

CTIS 222 Object Oriented Analysis and Design

Spring 2019-2020

Homework # 3 (3rd Iteration of the Project)

(15% of the total contribution)

**Due Date: 13 June 2020 Saturday 23:55 (Final
Exam Date)**

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Student ID:	21801112	21801072	

A) Project Title: BILKENT UBER

B) Project Description:

Travelling between campuses, going to Bilkent Centre has been a regular concern for students, especially those who live on-campus. This situation is worsened by the decrease in the number of buses. The solution to this is to enable people with cars to connect with those who don't. Enabling this coordination would result in easier and more convenient travel throughout the University.

SCOPE:

- This system is for Bilkent University students and faculty. The system would work inside the campus and accommodate students and faculty present on campus and outside the campus.

USERS:

- The users would be Bilkent Students and Faculty.

HIGH-LEVEL REQUIREMENTS:

- The system shall enable car-owners to plan trips with their counterparts before-hand and set up pick-up points for easier conveyance.
- The system shall match destination and starting locations and match riders with drivers.
- The system shall suggest people with those who have similar schedules.
- The system shall require monthly subscription from riders.
- The system shall reward drivers with VPs (Virtual Points), the accumulation of which would lead to monthly winners getting gift cards and other rewards.

- Upon reaching certain milestones, the system shall reward drivers with additional gift cards.

Updated B) Project Description:

Travelling between campuses, going to Bilkent Center has been a regular concern for students, especially those who live on-campus. This situation is worsened by the decrease in the number of buses. The solution to this is to enable people with cars to connect with those who do not have cars. Providing this feasible alternative would result in easier and more convenient travel throughout the University.

SCOPE:

- This system is for Bilkent University students and faculty. The system would work inside and outside the campus but only accommodate students and faculty of Bilkent University.

USERS:

- The users would be Bilkent University's Students and Faculty.

MULTIPLICITIES:

- One driver can select one or more rider to give a ride to.
- One rider can only select one driver to receive a ride from.
- The system(app) shall manage multiple riders and drivers at one time.
- Many drivers and riders can use the system(app) at any given time.

BUSINESS RULES:

- All drivers and riders must belong to Bilkent University.

- A driver with the maximum points collected monthly shall receive virtual gift coupons.
- A rider must be subscribed to the system.
- A driver and rider shall keep location services on throughout the duration of their rides.

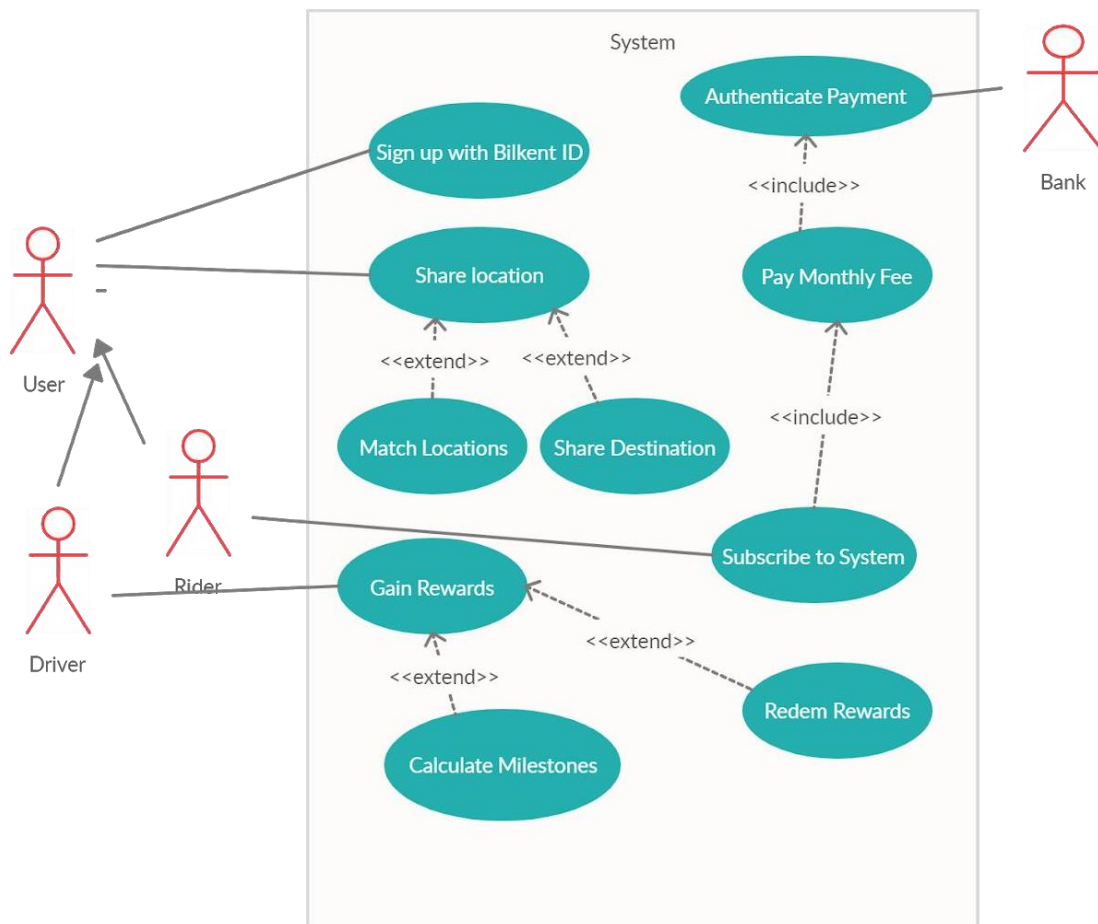
HIGH-LEVEL REQUIREMENTS:

- The system shall enable car-owners to plan trips with their counterparts before-hand and set up pick-up points for easier conveyance.
- The Bilkent email address will be necessary to confirm that the user is either from faculty or a student from Bilkent.
- The system shall match available riders to available drivers, when the drivers search for nearby riders, and vice versa.
- The system shall record ride times, save frequently visited destinations for later suggestions.
- The system shall require monthly subscription from riders.
- The system shall reward drivers with VPs (Virtual Points), the accumulation of which would lead to monthly winners getting gift cards and other rewards.
- Upon reaching certain milestones, the system shall reward drivers with additional gift cards.
- There is an assumption that the algorithm to calculate the reward points will stay constant.

C) Identify actors and use cases for your system and show them on a UML Use Case Diagram (System Boundary, use cases,

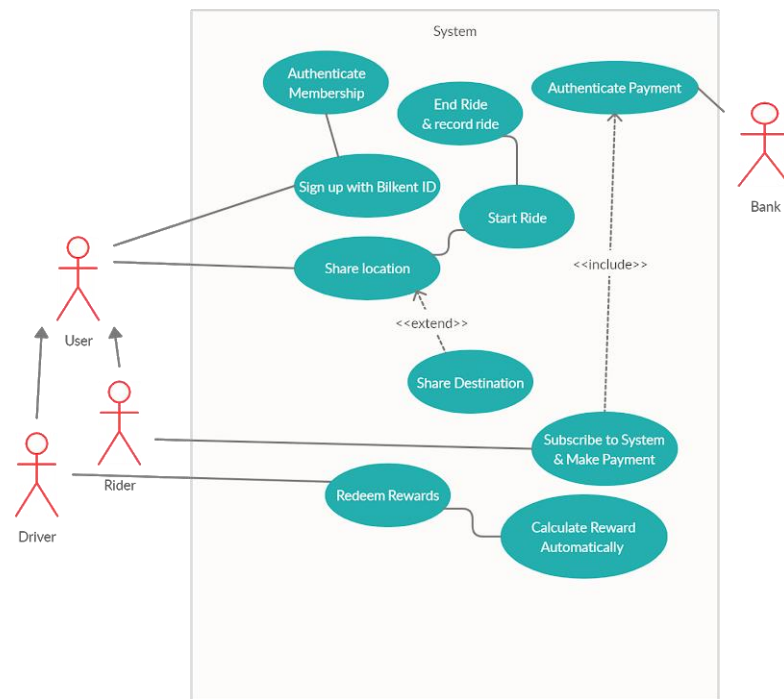
actors, associations, <<include>>, <<extend>>, generalization).

Draw a UML Use Case Diagram of your project.



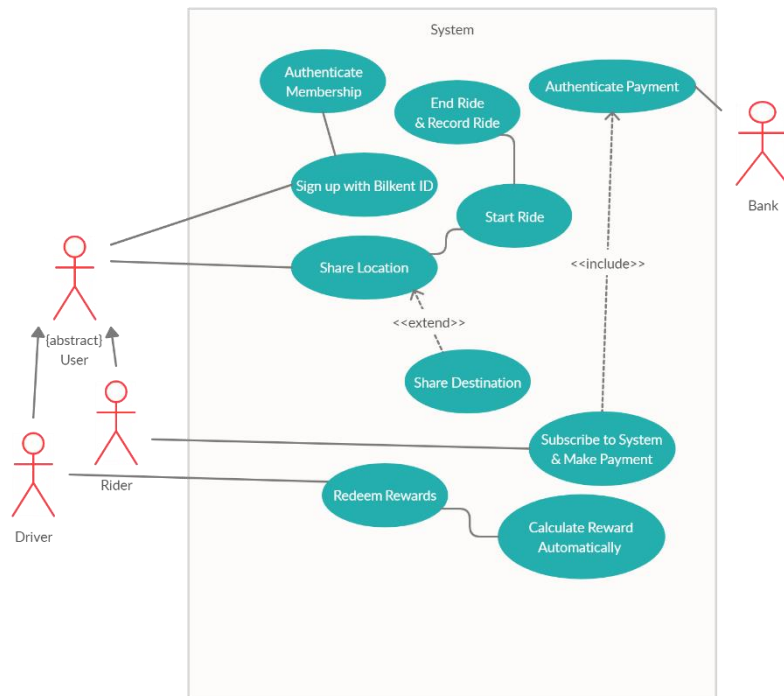
Updated C) Identify actors and use cases for your system and show them on a UML Use Case Diagram (System Boundary, use

cases, actors, associations, <<include>>, <<extend>>, generalization).



Updated 2.0 C) Identify actors and use cases for your system and show them on a UML Use Case Diagram (System Boundary, use

cases, actors, associations, <<include>>, <<extend>>, generalization).



D) After finalizing your use case diagram, elaborate (describe) ALL use cases of your system by making use of the Use Case Template (UC Description) on Moodle.

ID:	UC-1
Title:	Sign up with Bilkent ID

Description:	Enable the user to sign up with their Bilkent Information
Primary Actor:	User (Driver, Rider)
Preconditions:	User must be part of Bilkent Staff or a Bilkent Student
Post-conditions:	Permanently signed up for the system
Main Success Scenario: (Main Flow)	<ol style="list-style-type: none"> 1. User must be part of Bilkent Staff or a Bilkent Student 2. User enters their Bilkent ID and WebMail 3. The system checks whether the user is already present in the system or not? 4. The system adds the user to the system. 5. The user is successfully signed up for the app
Extensions: (Alternative flow)	1a. If the user's info does not include Bilkent ID, system rejects user
Frequency of Use:	Once per user
Priority:	High

ID:	UC-2
Title:	Subscribe to System
Description:	Riders (people without cars) choose subscription services in order to use the app
Primary Actor:	Riders
Preconditions:	User should be a rider
Post-conditions:	Rider is able to share location and use features of the app
Main Success Scenario: (Main Flow)	<ol style="list-style-type: none"> 1. The user must be a rider to select a subscription type. 2. The user has to select from weekly, monthly, yearly subscription 3. The user enters credit card information 4. The information is authenticated and the payment deducted 5. The app features are now enabled to the rider
Extensions: (Alternative flow)	2a. The information given by the user could not be authenticated and is asked to resend the information

Frequency of Use:	Once per rider
Priority:	High

ID:	UC-3
Title:	Search for Riders
Description:	Drivers will search for Riders nearby
Primary Actor:	Driver
Preconditions:	Locations of rider and driver needs to be shared
Post-conditions:	Location of nearest riders is shared with drivers
Main Success Scenario: (Main Flow)	<ol style="list-style-type: none"> 1. Locations are received from both rider and driver 2. Driver searches for the nearest riders 3. Driver is updated with the meeting point location

Extensions: (Alternative flow)	3a. When the nearest meeting point is not located, rider and driver would have to wait for the next match.
Frequency of Use:	Frequently, almost everyday
Priority:	High

ID:	UC-4
Title:	Authenticate Payment
Description:	Payment details are checked by the bank
Primary Actor:	Bank
Preconditions:	Card details are entered by user
Post-conditions:	Payment will be confirmed or rejected
Main Success Scenario: (Main Flow)	1. Bank receives payment details of users 2. The details are checked 3. If the details are true, the payment is deducted 4. If the details are incorrect, a resend notification is sent back to the user
Extensions: (Alternative flow)	4a. Payment is deducted
Frequency of Use:	Once per user
Priority:	High

Explanation of fields

- A) **Title:** Enter the goal of the use case – preferably as a short, active verb phrase.
- B) **Description:** Describe the goal and context of this use case. This is usually an expanded version of what you entered in the “Title” field.
- C) **Primary Actor:** A person or a software/hardware system that interacts with your system to achieve the goal of this use case.
- D) **Precondition:** Describe the state the system is in before the first event/task in this use case.

- E) Post-condition:** Describe the state the system is in after all the events/tasks in this use case have taken place.
- F) Main Success Scenario:** This field contains the flow of events/tasks from preconditions to post-conditions, when nothing goes wrong.
- G) Extensions:** Describe all the other scenarios for this use case – including exceptions and error cases.
- H)** The other fields are self-explanatory.

ID:	UC-5
Title:	Calculate Rewards
Description:	Rewards are calculated according to the rides provided
Primary Actor:	System
Preconditions:	The user should be a driver
Post-conditions:	The rewards are displayed to the user
Main Success Scenario: (Main Flow)	<ol style="list-style-type: none"> 1. The system confirms the user is a driver 2. The ride stats are checked and the rewards are calculated accordingly 3. The rewards are then displayed to the user
Extensions: (Alternative flow)	
Frequency of Use:	Every time the user presses calculate rewards
Priority:	medium

Explanation of fields

- **Title:** Enter the goal of the use case – preferably as a short, active verb phrase.
- **Description:** Describe the goal and context of this use case. This is usually an expanded version of what you entered in the “Title” field.

- **Primary Actor:** A person or a software/hardware system that interacts with your system to achieve the goal of this use case.
- **Precondition:** Describe the state the system is in before the first event/task in this use case.
- **Post-condition:** Describe the state the system is in after all the events/tasks in this use case have taken place.
- **Main Success Scenario:** This field contains the flow of events/tasks from preconditions to post-conditions, when nothing goes wrong.
- **Extensions:** Describe all the other scenarios for this use case – including exceptions and error cases.
- The other fields are self-explanatory.

Updated D) After finalizing your use case diagram, elaborate (describe) ALL use cases of your system by making use of the Use Case Template (UC Description) on Moodle.

ID:	UC-1
Title:	Sign up with Bilkent ID
Description:	Enable the user to sign up with their Bilkent Information
Primary Actor:	User (Driver, Rider)
Preconditions:	User must be part of Bilkent Staff or a Bilkent Student
Post-conditions:	Permanently signed up for the system
Main Success Scenario: (Main Flow)	<ol style="list-style-type: none"> 1. User must be part of Bilkent Staff or a Bilkent Student 2. User enters their Bilkent ID and WebMail 3. The system checks whether the user is already present in the system or not? 4. The system adds the user to the system. 5. The user is successfully signed up for the app
Extensions: (Alternative flow)	1a. If the user's info does not include Bilkent ID, system rejects user
Frequency of Use:	Once per user

Priority:	High
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ID:	UC-2
Title:	Subscribe to System and make payment
Description:	Riders (people without cars) choose subscription services in order to use the app
Primary Actor:	Riders
Preconditions:	User should be a rider
Post-conditions:	Rider is able to share location and use features of the app
Main Success Scenario: (Main Flow)	<ol style="list-style-type: none"> 1. The user must be a rider to select a subscription type. 2. The user has to select from weekly, monthly, yearly subscription 3. The user enters credit card information 4. The information is authenticated and the payment deducted 5. The app features are now enabled to the rider
Extensions: (Alternative flow)	<ol style="list-style-type: none"> 2a. The information given by the user could not be authenticated and is asked to resend the information
Frequency of Use:	Once per rider
Priority:	High

ID:	UC-3
Title:	Search for Riders
Description:	Drivers will search for Riders nearby
Primary Actor:	Driver
Preconditions:	Locations of rider and driver needs to be shared
Post-conditions:	Location of nearest riders is shared with drivers
Main Success Scenario: (Main Flow)	<ol style="list-style-type: none"> 1. Locations are received from both rider and driver 2. Driver searches for the nearest riders 3. Driver is updated with the meeting point location
Extensions: (Alternative flow)	3a. When the nearest meeting point is not located, rider and driver would have to wait for the next match.
Frequency of Use:	Frequently, almost everyday
Priority:	High

ID:	4
Title:	Authenticate Payment
Description:	Payment details are checked by the bank
Primary Actor:	Bank
Preconditions:	Card details are entered by user
Post-conditions:	Payment will be confirmed or rejected
Main Success Scenario: (Main Flow)	<ol style="list-style-type: none"> 1. Bank receives payment details of users 2. The details are checked 3. If the details are true, the payment is deducted 4. If the details are incorrect, a resend notification is sent back to the user

Extensions: (Alternative flow)	4a. Payment is deducted
Frequency of Use:	Once per user
Priority:	High

Explanation of fields

- A. **Title:** Enter the goal of the use case – preferably as a short, active verb phrase.
- B. **Description:** Describe the goal and context of this use case. This is usually an expanded version of what you entered in the “Title” field.
- C. **Primary Actor:** A person or a software/hardware system that interacts with your system to achieve the goal of this use case.
- D. **Precondition:** Describe the state the system is in before the first event/task in this use case.
- E. **Post-condition:** Describe the state the system is in after all the events/tasks in this use case have taken place.
- F. **Main Success Scenario:** This field contains the flow of events/tasks from preconditions to post-conditions when nothing goes wrong.
- G. **Extensions:** Describe all the other scenarios for this use case – including exceptions and error cases.
- H. The other fields are self-explanatory.

ID:	5
Title:	Calculate Rewards
Description:	Rewards are calculated according to the rides provided
Primary Actor:	System
Preconditions:	The user should be a driver
Post-conditions:	The rewards are displayed to the user
Main Success Scenario: (Main Flow)	1. The system confirms the user is a driver 2. The ride stats are checked and the rewards are calculated accordingly 3. The rewards are then displayed to the user
Extensions: (Alternative flow)	
Frequency of Use:	Every time the user presses calculate rewards
Priority:	medium

ID:	6
Title:	Record Ride
Description:	The duration of the ride is recorded by the system
Primary Actor:	System, Driver

Preconditions:	Ride needs to be started by driver
Post-conditions:	Ride needs to be ended by driver
Main Success Scenario: (Main Flow)	1. Driver starts the ride, only possible when rider and driver have the same location. 2. The system logs in start time of the ride 3. The system logs in end time of the ride, and calculates the ride time.
Extensions: (Alternative flow)	4a. If the ride is not started, the system sends a notification at intervals to driver when the rider and driver have a shared location (meaning they are in the vehicle)
Frequency of Use:	Duration of each ride
Priority:	High

Explanation of fields

- **Title:** Enter the goal of the use case – preferably as a short, active verb phrase.
- **Description:** Describe the goal and context of this use case. This is usually an expanded version of what you entered in the “Title” field.
- **Primary Actor:** A person or a software/hardware system that interacts with your system to achieve the goal of this use case.
- **Precondition:** Describe the state the system is in before the first event/task in this use case.
- **Post-condition:** Describe the state the system is in after all the events/tasks in this use case have taken place.
- **Main Success Scenario:** This field contains the flow of events/tasks from preconditions to post-conditions, when nothing goes wrong.
- **Extensions:** Describe all the other scenarios for this use case – including exceptions and error cases.
- The other fields are self-explanatory.

E) Draw a Mock-up for each use case. You may have more (or sometimes less) mock-ups than the number of use cases.

A mock-up of a web form titled "BILKENT UBER" in a large, bold, blue font. Below the title, there are four input fields arranged vertically. The first field is a dropdown menu labeled "TYPE:" with the word "DRIVER" selected in purple text and a small downward arrow on the right. The next three fields are text inputs labeled "NAME:", "BILKENT ID:", and "WEBMAIL:" respectively. At the bottom of the form is a wide, light gray button with the text "SIGN UP" in black capital letters.

BILKENT UBER

TYPE:

NAME:

BILKENT ID:

WEBMAIL:



Subscribe

Plan:

10TL Weekly	▼
10TL Weekly	
30TL Monthly	
300TL Yearly	


Credit Card Name:

Card Number:

Date of Expiry:

Pin:

Subscribe


—□×

Redeem Rewards

1. 50TL off from H&M

1. 50TL off from H&M
Free Burger King meal


Redeem

—□×

Give a Ride

Destination:


Find

—□×

Rewards

Calculate Milestones

Redeem Rewards

—□×

Get a Ride

Start Location:

76 Bus stop

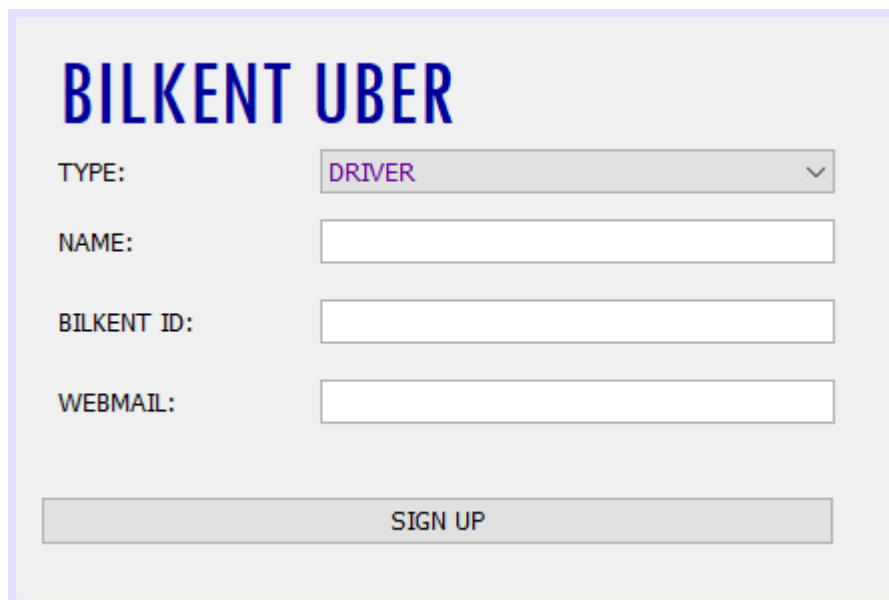
Destination:

Kizlay

Find

Updated E) Draw a Mock-up for each use case. You may have more (or sometimes less) mock-ups than the number of use cases.


NetBeans is used to make the GUI



The mock-up shows a sign-up form for 'BILKENT UBER'. The title 'BILKENT UBER' is in large, bold, blue capital letters. Below the title, there are four labels on the left: 'TYPE:', 'NAME:', 'BILKENT ID:', and 'WEBMAIL:'. To the right of 'TYPE:' is a dropdown menu with 'DRIVER' selected and a small downward arrow. To the right of the other three labels are empty text input fields. At the bottom of the form is a wide, light gray button with the text 'SIGN UP' in black capital letters.

HOMESCREEN

SUBSCRIBE

— □ ×

Subscribe

Plan:

10TL Weekly ▾

10TL Weekly

30TL Monthly

300TL Yearly


Credit Card Name:

Card Number:

Date of Expiry:

Pin:

REDEEM REWARDS

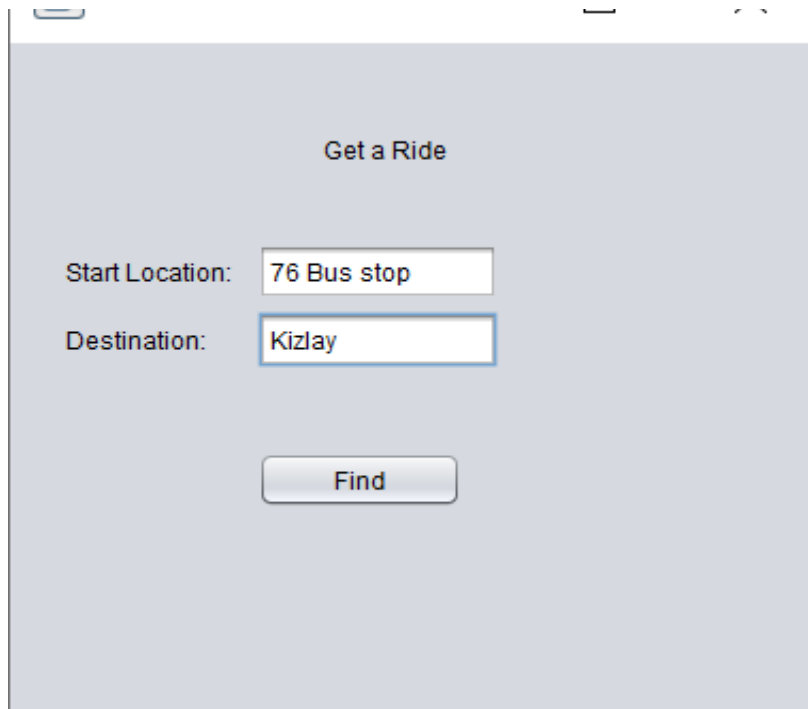
— □ ×

Redeem Rewards

1. 50TL off from H&M ▾

1. 50TL off from H&M

Free Burger King meal



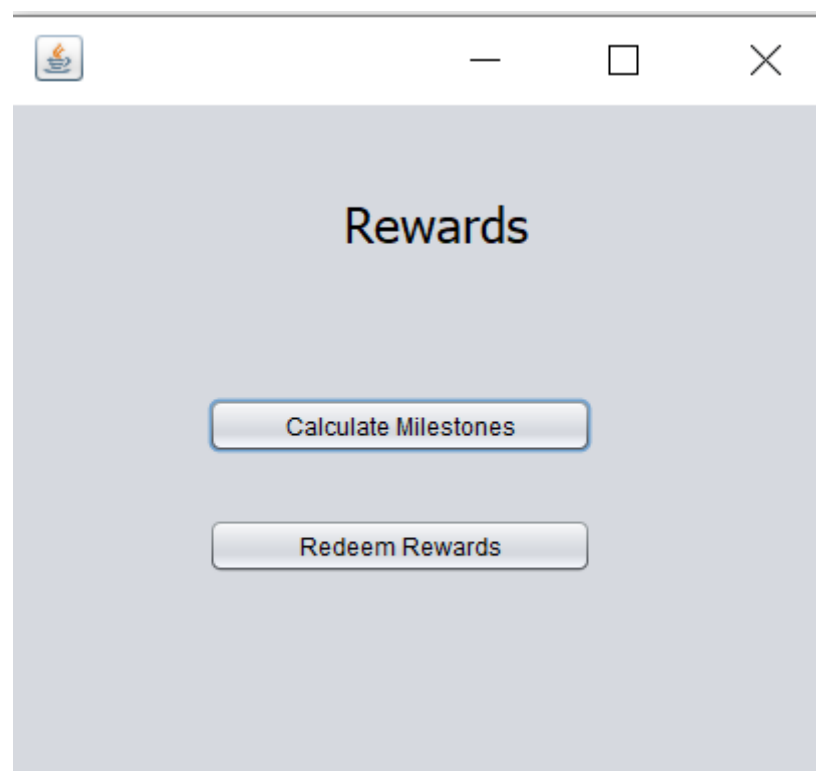
A screenshot of a software window titled "Get a Ride". The window has a light gray background. At the top center, the title "Get a Ride" is displayed. Below the title, there are two input fields. The first is labeled "Start Location:" and contains the text "76 Bus stop". The second is labeled "Destination:" and contains the text "Kizlay". Below these fields is a button labeled "Find".

Get a Ride

Start Location: 76 Bus stop

Destination: Kizlay

Find

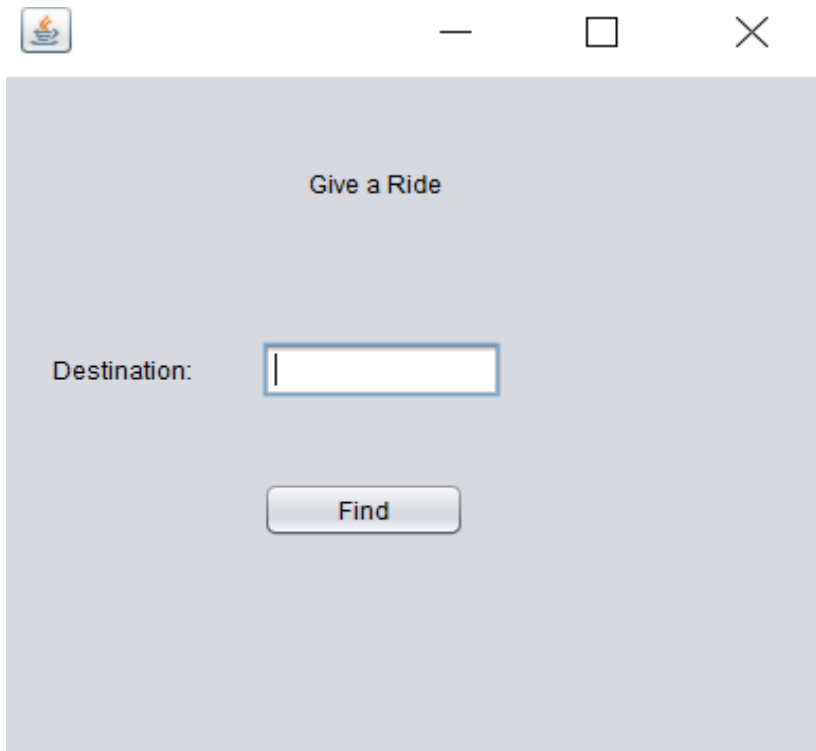


A screenshot of a software window titled "Rewards". The window has a light gray background. At the top center, the title "Rewards" is displayed. Below the title, there are two buttons. The first button is labeled "Calculate Milestones". The second button is labeled "Redeem Rewards".

Rewards

Calculate Milestones

Redeem Rewards



A screenshot of a software window titled "Give a Ride". The window has a standard OS title bar with a minimize button, a maximize button, and a close button. The main content area has a light gray background. At the top center, the text "Give a Ride" is displayed. Below this, on the left, is the label "Destination:". To the right of the label is a white rectangular text input field with a blue border and a vertical cursor. Below the input field is a rounded rectangular button with a light gray gradient and the text "Find".

RIDE GIVER



A screenshot of a web page titled "DRIVER" in large, bold, teal letters. Below the title, the text "DRIVER ID:" is followed by the bold number "3210458". To the right of the ID is a button labeled "Show Rides Statistics". Below these elements is a large, empty rectangular box with a thin black border, likely intended for a profile picture or a list of rides.

DRIVER HOME PAGE

BILKENT UBER

RIDER HOMEPAGE

Rider ID2564130

SEARCH RIDES

Rider Home Page

RIDE COMPLETED!

PAYMENT

PaymentID(Enter PaymentID recieved through SMS):

Payment Type:

Total Amount to be Paid(Appears when ride completed):**21.05 TL**

Complete Payment

Payment Screen

RIDE DETAILS

Ride ID: **3215640**

Ride Duration (in minutes) : **14:02:57**

Pay For Ride

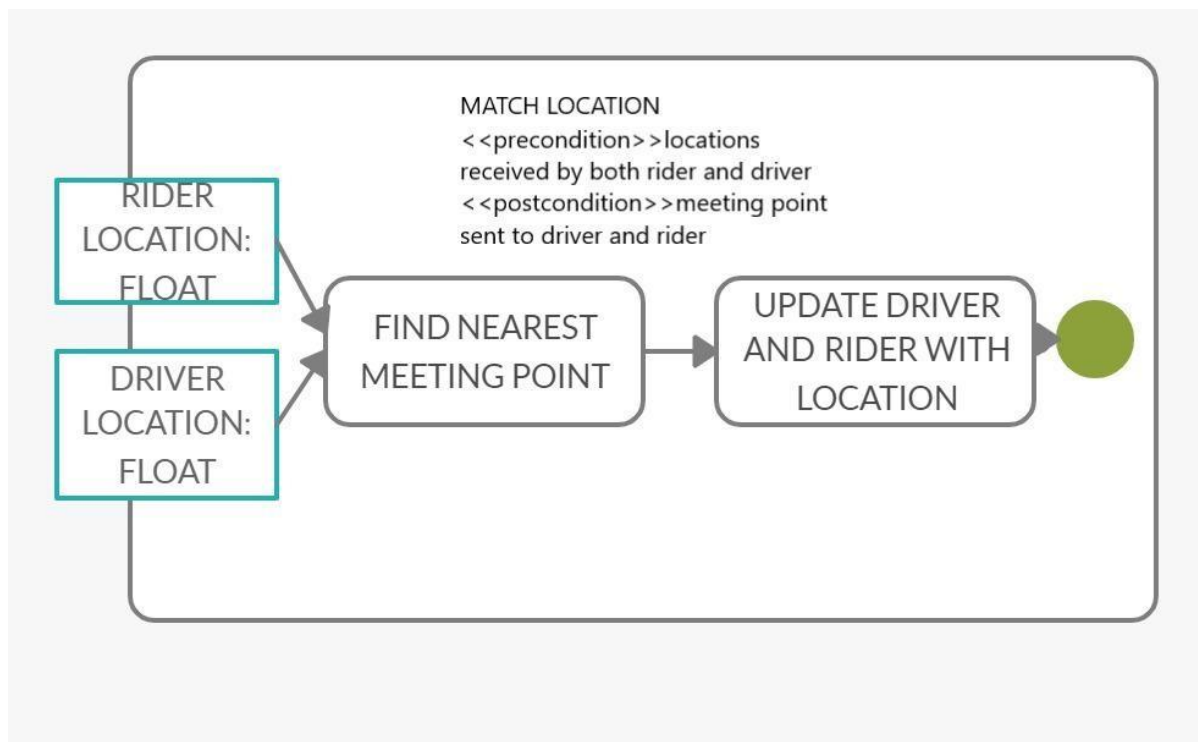
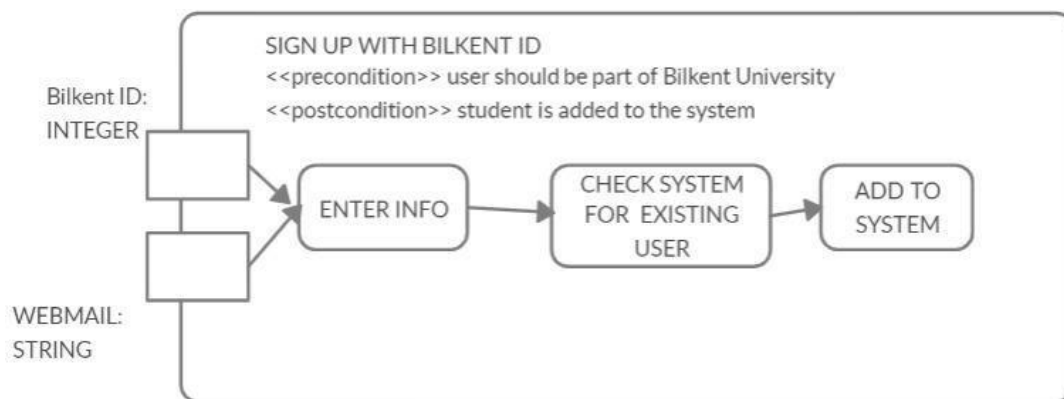
RIDE DETAILS

F) UML Activity Diagram

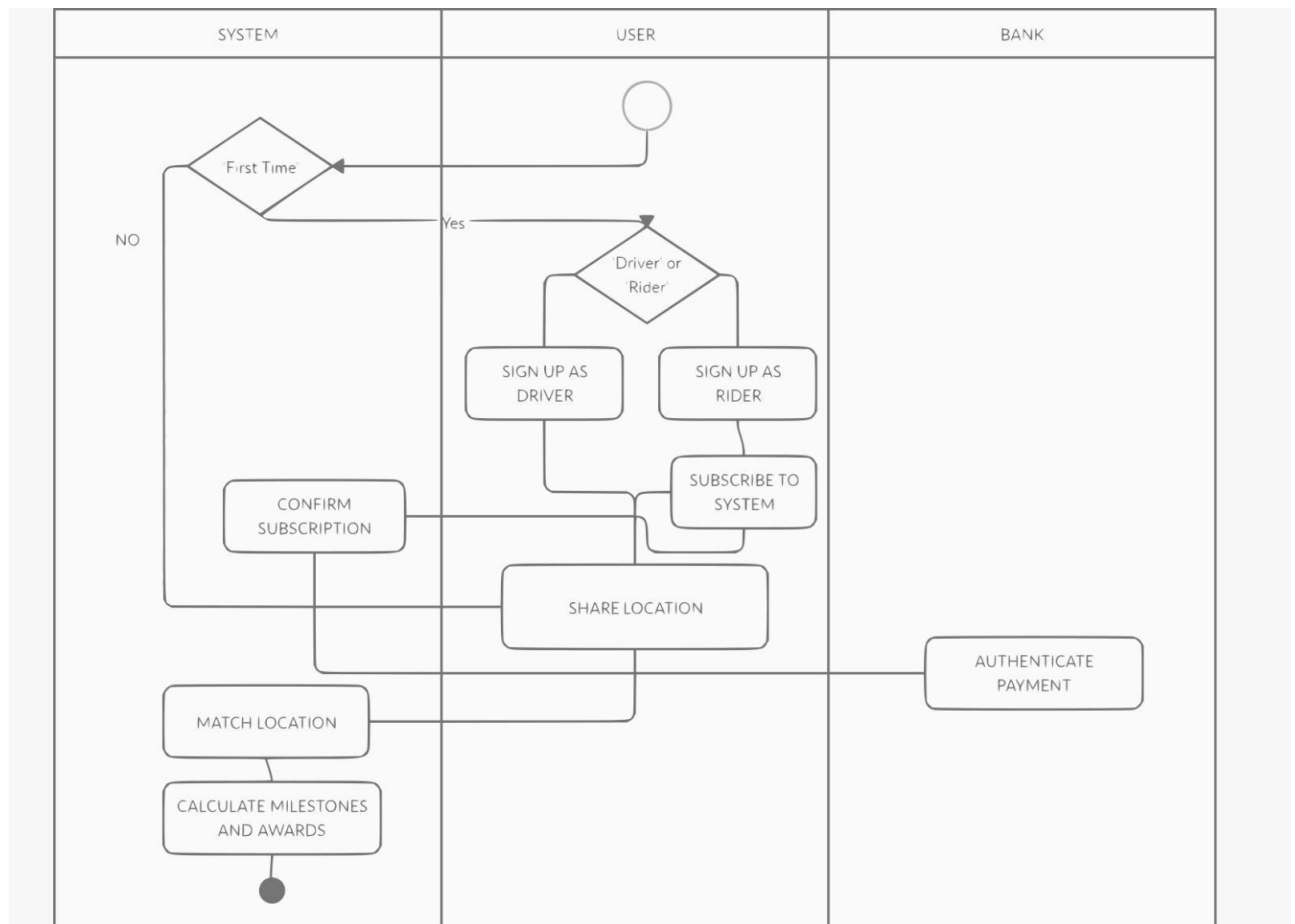
After **finalizing** your UC templates (descriptions), model **3 most important (core) UCs** using UML Activity Diagram.

While filling in the UC templates in the Section D, you must have already identified the priority of each UC. Herein, you can use this priority value mentioned in these templates to determine which UC's activity diagram you should draw.

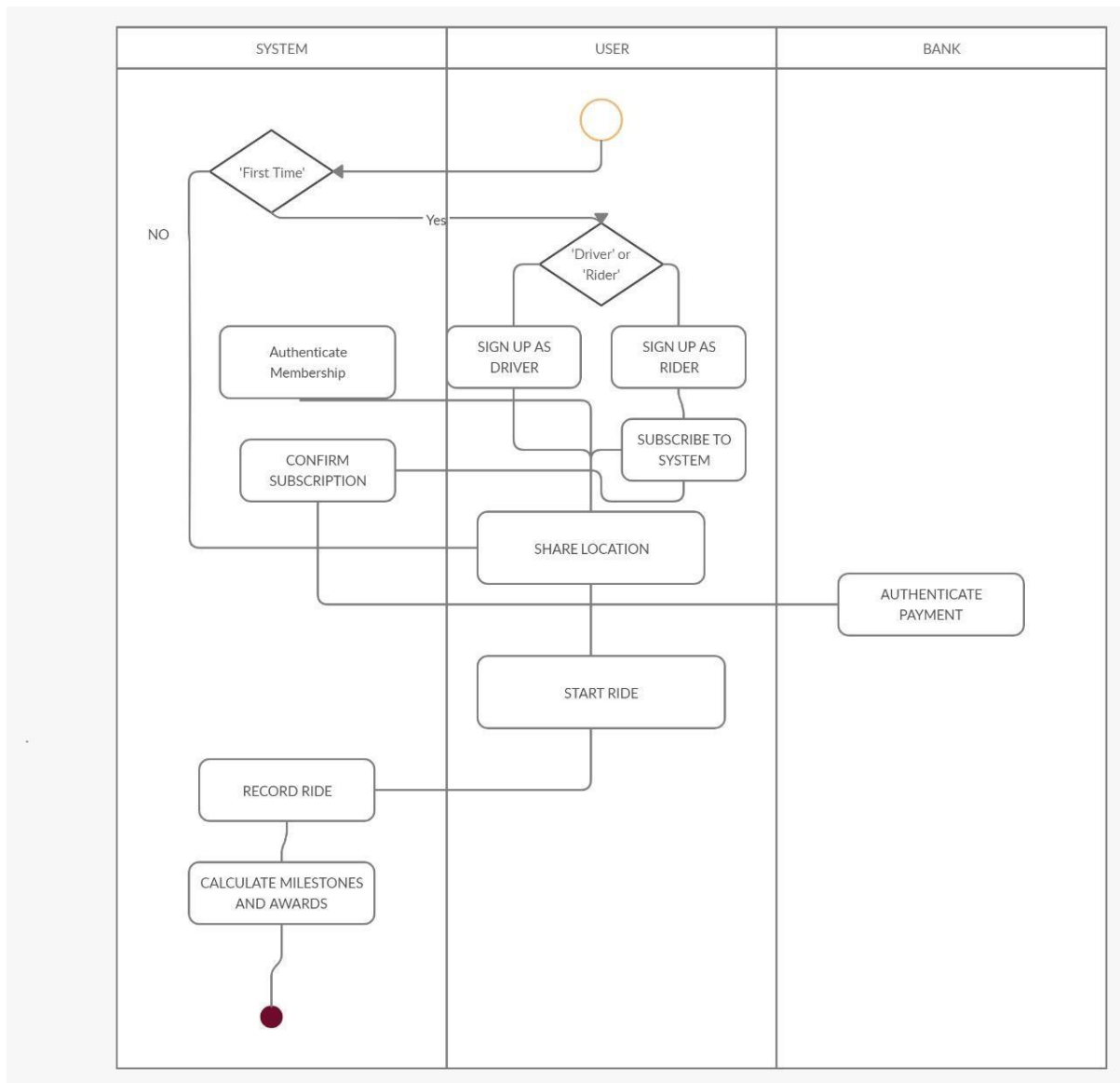
You ALSO need to model alternative (and exceptional) flows of the chosen UCs.



Extra:



Updated F) UML Activity Diagram



F) List of Domain Classes

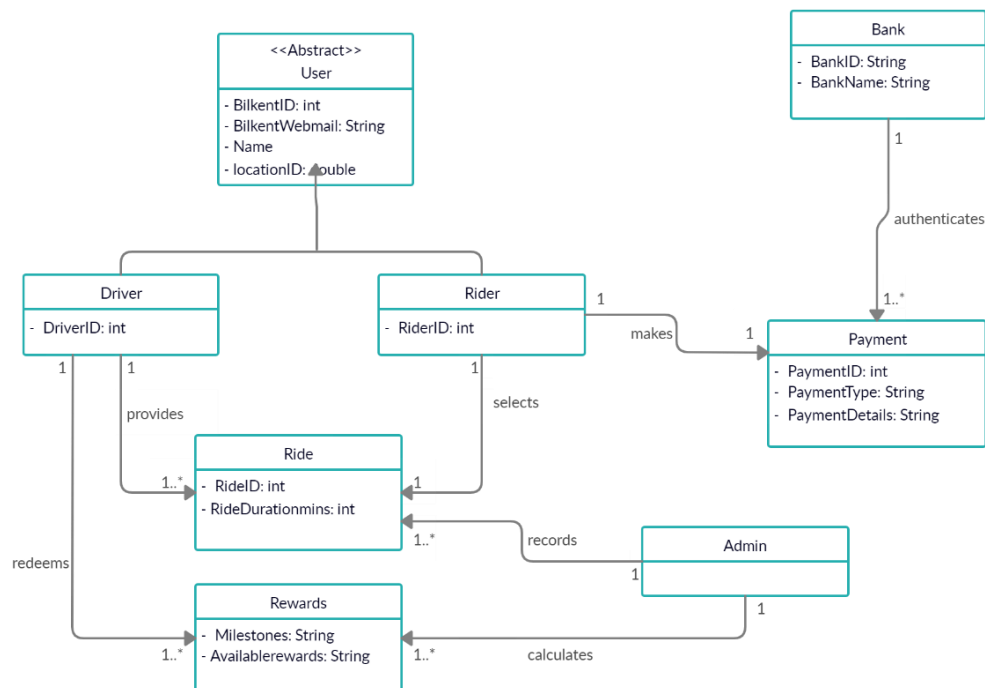
- Driver
- Rider
- Admin
- Bank

Updated G) List of Domain Classes

- Driver
- Rider
- Admin
- Bank
- Ride

H) UML Class Diagram (New Section)

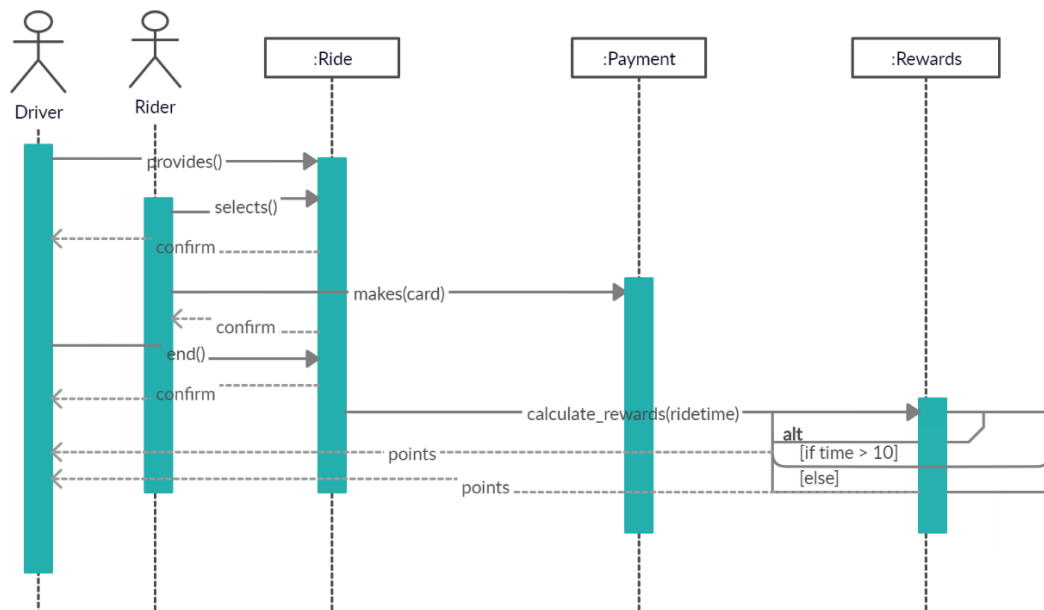
Draw the UML Class diagram (class names, attributes, multiplicities, navigabilities, role names, method names (optional but it will ease your job during the design)) **to model your domain classes in your project**. Domain classes should NOT include any system, persistence storage, GUI, and design pattern classes.



I) UML Sequence Diagram (New Section)

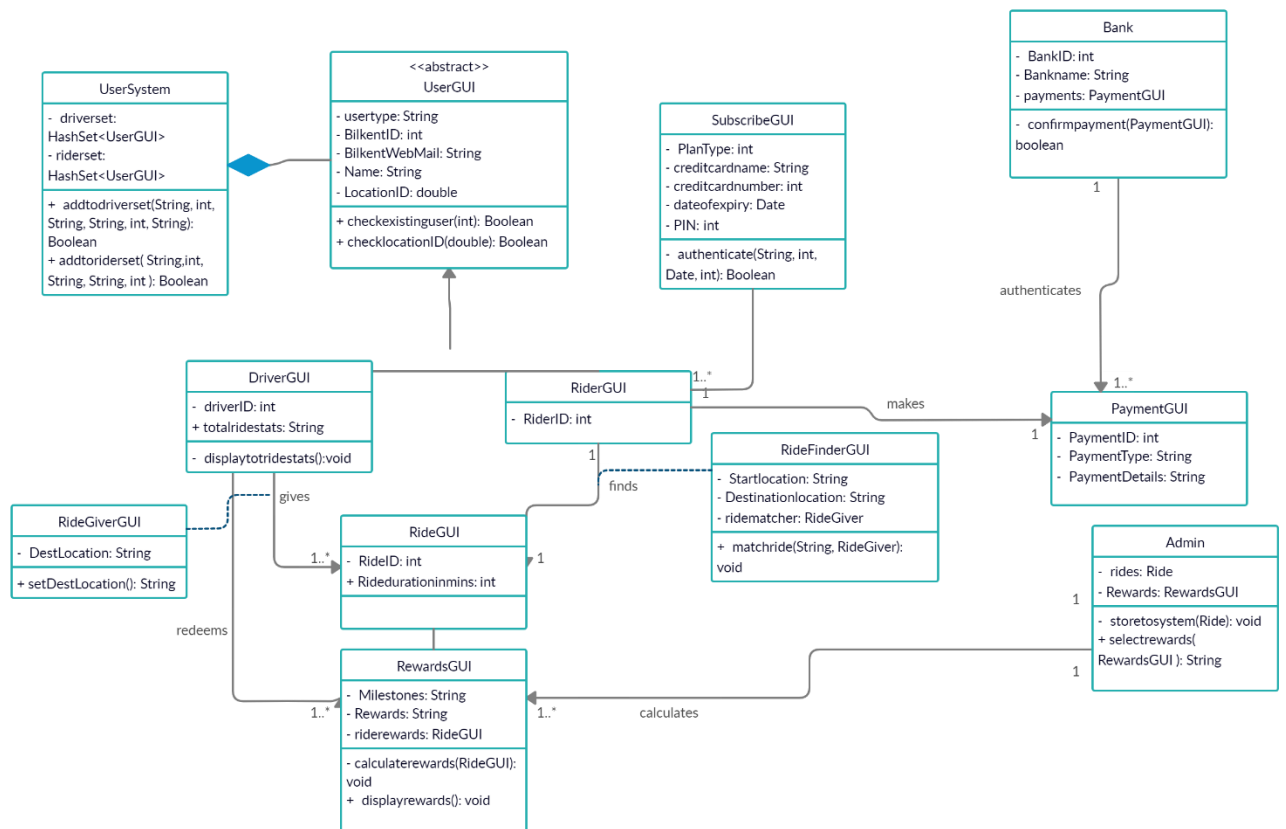
Model the interaction of 3 most important (core) UCs with UML

Sequence diagrams (SD). (You need to have at least 1 SD for each UC.)

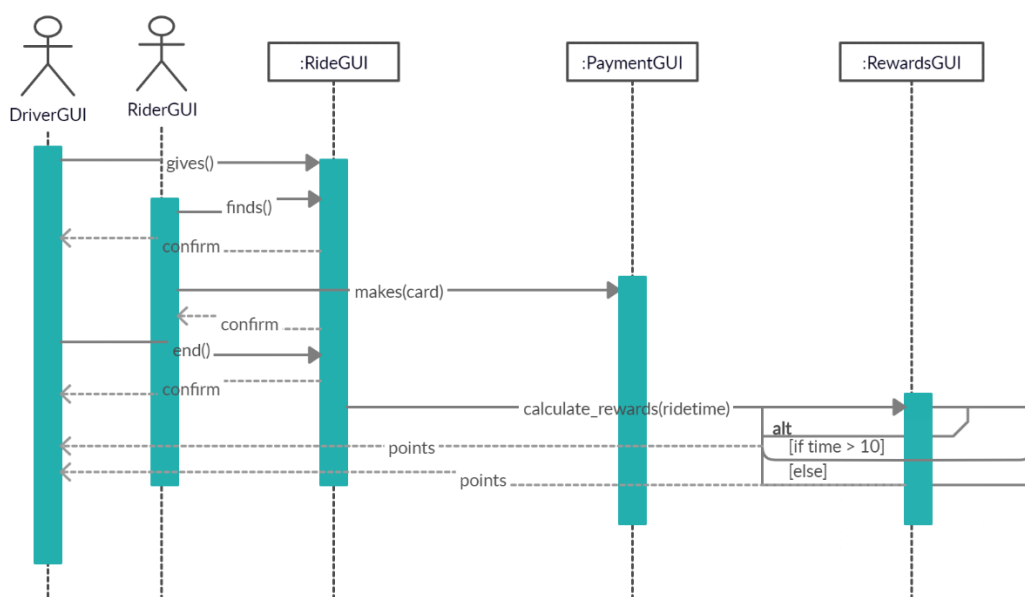


Updated H) UML (Design) Class Diagram (New Section)

Model the detailed-design of your application by making use of UML Class Diagram.



Updated I) UML (**Design-Level**) Sequence Diagram (**New Section**) Update the selected UML **Sequence diagrams** (the same SDs) based on your detailed UML Class Diagram.



J) Write down the names of the OOD principles, guidelines, ideas, and patterns (SOLID, GRASP, MVC etc.,) you used while modeling the detailed design of the project. You need to justify your design decisions. (New Section)

1	High Cohesion	UserGUI, RideGUI, PaymentGUI, SubscribeGUI, RideFinderGUI, RideGiverGUI, RewardsGUI	This allows for focused and strongly related classes. Breaking larger classes into these smaller ones increases cohesion.
2	Information Expert	UserGUI	UserGUI has the majority of the knowledge of its child classes and therefore decreases repetition.
3	Single Responsibility principle	RideGUI, RideFinderGUI, RideGiverGUI, RewardsGUI, PaymentGUI, SubscribeGUI	The mentioned classes have been given a single responsibility each so as to follow the single responsibility principles which enables easier understanding and proper division of labor between the classes
4	Open/ Close Principle	UserGUI	UserGUI class is made abstract following the Open Closed principle so that any new additions can be made in the parent class, not affecting the child classes i.e. DriverGUI and Rider.
5	Dependency	UserGUI	This class is made

	Inversion Principle		abstract so that private methods and attributes can be protected and instead modifications can be made to the abstract class without interfering with the methods of the child classes.
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