Cairo University  
Faculty of Computers and Information

**CS251**

**Software Engineering I**

**E \_ Website**

Software Requirements Specifications

Team Leader

**Mohamed K Amer**

Month & Year

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# Team

|  |  |
| --- | --- |
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| 20140209 | **Laila Barakat Mohamed** |

# Document Purpose and Audience

## This document is written by us to inform our audience about the static structure of our product, which can be class diagram and also the Interaction structure which describe the behavior inside our software model which can be sequence diagram also how our website can achieve the purpose that it has been developed for it.

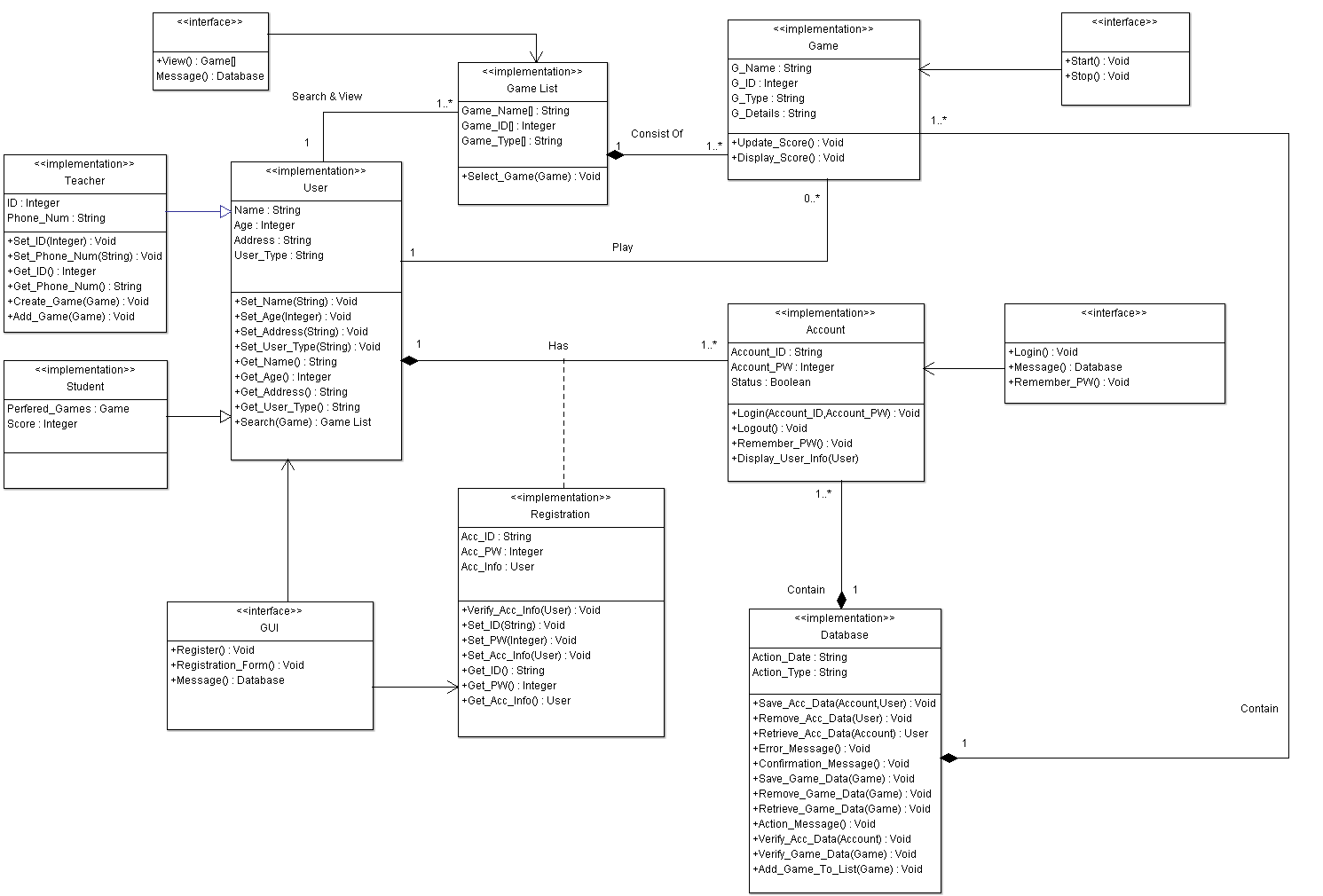
It is intended to help developers and programmers to implement the product and the testers to test it; also it is the basis for agreement and contract with our developers.

**Our audience will be:**

* **Developers**
* **Software Engineers**
* **Designers**
* **Programmers**
* **Testers**

# System Models

## I. Class diagrams



| **Class ID** | **Class Name** | **Description & Responsibility** |
| --- | --- | --- |
| **1** | **User** | **A parent class that contains all of attributes and methods that hold all information about Users that using our system.** |
| **2** | **Teacher** | **A child class extends from class user hold all attributes and special methods for user (teacher).** |
| **3** | **Student** | **A child class extends from class user hold all attributes and methods that user (student) can perform.** |
| **4** | **Registration** | **A class that represents all attributes and methods that belong to registration process.** |
| **5** | **Account** | **A class that holds all information about user’s accounts on the system also it is a strong part of any user on the system.** |
| **6** | **Game** | **A class holds all attributes and methods that identify each game on the system also help users to play any game.** |
| **7** | **Game List** | **A class that represents a collection of games each type belongs to a list on the database.** |
| **8** | **Database** | **This class holds action attributes and some methods that control the processes on the system classes, save data, retrieve data and delete data.** |
| **9** | **GUI** | **An interface class holds message methods and forms.** |

## II. Sequence diagrams

* **Registration (SD)**

### C:\Users\DesTrUcTioN\Desktop\New folder (3)\CS251-SE2016-TA. Omar Khaled-20130194-SRS-Template-v2.0-Mohamed Khaled Mohamed Amer\Sequence Diagram (Registration).gif

* **Add Game (SD)**

### C:\Users\DesTrUcTioN\Desktop\New folder (3)\CS251-SE2016-TA. Omar Khaled-20130194-SRS-Template-v2.0-Mohamed Khaled Mohamed Amer\Sequence Diagram (Add Game).gif

### Play Game (SD)

### C:\Users\DesTrUcTioN\Desktop\New folder (3)\CS251-SE2016-TA. Omar Khaled-20130194-SRS-Template-v2.0-Mohamed Khaled Mohamed Amer\Sequence Diagram (Play Game).gif

### Class - Sequence Usage Table

|  |  |
| --- | --- |
| **Registration** | **1** |
| **Add Game** | **2** |
| **Play Game** | **3** |

| **Class Name** | **Sequence Diagrams** | **Overall used methods** |
| --- | --- | --- |
| **Account** | **2,3** | **Login(Account\_ID,Account\_PW), Message()** |
| **Registration** | **1** | **Verify\_acc\_Info(User), Register(), Registration\_Form(), Set\_Acc\_Info(User), Set\_ID(String), Set\_PW(Integer), Message()** |
| **User(Teacher)** | **1,2** | **Create\_Game(Game), Add\_Game(Game)** |
| **User(Student)** | **1,3** | **Login(Account\_ID,Account\_PW), Search(Game)** |
| **Game List** | **2,3** | **View(), Message(), Select\_Game(Game)** |
| **Game** | **3** | **Start()** |
| **Database** | **1,2,3** | **Verify\_Acc\_Info(), Save\_Acc\_data(), Confirmation\_Massage(), Error\_Massage(), verify\_Game\_Data(), Save\_Game\_Data(), Add\_Game\_To\_List(), etc** |

# 

# Ownership Report

|  |  |
| --- | --- |
| ***Item*** | ***Owners*** |
| *All* | *Mohamed K Amer* |
| *All* | *Omnia Shawky Abdullah* |
| *All* | *Laila Barakat Mohamed* |
| *All* | *Raja Rabie El-Fauomy* |

Find us on Github.com

# Policy Regarding Plagiarism

**Students have collective ownership and responsibility of their project. Any violation of academic honesty will have severe consequences and punishment for ALL team members.**

1. تشجع الكلية على مناقشة الأفكار و تبادل المعلومات و مناقشات الطلاب حيث يعتبر هذا جوهريا لعملية تعليمية سليمة
2. ساعد زملاءك على قدر ما تستطيع و حل لهم مشاكلهم فى الكود و لكن تبادل الحلول غير مقبول و يعتبر غشا.
3. أى حل يتشابه مع أى حل آخر بدرجة تقطع بأنهما منقولان من نفس المصدر سيعتبر أن صاحبيهما قد قاما بالغش.
4. قد توجد على النت برامج مشابهة لما نكتبه هنا أى نسخ من على النت يعتبر غشا يحاسب عليه صاحبه.
5. إذا لم تكن متأكدا أن فعلا ما يعد غشا فلتسأل المعيد أو أستاذ المادة.
6. فى حالة ثبوت الغش سيأخذ الطالب سالب درجة المسألة ، و فى حالة تكرار الغش سيرسب الطالب فى المقرر.

# References

* http://www.mhhe.com/engcs/compsci/pressman/graphics/Pressman5sepa/common/cs1/design.pdf

# Authors

* Dr. Amr Kamel, TA.Ragia Abu El-Fadel and TA. Omar Khaled (Edited by Mohamed K Amer)