

ParkFinder  
Software Requirements Document  
SE 3A04

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March 4, 2016

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# 1 Introduction

## 1.1 Purpose

The purpose of this Design Document is to provide a description for the design of the Park Finder app. The description of the design will allow anyone who will be involved in the development of the system to proceed with an understanding of what is to be built and how it is expected to built. The Design Document provides information about a description of the details for the software and the system to be built.

## 1.2 System Description

## 1.3 Overview

The rest of this document will contain diagrams and information that will describe the details for the software system being build. This will include a use case diagram, an analysis class diagram, a description of the architectural design, and CRC cards for all identified classes. The Design Document is divided into 5 sections with various subsections.

The sections of the Design Document are organized as follows:

- 1 Introduction
- 2 Use Case Diagram
- 3 Analysis Class Diagram
- 4 Architectural Design
- 5 Class Responsibility Collaboration Cards

# 2 Use Case Diagram

- a) **Search for parks:** The user searches for parks. This is accomplished by consulting experts based on which park attributes were selected by the user.
- b) **Browse park's listing** User browses a list of parks, this list can either be the result of a previous search action or a default list (all parks).
- c) **Select park(s):** User selects a park or several parks from the list they were browsing, this displays addition park information to the user as well as the park(s) on a map if desired.
- d) **Request nearest 5 parks:** User requests the five nearest parks to their current location. *should request nearest 5 parks be linked to browse park listing?*
- e) **Swap or remove expert:** A developer attempts to swap or remove an expert from the system, the system requires authorization from a manager for the change to occur.
- f) **Authorize expert modification:** *is this a use case? or part of the swap/remove use case?*

# 3 Analysis Class Diagram

# 4 Architectural Design

## 4.1 System Architecture

## 4.2 Subsystems

# 5 Class Responsibility Collaboration (CRC) Cards

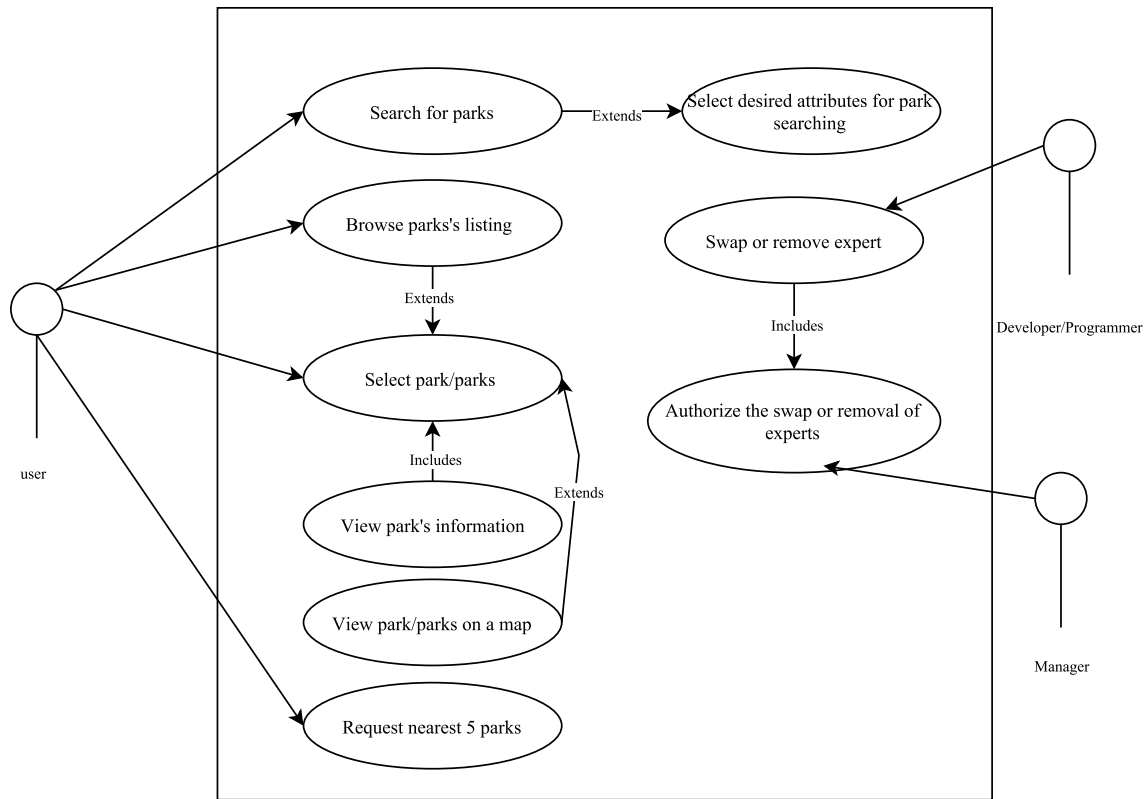


Figure 1: Use Case Diagram

## A Division of Labour

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## IMPORTANT NOTES

- Please document any non-standard notations that you may have used
  - *Rule of Thumb*: if you feel there is any doubt surrounding the meaning of your notations, document them
- Some diagrams may be difficult to fit into one page
  - It is OK if the text is small but please ensure that it is readable when printed
  - If you need to break a diagram onto multiple pages, please adopt a system of doing so and thoroughly explain how it can be reconnected from one page to the next; if you are unsure about this, please ask about it
- Please submit the latest version of Deliverable 1 with Deliverable 2
  - It does not have to be a freshly printed version; the latest marked version is OK
- If you do NOT have a Division of Labour sheet, your deliverable will NOT be marked