

CS251 – Software Engineering I

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CS251: Phase 2 - Team Name

Project: <Project Name>

Software Design Specification

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Instructions [To be removed]

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Document Purpose and Audience

This document describes the software requirements and specifications for an events social Network. The document will be used in the design, implementation and management of the site.

The intended audience of this document are the project owner and the developers.

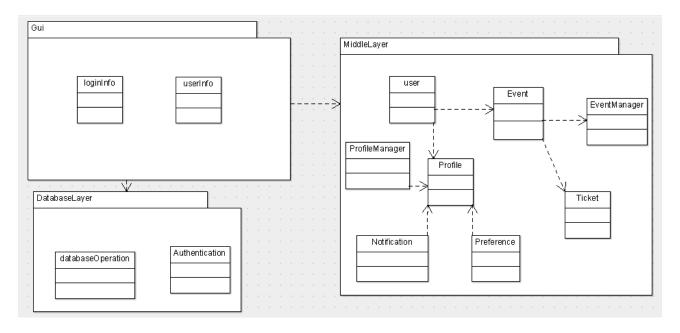
System Models

System Decomposition



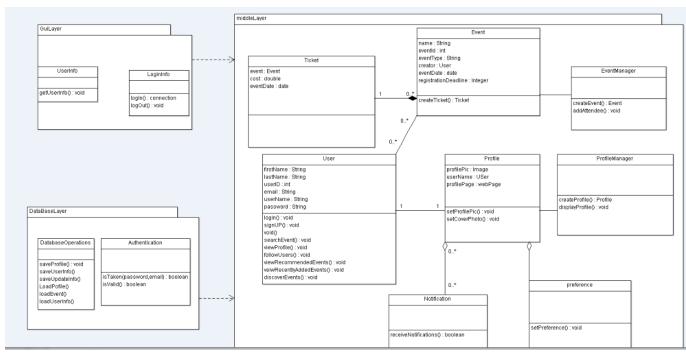


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Class diagrams

We have attached the argoUML diagram for clarity.



CS251 – CU – FCI – Software Engineering I – 2014 – Software Design Speficiations Prepared by Eng. Mostafa Saad. Approved by Dr.Mohammad El-Ramly





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Class ID	Class Name	Subsystem ID	Description
Class#1	User	MiddleLayer	This represents the user of the event site who could be a visitor, an event creator or an event attendee.
Class#2	Event	MiddleLayer	This is used to create events and manipulate them.
Class#3	Ticket	MiddleLayer	This creates a ticket for events that require buying of tickets .
Class#5	EventManager	MiddleLayer	
Class#6	ProfileManager	MiddleLayer	
Class#7	Preferences	MiddleLayer	
Class#8	Notifications	MiddleLayer	
Class#9	DatabaseOperation s	DatabaseLayer	
Class#10	Authentications	DatabaseLayer	
Class#11	UserInfo	Gui	
Class#12	LoginInfo	Gui	

Important Algorithm

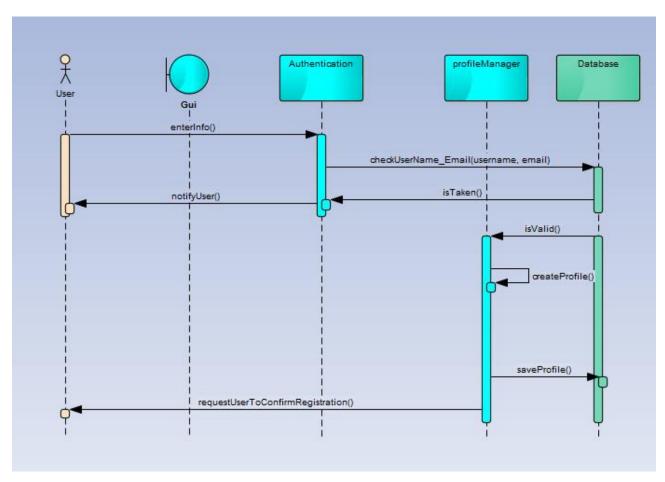




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Sequence diagrams

SignUP

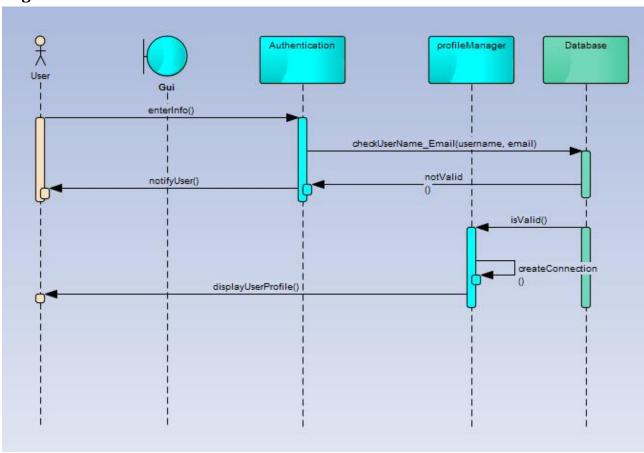






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Login

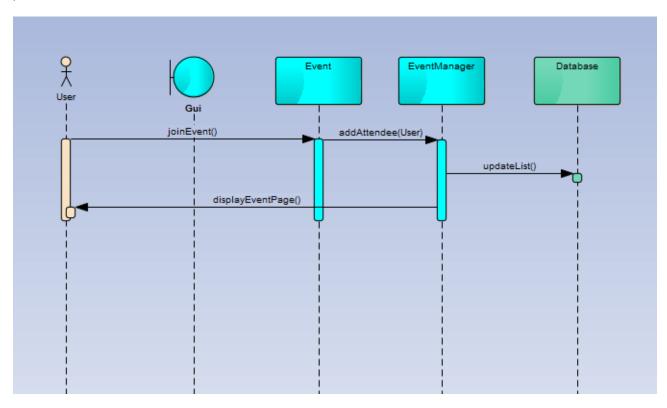






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joinEvent

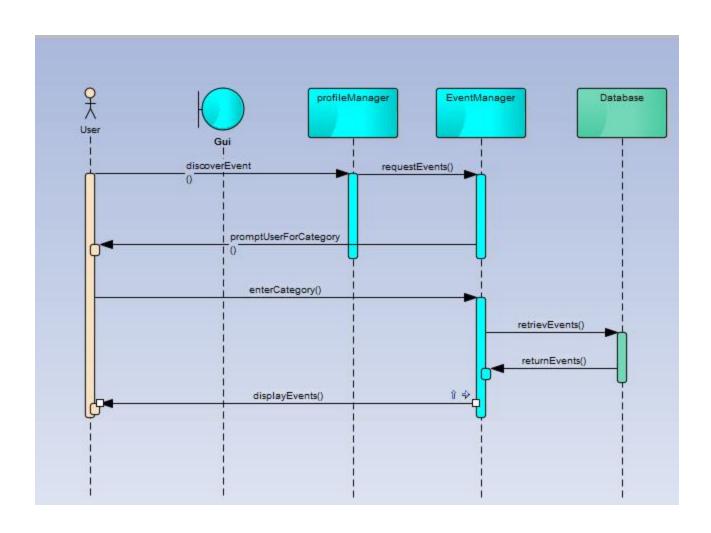






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Discover Event

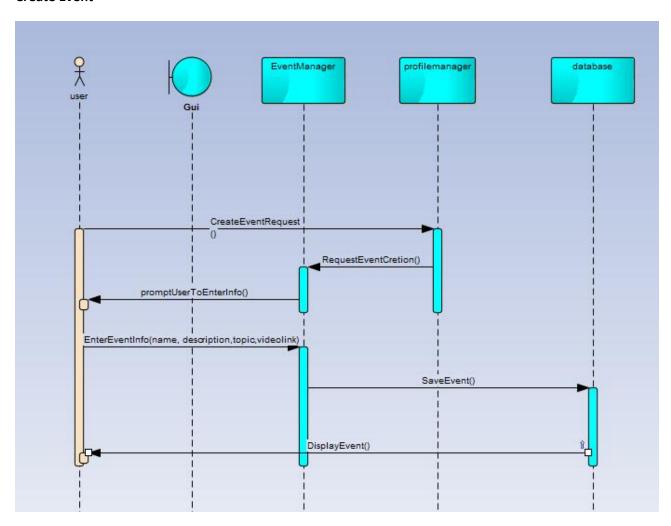






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Create Event



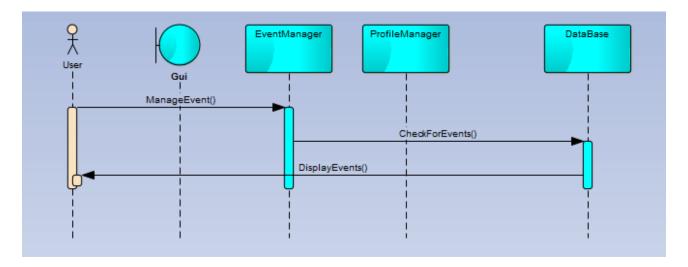
Manage Event



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Class - Sequence Usage

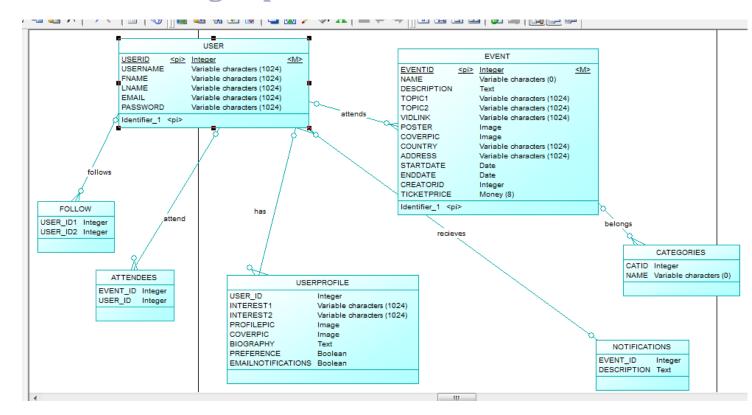
Class Name	Sequence Diagrams	Overall used methods		
E.g. Employee	1, 3, 5 (means Seq lds 1, 3, 5 used Employee class)	Save, GetData		

Physical Entity-Relationship Diagram



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Project: <Project Name>

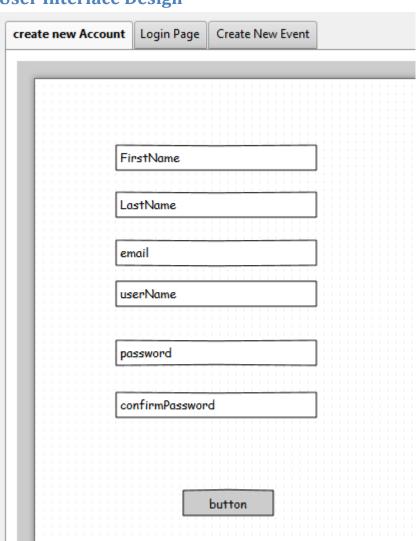






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User Interface Design

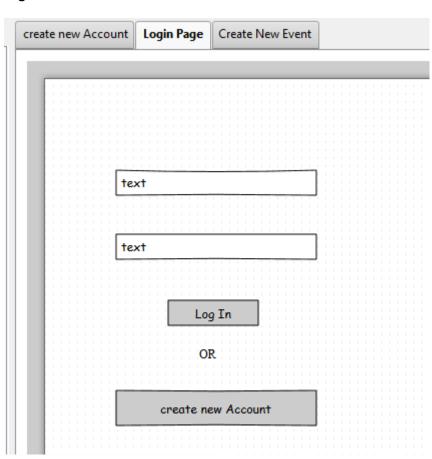






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Login

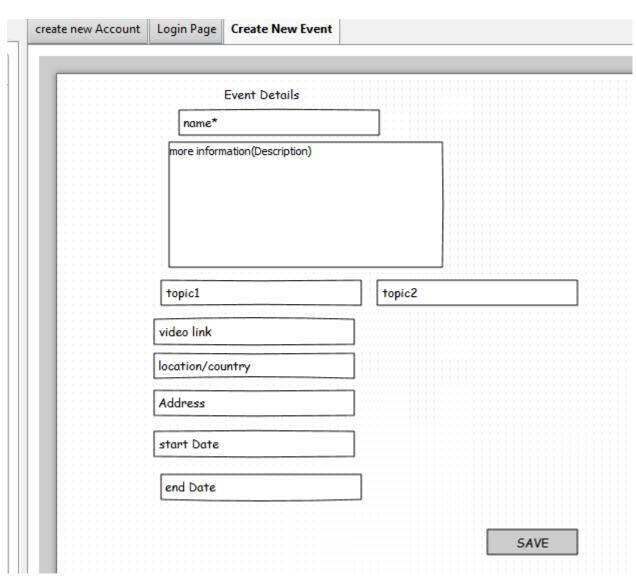






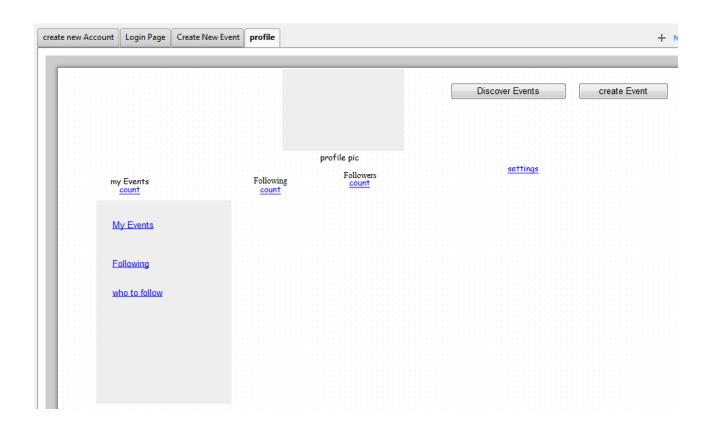
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New Event



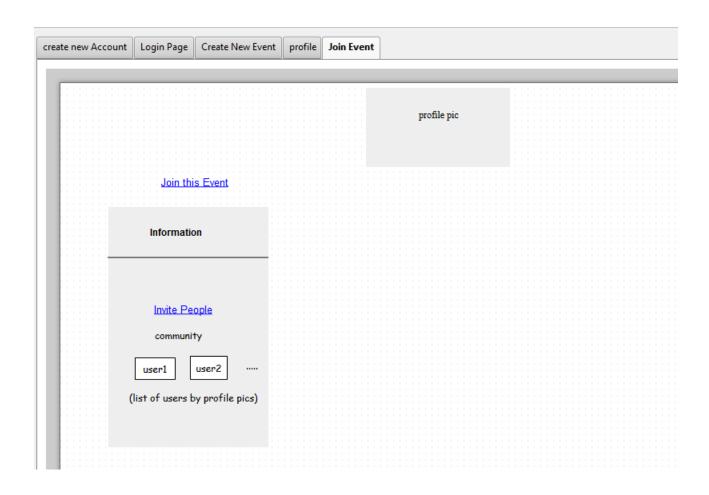
















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new Account	Login Page	Create New Event	profile	Join Event	Profile Settings	Preferences	
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Ownership Report

Item	Owners

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 في الكود و لكن تبادل الحلول غير مقبول و يعتبر غشا.
 - 3. أي حل يتشابه مع أي 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 أي نسخ من على النت يعتبر غشا يحاسب عليه صاحبه.
 5. إذا لم تكن متأكدا أن فعلا ما يعد غشا فاتسأل المعيد أو أستاذ المادة.





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6. في حالة ثبوت الغش سيأخذ الطالب سالب درجة المسألة ، و في حالة تكرار الغش سيرسب الطالب في المقرر.

References

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

Authors

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