Cairo University  
Faculty of Computers and Artificial Intelligence



**CS251**

**Introduction to Software Engineering**

Project Name

Software Design Specifications

Version X.X

Team Names and Emails

Month & Year

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# Instructions [To be removed]

* **IMPORTANT. Rename this document to**

**CS251-2023-SectionNumber-TAName-LeaderID-DraftToffeeSDSv0.0.pdf for draft version**

**CS251-2023-SectionNumber-TAName-LeaderID-FinalToffeeSDSv1.0.pdf for final version**

* **Include it in a zip file with the code of the project**
* **Remove the following notes and any red notes**
* **This document is the template document for your Software Design.**
* **For further guidelines and information, READ homework 3, document, project description and sample SRS.**

# Team

|  |  |  |  |
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# Document Purpose and Audience

* **Any document should tell the reader 2 things: (1) What is this document? (2) Who is expected to read it?**
* **Write in simple notes: what this document is.**
* **List the target audience to read this document (e.g. CEO? Project Manager? Customer? Developers, ...?)**

# System Models

## I. Architecture Diagram

* **Decide on suitable software architecture for this system. Describe the architecture you chose and why it is suitable for Toffee.**
* **Provide an architecture diagram showing the different components of the system and their relation to each other. Use suitable notation like C4 or arrow and box.**

## II. Class Diagram(s)

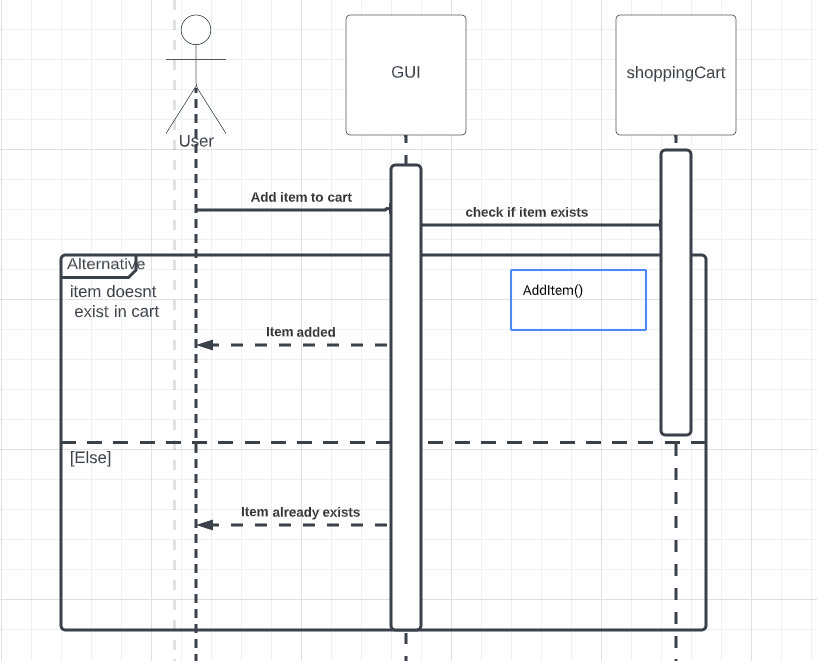
## III. Class Descriptions

| **Class ID** | **Class Name** | **Description & Responsibility** |
| --- | --- | --- |
| 1 | Items | Store all details about an item and can apply discounts or modify details |
| 2 | ItemStatus | Enumeration |
| 3 | UnitType | Enumeration |
| 4 | Inventory | To keep track of all items available |
| 5 | Users | Stores data about a single user while giving the option of changing these details. Payment authorization occurs here. Validation of email, password and OTP happens here as well. Reorder last order also available |
| 6 | PaymentMethod | Enumeration |
| 7 | Address | Stores address of the user |
| 8 | SystemUsers | Keeps track of all users registered on the system |
| 9 | Orders | Details about previous orders |
| 10 | ShoppingCart | Shopping cart of each user with the option of changing its contents |
| 11 | Admin | Gives certain privileges to admins assigned by owner |
| 12 | Owner | Full privileges of admins with the extra privilege of assigning or removing admins |

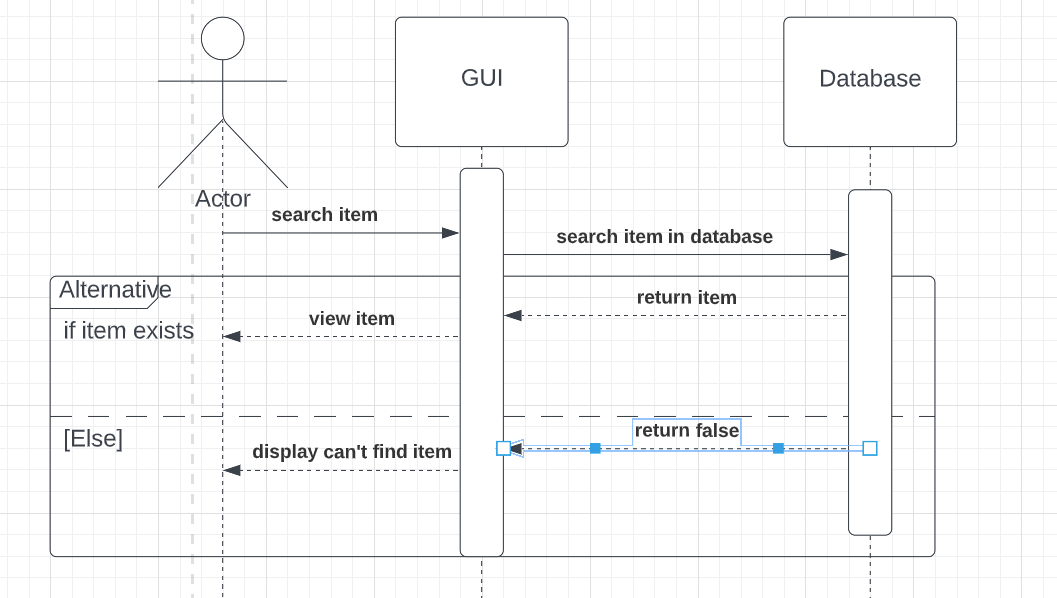
## IV. Sequence diagrams

* **Usually each use case is represented by a sequence diagram or more.**
* **Draw a sequence diagram for the most important SIX use cases (user stories) that have complex interaction.**
* **Overall, all the diagrams should represent all requirements and possible flows for the use case.**
* **Make sure that each object in the sequence diagram has a corresponding class in the class description table above. If not, it will be REJECTED.**
* **Put actual function calls with proper parameters and return types corresponding to class diagrams.**
* **Following are couple of examples for small / medium examples. We expect such diagrams, however there is a missing thing in them. Most of calls don’t have parameters. Please always specify the parameters in the call, matching the class diagram.**

Adding items to cart

****

Searching an item

****

### Class - Sequence Usage Table

* **In this table, we will list the sequence diagrams you drew. For each one, list all the classes used in this sequence. For each class list all the methods you used in this class. Every method or object on a sequence diagram must belong to an existing class in the class diagram and be shown there. If sequence diagrams do not reflect actual classes and methods, they will be REJECTED.**

| **Sequence Diagram** | **Classes Used** | **All Methods Used** |
| --- | --- | --- |
| 1. Book Field | Class Field  Class Player | Methods …..  Methods …. |

## V. State Diagram

* **For the order object, draw a state diagram to show the developer the different states it can be in. (for example it is initially created, then it can be shipped, cancelled (if cancelling is possible), …., etc.)**

# Tools

* **Write a list of all tools used to develop the design (e.g., ArgoUML, Visual-Paradigm, etc.)**

# Ownership Report

* **Remove the following notes and any red notes**
* **For every item in this document, write the owners. If someone is owner of something, s/he understands it 100%.**
* **Team leader must verify the table with the team members.**

|  |  |
| --- | --- |
| **Item** | **Owners** |
| Class Diagram | Yusuf Elsayed Abdelrahman Badr |
|  |  |
|  |  |