

# Hand Me Down Clothing Documentation

## 1 - Informative part

### 1.1 - Team

## 2 - Descriptive part

### 2.1 - Domain description

#### 2.1.2 - Terminology

The following terminology consolidates entities, events, functions, and behaviors in the domain. Each entry specifies the type of concept it represents and the phase in which it is introduced (domain, requirements, design, implementation). This approach avoids circular definitions and ensures alignment with both domain knowledge and system concerns.

Term	Concept Type	Phase Introduced	Definition / Notes
Donator	Entity	Domain	A person who provides clothing items for donation.
Collector	Entity	Domain	A person who purchases or claims a clothing piece. A person who will potentially purchase or claim a clothing piece.
Piece	Entity	Domain	An individual clothing item, defined independently of the system.
Listing	Representation	Design	A published representation of a Piece in the platform.
Donation	Event	Domain	Instantaneous occurrence when a Donator has just made a clothing item available.
Collection	Event	Domain	Instantaneous occurrence when a Collector has just taken possession of a Piece.
Condition Rating	Attribute / Function	Domain	A measure (e.g., scale 1-10) of quality for a Piece.
Review	Artifact	Domain	Annotation (usually written text) associated with a transaction that complements a rating.
Locale	Entity	Domain	Physical location or organization where donations are deposited or distributed.
Type	Attribute	Domain	Category of clothing (dress, pants, shirt, etc.).

<b>Term</b>	<b>Concept Type</b>	<b>Phase Introduced</b>	<b>Definition / Notes</b>
rate(Piece, ConditionRating) → ConditionRating	Function	Design	Updates the condition rating of a Piece using the new rating value; no pre-existing rating is required.
donate(Piece, Donator, Locale) → Donation	Event Function	Design	Function that triggers the event of donation: "A Piece has just been donated by a Donator at a Locale."
donate(Piece, Donator, Collector) → Donation	Event Function	Design	Function that triggers the event of donation: "A Piece has just been donated by a Donator to a Collector."
collect(Piece, Collector) → Collection	Event Function	Design	Triggers the event: "A Piece has just been collected by a Collector."

## 3 - Analytic part

### 3.1 - Concept analysis