BOOK UPProgram Design Language

Submitted to:

Asst. Prof. Ma. Rowena C. Solamo Faculty Member Department of Computer Science College of Engineering University of the Philippines, Diliman

Submitted by: AYCOCHO, Matthew M.

In partial fulfillment of Academic Requirements for the course CS 191 Software Engineering I of the 1st Semester, AY 2016-2017

System: Book Trading System
Page 1
Version: 1.0
Group: The A-Team

Revision Control

History Revision:

| Revision Date | Person Responsible | Version Number | Modification |
|------------------|-----------------------|-------------------|-------------------|
| 11/17/16 | Matthew Aycocho | 1.0 | Initial Document; |
| | | | |

System: Book Trading System Version: 1.0 Page 2 Group: The A-Team

Program Specification: View Trade Matches

Input:

User - a user involved in the trade match

Output:

Book1 - book in trade match may be owned by User Book2 - book in trade match owned by user if Book1 is not owned by User

Program Logic:

```
ViewTradeMatches(User) {
     SELECT Book1, Book2 FROM TradeMatch, Book AS A, Book AS B WHERE
`Book1`=`A.BookID` AND `Book2`=`B.BookID` AND (`A.Username`=User OR
`B.Username`=User)
}
```

Page 3 Group: The A-Team Version: 1.0