

SDD-07

SOFTWARE DESIGN DESCRIPTION

PLACE RESERVATION: House Rent & Apartment

for:

Telkom University's students

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1. Preliminary

1.1 Purpose of Writing Document

This document contains an explanation of the Design Description Software (DPPL) with object-oriented analysis for finding or renting a residence. The purpose of writing this document is to describe in detail about the software to be built. This document will be used as a reference in the development process software and evaluation at the end of software development.

Users of this document are the development team of the device software and stakeholders involved in this system. With the compilation This *DPPL* document, is expected to develop software more conceptualized and does not cause ambiguity at the time of its construction.

1.2 Document Coverage

The software "Place reservation or renting a house and apartment" will developed in this paper discusses place reservation or renting a house and apartment using a website as a medium between the manager and students who will rent the place. So, it can be accessed through the platform from computers, tablets or smart phones that have been connected to the internet. This software is shown the students of Telkom University can easily find a rented house and apartment. The programming language used in building this software include language *HTML*, *Java*, *PHP*, *MySQL* programming.

1.3 Definitions and Abbreviations

The following are some definitions, abbreviations, and acronyms that are contained in this document:

- DPPL: Stands for "Deskripsi Perancangan Perangkat Lunak" Documents that describe in detail regarding the design of software that will be built with based on SKPL document that have been made previously.
- SKPL: Stands for "Spesifikasi Kebutuhan Perangkat Lunak" or also called Software Requirements Specification (SRS) is a specification of the software to be developed.
- DBMS: A database management system is system software for creating and managing databases. A DBMS makes it possible for end users to create, read, update and delete data in a database.
- HTML: Hypertext Markup Language, a standardized system for tagging text files to achieve font, color, graphic, and hyperlink effects on World Wide Web pages.
- PHP: is a script language and interpreter that is freely available and used primarily on Linux Web servers. PHP, originally derived from Personal Home Page Tools, now stands for PHP: Hypertext Preprocessor, which the PHP FAQ describes as a "recursive acronym".
- MySQL: is an Oracle-backed open source relational database management system (RDBMS) based on Structured Query Language (SQL)
- ERD: Stands for Entity Relationship Diagram. ERD is a model contains notations and symbols used to explain the relationship between data.
- PSPEC: The specification process explains the contents (what is done by the program code) of each process in the context diagram.
- Login: Login is a process to enter a system. Login in general using a username and password.
- Username: A username is an identity in the form of a series of words used for access an account.
- Password: A password is a password consisting of a series of letters and numbers, used to access an account.

- Use Case Diagrams: Use Case Diagram is a diagram used to describe system functionality.
- Use Case Scenario: Use Case Scenario is a process that contains an explanation of the course of a system of.
- Class Diagram: Class Diagram is a diagram that contains attributes and methods to run a system.
- Flow Map: Flow map is a combination of map and flowchart which shows the flow data.

1.4 References

This document is inspired from an application like Airbnb and Traveloka. The reference that is used in the making of this document is:

- Template "Deskripsi Perancangan Perangkat Lunak (DPPL), Informatics major, Telkom University.
- Modul Practicum APPL, IF LAB, School of Computing, Telkom University.
- Group 7 IF-42-INT (2020) SKPL PLACE RESERVATION: House Rent & Apartment

1.5 Systematic Discussion

This DPPL document contains a description of place reservation or renting a house and apartment which will be developed based on SKPL document. In this DPPL document the details of software design so that it can be implemented. This document outline consists of four chapters with the following details:

1. Preliminary
The introduction contains an explanation of the DPPL document includes the purpose of making this document, the scope of the problem completed by developed software, definitions and terms, references, and systematic discussion.
2. Description of Global Design
The global design description contains the design of software that will be built include, environmental design implementation, architectural description, and component description.
3. Detailed Design
The detailed design of this document contains the realization of use case, class detail design class diagram description, algorithm / query, statechart diagram, interface design, and the design of class persistence representation.
4. Frown Matrix
Frowning matrix contains functional matters on the SKPL document.

2 Description of Global Design

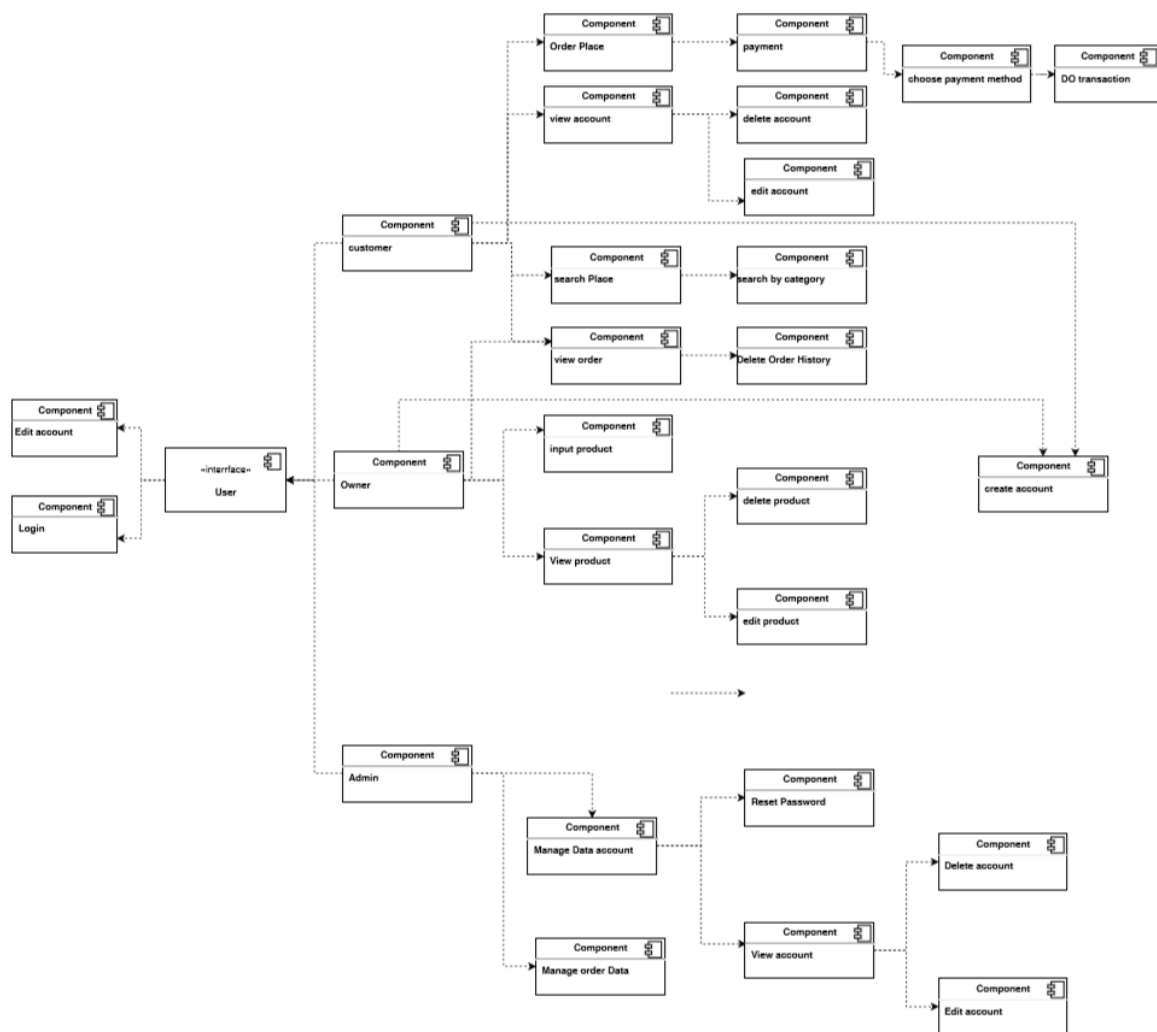
2.1 Implementation environment Design

This system is implemented using:

- ❖ Operation System: windows 7,8, and 10.
- ❖ DBMS : mySQL.
- ❖ Development tool: PHP my Admin, mySQL, CodeIgniter.
- ❖ Programming language: PHP, JavaScript.
- ❖ Browser: Google chrome, Mozilla Firefox, safari.

2.2 Architectural Description

Fig. 1 Architecural Description



2.3 Component Description

Table 1 Component Description

No	Component Name	Description
1	Create account	For Customer to do registration/create an account
2	Login	For Customer to login into the Customer's home page
3	Search place	For Customer to find the place there are looking for
4	Search by category	For Customer to find place by category
5	Delete Order History	For Customer to remove the history of the order
6	Order Place	For Customer to order a place
7	View Order	For Customer to view the order thir order detail
8	View Account	For Customer the view account detail
9	Edit account	For Customer to edit the data of their account
10	Delete account	For Customer to Remove their own account
11	Payment	For Customer to do the payment
12	Chose payment	For Customer to choose the payment method
13	Do transaction	For Customet to do the transaction base on payment method
14	Create account	For Owner to do registration/create an account
15	Login	For Owner to Login into Owner Homepage
16	Input product	For Owner to input the Data of the product to insert into database.
17	View product	For Owner to view the product that have been input to database
18	Edit Product	For Owner to edit the data of the product.
19	Delete Product	For Owner to Delete the product.
20	View order	For Owner to view the order detail
21	Delete order History	For Owner Delete the history of the order
22	View account	For Owner to view their own registered account
23	Edit account	For Owner to edit their own registered account
24	Delete account	For Owner to delete their own registered account
25	Login	For Admin to Login into the Admin's Homepage
26	Manage data account	For Admin to manage the data account of the user
27	Manage Order data	For Admin to manage order data
28	View account	For Admin to view all the account of the user
29	Delete account	For Admin to delete selected account of the user
30	Edit account	For Admin to edit the account of the users
31	Reset Password	For Admin to Edit The password
32	Manage order data	For Admin to manage data of the order

3 Detailed Design

3.1 Realization of Use Case

3.1.1 Use Case Create Account

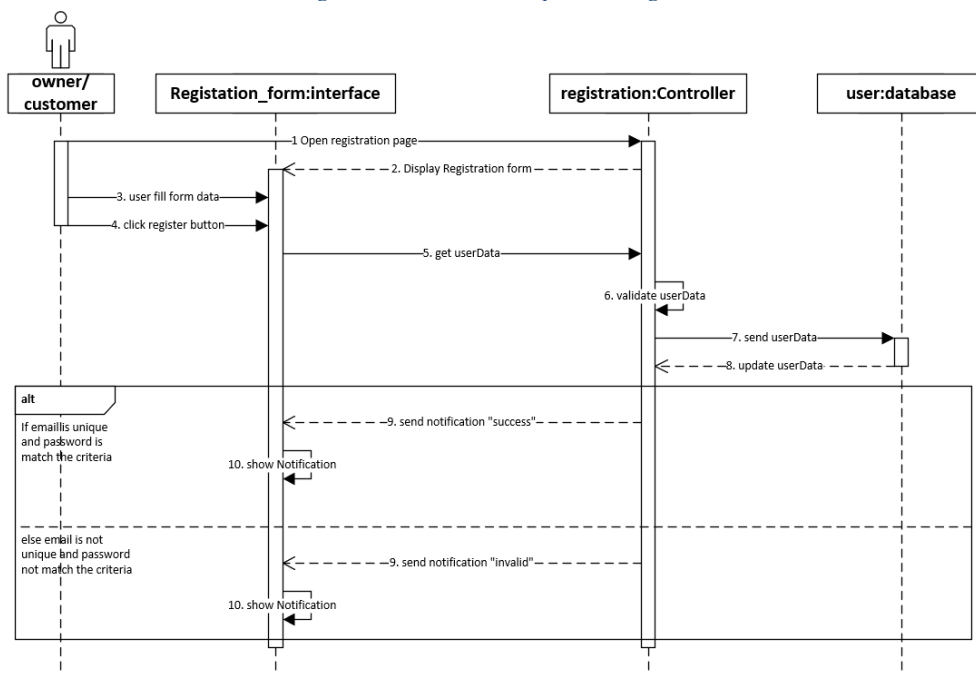
3.1.1.1 Class Identification

Table 2 Create Account Class Identification

No	Design Class Name	Class Type
1.	Customer	Actor
2.	Owner	Actor
3.	Registration form:Interface	Interface
4.	Registration:controller	Controller
5.	User:database	Database

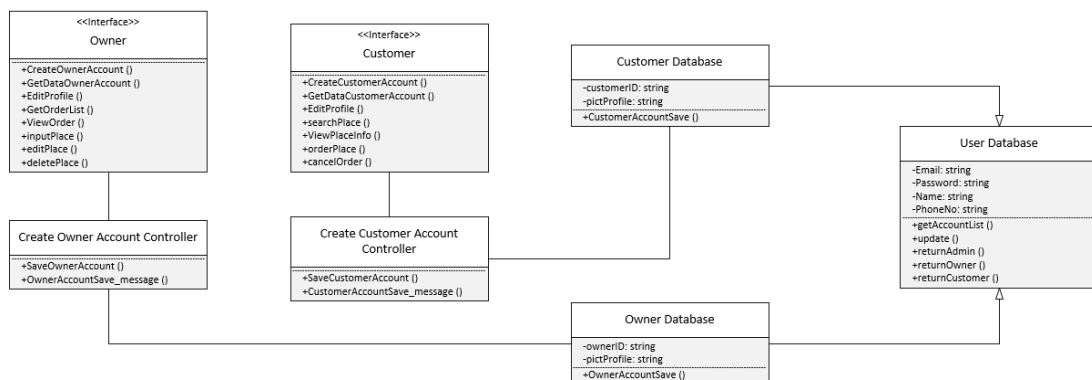
3.1.1.2 Sequence Diagram

Fig. 2 Create Account Sequence Diagram



3.1.1.3 Class Diagram

Fig. 3 Create Account Class Diagram



3.1.2 Use Case Login

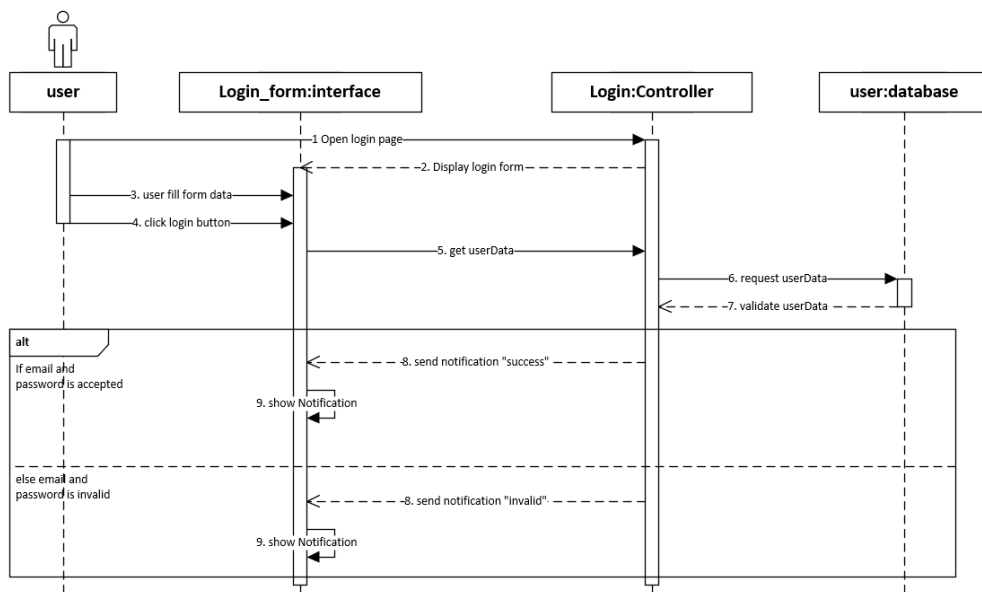
3.1.2.1 Class Identification

Table 3 Login Class Identification

No	Design Class Name	Class Type
1.	User	Actor
2.	Login_form:interface	Interface
3.	Login:controller	controller
4.	User:database	Database

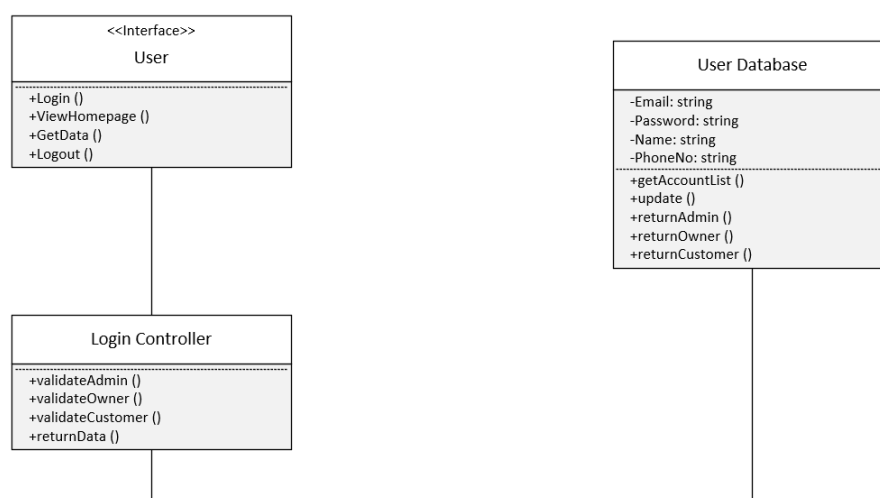
3.1.2.2 Sequence Diagram

Fig. 4 Login Sequence Diagram



3.1.2.3 Class Diagram

Fig. 5 Login Class Diagram



3.1.3 Use Case Edit Profile

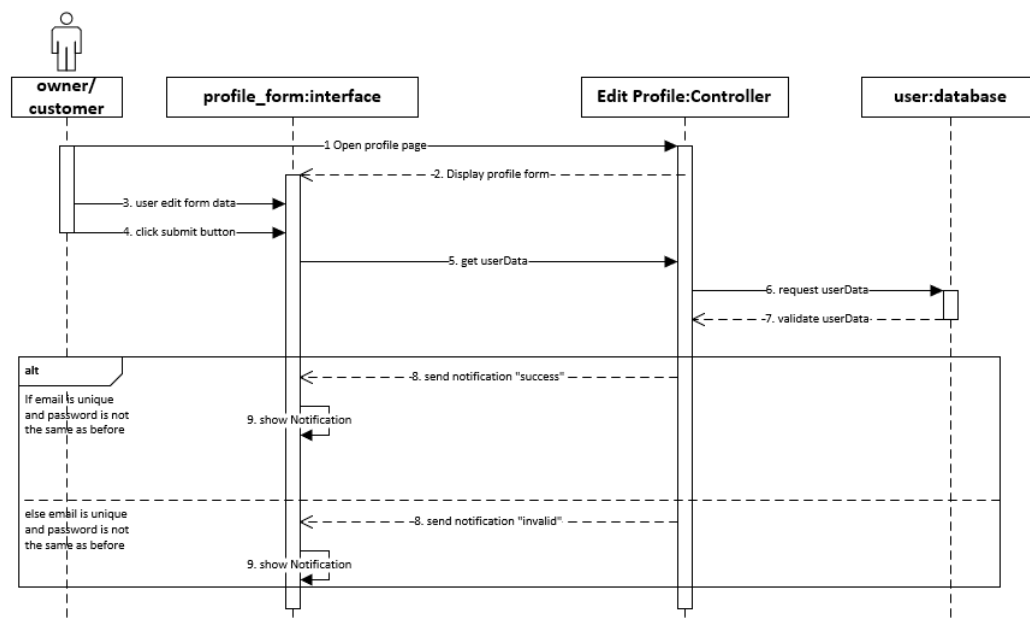
3.1.3.1 Class Identification

Table 4 Edit Profile Class Identification

No	Design Class Name	Class Type
1.	Customer	Actor
2.	Owner	Actor
3.	Profile_form	Interface
4.	profile	controller
5.	account	Database

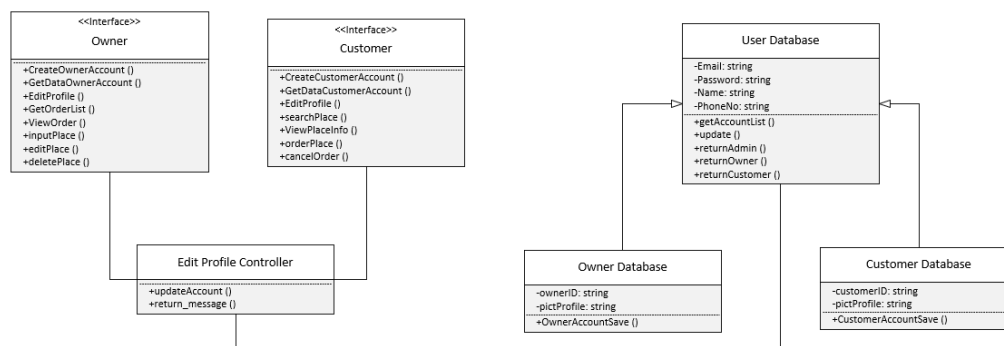
3.1.3.2 Sequence Diagram

Fig. 6 Edit Profile Sequence Diagram



3.1.3.3 Class Diagram

Fig. 7 Edit Profile Class Diagram



3.1.4 Use Case Search Place

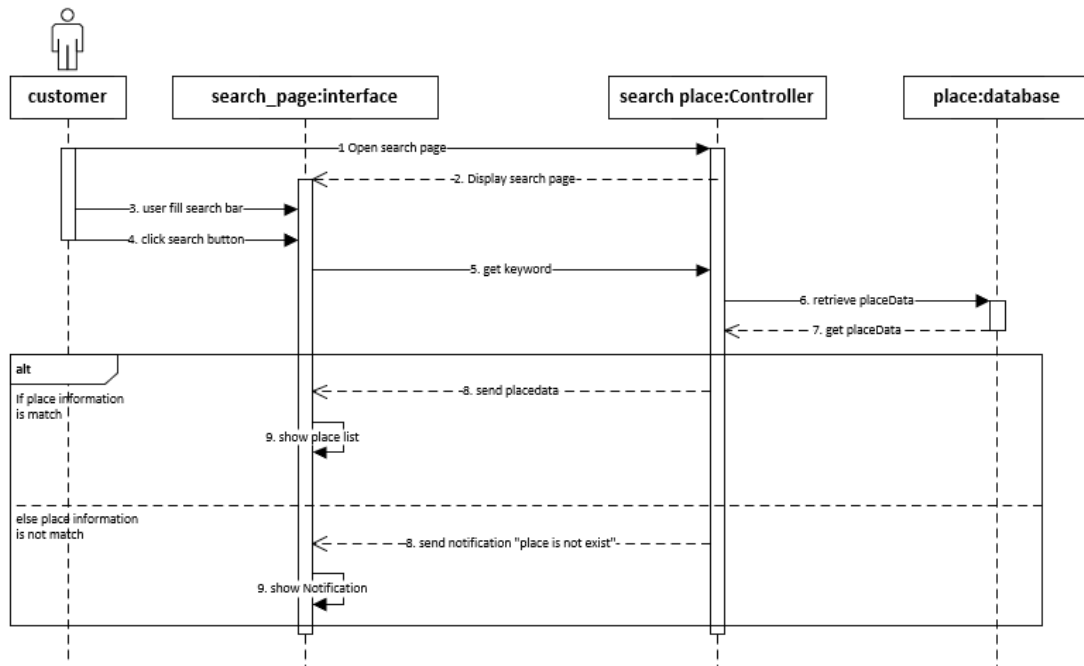
3.1.4.1 Class Identification

Table 5 Search Place Class Identification

No	Design Class Name	Class Type
1.	Customer	Controller
2.	Search	Interface
3.	Place data	Database

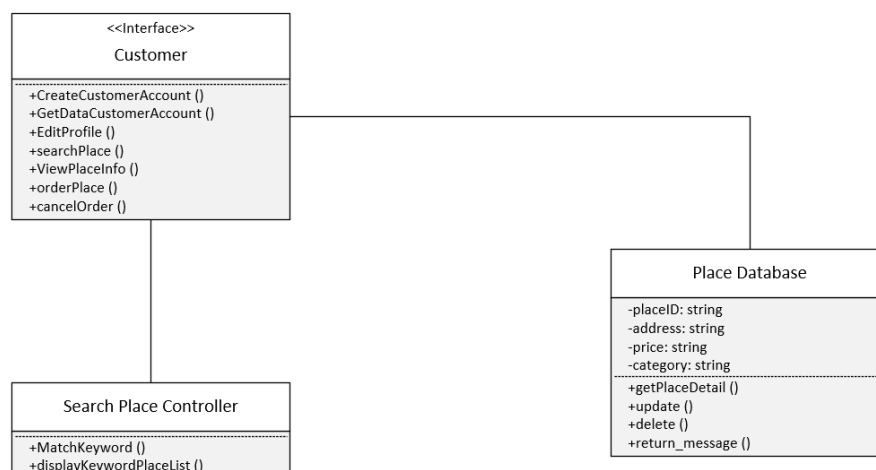
3.1.4.2 Sequence Diagram

Fig. 8 Search Place Sequence Diagram



3.1.4.3 Class Diagram

Fig. 9 Search Place Class Diagram



3.1.5 Use Case Order Place

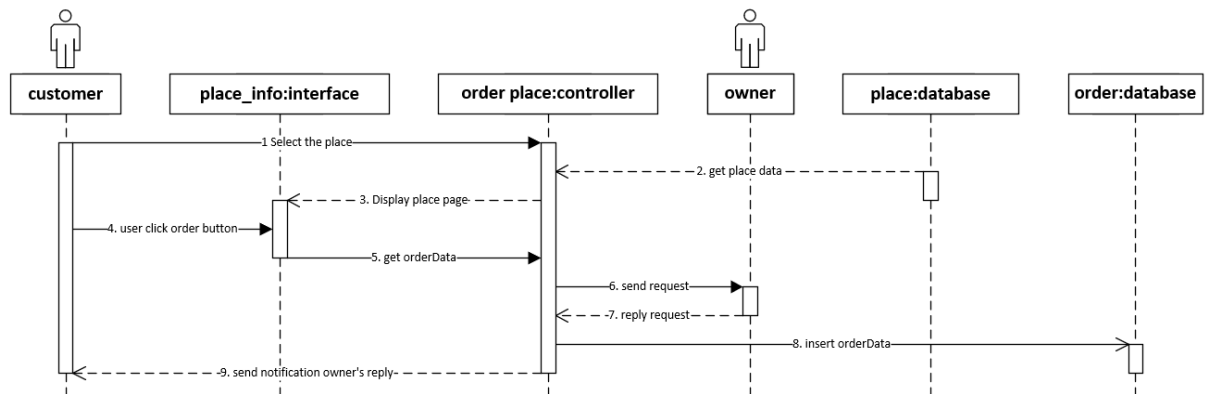
3.1.5.1 Class Identification

Table 6 Order Place Class Identification

No	Design Class Name	Class Type
1.	Customer	Actor
2.	Owner	Actor
3.	Place_info:interface	interface
4.	Order:controller	controller
5.	Place:database	database
6.	Order:database	database

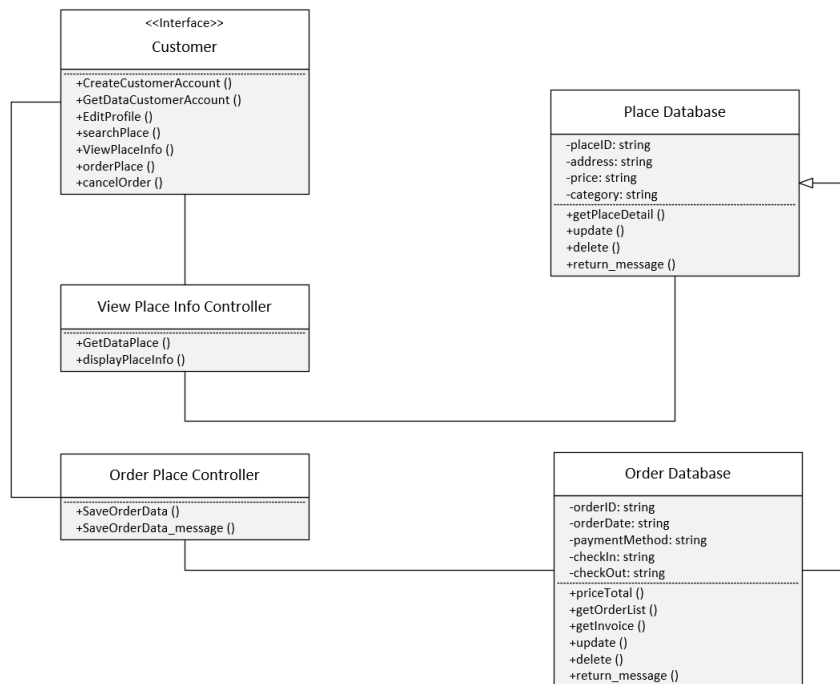
3.1.5.2 Sequence Diagram

Fig. 10 Order Place Sequence Diagram



3.1.5.3 Class Diagram

Fig. 11 Order Place Class Diagram



3.1.6 Use Case View Order

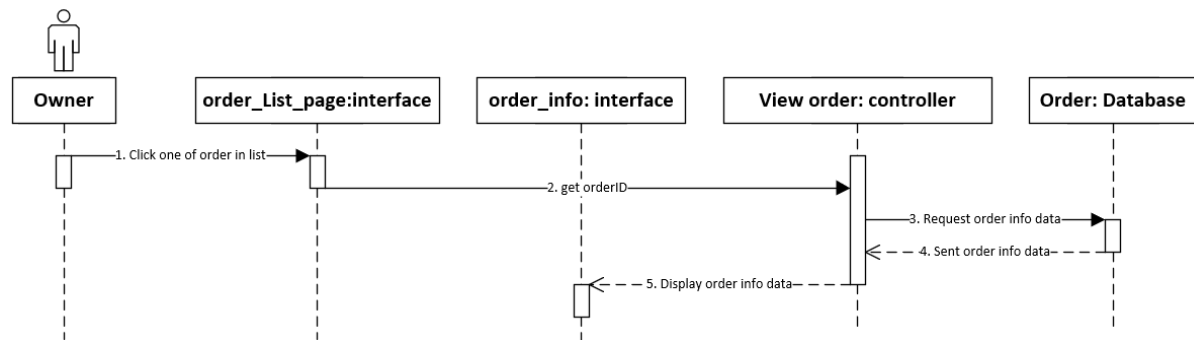
3.1.6.1 Class Identification

Table 7 View Order Class Identification

No	Design Class Name	Class Type
1.	Customer	Actor
2.	Order list page	Interface
3.	Order info	interface
4.	View Order: controller	Controller
5.	Order	Database

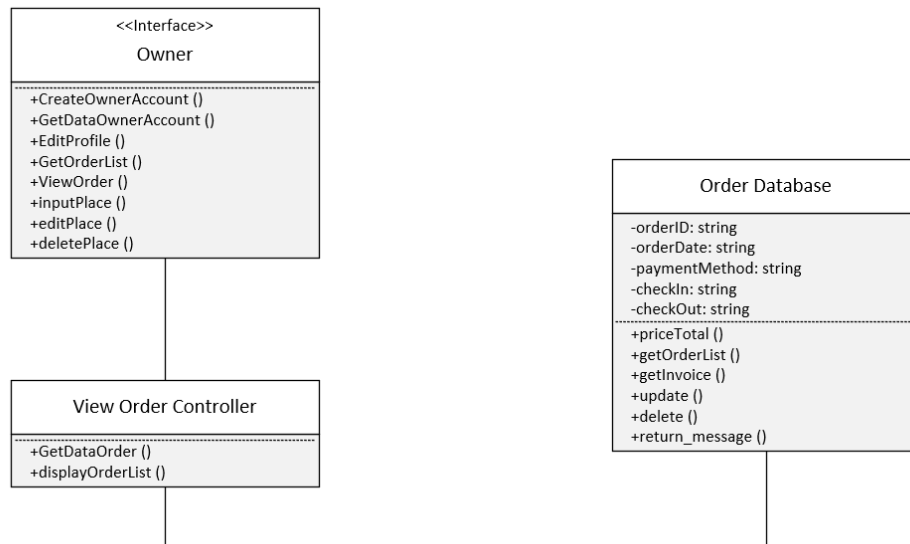
3.1.6.2 Sequence Diagram

Fig. 12 View Order Sequence Diagram



3.1.6.3 Class Diagram

Fig. 13 View Order Class Diagram



3.1.7 Use Case Cancel Order

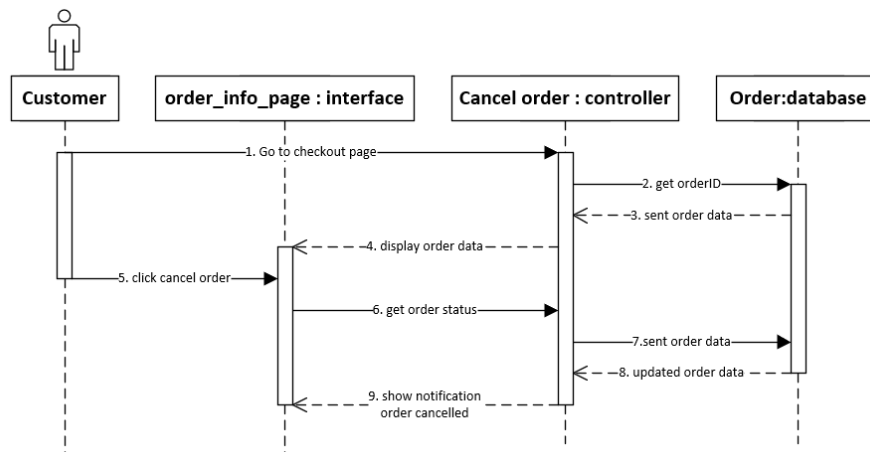
3.1.7.1 Class Identification

Table 8 Cancel Order Class Identification

No	Design Class Name	Class Type
1.	Customer	Actor
2.	order_info_page	Interface
3.	Cancel order : controller	Controller
4.	Order	

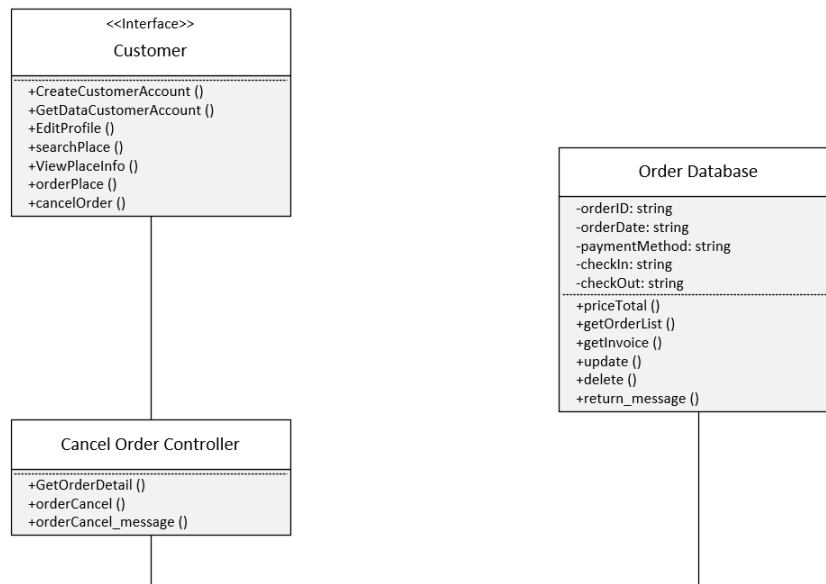
3.1.7.2 Sequence Diagram

Fig. 14 Cancel Order Sequence Diagram



3.1.7.3 Class Diagram

Fig. 15 Cancel Order Class Diagram



3.1.8 Use Case Payment

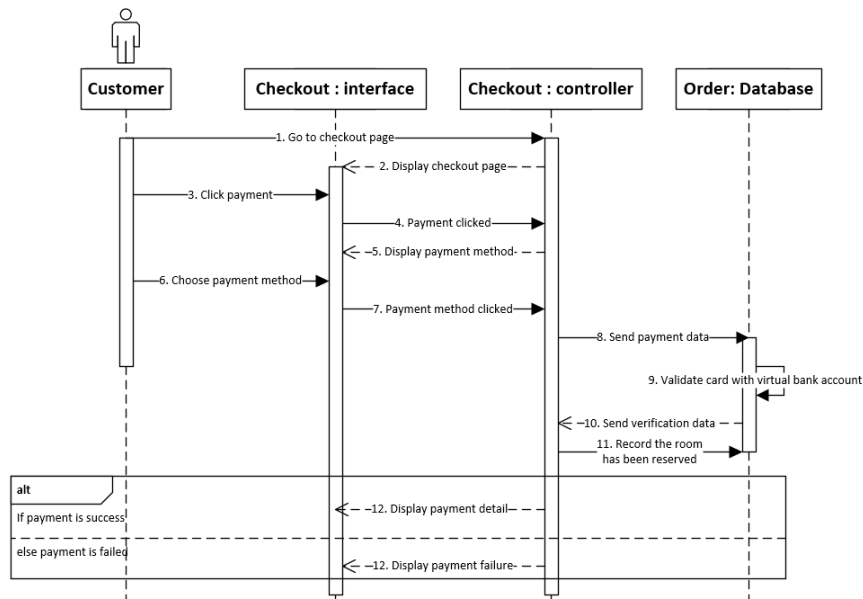
3.1.8.1 Class Identification

Table 9 Payment Class Identification

No	Design Class Name	Class Type
1.	Customer	Actor
2.	Checkout order	Interface
3.	Checkout: controller	Controller
4.	Order	Database

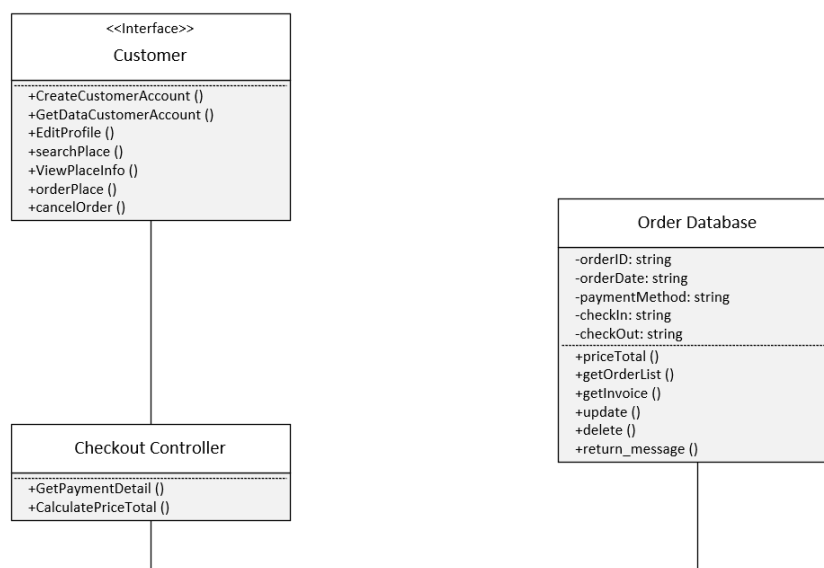
3.1.8.2 Sequence Diagram

Fig. 16 Payment Sequence Diagram



3.1.8.3 Class Diagram

Fig. 17 Payment Class Diagram



3.1.9 Use Case Input Place

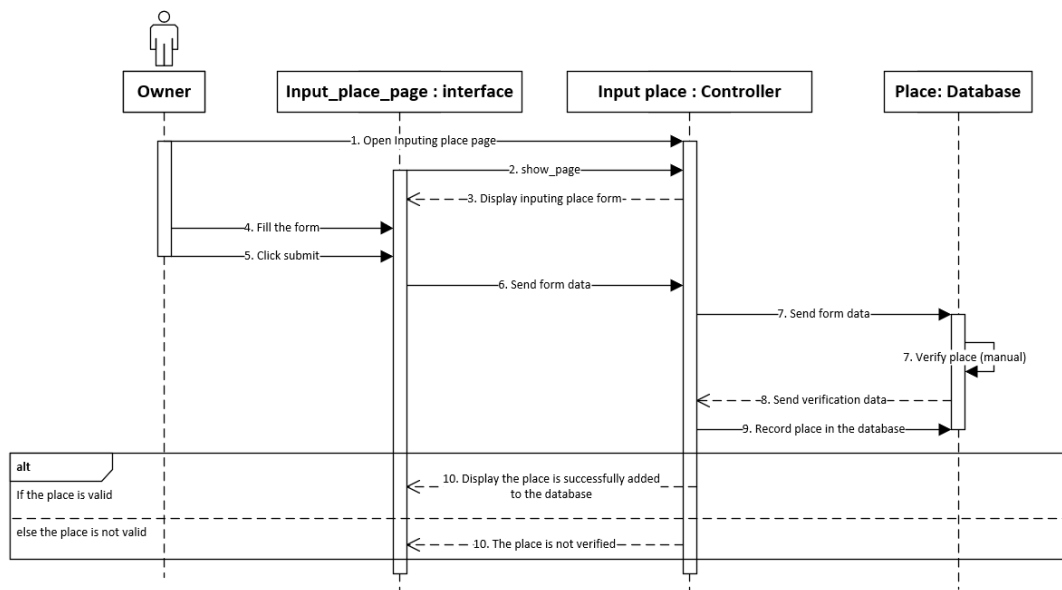
3.1.9.1 Class Identification

Table 10 Input Place Class Identification

No	Design Class Name	Class Type
1.	Customer	Actor
2.	Input place page	Interface
3.	Input place: controller	Controller
4.	Place	Database

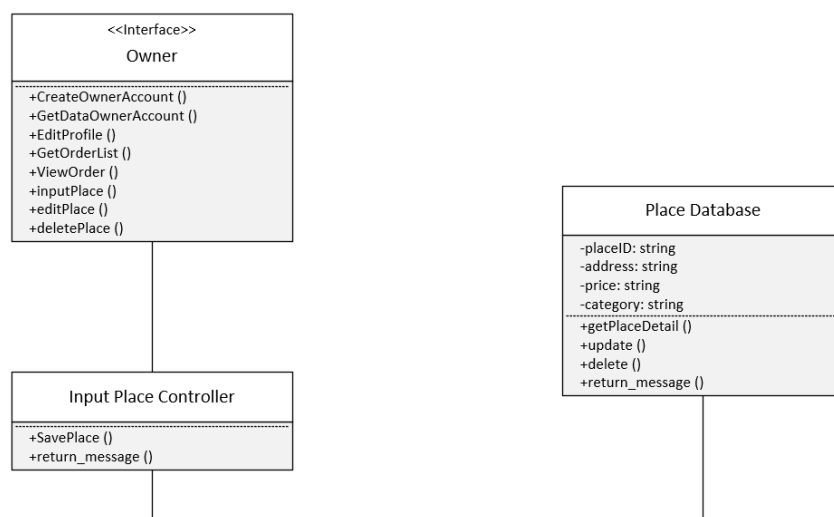
3.1.9.2 Sequence Diagram

Fig. 18 Input Place Sequence Diagram



3.1.9.3 Class Diagram

Fig. 19 Input Place Class Diagram



3.1.10 Use Case View Product

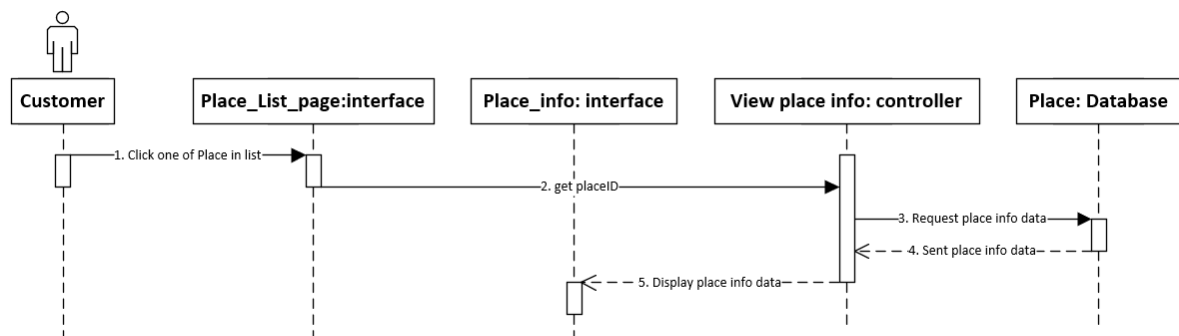
3.1.10.1 Class Identification

Table 11 View Product Class Identification

No	Design Class Name	Class Type
1.	Customer	Actor
2.	Place_list_page	Interface
3.	Place_info	Interface
4.	View place info: controller	Controller
5.	Place	Database

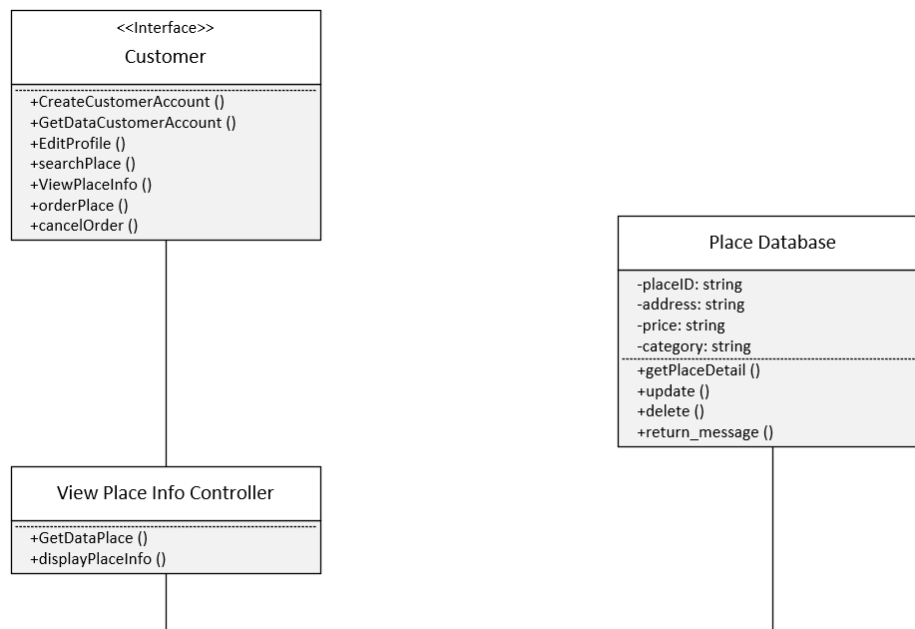
3.1.10.2 Sequence Diagram

Fig. 20 View Product Sequence Diagram



3.1.10.3 Class Diagram

Fig. 21 View Product Class Diagram



3.1.11 Use Case Edit Place

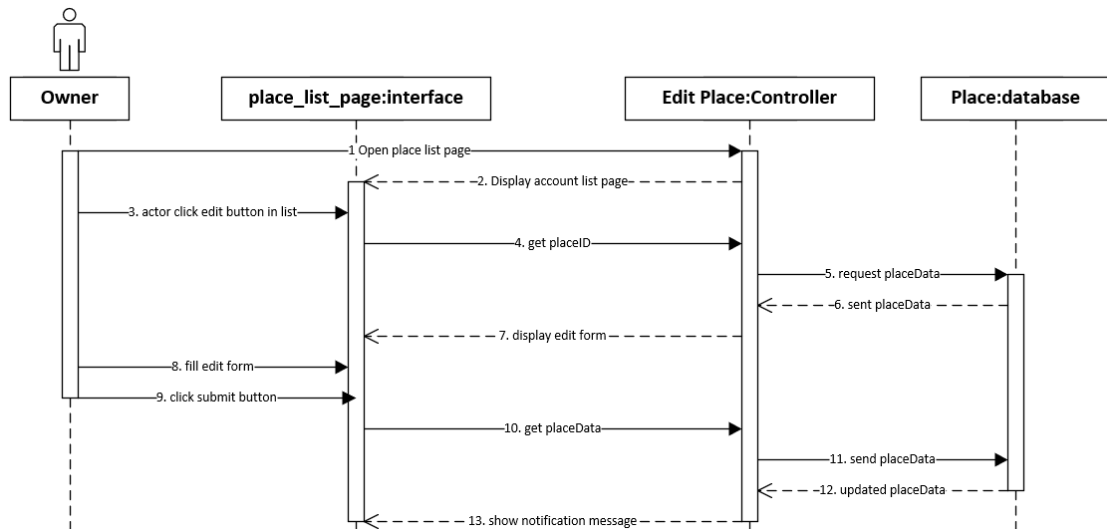
3.1.11.1 Class Identification

Table 12 Edit Place Class Identification

No	Design Class Name	Class Type
1.	Owner	Actor
2.	Edit Place	Interface
3.	Edit place : controller	Controller

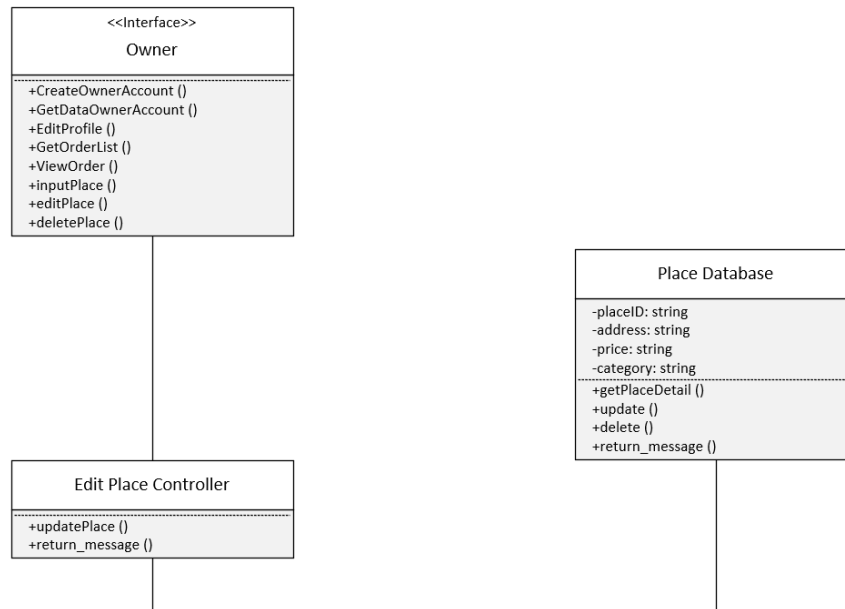
3.1.11.2 Sequence Diagram

Fig. 22 Edit Place Sequence Diagram



3.1.11.3 Class Diagram

Fig. 23 Edit Place Class Diagram



3.1.12 Use Case Delete Place

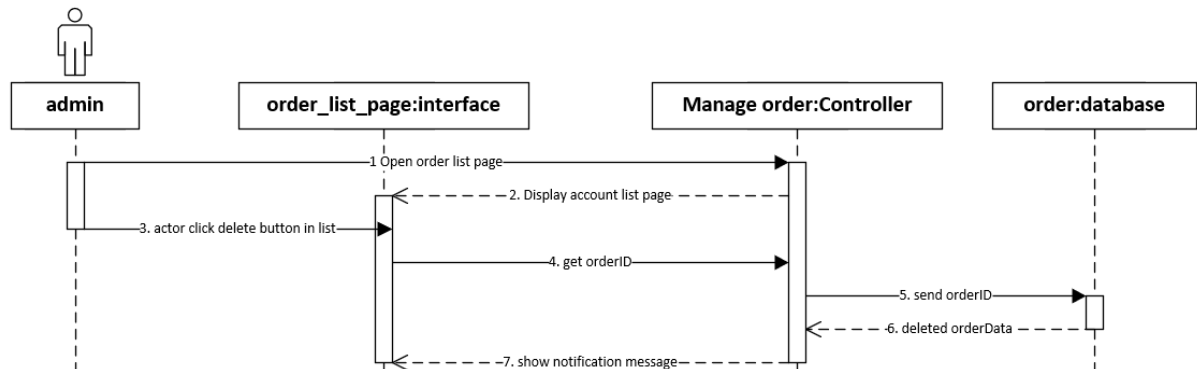
3.1.12.1 Class Identification

Table 13 Delete Place Class Identification

No	Design Class Name	Class Type
1.	Owner	Actor
2.	Delete place	Interface
3.	Delete place	Controller

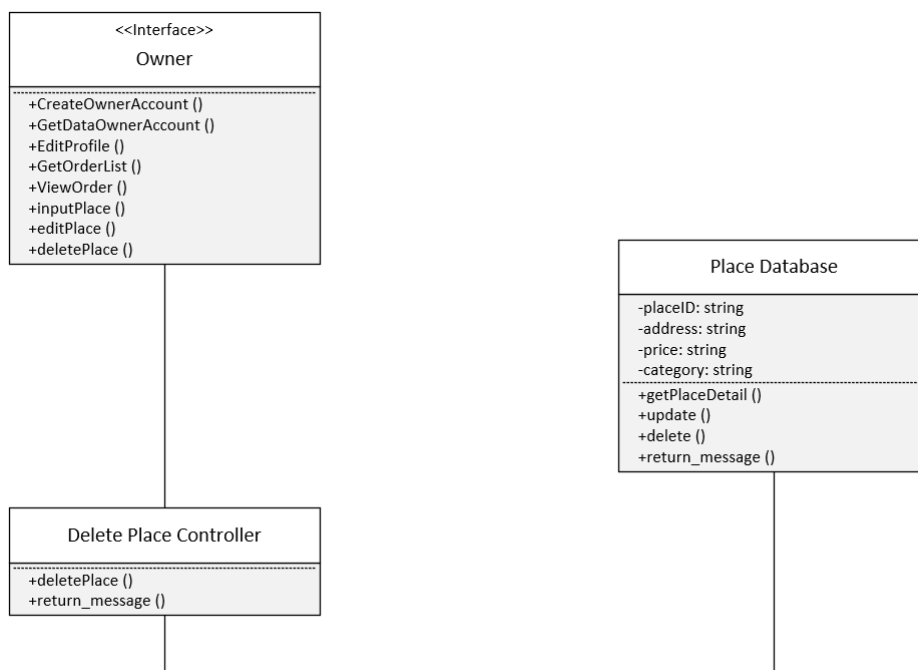
3.1.12.2 Sequence Diagram

Fig. 24 Delete Place Sequence Diagram



3.1.12.3 Class Diagram

Fig. 25 Delete Place Class Diagram



3.1.13 Use Case Manage Account

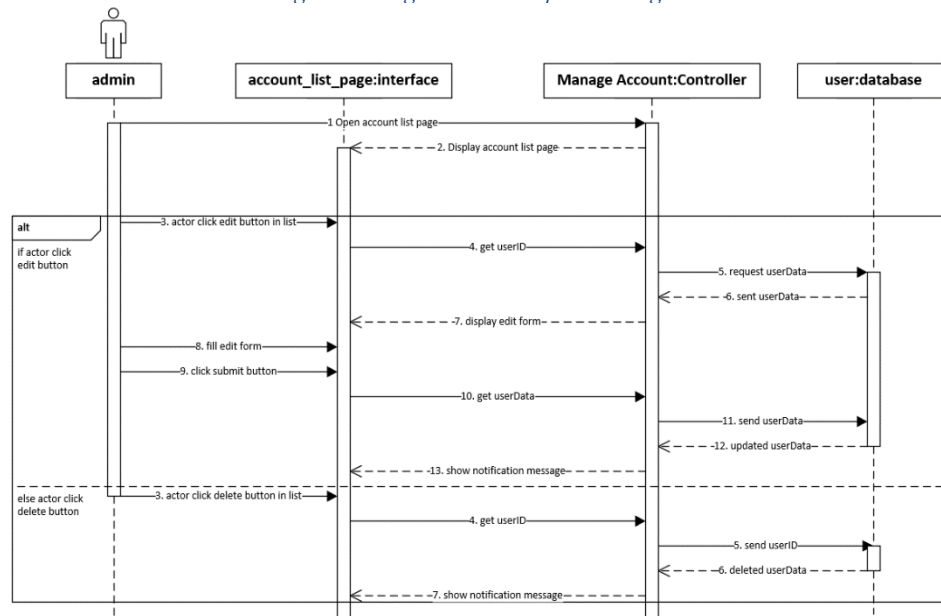
3.1.13.1 Class Identification

Table 14 Manage Account Class Identification

No	Design Class Name	Class Type
1.	Admin	Actor
2.	Account list page:interface	Interface
3.	Manage Account:controller	Controller
4.	User:database	database

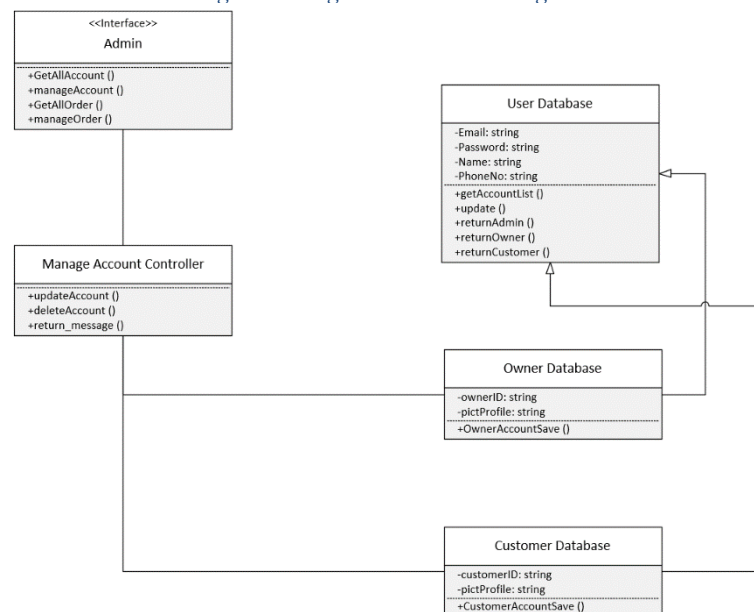
3.1.13.2 Sequence Diagram

Fig. 26 Manage Account Sequence Diagram



3.1.13.3 Class Diagram

Fig. 27 Manage Account Class Diagram



3.1.14 Use Case Manage Order

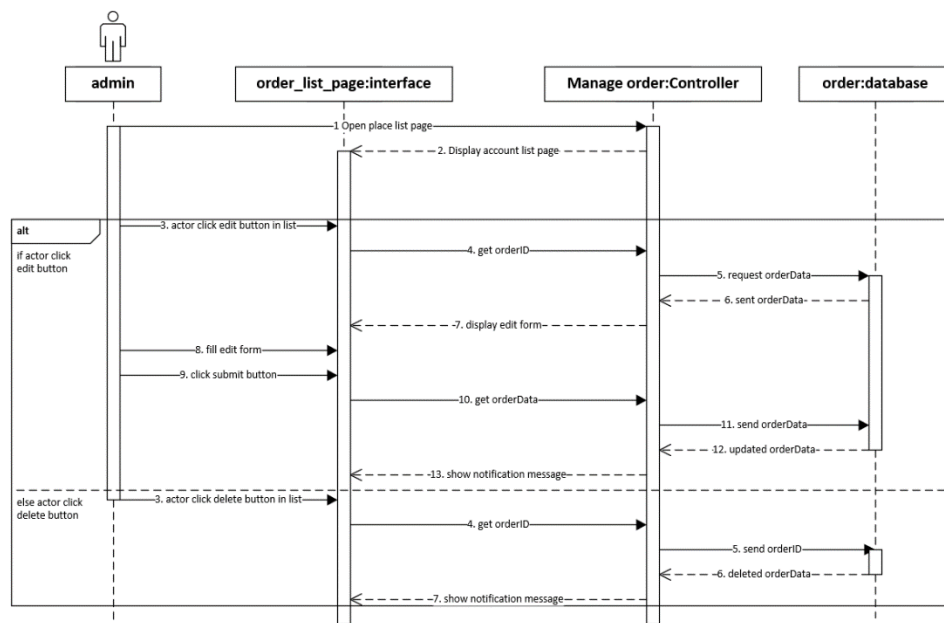
3.1.14.1 Class Identification

Table 15 Manage Order Class Identification

No	Design Class Name	Class Type
1.	Admin	Actor
2.	Account list page:interface	Interface
3.	Manage Account:controller	Controller
4.	User:database	database

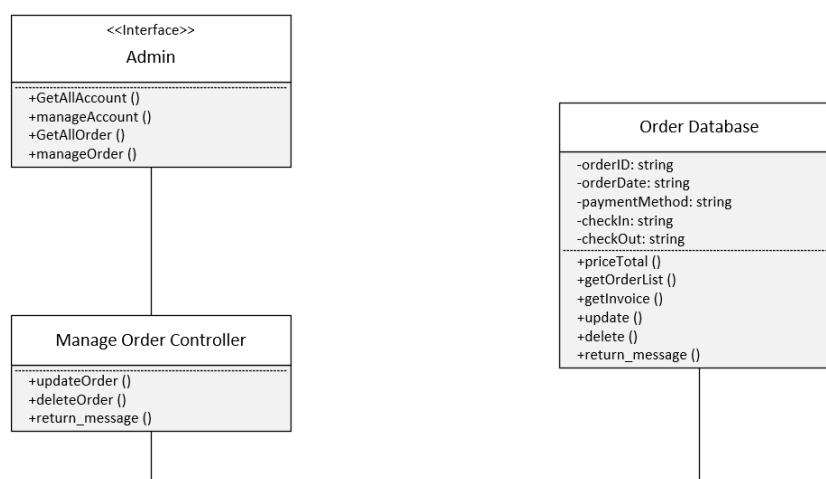
3.1.14.2 Sequence Diagram

Fig. 28 Manage Order Sequence Diagram



3.1.14.3 Class Diagram

Fig. 29 Manage Order Class Diagram



3.2 Design Class Detail

Table 16. Design Class Detail

No	Design Class Name	Related Analysis Class Name
1	Owner	Owner
2	Customer	Customer
3	Admin	Admin
4	User	User
5	Owner Database	Database
6	Customer Database	Database
7	Admin Database	Database
8	User Database	Database
9	Place Database	Database
10	Order Database	Database
11	Login Controller	Controller
12	Create Owner Account Controller	Controller
13	Create Customer Account Controller	Controller
14	View Homepage Controller	Controller
15	Logout Controller	Controller
16	Input Place Controller	Controller
17	Edit Place Controller	Controller
18	Delete Place Controller	Controller
19	View Place Info Controller	Controller
20	View Order Controller	Controller
21	Edit Profile Controller	Controller
22	Search Place Controller	Controller
23	Order Place Controller	Controller
24	Cancel Order Controller	Controller
25	Payment Controller	Controller
26	Manage Account Controller	Controller
27	Manage Order Controller	Controller

3.2.1 Owner Class

Table 17. Owner Class Operation Detail

Operation Name	Visibility (private, public)	Description
CreateOwnerAccount()	public	Create a new account for the owner and store it into the database
GetDataOwnerAccount()	public	Get owner account data from the database
EditProfile()	public	Change a profile of the account in the database
GetOrderList()	public	Get list of order that the owner gets from the database
ViewOrder()	public	View the order from the database
InputPlace()	public	Input place to be rented from the owner and store it into the database
EditPLace()	public	Change a profile of the place in the database
DeletePlace()	public	Delete a place from the database
Attribute Name	Visibility (private, public)	Type

3.2.2 Customer Class

Table 18. Customer Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>CreateCustomerAccount()</i>	<i>public</i>	<i>Create a new account for the customer and store it into the database</i>
<i>GetDataCustomerAccount()</i>	<i>public</i>	<i>Get customer account data from the database</i>
<i>EditProfile()</i>	<i>public</i>	<i>Change a profile of the account in the database</i>
<i>SearchPLace()</i>	<i>public</i>	<i>Search place to be rented from the database</i>
<i>ViewPlaceInfo()</i>	<i>public</i>	<i>View the info of the place from the database</i>
<i>OrderPlace()</i>	<i>public</i>	<i>Order a place and update the place to be reserved in the database</i>
<i>CancelOrder()</i>	<i>public</i>	<i>Cancel an order</i>
Attribute Name	Visibility (private, public)	Type

3.2.3 Admin Class

Table 19. Admin Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>GetAllAccount()</i>	<i>public</i>	<i>Get all the stored account from the database</i>
<i>ManageAccount()</i>	<i>public</i>	<i>Manage all the stored account from the database</i>
<i>GetAllOrder()</i>	<i>public</i>	<i>Get all the order that is made from the database</i>
<i>ManageOrder()</i>	<i>public</i>	<i>Manage all the order from the database</i>
Attribute Name	Visibility (private, public)	Type

3.2.4 User Class

Table 20. User Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>Login()</i>	<i>public</i>	<i>Login into an account</i>
<i>ViewHomepage()</i>	<i>public</i>	<i>View a homepage interface</i>
<i>GetData()</i>	<i>public</i>	<i>Get data from the database</i>
<i>Logout()</i>	<i>public</i>	<i>Logout from the account</i>
Attribute Name	Visibility (private, public)	Type

3.2.5 Owner Database Class

Table 21. Owner Database Class Operation Detail

<i>Operation Name</i>	<i>Visibility (private, public)</i>	<i>Description</i>
<i>OwnerAccountSave()</i>	<i>public</i>	<i>Save an owner account into the database</i>
<i>Attribute Name</i>	<i>Visibility (private, public)</i>	<i>Type</i>
<i>OwnerID</i>	<i>private</i>	<i>String</i>
<i>PictProfile</i>	<i>private</i>	<i>String</i>

3.2.6 Customer Database Class

Table 22. Customer Database Class Operation Detail

<i>Operation Name</i>	<i>Visibility (private, public)</i>	<i>Description</i>
<i>CustomerAccountSave()</i>	<i>public</i>	<i>Save a customer account into the database</i>
<i>Attribute Name</i>	<i>Visibility (private, public)</i>	<i>Type</i>
<i>CustomerID</i>	<i>private</i>	<i>String</i>
<i>PictProfile</i>	<i>private</i>	<i>String</i>

3.2.7 Admin Database Class

Table 23. Admin Database Class Operation Detail

<i>Operation Name</i>	<i>Visibility (private, public)</i>	<i>Description</i>
<i>Attribute Name</i>	<i>Visibility (private, public)</i>	<i>Type</i>
<i>AdminID</i>	<i>private</i>	<i>String</i>

3.2.8 User Database Class

Table 24. User Database Class Operation Detail

<i>Operation Name</i>	<i>Visibility (private, public)</i>	<i>Description</i>
<i>GetAccountList()</i>	<i>public</i>	<i>Get list of account in the database</i>
<i>Update()</i>	<i>public</i>	<i>Update the data in the database</i>
<i>ReturnAdmin()</i>	<i>public</i>	<i>Return the admin data</i>
<i>ReturnCustomer()</i>	<i>public</i>	<i>Return the customer data</i>
<i>ReturnOwner()</i>	<i>public</i>	<i>Return the owner data</i>
<i>Attribute Name</i>	<i>Visibility (private, public)</i>	<i>Type</i>
<i>Email</i>	<i>private</i>	<i>String</i>
<i>Password</i>	<i>private</i>	<i>String</i>
<i>Name</i>	<i>private</i>	<i>String</i>
<i>PhoneNo</i>	<i>private</i>	<i>String</i>

3.2.9 Place Database Class

Table 25. Place Database Class Operation Detail

<i>Operation Name</i>	<i>Visibility</i>	<i>Description</i>
-----------------------	-------------------	--------------------

	(private, public)	
<i>GetPlaceDetail()</i>	<i>public</i>	<i>Get the detail of the place in the database</i>
<i>Update()</i>	<i>public</i>	<i>Update the data of the place in the database</i>
<i>Delete()</i>	<i>public</i>	<i>Delete the data of the place in the database</i>
<i>Return Message()</i>	<i>public</i>	<i>Return a message</i>
Attribute Name	Visibility (private, public)	Type
<i>PlaceID</i>	<i>private</i>	<i>String</i>
<i>Address</i>	<i>private</i>	<i>String</i>
<i>Price</i>	<i>private</i>	<i>String</i>
<i>Category</i>	<i>private</i>	<i>String</i>

3.2.10 Order Database Class

Table 26. Order Database Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>PriceTotal()</i>	<i>public</i>	<i>Get the total price of the order in the database</i>
<i>GetOrderList()</i>	<i>public</i>	<i>Get the order list in the database</i>
<i>GetInvoice()</i>	<i>public</i>	<i>Get invoice of the order</i>
<i>Update()</i>	<i>public</i>	<i>Update the data of order in the database</i>
<i>Delete()</i>	<i>public</i>	<i>Delete the data of the order</i>
<i>Return Message</i>	<i>public</i>	<i>Return a message</i>
Attribute Name	Visibility (private, public)	Type
<i>OrderID</i>	<i>private</i>	<i>String</i>
<i>OrderDate</i>	<i>private</i>	<i>String</i>
<i>PaymentMethod</i>	<i>private</i>	<i>String</i>
<i>CheckIn</i>	<i>private</i>	<i>String</i>
<i>CheckOut</i>	<i>private</i>	<i>String</i>

3.2.11 Login Controller Class

Table 27. Login Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>ValidateAdmin</i>	<i>public</i>	<i>Validate the admin account from the database</i>
<i>ValidateOwner</i>	<i>public</i>	<i>Validate the owner account from the database</i>
<i>ValidateCustomer</i>	<i>public</i>	<i>Validate the owner account from the database</i>
<i>ReturnData</i>	<i>public</i>	<i>Return the data from the database</i>
Attribute Name	Visibility (private, public)	Type

3.2.12 Create Owner Account Controller Class

Table 28. Create Owner Account Controller Class Operation Detail

Operation Name	Visibility	Description
-----------------------	-------------------	--------------------

	(private, public)	
<i>SaveCustomerAccount()</i>	<i>public</i>	<i>Save owner account into the database</i>
<i>CustomerAccountSave_Message()</i>	<i>public</i>	<i>Return a message of the saved account</i>
Attribute Name	Visibility (private, public)	Type

3.2.13 Create Customer Account Controller Class

Table 29. Create Customer Account Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>SaveOwnerAccount()</i>	<i>public</i>	<i>Save customerCccount into the database</i>
<i>OwnerAccountSave_Message()</i>	<i>public</i>	<i>Return a message of the saved account</i>
Attribute Name	Visibility (private, public)	Type

3.2.14 View Homepage Controller Class

Table 30. View Homepage Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>ViewHomepageDetail()</i>	<i>public</i>	<i>View the detail of the homepage</i>
<i>DisplayHomepage()</i>	<i>public</i>	<i>Display the homepage interface</i>
Attribute Name	Visibility (private, public)	Type

3.2.15 Logout Controller Class

Table 31. Logout Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>Logout_Message</i>	<i>public</i>	<i>Return a message of a logged out account</i>
Attribute Name	Visibility (private, public)	Type

3.2.16 Input Place Controller Class

Table 32. Input Place Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>SavePlace()</i>	<i>public</i>	<i>Save a place that is inputted into the database</i>
<i>Return_Message</i>	<i>public</i>	<i>Return a message</i>
Attribute Name	Visibility (private, public)	Type

3.2.17 Edit Place Controller Class

Table 33. Edit Place Controller Class Operation Detail

<i>Operation Name</i>	<i>Visibility (private, public)</i>	<i>Description</i>
<i>UpdatePlace()</i>	<i>public</i>	<i>Update the place info into the database</i>
<i>Return Message</i>	<i>public</i>	<i>Return a message</i>
<i>Attribute Name</i>	<i>Visibility (private, public)</i>	<i>Type</i>

3.2.18 Delete Place Controller Class

Table 34. Delete Place Controller Class Operation Detail

<i>Operation Name</i>	<i>Visibility (private, public)</i>	<i>Description</i>
<i>DeletePlace()</i>	<i>public</i>	<i>Delete a place from the database</i>
<i>Return Message</i>	<i>public</i>	<i>Return a message</i>
<i>Attribute Name</i>	<i>Visibility (private, public)</i>	<i>Type</i>

3.2.19 View Place Info Controller Class

Table 35. View Place Info Controller Class Operation Detail

<i>Operation Name</i>	<i>Visibility (private, public)</i>	<i>Description</i>
<i>GetDataPlace()</i>	<i>public</i>	<i>Get the data of the place from the database</i>
<i>DisplayHomepage()</i>	<i>public</i>	<i>Display the homepage of the place info</i>
<i>Attribute Name</i>	<i>Visibility (private, public)</i>	<i>Type</i>

3.2.20 View Order Controller Class

Table 36. View Order Controller Class Operation Detail

<i>Operation Name</i>	<i>Visibility (private, public)</i>	<i>Description</i>
<i>GetDataOrder()</i>	<i>public</i>	<i>Get the order data from the database</i>
<i>DisplayOrderList()</i>	<i>public</i>	<i>Display the order data from the database into the list</i>
<i>Attribute Name</i>	<i>Visibility (private, public)</i>	<i>Type</i>

3.2.21 Edit Profile Controller Class

Table 37. Edit Profile Controller Class Operation Detail

<i>Operation Name</i>	<i>Visibility (private, public)</i>	<i>Description</i>
<i>UpdateAccount()</i>	<i>public</i>	<i>Update the account into the database</i>

<i>Return Message</i>	<i>public</i>	<i>Return a message</i>
Attribute Name	Visibility (private, public)	Type

3.2.22 Search Place Controller Class

Table 38. Search Place Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>GetDataPlace()</i>	<i>public</i>	<i>Get the place data from the database</i>
<i>DisplayHomepage()</i>	<i>public</i>	<i>Display the homepage containing the place of search</i>
Attribute Name	Visibility (private, public)	Type

3.2.23 Order Place Controller Class

Table 39. Order Place Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>GetDataPlace()</i>	<i>public</i>	<i>Get the place data from the database</i>
<i>DisplayHomepage()</i>	<i>public</i>	<i>Display the homepage of the order</i>
Attribute Name	Visibility (private, public)	Type

3.2.24 Cancel Order Controller Class

Table 40. Cancel Order Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>GetOrderDetail()</i>	<i>public</i>	<i>Get the order detail from the database</i>
<i>OrderCancel()</i>	<i>public</i>	<i>Cancel an order</i>
<i>OrderCancel_Message()</i>	<i>public</i>	<i>Return a message of a cancelled order</i>
Attribute Name	Visibility (private, public)	Type

3.2.25 Payment Controller Class

Table 41. Payment Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>GetPaymentDetail()</i>	<i>public</i>	<i>Get the detail of payment from the order</i>
<i>CalculatePriceTotal()</i>	<i>public</i>	<i>Calculate the total price of the order</i>
Attribute Name	Visibility (private, public)	Type

3.2.26 Manage Account Controller Class

Table 42. Manage Account Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>UpdateAccount()</i>	<i>public</i>	<i>Update an account data into the database</i>
<i>DeleteAccount()</i>	<i>public</i>	<i>Delete an account data from the database</i>
<i>Return Message()</i>	<i>public</i>	<i>Return a message</i>
Attribute Name	Visibility (private, public)	Type

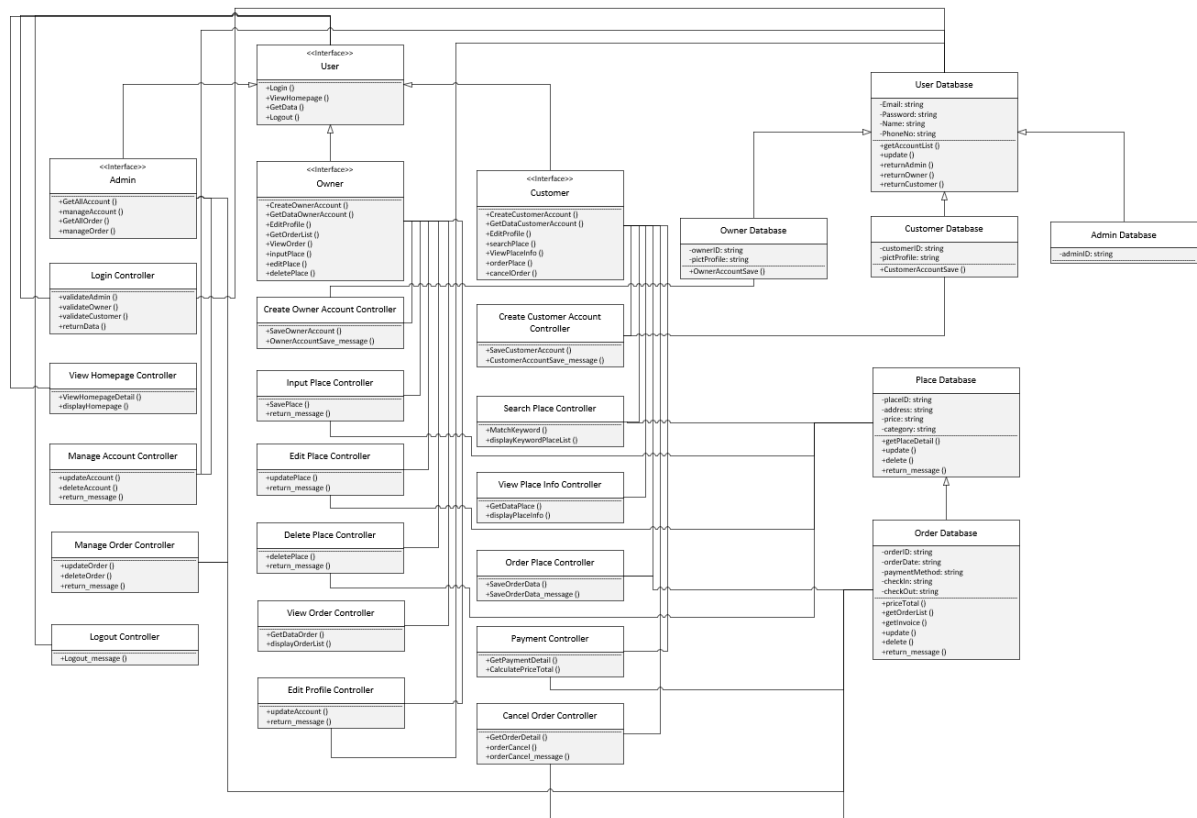
3.2.27 Manage Order Controller Class

Table 43. Manage Order Controller Class Operation Detail

Operation Name	Visibility (private, public)	Description
<i>UpdateOrder()</i>	<i>public</i>	<i>Update the order from the database</i>
<i>DeleteOrder()</i>	<i>public</i>	<i>Delete an order from the database</i>
<i>Return Message</i>	<i>public</i>	<i>Return a message</i>
Attribute Name	Visibility (private, public)	Type

3.3 Overall Class Diagram

Fig. 30 Overall Class Diagram



3.4 Algorithm/Query

A. Algorithm for Class Admin, Customer, Owner

Class Name : Owner, Customer, Admin

Operation : Login

Algorithm : (Algo-001)

```

Email = input
Password = input
If (Select * from Admin where email=Email and password=Password) then
begin
Session = login_admin
Show AdminHomepage
end
Else if (Select * from Owner where email=Email and password=Password)
then
begin
Session = login_Owner
Show OwnerHomepage
end
Else if (Select * from Customer where email=Email and password=Password) then
begin
Session = login_Customer
Show CustomerHomepage
end
Else
Output("email or password doesn't match/doesn't exist")
End if
  
```

Query :

Table 44. Query for Class Admin, Customer, and Owner

No Query	Query	Explanation
Q-001	Select * from Admin where email=Email and password=Password	Finding email and password from user's input in table Admin
Q-002	Select * from Owner where email=Email and password=Password	Finding email and password from User input in table Owner
Q-003	Select * from Customer where email=Email and password=Password	Finding email and password from user's input in table Customer

B. Algorithm for Class Owner

Class Name : Owner, input place

Operation Name : Input data place

Algorithm : (Algo-003)

Input place

id, name, size, date, price, category

idinp= input

nameinp: input

Sizeinp: input

addressinp: input

priceinp: input

insert into Place values(id, name, size, address, price);

Query :

Table 45. Query for Class Owner

No Query	Query	Description
Q-004	insert into Place values(placeId, placeName, size, address, category, price);	Input the data into table Place in database

C. Algorithm for Class Owner

Class Name : Owner, input, edit, delete, place

Operation Name : Input data place, edit data place, delete place

Algorithm : (Algo-004)

Edit data place

idinp= input

if (Select * from Place where id = idinp) then

idinp= input

nameinp: input

Sizeinp: input

addressinp: input

priceinp: input

update Place set name=nameinp, size=sizeinp, address=addressinp, price=priceinp where id=idinp;

Delete place

idInp = input

Delete *from Place where id=idInp;

Query :

Table 46. Query for Class Owner

No Query	Query	Description
----------	-------	-------------

Q-005	Select * from Place where id = idinp	Checking if the place exist in the place database.
Q-006	update place set placeName=placeNameInp, size=sizeInp, address=addressInp, price=priceInp, date=dateInp where id=idInp;	Change the value of the data in Product Table based on the input
Q-007	delete from place where id=idInp;	Delete data in Product Table based on the input

D. Algorithm for Class Customer

Class Name : Customer, Search, Order place

Operation Name : Input place, edit place, delete place

Algorithm : (Algo-004)

Search place

keyword = input

If(Select * From Place Where name like '%\$keyword' OR address like %keyword% OR category=categoryinp)

then

Select * From Place Where name like '%\$keyword' OR address like %keyword% OR category=categoryinp

Else

Output "Place not found"

View Place

idInp = input

select * from Place where placeId=idInp

Order Place

orderId, orderDate, checkIn, checkOut, paymentMethod, status

orderId=input

orderDate=input

checkIn=input

checkOut=input

paymentMethod=input

insert into Order values(orderId, orderDate, checkIn, checkOut, paymentMethod);

Cancel Order

idinp= input

if (Select * from Order where orderId = orderIdinp)

then

orderIdinp=input

status=input

update Order set status where orderId = ordIdinp

Query :

Table 47. Query for Class Customer

No Query	Query	Description
Q-008	Select * From Place Where name like '%\$keyword' OR address like %keyword% OR category= categoryinp	Display the Place data that match the keyword or category from table Place in database
Q-009	select * from Place where	Display the Place that match with

	<i>placeId=idInp</i>	<i>orderID from Order place in database</i>
<i>Q-010</i>	<i>insert into Order values(orderId, orderDate, checkIn, checkOut, paymentMethod)</i>	<i>Input the Order data into table Order in database</i>
<i>Q-011</i>	<i>update Order set status where orderId = ordeIdinp</i>	<i>Update Order data into table Order in database</i>

E. Algorithm for Class Admin

Class Name : Customer, Search, Order place Operation

Name : Display account, Order List

Algorithm : (Algo-005)

Update account

*if (Select *from Customer where Customer_id = Customer_id != null) then*

Customer_nameinp: input

Emailinp: input

Phoneinp: input

Usernameinp: input

Passwordinp: input

Addressinp: input

update Customer set e Customer_name=Customer_nameinp, Email=Emailinp, Phone=Phoneinp, Username=Usernameinp, Password=Passwordinp, Adress = Adressinp where Customer_id=Customet_idinp;

*Else if(Select *from Owner where Owner_id = Owner_id != null)then*

Owner_nameinp: input

Emailinp: input

Phoneinp: input

Usernameinp: input

Passwordinp: input

Addressinp: input

update Owner set e Owner_name=Owner_nameinp, Email=Emailinp, Phone=Phoneinp, Username=Usernameinp, Password=Passwordinp, Adress = Adressinp where Owner_id=Owner_idinp;

End.

Delete account

Idinp=input

*if (Select *from Customer where Customer_id = idinp !=null)then*

*Delete *from Customer where Customer_id=Customer_idinp;*

*Else if(Select *from Owner where Owner_id = idinp != null)then*

*Delete *from Owner where Owner_id=Owner_ididinp;*

End.

Query :

Table 48. Query for Class Admin

<i>No Query</i>	<i>Query</i>	<i>Description</i>
-----------------	--------------	--------------------

<i>Q-012</i>	<i>Select *from Customer where Customer_id = Customer_id != null</i>	<i>Find the account of the customer in the Customer table base on the customer id.</i>
<i>Q-013</i>	<i>update Customer set e Customer_name=Customer_name inp, Email=Emailinp, Phone=Phoneinp, Username=Usernameinp, Password=Passwordinp, Adress = Adressinp where Customer id=Customet idinp;</i>	<i>Change the value of the data in Customer Table based on the input.</i>
<i>Q-013</i>	<i>Select *from Owner where Owner_id = Owner_id != null</i>	<i>Find the account of the Owener in theOwner table base on the customer id.</i>
<i>Q-014</i>	<i>update Owner set e Owner_name=Owner_nameinp, Email=Emailinp, Phone=Phoneinp, Username=Usernameinp, Password=Passwordinp, Adress = Adressinp where Owner id=Owner idinp; End.</i>	<i>Change the value of the data in Owner Table based on the input.</i>
<i>Q-015</i>	<i>Delete *from Customer where Customer id=Customer idinp;</i>	<i>Delete the data form Customer table base on the input</i>
<i>Q-016</i>	<i>Delete *from Owner where Owner id=Owner ididinp;</i>	<i>Delete the data from Owner base on the input.</i>

3.5 Design

A. Interface: Homepage

Fig. 31 Homepage Interface Design

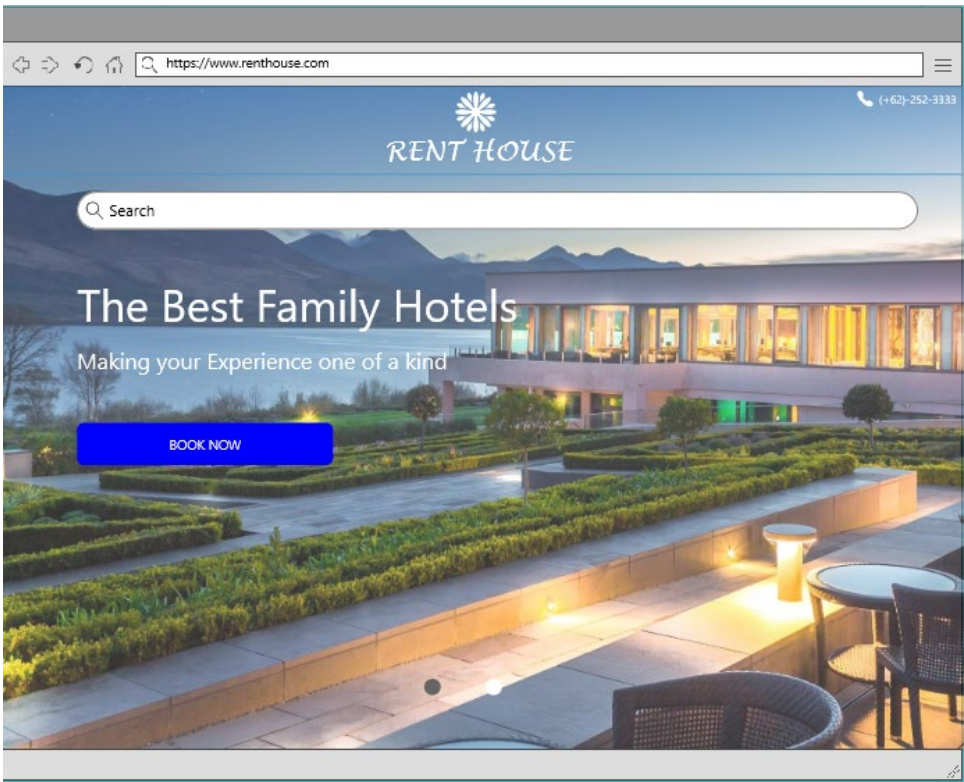


Table 49 Homepage Navigation

Object_id	Type	Name	Description
BTN9	Button	Book Now	If clicked, it will go to the search place interface
TXS13	Text Input	Search	Fill the text with keywords

B. Interface: Registration Page

Fig. 32 Registration Page Interface Design

The screenshot displays the registration page of a website named 'RENT HOUSE'. The page has a header with the logo and navigation links for 'Home' and 'Login'. The main heading is 'Sign Up'. Below this, there are five input fields: 'First Name', 'Last Name', 'E-mail', 'Password', and 'Re-Password'. Each field has a corresponding icon (person, envelope, and lock respectively). Below the fields is a checkbox labeled 'I have read and agree to the Terms of Use and Privacy Policy'. A large blue 'Sign Up' button is positioned below the checkbox. At the bottom, there is a link 'Log In' for users who already have an account.

Table 50 Registration Page Navigation

Object id	Type	Name	Description
TXS1	Text Input	First Name	Fill the text box with user first name
TXS2	Text Input	Last Name	Fill the text box with user last name
TXS3	Text Input	E-mail	Fill the text box with user email
TXS4	Text Input	Password	Fill the text box with user's password
TXS4	Text Input	Re-Password	Fill the text box with user's password
UPL1	Button	Choose File	If clicked, user can choose file he wants to upload
NAV1	Button	Home	If clicked, it will go to homepage.
NAV2	Button	Login	If clicked, it will go to login page
TXS7	Button	Sign up	If clicked and the data entered is valid, it will go to homepage after login based on the role. If not valid, it will go back to login page.ccount
TXF1	Text Field	Login	If clicked, it will go to login page.

C. Interface: Login Page

Fig. 33 Login Page Interface Design

The screenshot displays the login interface for 'RENT HOUSE'. At the top, there's a navigation bar with the logo and links for 'Home' and 'Login'. The main heading is 'Login'. Below it, there are two input fields: 'E-mail' with a placeholder 'Email address' and 'Password' with a placeholder 'Password'. A checkbox labeled 'Remember me' is present, along with a link for 'Forgot password?'. A prominent blue button labeled 'Login' is centered below the inputs. At the bottom, there's a link for 'Don't have account ? Sign up'.

Table 51 Login Page Navigation

Object_id	Type	Name	Description
TXS3	Text Input	E-mail	Fill the text box with user's email
TXS4	Text Input	Password	Fill the text box with user's password
BTN3	Button	Login	If clicked and the data entered is valid, it will go to homepage after login based on the role. If not valid, it will go back to login page.
NAV1	Button	Home	If clicked, it will go to homepage.
NAV2	Button	Login	If clicked, it will go to login page.
TXS6	Button	Forgot Password	If clicked, it will go to forgot password page.
TXF2	Text Field	Sign up	If clicked, it will go to registration page.

D. Interface: Input Place Page

Fig. 34 Input place Page Interface Design

Table 52 Input Place Page Navigation

Object_id	Type	Name	Description
TXS8	Text Input	Name	Fill the text box with place name
BTN4	Button	Category	If clicked, user can choose the category of the place
BTN5	Button	Location	If clicked, user can choose the location of the place
BTN6	Button	Hours	If clicked, user can choose the open time of the place
TXS9	Text Input	Contact	Fill the text box with phone number
TXS10	Text Input	Website	Fill the text box with the user's website
BTN7	Button	Opening date	If clicked, user can choose the opening date of the place
UPL2	Button	Add a photo	If clicked, user can upload a photo
BTN8	Button	Submit	If clicked, the data will be inputted

E. Interface: Order Place Page

Fig. 35 Order Place Page Interface Design

The screenshot shows a web browser window with the URL https://www.renthouse.com/order_place. The page features a header with the 'RENT HOUSE' logo and links to 'Home' and 'Login'. The main heading is 'Order Place'. The form contains the following elements:

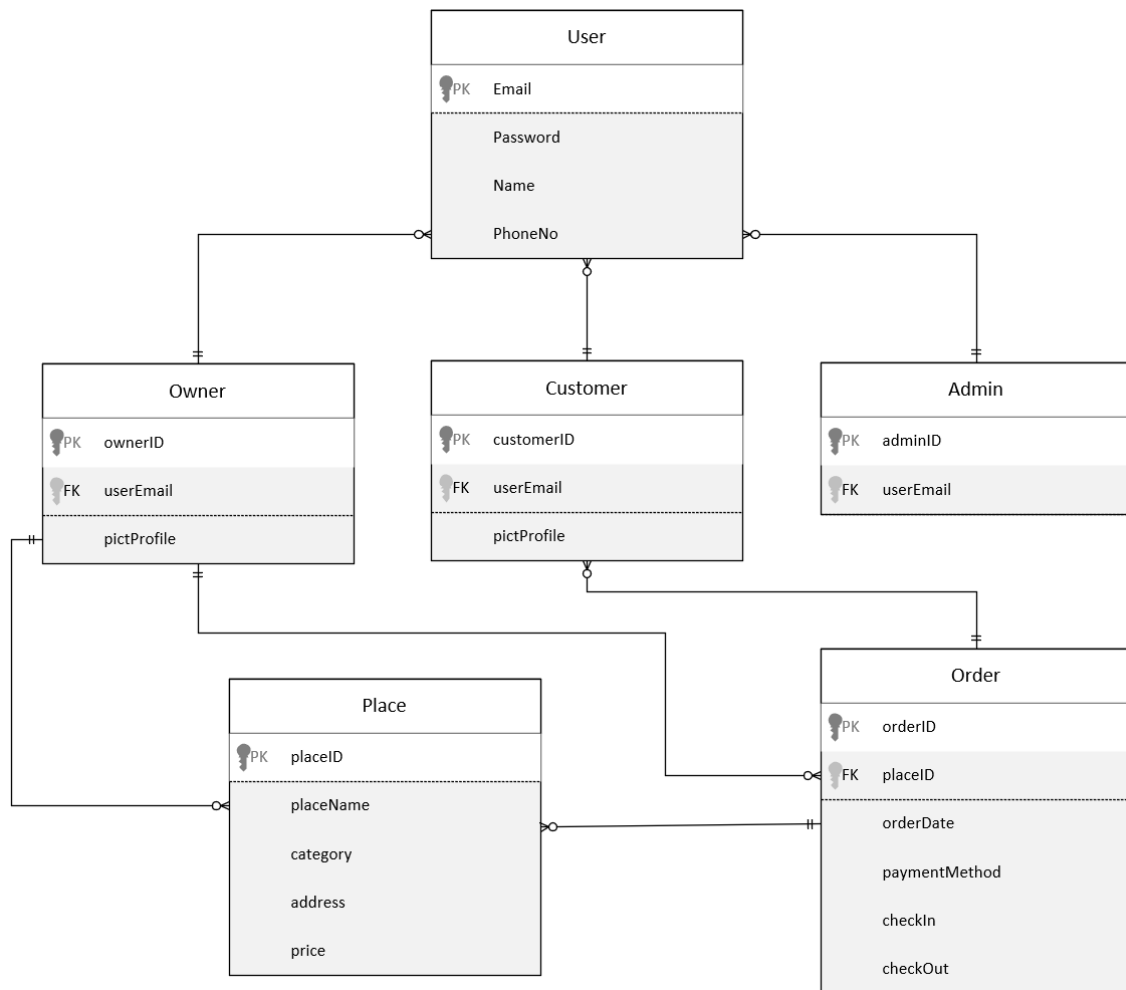
- Name:** A text input field with a blue 'Calendar' button to its right.
- No.KTP:** A text input field.
- Address:** A larger text input field.
- Room Type:** A dropdown menu.
- Total:** A text input field.
- Date of Check in:** Three dropdown menus for Day, Month, and Year.
- Date of Check out:** Three dropdown menus for Day, Month, and Year.
- Telephone:** A text input field.
- Submit:** A large blue button at the bottom center.

Table 53 Order Place Page Navigation

Object id	Type	Name	Description
TXS11	Text Input	Name	Fill the text box with user's name
TXS12	Text Input	No. KTP	Fill the text box with user's ID number
TF1	Text Field	Address	Fill the text field with user's address
DP1	Dropdown	Room type	If clicked, user can choose the type of room that is available
BTN9	Button	Total	If clicked, user can choose how many rooms to rent
DP2	Dropdown	Day	If clicked, user can choose the day to rent begin
DP3	Dropdown	Month	If clicked, user can choose the month to rent begin
DP4	Dropdown	Year	If clicked, user can choose the year to rent begin
DP5	Dropdown	Day	If clicked, user can choose the day to rent ended
DP6	Dropdown	Month	If clicked, user can choose the month to rent ended
DP7	Dropdown	Year	If clicked, user can choose the year to rent ended
TXS9	Text Input	Telephone	Fill the text box with the user telephone
BTN10	Button	Calendar	If clicked, user can see the calendar
BTN8	Button	Submit	If clicked, the data will be inputted

3.6 Design of Class Persistence Representation

Fig. 36 Design of Class Persistence Representation



4 Usability Matrix

Table 54 Usability Matrix List

Requirement	Related Usecase	Class
FR-01	Create Account	Owner, Customer, User Database, CreateOwnerAccount Controller, CreateCustomerAccount Controller
FR-02	Login	Admin, Owner, Customer, User Database, Login Controller
FR-03	Manage Place	Owner, Place database, Insert Place Controller, Edit Place Controller, Delete Place Controller
FR-04	Order Place	Customer, Order Database, Place Database, Order Place Controller
FR-05	Cancel Order	Customer, Order Database, Cancel Order Controller, View Order Controller
FR-06	Payment	Customer, Order Database, Checkout Controller
FR-07	Manage Account	Admin, Account Database, Manage Account Controller
FR-08	Manage Order	Admin, Order Database. Manage Order Controller