BOOK UP

A Book Trading Mobile App

Submitted to:

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Unique Reference:

The documents are stored in the Github repository, https://github.com/kdagnes/cs-191-project.

Document Purpose:

The document serves as a requirement in the course CS 191 Software Engineering I.

Target Audience:

The document attends as requirement compliance to Prof. Ma. Rowena C. Solamo.
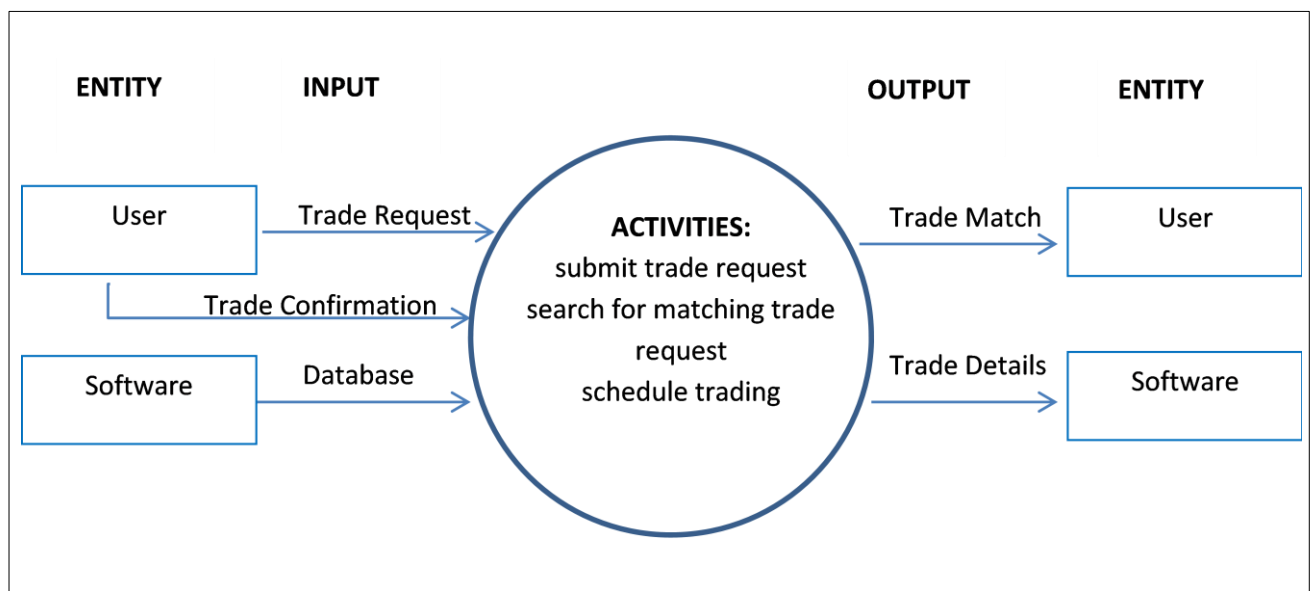
Revision Control:

Revision Date	Person Responsible	Version Number	Modification
09/06/16	Karen Margaret Agnes	1.0	Initial Document

Project Title: Book Up

Description: Book Up is a mobile application used for easily trading books with other people. It is designed to match a user with other users by registering books the user wants to trade, searching for available books the user is interested in, and finding a compatible partner who wants make the book trade. It also includes scheduling the trade meet-up.

Context Diagram:

Entities:

1. User – the users are people who want to make a trade using the Book Up application
2. Software – the software gives and shows details about the trade transaction of the users

Major Inputs:

1. Trade Request – the user requests for a book trade by finding a book they want to get and inputting the book they will give.
2. Trade Confirmation – the user confirms to continue the trade after finding a trade match.
3. Database – the software gets book details from the database

Major Outputs:

1. Trade Match – the user receives a trade match if another user would want to trade with him/her
2. Trade Details – the software shows all the books available for trading

Major Functionalities:

1. Submit Trade Request – gets a request from a user and store it in the database
2. Search for Matching Trade Request – finds two users who want to trade with each other
3. Schedule Trading – organizes a schedule for meet-up and confirms once book trading is done