Cairo University

Faculty of Computers and Artificial Intelligence



CS251

FORLOOP

Software Design Specifications

Version 2.1

Name	Email
Mohamed Foda Abdullah	mfoda80@yahoo.com
Aya Gamal Mohamed Hussien	ayagolden2017@gmail.com

6 of 2021







Software Design Specification

Team			
Document Purpose and Audi	ence		
System Models			
I. Class Diagram(s)			
II. Class Descriptions			
III. Sequence diagrams			
Class - Sequence Usage	Table		
IV. State Diagram		•••••	
Tools			
Ownership Report			





Software Design Specification

Team

ID	Name	Email	Mobile	Group
2013021 3	Mohamed Foda Abdullah	memomohamedwarth@gmail.com	0111439116 9	G1
2019011 8	Aya Gamal Mohamed Hussien	ayagolden2017@gmail.com	0106949965 4	G1

Document Purpose

• The purpose of this document is to clarify software requirements that are agreed upon by the stakeholders by specifying the needed functionalities of the software to minimize development time and cost by making the requirements clear.

Audience

• Software Development Team • Stakeholders

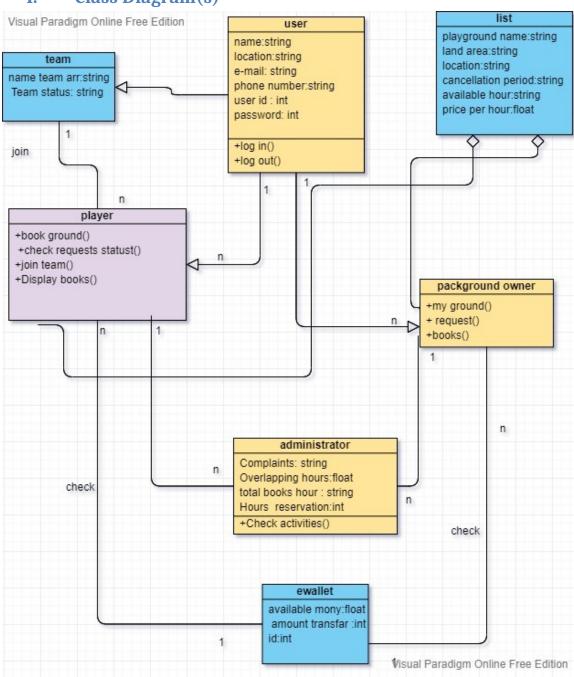
System Models





Software Design Specification

I. Class Diagram(s)







Software Design Specification

II. Class Descriptions

Class ID	Class Name	Description & Responsibility
1.	user	Class makes any person log in or log out
2.	Playground owner	Class makes playground owner add or edit list of playground
3.	player	Class makes player book nearby ground
4.	administrator	Class checks information of user (owner or player)
5.	list	Class includes all information about ground and available hour that user can book or add
6.	team	Class allows player to join with team and contain all information about member of team
7.	ewallet	Class allows user(owner or player)to check available money

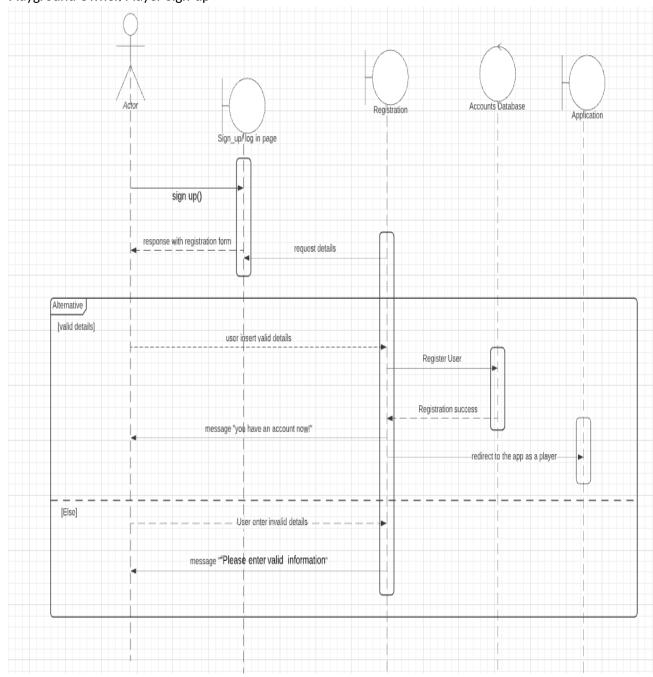




Software Design Specification

III. Sequence diagrams

1. Playground Owner/Player Sign-up



CS251: Phase 2 - < Team Name>

Project: < Project Name >



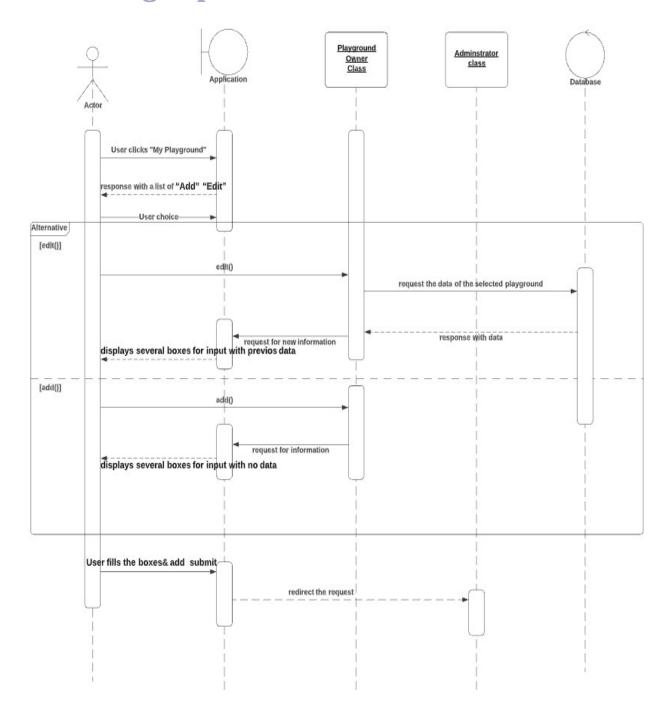
Software Design Specification

2. Add/Edit Playground





Software Design Specification

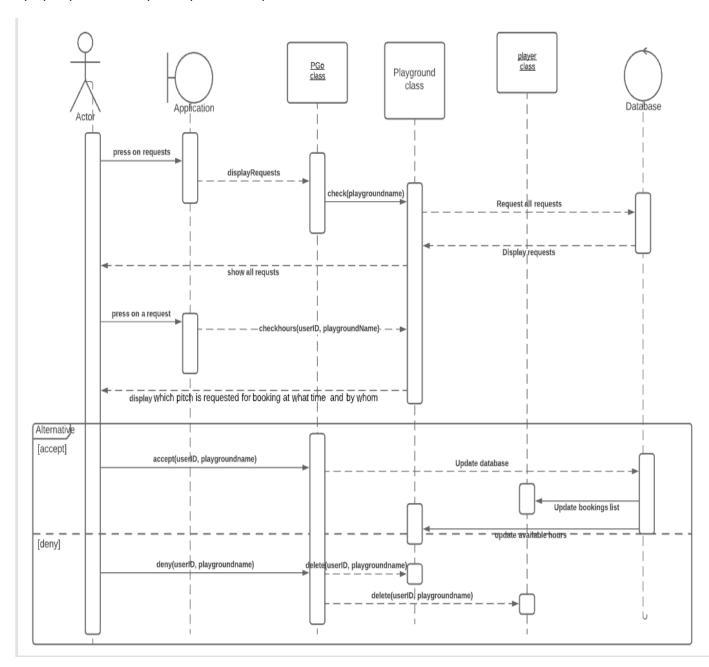






Software Design Specification

3. Display requests & accept a request or deny it:



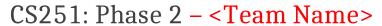
CS251: Phase 2 - < Team Name>

Project: < Project Name >

i palai bada

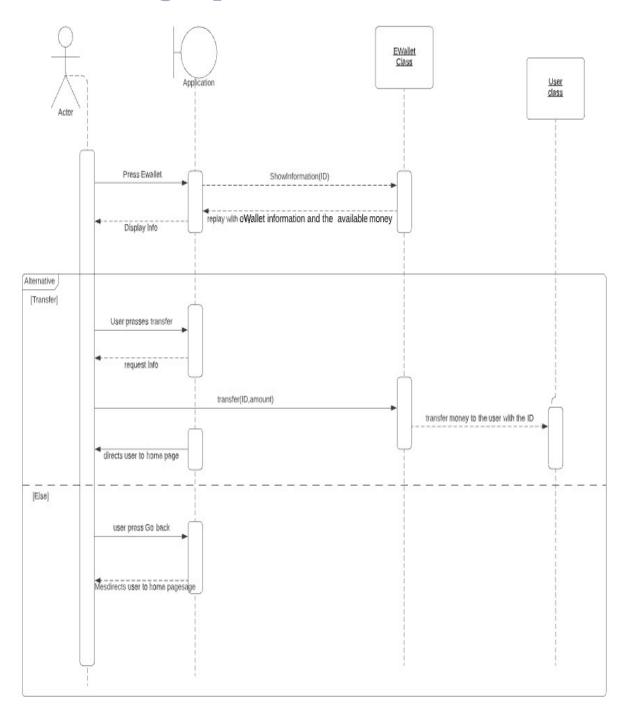
Software Design Specification

4. Check eWallet & transfer money





Software Design Specification





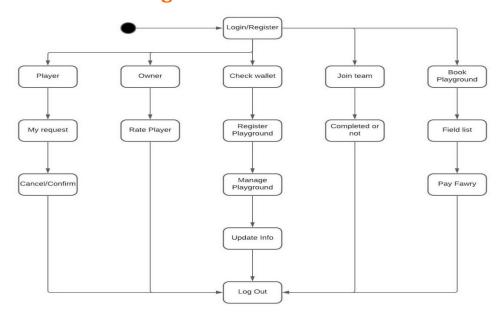


Software Design Specification

Class - Sequence Usage Table

Sequence D	iagram	Classes Used	All Methods Used
1. Sign u	p field	Class User Class Player	signUp()
2. Edit Pl field	ayground	Class Playground Owner Administrator class	edit(): return the data entered to the playground with enabling the user to update it. add() check()
& acce	y requests ept a st or deny it	Playground Owner class Player class Playground class	check(playgroundname) checkhours(userID, playgroundName) accept(userID, playgroundname) deny(userID, playgroundname) delete(userID, playgroundname)
4. Check & tran		Player class User class EWallet class	ShowInformation(ID) transfer(ID,amount)

State Machine Diagram







Software Design Specification

Tools

- Lucidchart.com
- Visual paradigam online free edition

Ownership Report

Item	Owners
Mohamed Foda Abdullah	class diagram class description State Diagram
Aya Gamal Mohamed	sequence diagrams sequence table