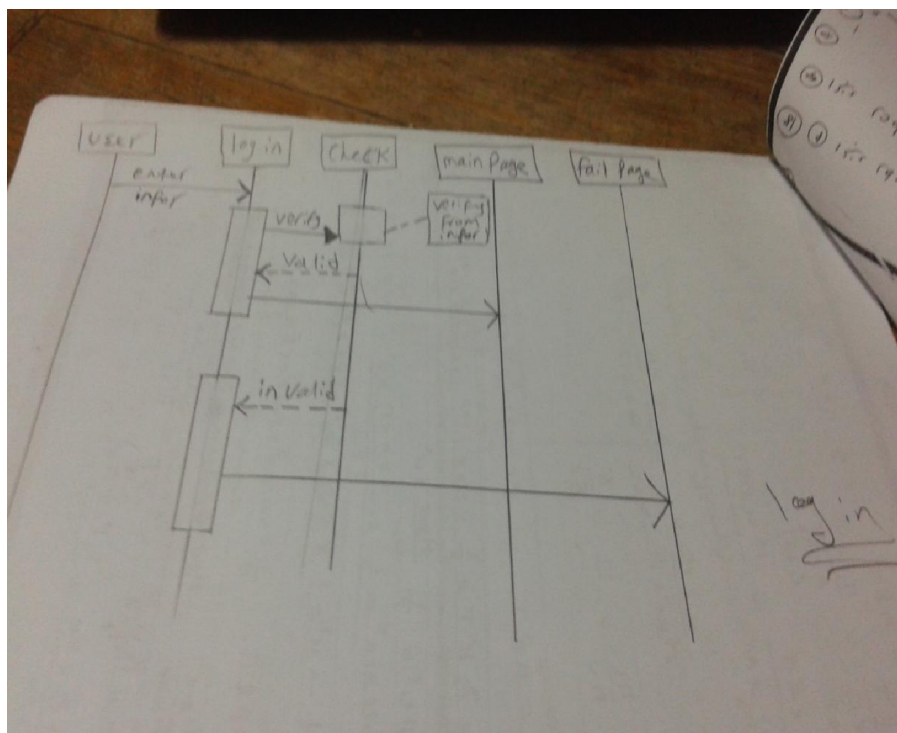
Class ID	Class Name	Description
1	Category	This class has all the products but categorized and ordered and inherited from the class category and each Category has its own description. And has the Ad of its products.
2	User	This class has the all the details of the users and the methods that they can do like signup or login add an Ad to sell his products and deal with other users by sending message and he can edit his personal info. And display them and filter his products by any criteria and exchange the products .there are two kinds of user can sign up with Facebook Account and E-mail Account.
3	Ad	This class has details like the category that belongs to and the user than owns it and its title and description
4	Car	This class inherits from class Category and has its own attributes like price, number of KM and model
5	Job offers	This class inherits from class Category and has its own attributes Like Salary, year of Experience and required Skills and have one method to calculate Salary
6	Home	This class inherits from class Category and has its own attributes like price, area, number of rooms and number of toilets.

Sequence diagrams:

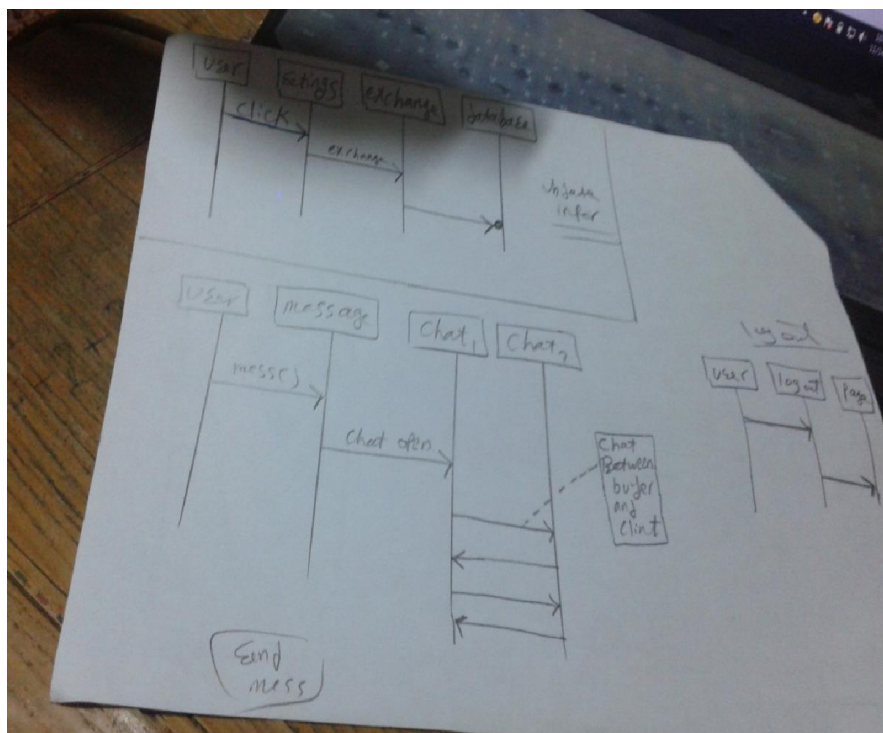
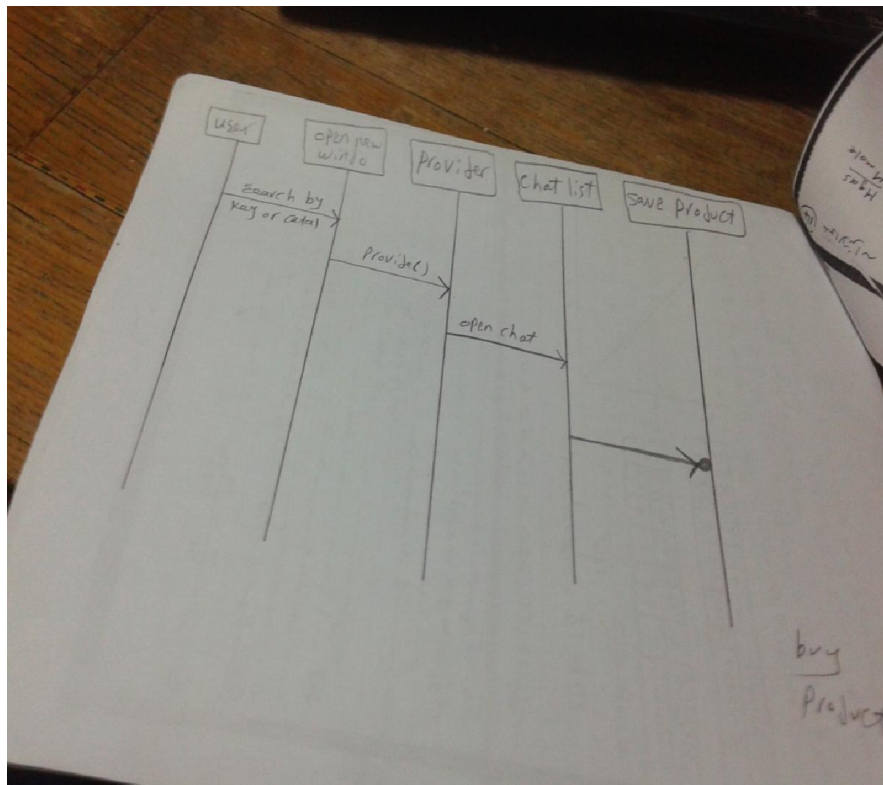




Sign
UP



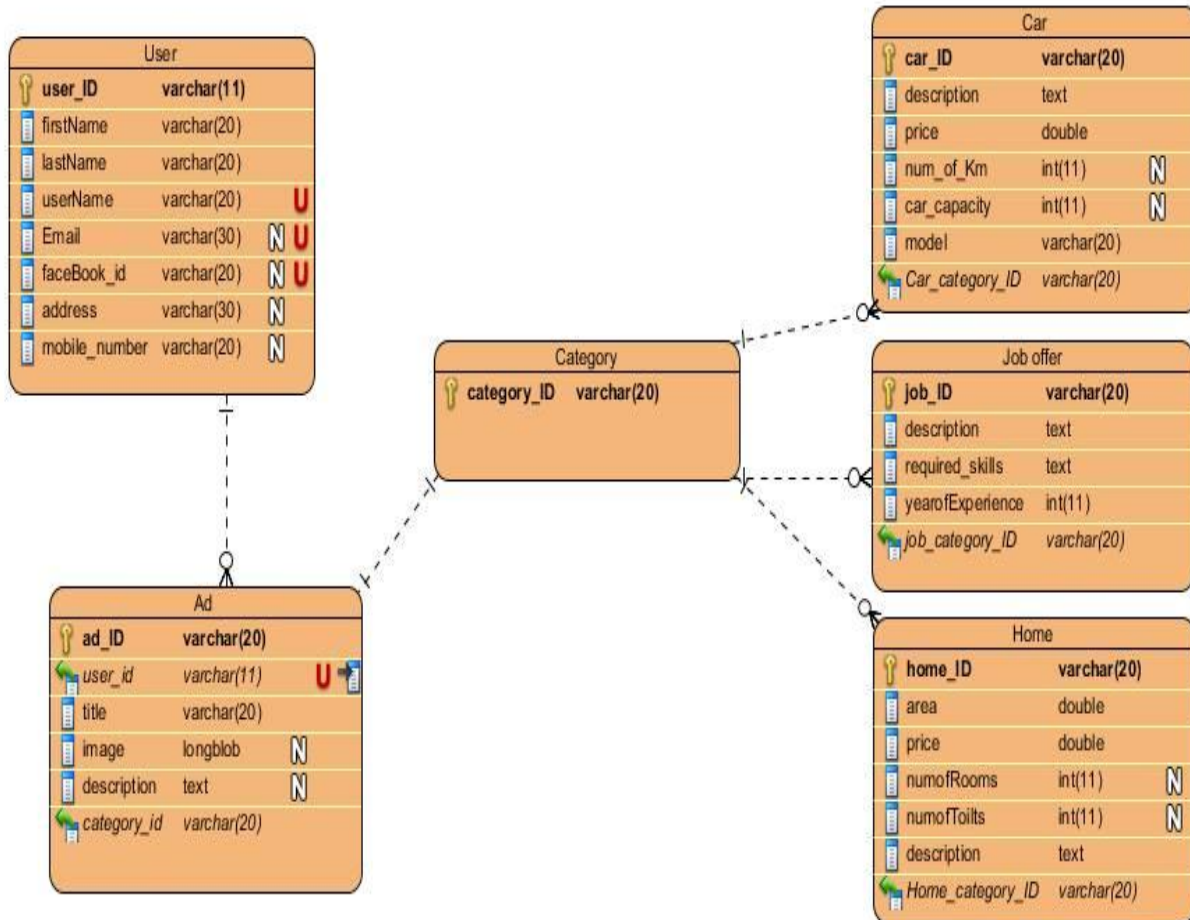
log in



Class - Sequence Usage:

Class Name	Sequence Diagram	Overall used methods
user sign up	1, 2, 3 or 1, 2, 4	sign up (string) verify ();
user login	5, 6, 7 or 5, 6, 8	login (string) verify ();
user buy product	9, 10, 11, 12	search key (); search catalo (); provider (); open chat (); save ();
user update	13, 14	select (); save in list ();
user remove	15, 16	select (); remove product ();
user Buyer	17, 18 or 17, 19	Filter (); normal product (); non normal product ();
user update	20, 21, 22	click ();, exchange (); save ();
user message	23, 24, 25, 26 27, 28	message ();, open chat ();
user log out	29, 30	log out ();

Physical Entity-Relationship Diagram:



Ownership Report

Item	Owners
System Decomposition	<i>Ahmed Zaher</i>
Class Diagrams	<i>Ahmed Abdelrheem</i>
Sequence Diagram Class - Sequence Usage	<i>Ahmed Said</i>
Physical Entity-Relationship Diagram	<i>Ibrahim Ali</i>