

Cairo University

Faculty of Computers and Artificial Intelligence



CS251

Software Engineering I

Project Name

Software Design Specifications

Version 1.0

Team Names and Emails

Team name	Extra Time
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ID	Name	Email	Phone
20190007	Ibrahim tarek mohamed	ibrahimtarek00072@gmail.com	01146520613
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20190452	Mohamed Adel Abdallh	costamohamed105@gmail.com	01110475350
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Month & Year

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Team

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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

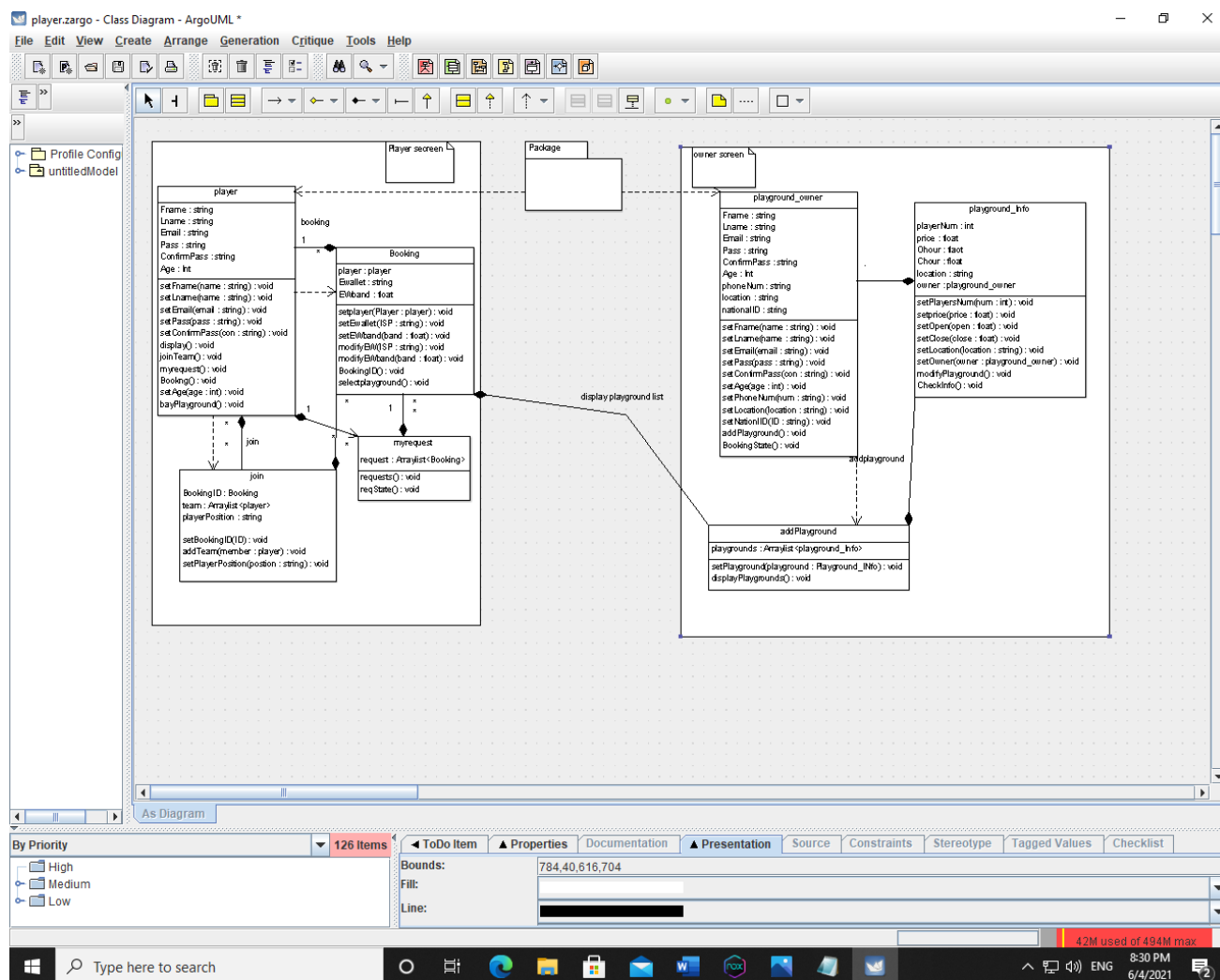
I. Class Diagram(s)



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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

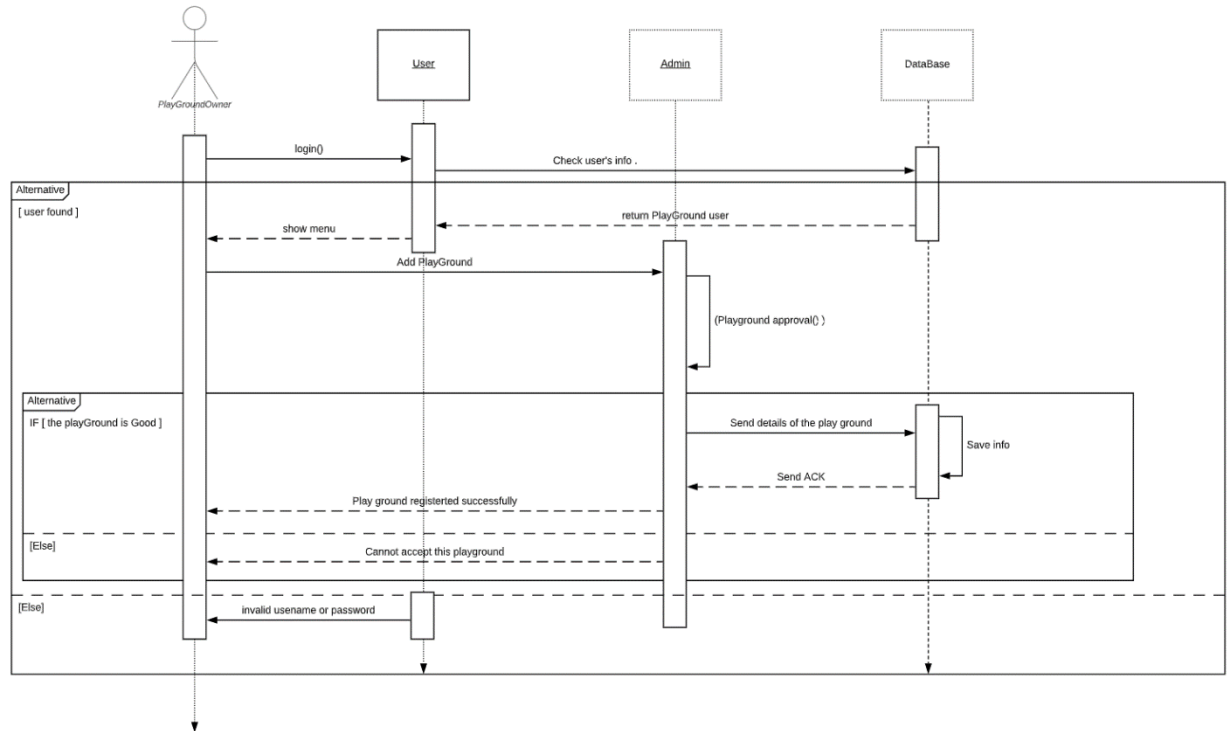
Add Playground:



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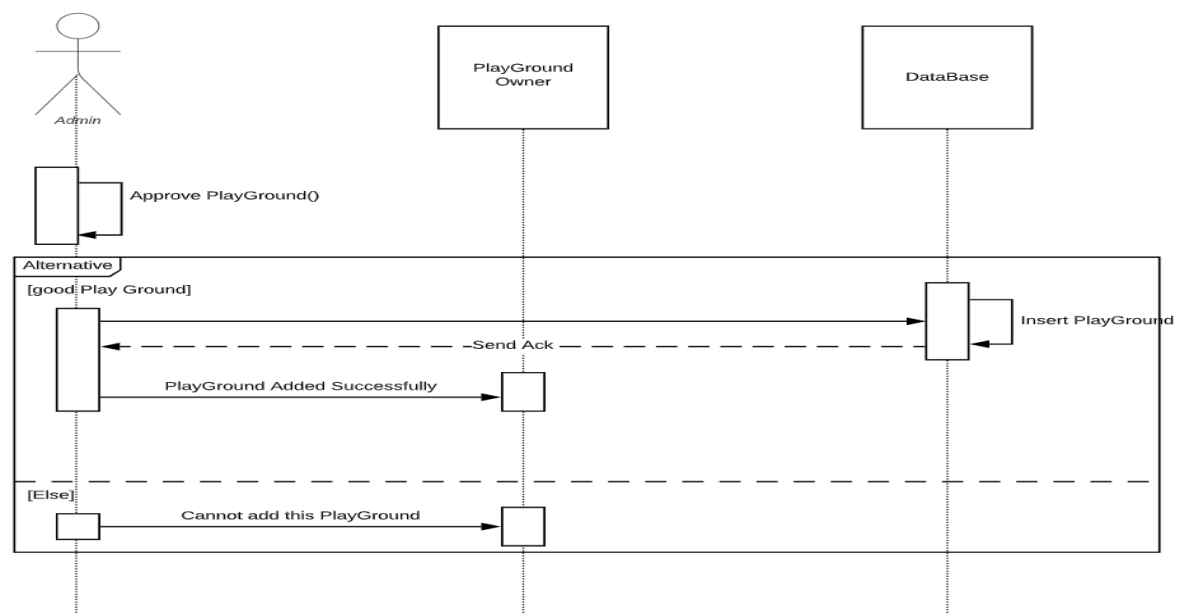


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Approve Playground:



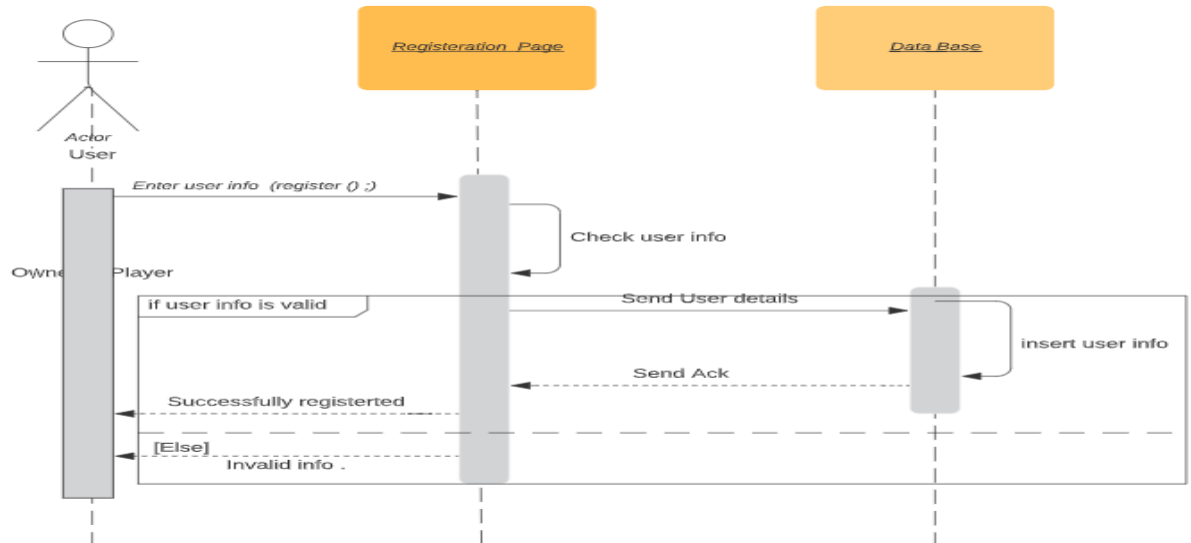
Register user:



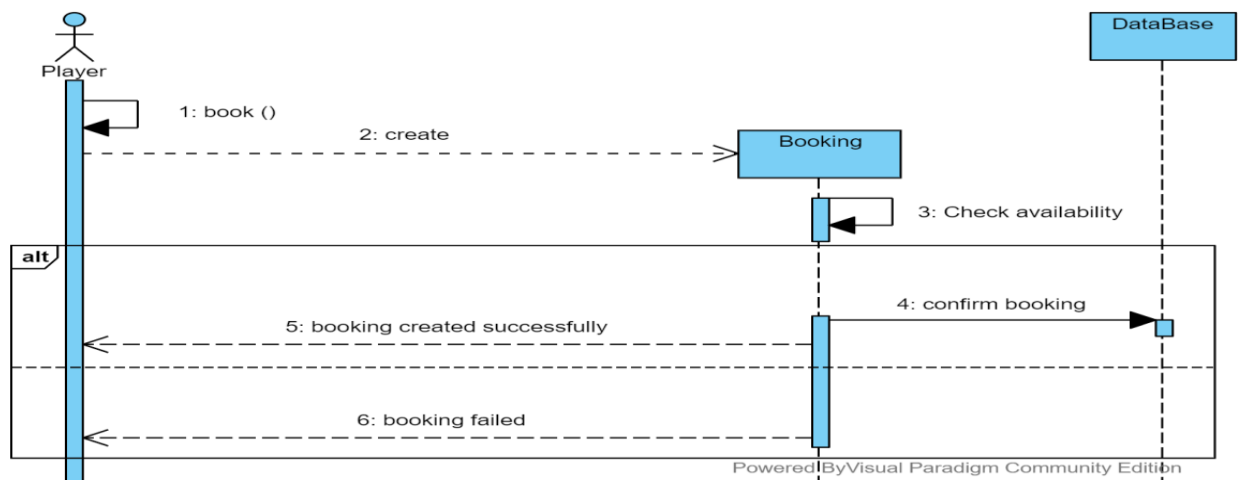
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Book a Playground:



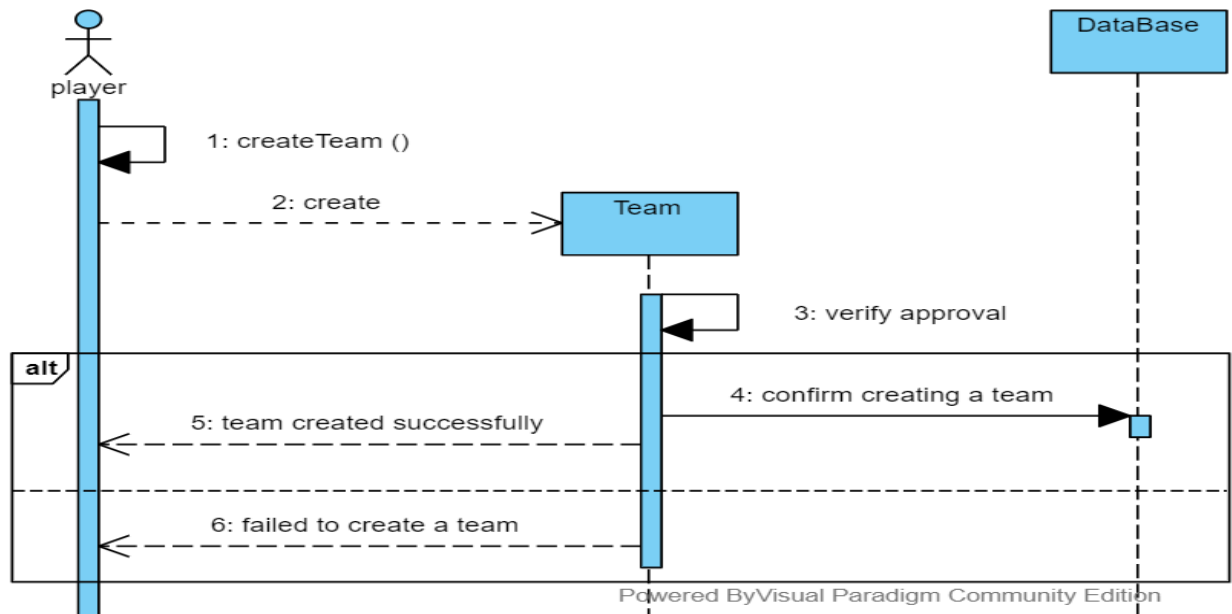


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Create team:



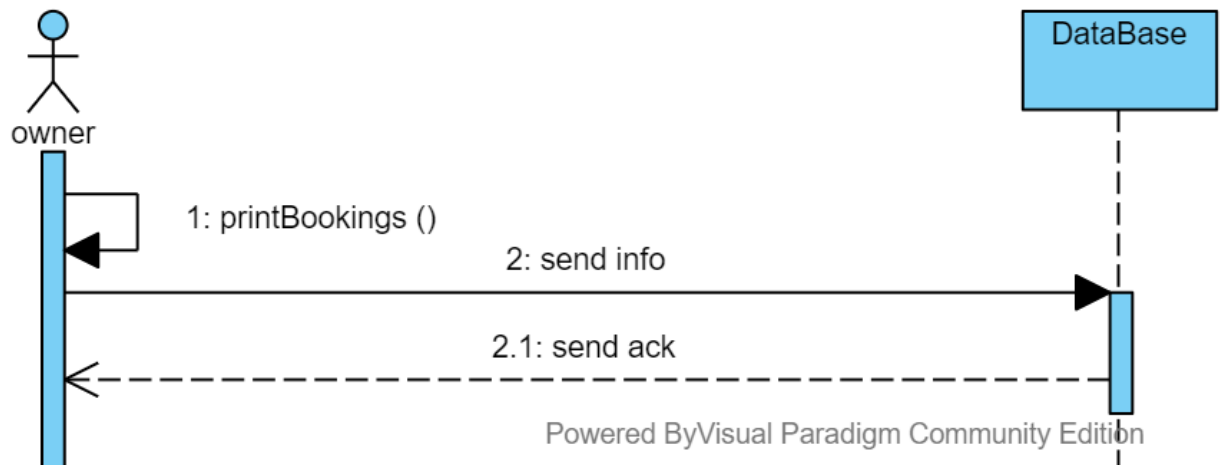
View playing hours:



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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()



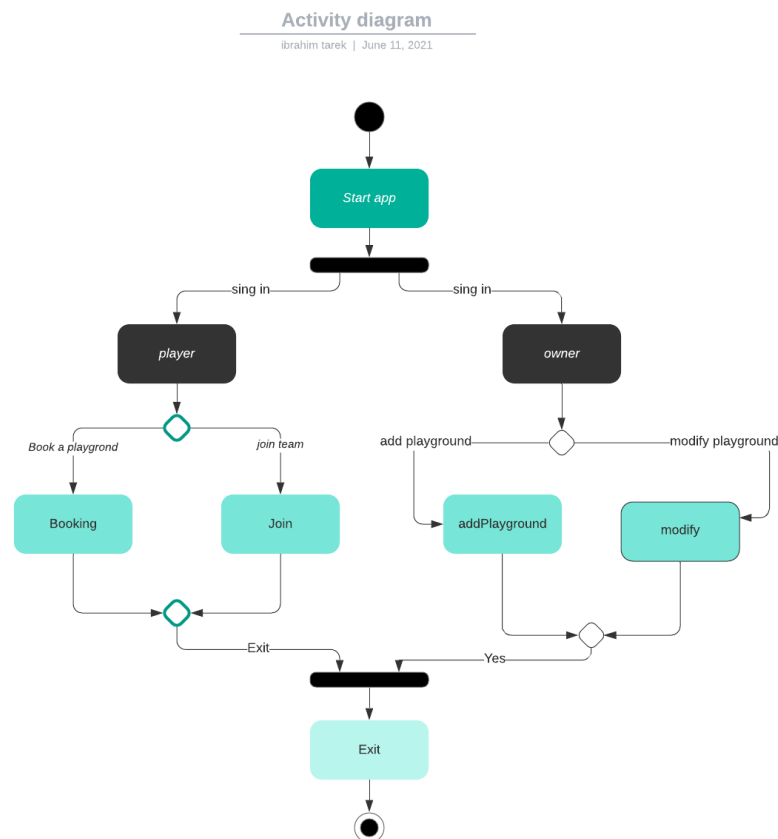
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State diagrams

1-Sing in State Diagram



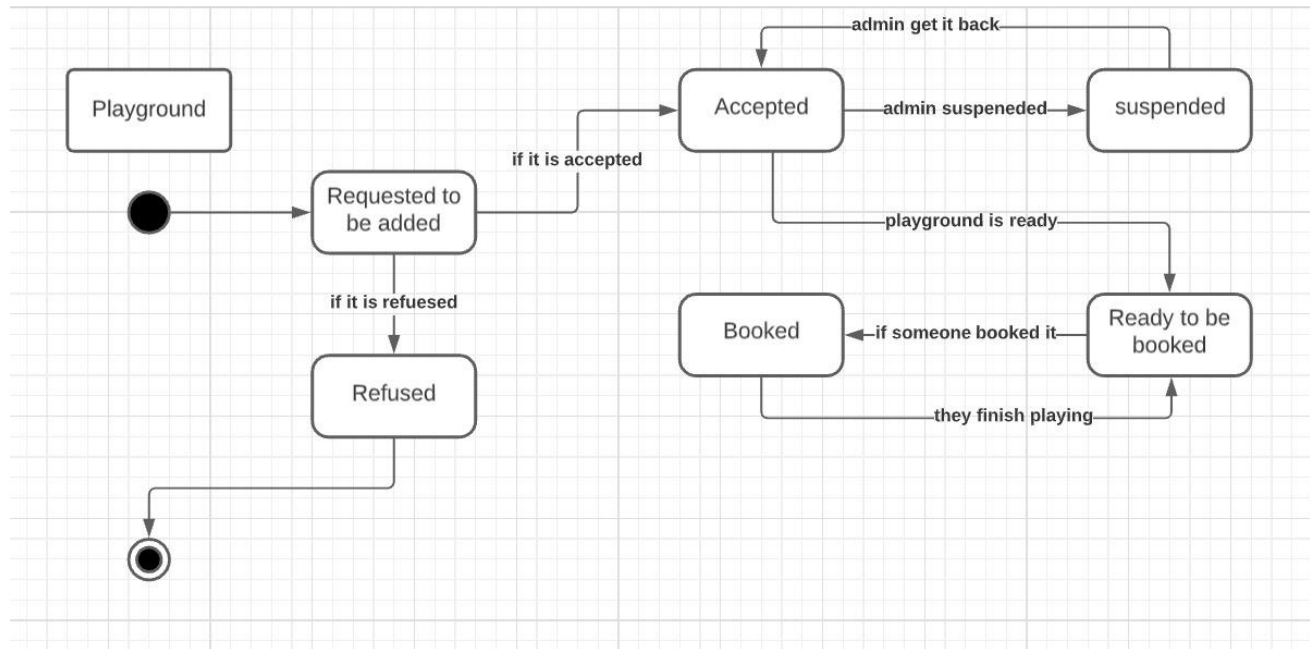
2- add Playground



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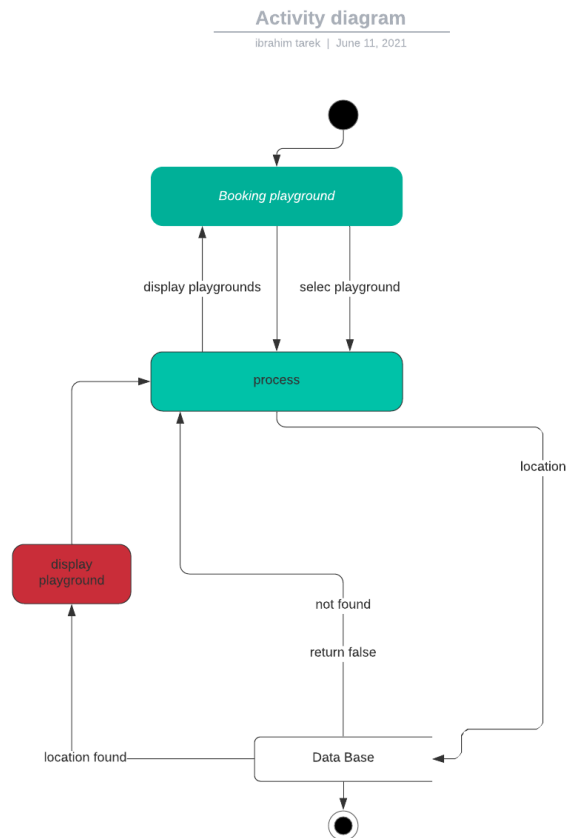
3- booking playground



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Tools

Tools:

- ArgoUML

Web:

<https://sequencediagram.org/>

<https://lucidchart.com>



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Team Github link for this Homework:

https://github.com/ibrahimtarek0072/SW-HW4_20190007-20190129-20190452/tree/main

Ownership Report

Item	Owners
Ibrahim tarek mohamed	Class diagram, Document Purpose and Audience Code: Playground_Owner GoFo
Bassem Yasser Taha	Class Descriptions Code: Playground_info join
Mohamed Adel Abdallah	Sequence diagrams Code: Player



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	Booking
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In code Every member take two class to implement it but all of the team has modify the code and improved the output of the code works together to solve the code's errors and problems.