Team number 32 *TripTime*Software Design Document

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# TABLE OF CONTENTS

1.		INTRODUCTION	2
1.	1	Purpose	2
1.	2	Scope	2
1.	3	Overview	2
1.	4	Reference Material	2
1.	5	Definitions and Acronyms	2
2.		SYSTEM OVERVIEW	2
3.		SYSTEM ARCHITECTURE	3
3.	1	Architectural Design	3
3.	2	Decomposition Description	3
3.	3	Design Rationale	4
4.		DATA DESIGN	4
4.	1	Data Description	4
4.	2	Data Dictionary	4
5.		COMPONENT DESIGN	5
6.		HUMAN INTERFACE DESIGN	6
6.	1	Overview of User Interface	6
6.	2	Screen Images	6
6.	3	Screen Objects and Actions	7
7.		REQUIREMENTS MATRIX	7

# 1. Introduction

## 1.1 Purpose

This software design document describes the architecture and system design of our app

# 1.2 Scope

The program provides an accessible and convenient interface for its users

Includes the ability for users to enter information and retrieve information if necessary:

Introduce new places in the country: lookouts, springs and more

And find places to go for a walk: parks, beaches and more.

Our other goal is to promote the country and show how many things there are to do and see...

#### 1.3 Overview

The document details the main processes of the system, and shows how different users achieve their needs through the system.

### 2. SYSTEM OVERVIEW

TripTime is an application that helps users find new places in Israel that can be seen or alternatively "tell everyone" about a new place that people would like to travel to. The TripTime web app will have the following features:

- **❖** Geographical location
- Search
- Category filters
- Rating
- \* Reviews and recommendations.

# 3. SYSTEM ARCHITECTURE

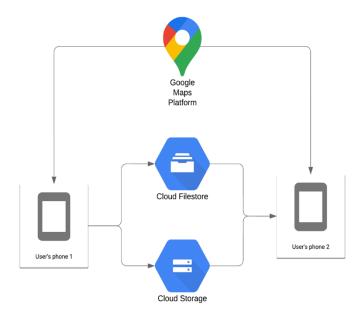
# 3.1 Architectural Design

Based is based on the idea of providing people who like to travel, and people who want the country to know new places and update about existing places.

People like soldiers after the army who want to travel, families, teenagers.

The site will provide the user with information about places in Israel based on filters determined by the user

There is an ability to maintain the application, which constantly adds new places and places



are updated according to user reviews.

# 3.2 Decomposition Description

The rationale behind the diagram in 3.1 is to simplify the process that happens between the devices in our application

One phone will upload the data that will be saved in our database, both the information and the photos.

And all the information will appear in the application on all phones that have the application installed.

# 3.3 Design Rationale

The logic in choosing the architecture in 3.1 is to simplify as much as possible to transfer between the phones.

#### 4. DATA DESIGN

## **4.1** Data Description

Information that is uploaded by the user is uploaded to Firefox and saved according to a reference point that contains the user who uploaded his comment on the site

Each user answers a structured questionnaire and uploads a picture of the place

It is stored in the database and retrieved when a user (the same user or another user) wants to see information about an existing place

# **4.2** Data Dictionary

String placeName;

String writerName;

boolean toilet:

boolean shower;

int startAgeRange;

int endAgeRange;

boolean indoor;

boolean regularCar;

boolean accessibility;

boolean camping;

boolean fireAllowed;

String comment;

Date date;

boolean cafeteria;

boolean vendingMachine;

float rating;

double latitude;

double longitude;

int recommendedStay; float satisfaction; float cleanliness;

# 5. COMPONENT DESIGN

Posting a review: done after filling out the questionnaire and uploading the photo Insert all the parameters into the database.

Display review: displays all reviews through a mathematical calculation of an average for each of the questions specified in the questionnaire, all reviews are displayed in categories and the images are displayed in the background.

Search: search is done by free text, or pre-determined parameters if used such as: services, suitable for families and more

### 6. HUMAN INTERFACE DESIGN

### **6.1** Overview of User Interface

User: A user would like to upload a location so that everyone knows this location.

Instead of just telling about the location when he remembered this place to only small amount of people not necestly this place is interesting for them, because they dosent like to travel

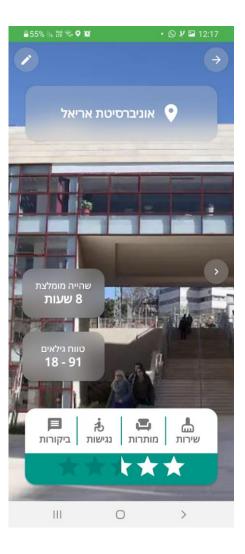
The user has the abelity while they are in place to upload basic details, take pictures.

That way he doesn't forget details about the place, he takes pictures so that people will want to visit the place thanks to him

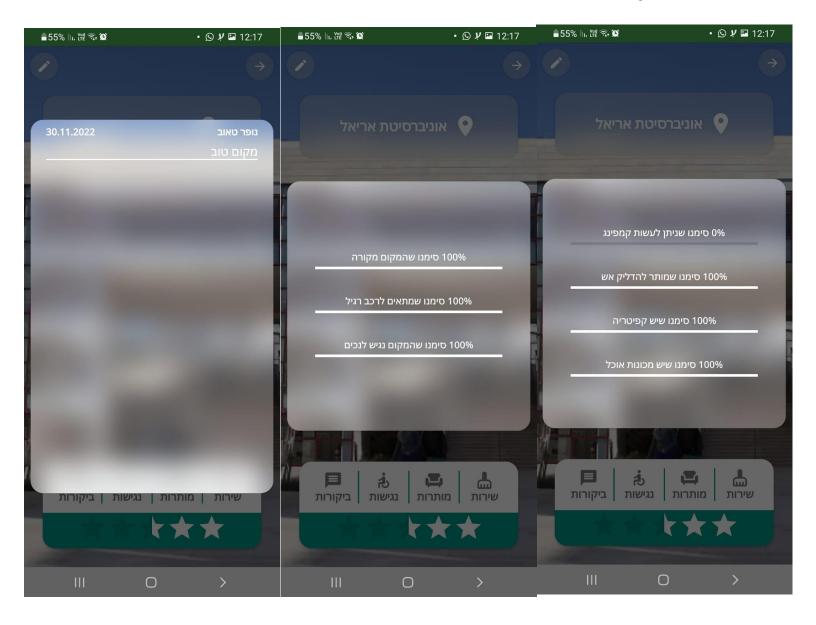
# 6.2 Screen Images







## Software Design Document



# 7. REQUIREMENTS MATRIX

