

**CS251 – Software Engineering I**

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# Instructions [To be removed]

# Team

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|  |  |  |  |
|  |  |  |  |

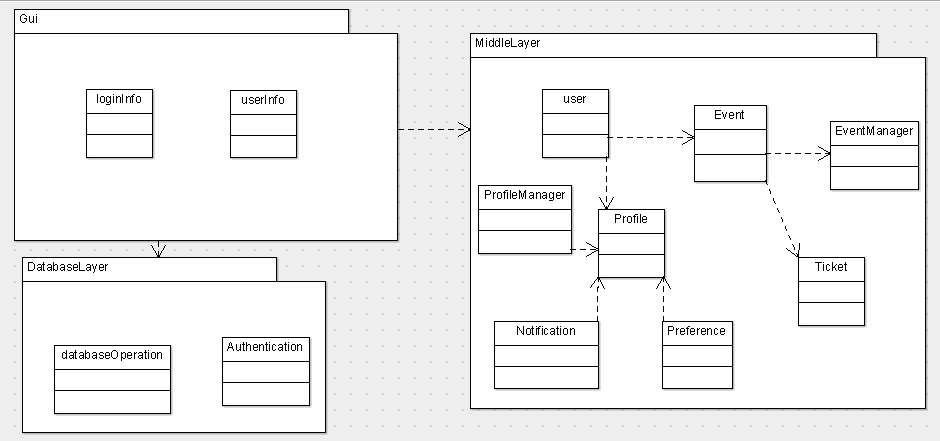
# Document Purpose and Audience

**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.**

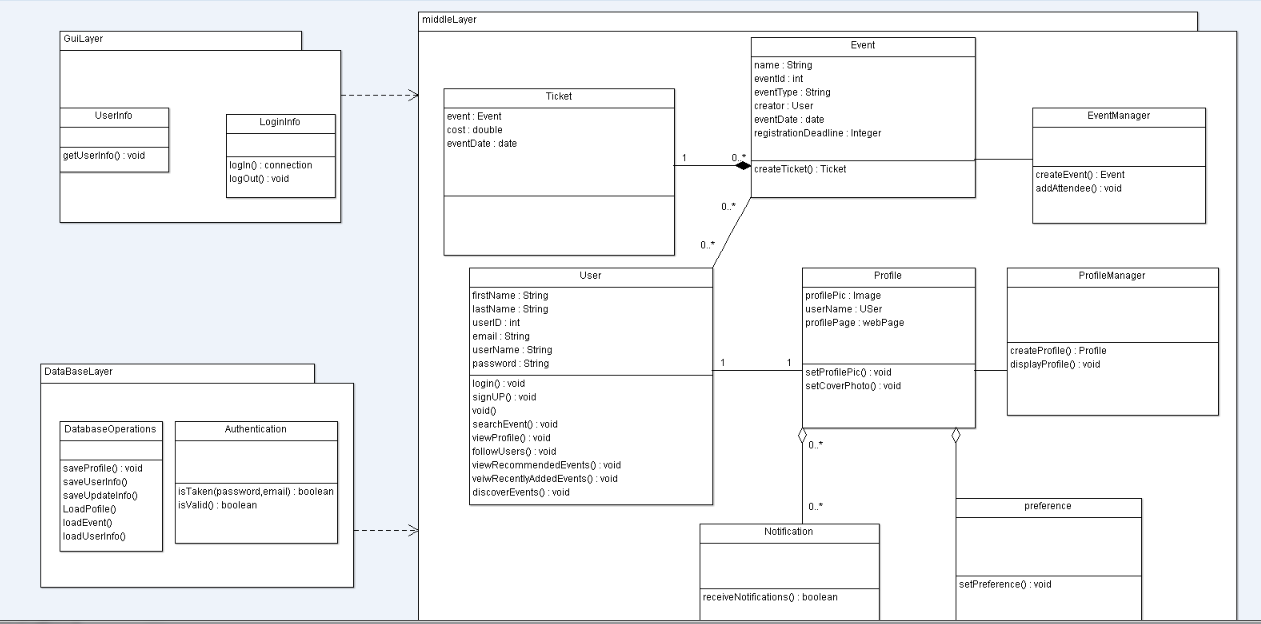
# System Models

## System Decomposition

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## Class diagrams

**We have attached the argoUML diagram for clarity.**

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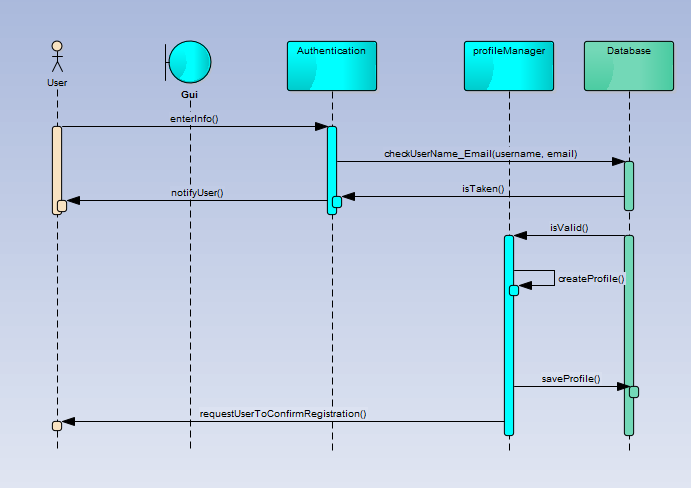
| **Class ID** | **Class Name** | **Subsystem ID** | **Description** |
| --- | --- | --- | --- |
| Class#1 | User | MiddleLayer | This represents the user of the event site who could be a visitor, an event creator or an event attendee. |
| Class#2 | Event | MiddleLayer | This is used to create events 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 | DatabaseOperations | DatabaseLayer |  |
| Class#10 | Authentications | DatabaseLayer |  |
| Class#11 | UserInfo | Gui |  |
| Class#12 | LoginInfo | Gui |  |

### Important Algorithm

## 

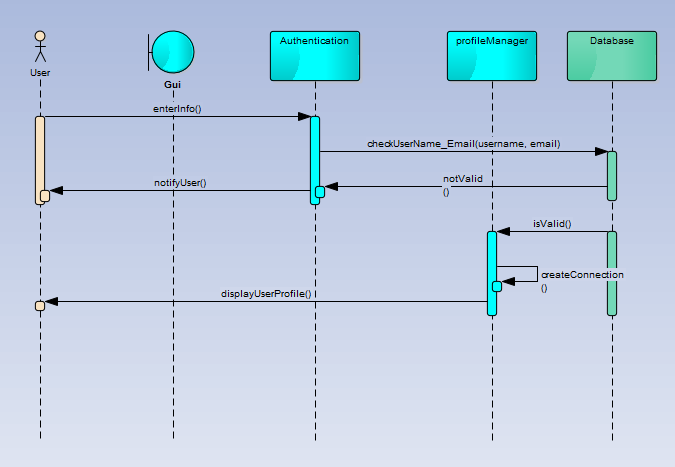
## Sequence diagrams

**SignUP**



### 

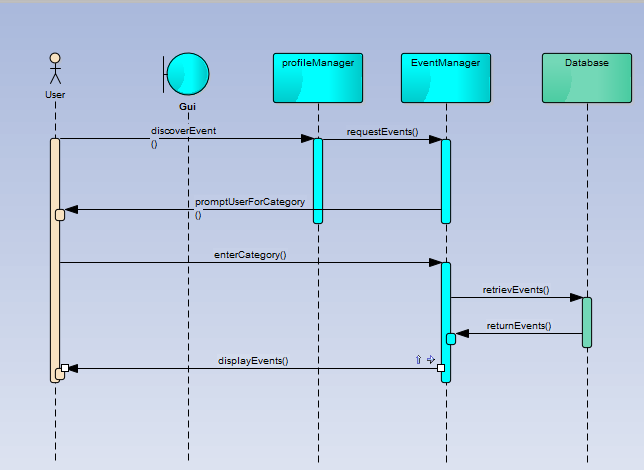
### Login



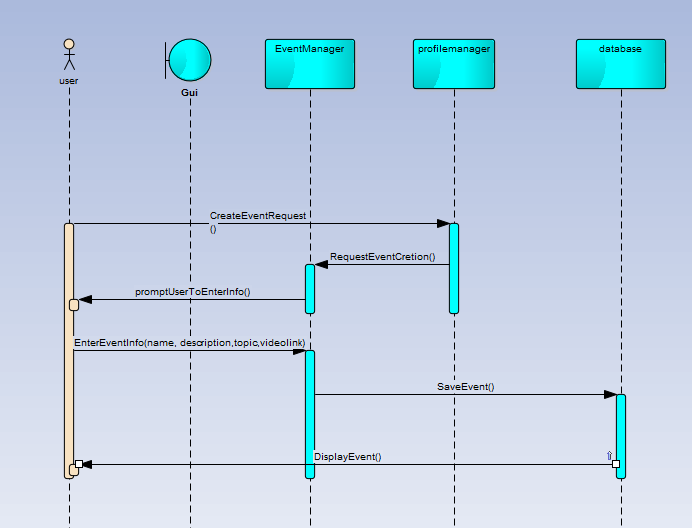
### joinEvent

### 

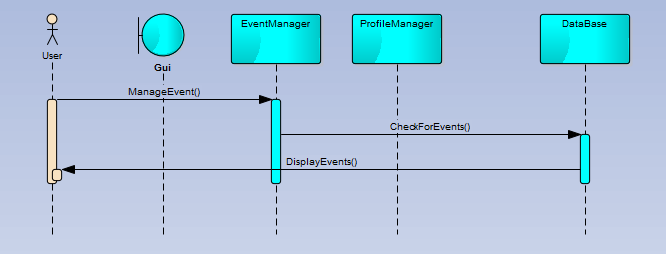
**Discover Event**

****

**Create Event**

****

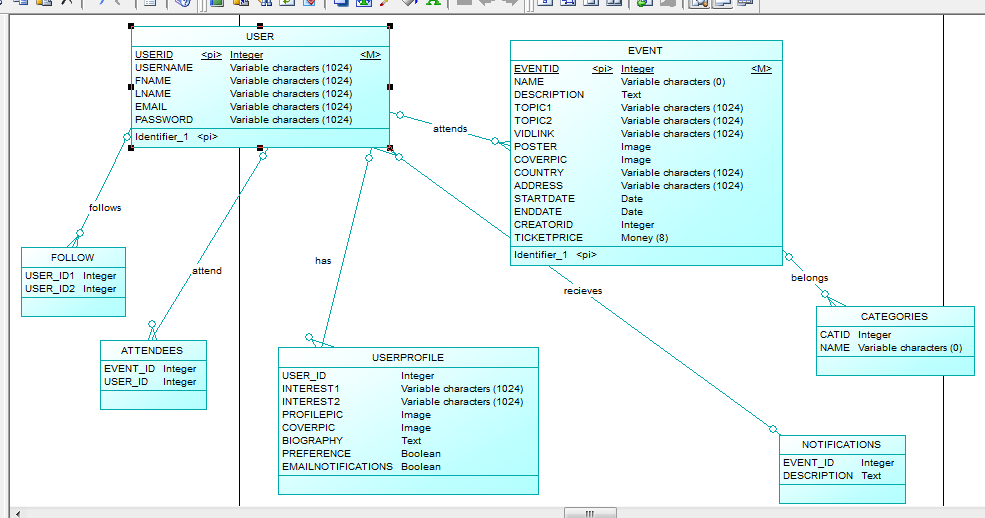
**Manage Event**



### Class - Sequence Usage

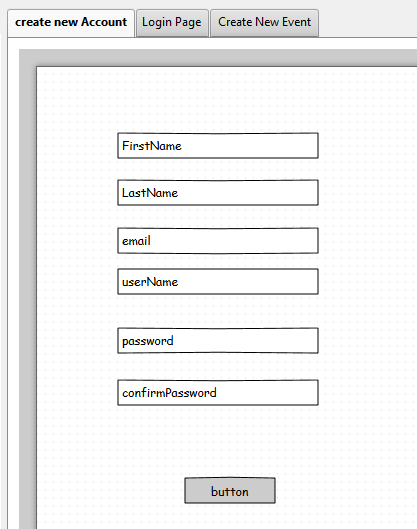
| **Class Name** | **Sequence Diagrams** | **Overall used methods** |
| --- | --- | --- |
| E.g. Employee | 1, 3, 5 (means Seq Ids 1, 3, 5 used Employee class) | Save, GetData |
|  |  |  |
|  |  |  |

## Physical Entity-Relationship Diagram

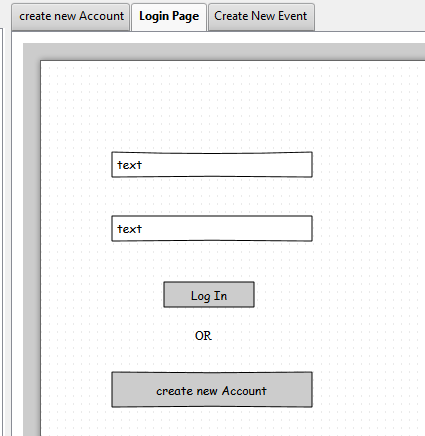
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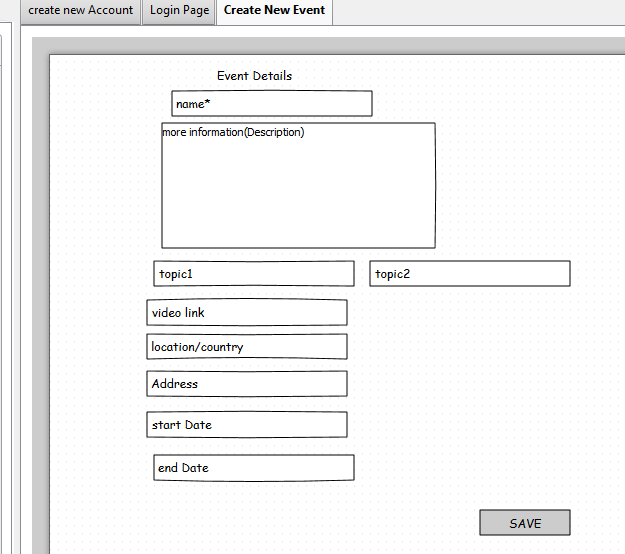
## User Interface Design



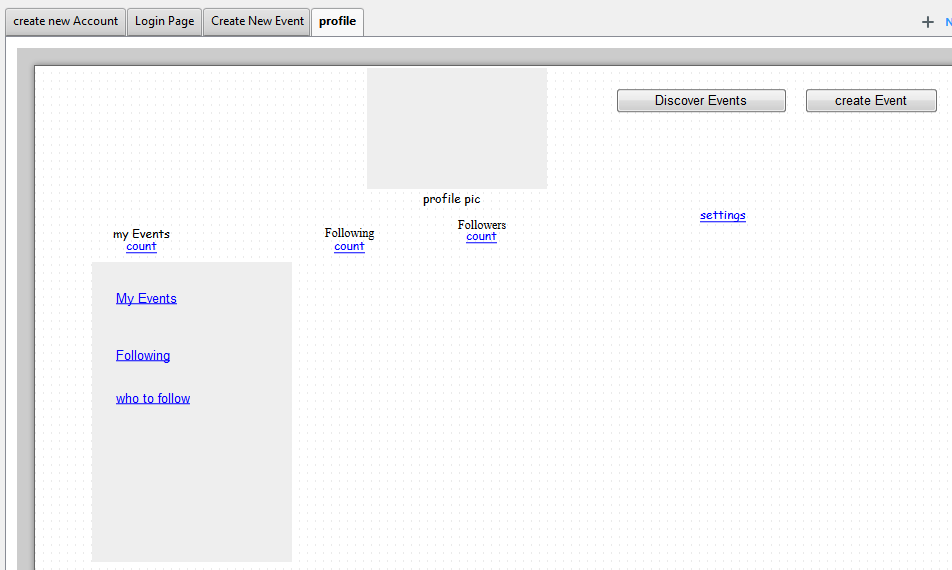
**Login**



**New Event**



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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 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

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