

Cairo University

Faculty of Computers and Artificial Intelligence



CS251

Software Engineering I

Project Name

Software Design Specifications

Version 0.0

Team Names and Emails

Month & Year



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

Software Design Specification

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Team

| ID | Name | Email | Mobile |
|----------|-----------------------|-----------------------------|-------------|
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Document Purpose and Audience

This document was wrote to describe a software application name GoFo.

This app is design to help the players to book a playground in their spear time without need to search for playground by them self.

This app is design to satisfy both players and playground's owners by adding many helpful function to cover they needs.

Audience:

The audience of this document is:

- 1-Software engineering(dev or students)
- 2-Software Developers
- 3-project owners

System Models

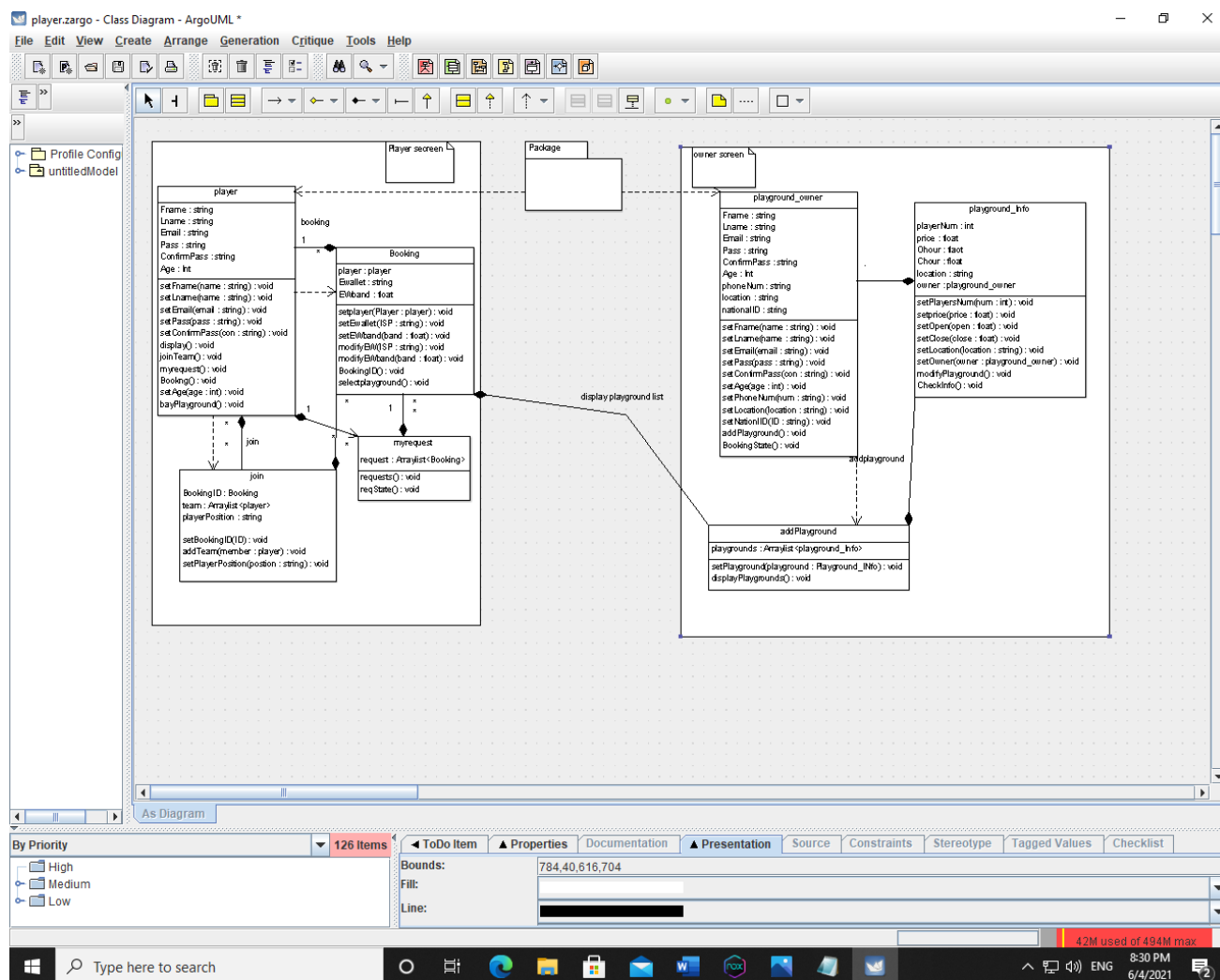
I. Class Diagram(s)



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II. Class Descriptions

| Class ID | Class Name | Description & Responsibility |
|----------|------------|---|
| 1. | player | It have 6 variables ;5 string variables :first & last name ,Email Password ,Confirm password & age (int) . methods:Setters and getters for these variables ,constructor take these 7 variable from user and store it and some other functions like display() function which show all data of these player ,confirm password() : cheek that password=confirm password , join team():add new player to incomplete team . |



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| Class ID | Class Name | Description & Responsibility |
|----------|------------------|---|
| 2. | Booking | <p>*/this class aggregate from class player/*</p> <p>attributes :player, Ewallet, Ewallet bandwidth, Location, prices, player number(Pnum), Booking ID.</p> <p>Methods: setters ,getters , ModifyEWB():modify the charge number and cheek that it is complete and correct , add Booking():function which already booking a suitable playground based on the chosen price and location .</p> |
| 3. | Join | <p>attributes: Booking ID, Position and array list its data type player</p> <p>methods: setters, getters and Join team():take the Booking ID and player position from the user and add him to suitable team</p> |
| 4. | Playground_owner | <p>attributes:first and last name ,Email, password,confirm password, Age,Phone_num,location,national ID.</p> <p>methods:Setters,Getters and add playground ():add(create)a new playground .</p> <p>cheek():confirm that password=confirm password.</p> <p>display():show all data of playground owner.</p> |
| 5. | Playground_info | <p>attributes :private:</p> <p>player_num,open_hur,close_hur,price,playground_name,location,owner,array list<playgtound_info>store playground data</p> <p>methods:setters and getters for all these variables ,display():show data of playground (private variables).</p> <p>add playground():create a new playground.</p> <p>display_playground ():show all playgrounds .</p> |
| 6. | addPlayground | aggregate from playg info to display all playgrounds |

I. Sequence diagrams

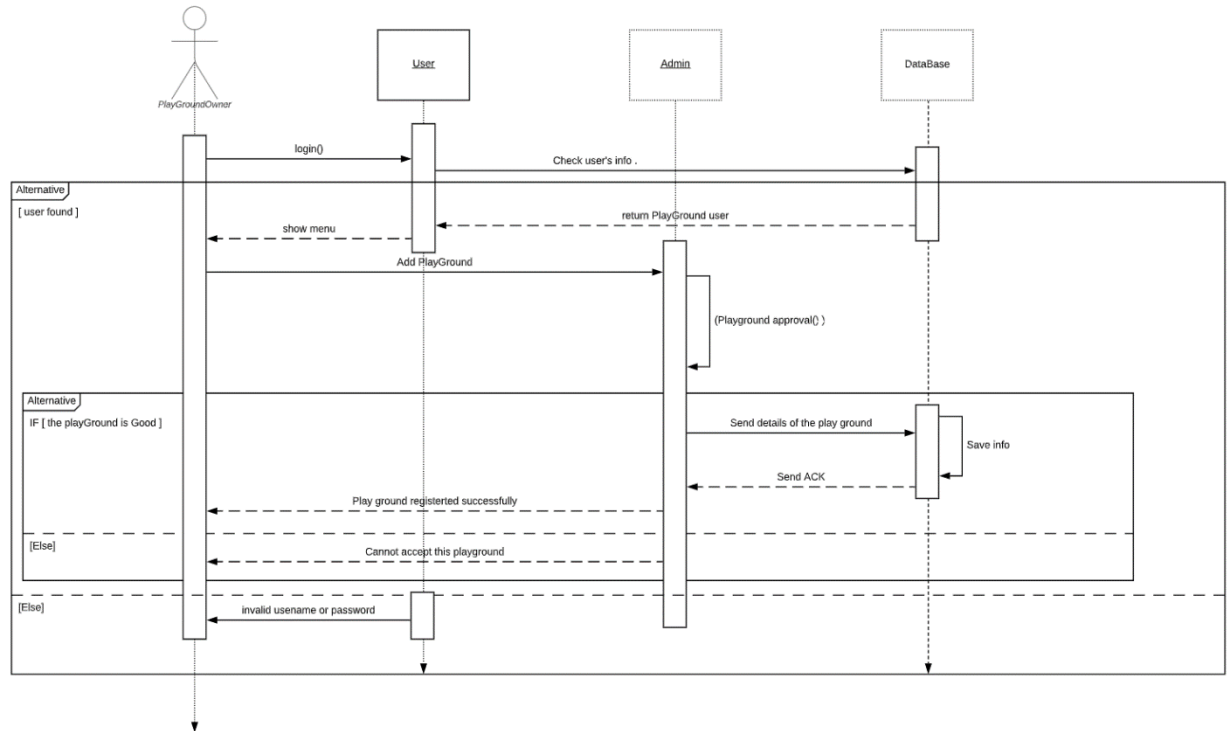
Add Playground:



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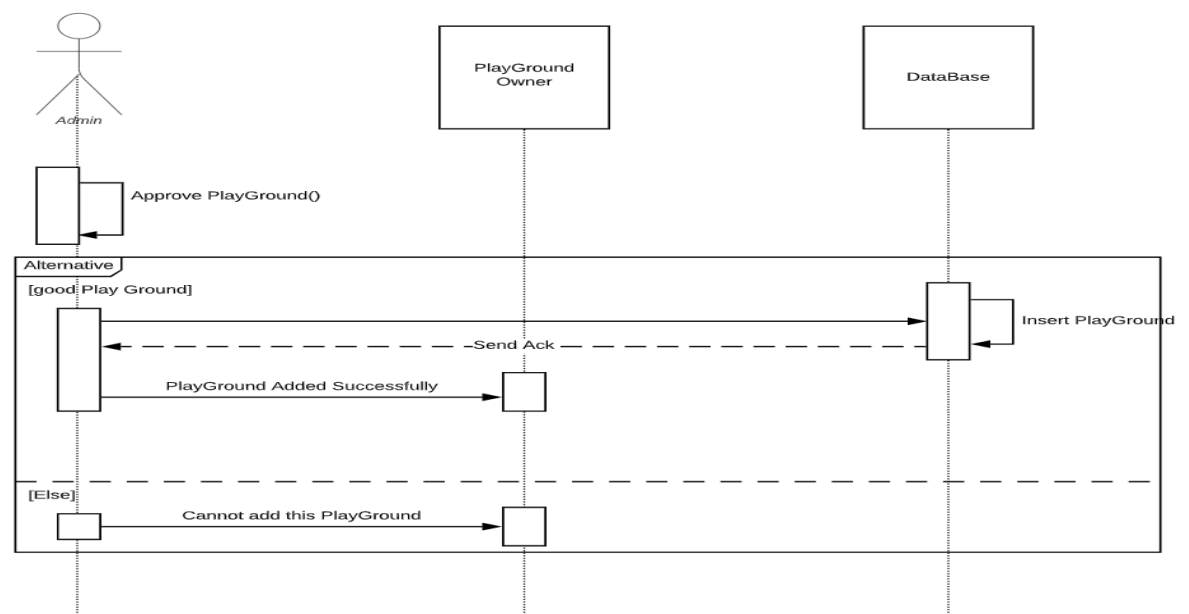


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Approve Playground:



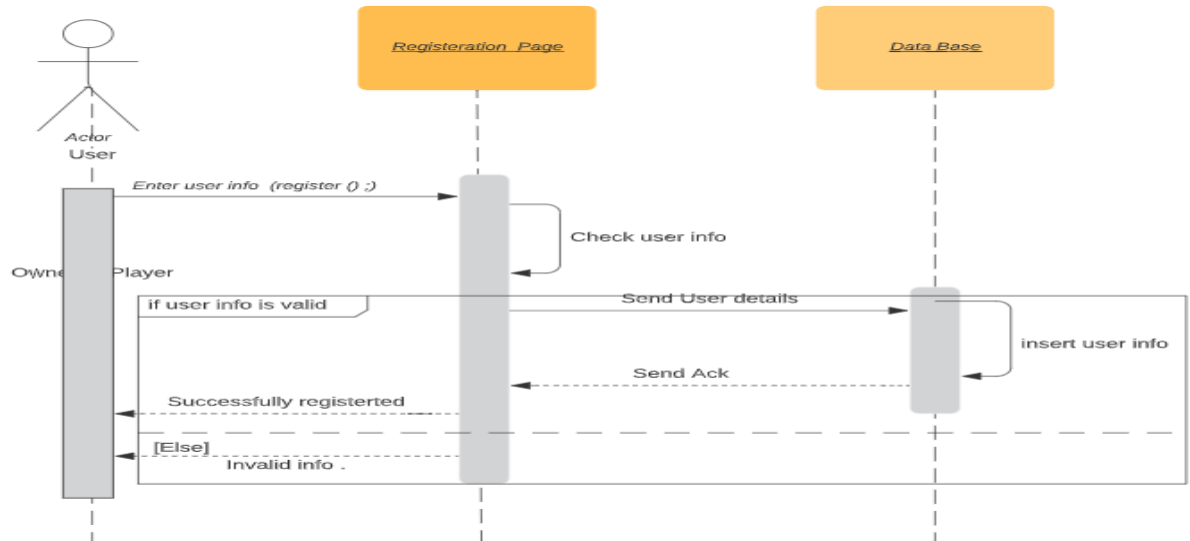
Register user:



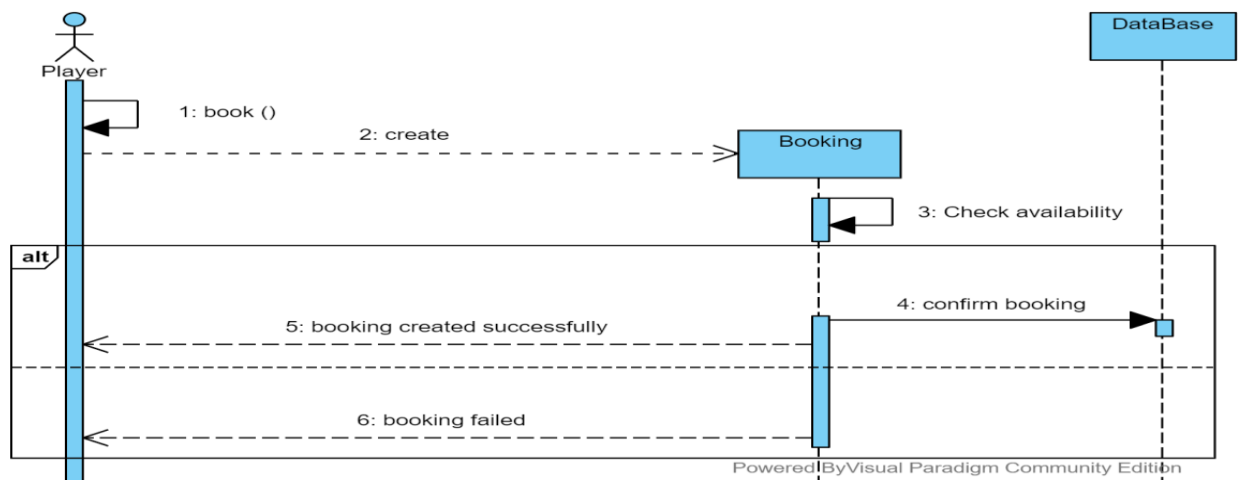
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Book a Playground:



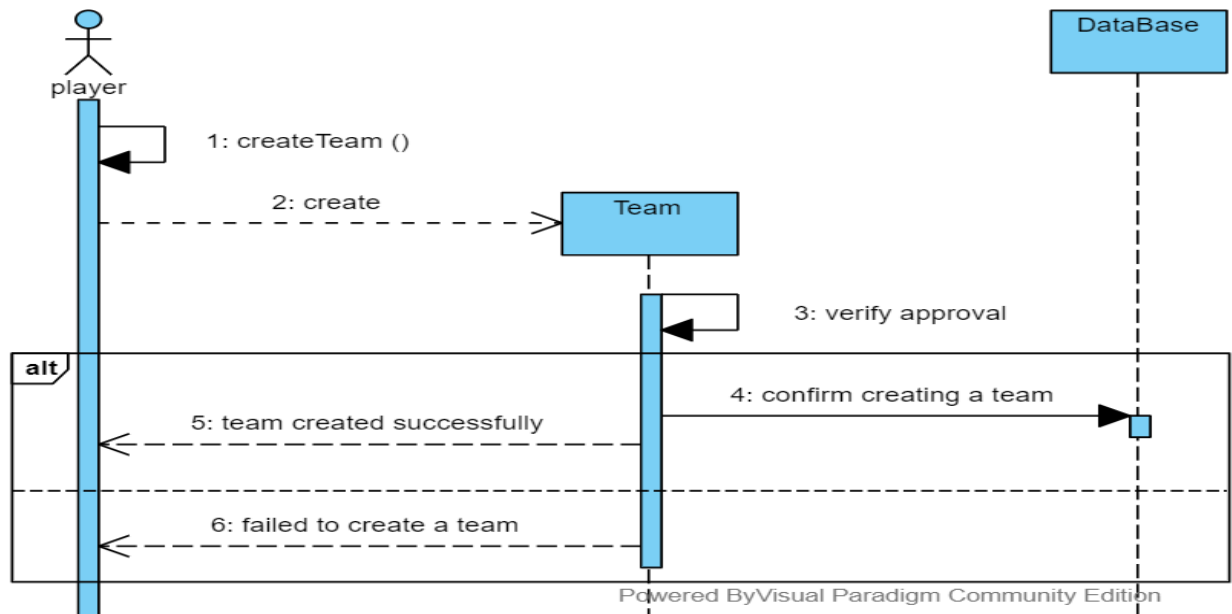


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Create team:



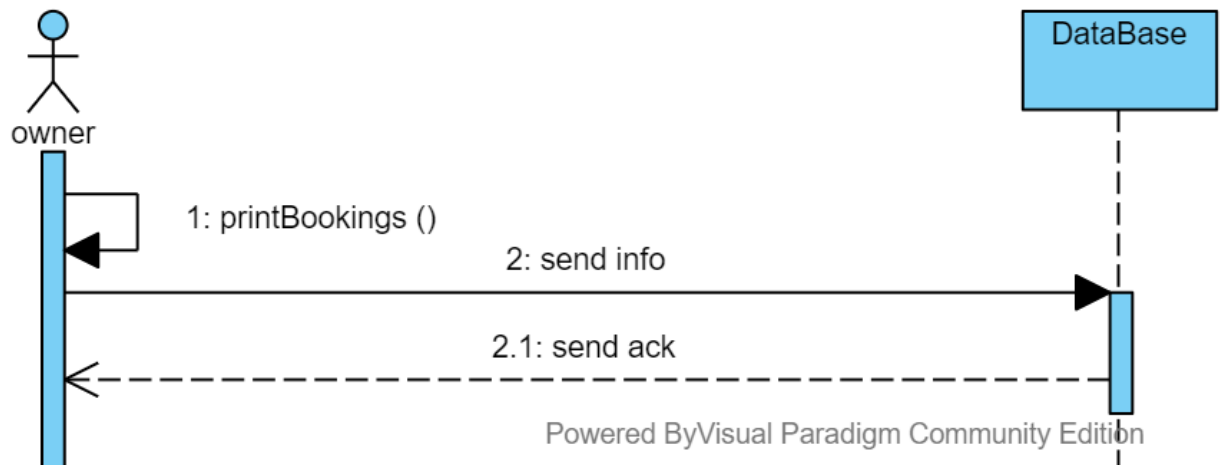
View playing hours:



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Class - Sequence Usage Table

| Sequence Diagram | Classes Used | All Methods Used |
|--------------------------|-----------------|------------------|
| 1. Add Playground | Admin User | login() |
| 2. Approve Playground | PlaygroundOwner | addPlayground() |
| 3. Book a Playground | Booking | book() |
| 4. Create team | Join | Addplayer() |
| 5. Register user | User | Register() |
| 6. View playing hours | Booking() | printBookings() |



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| | | |
|----|--|--|
| 1. | | |
| 2. | | |

Tools

Tools:

- ArgoUML

Web:

<https://sequencediagram.org/>

Ownership Report

| Item | Owners |
|-----------------------|--|
| Ibrahim tarek mohamed | Class diagram, Document Purpose and Audience |
| Bassem Yasser Taha | Class Descriptions |
| Mohamed Adel Abdallah | Sequence diagrams |