Project (Phase 3)

Group Name: Services

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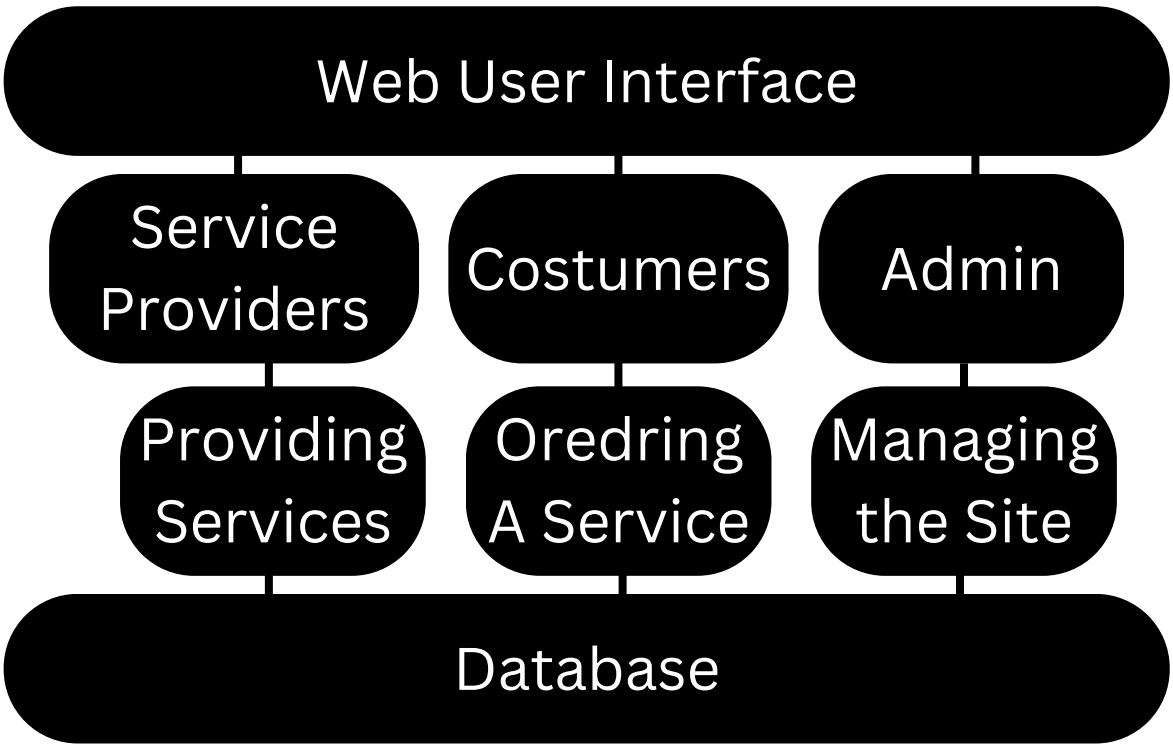
1. System Architecture

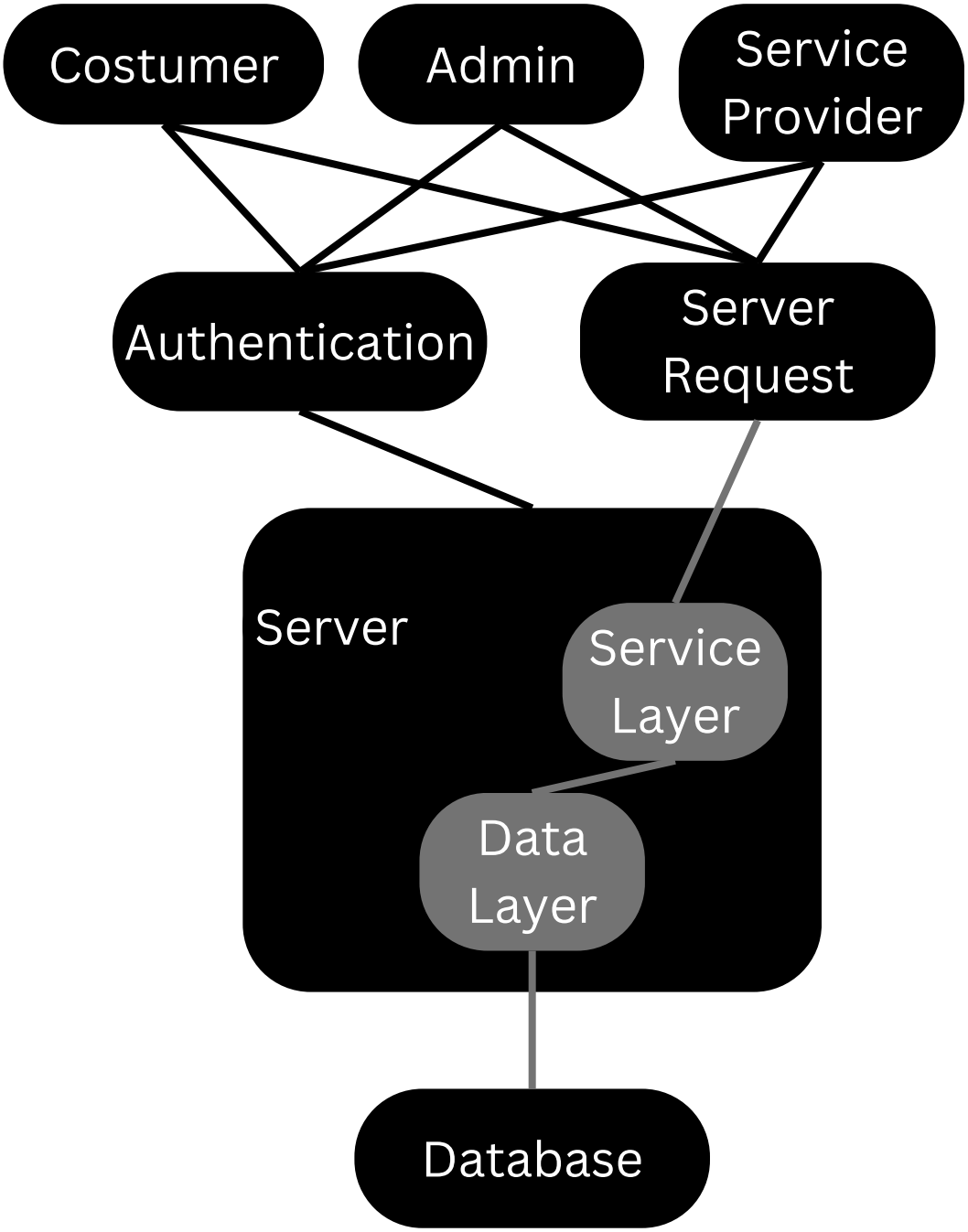
The system architecture is based on generic layered architecture. It consists of 4 layers:

- Layer 1 : The Web UI
- Layer 2 : The Users
- Layer 3 : Actions Of The Users
- Layer 4 : The Database for each user



2. Component Diagram

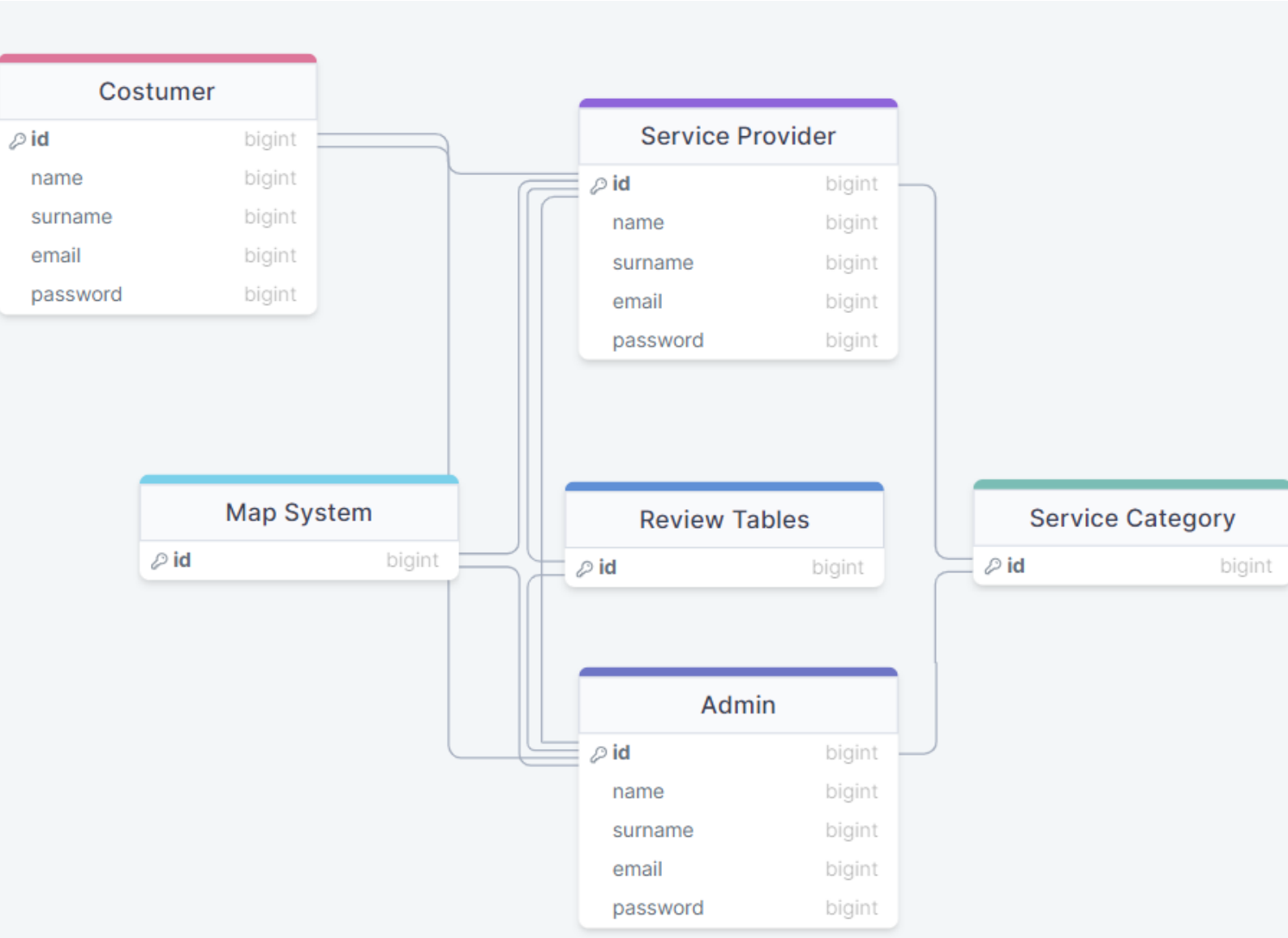
- Users: Costumer, Admin , Provider
- 2 Processes , Authentication and Server Requests
- Service Layer For the Logic and Data layer to storing and retrieving the data.
- Then we have the database where the data is stored.



3. Class Diagram

Here we can see how the components better interact with each other.

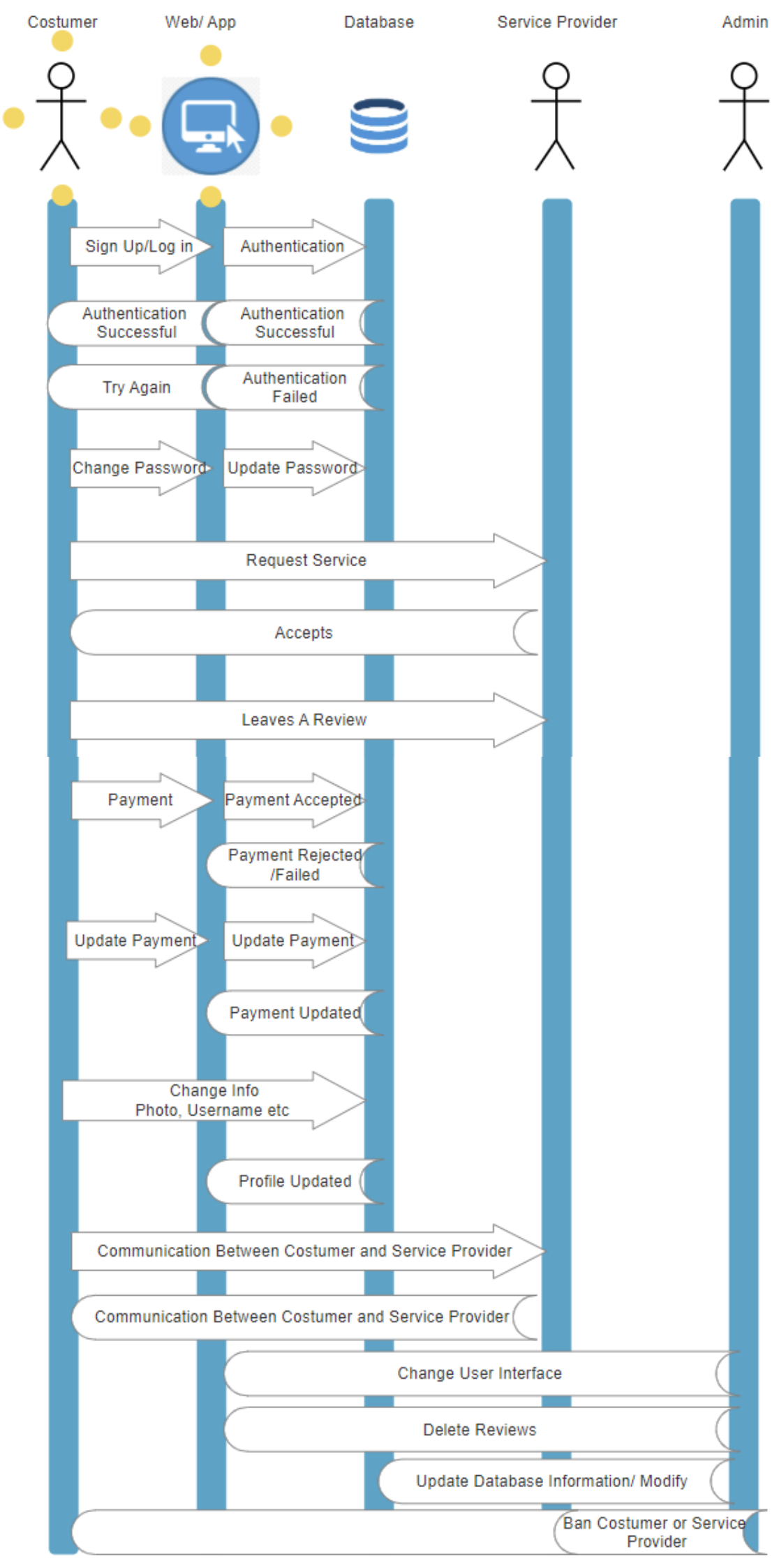
- Costumer: He can interact with the map system, the rating system, the category's etc but mainly with the Service Provider Directly.
- The Admin can edit and modify anything.
- The Service Provider is much like the costumer
- We have some of the corresponding systems, Reviews, Maps, Category's etc.



4. Sequence Diagram

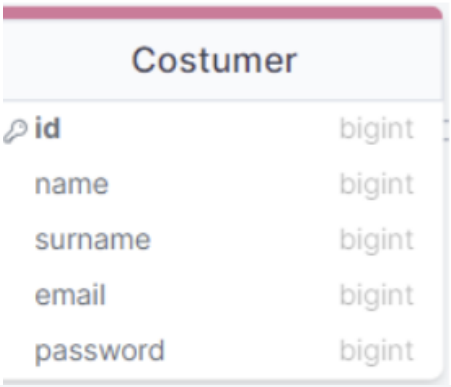
Here we can see the relations and sequences that happened between the communication of components between the Costumers, WEB, Database, Service Provider and Admin. These are some of the tasks that each of them can do and how they all relate to each-other and their corresponding sequences.

- For Example the requests that are made when the costumer logs in or sings up.
- How the database is used to check the authentication of costumers and service providers etc.
- How the payment method is validated.
- And the some of the levels of control an admin has.

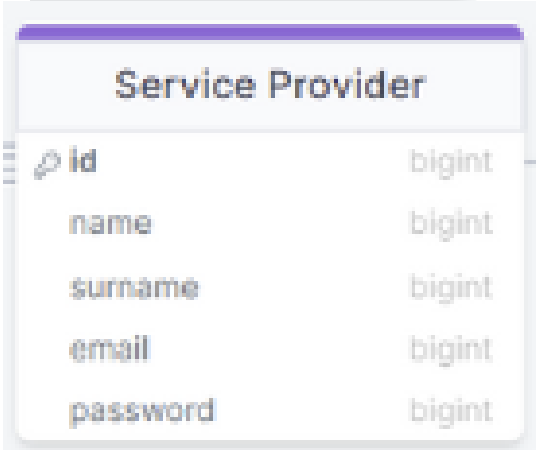

Costumer
Web/ App
Database
Service Provider
Admin
Sign Up/Log in
Authentication
Authentication Successful
Authentication Successful
Try Again
Authentication Failed
Change Password
Update Password
Request Service
Accepts
Leaves A Review
Payment
Payment Accepted
Payment Rejected /Failed
Update Payment
Update Payment
Payment Updated
Change Info Photo, Username etc
Profile Updated
Communication Between Costumer and Service Provider
Communication Between Costumer and Service Provider
Change User Interface
Delete Reviews
Update Database Information/ Modify
Ban Costumer or Service Provider

5. Database Design

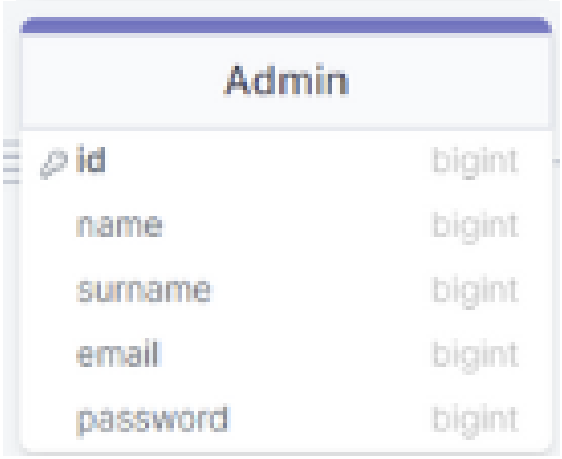
- Costumer :
    - ID (Primary Key)
    - Name
    - Surname
    - Email
    - Password



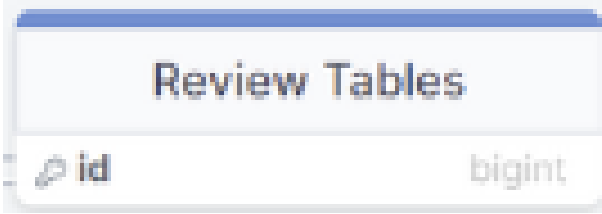
- Service Provider :
    - ID (Primary Key)
    - Name
    - Surname
    - Email
    - Password



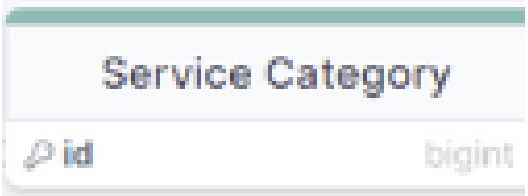
- Admin :
    - ID (Primary Key)
    - Name
    - Surname
    - Email
    - Password



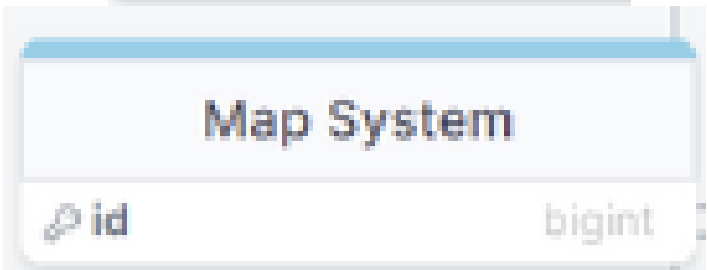
- Review
    - Review_Id (Primary Key)
    - Costumer_comment



- Category
    - category_id(Primary Key)
    - category_name



- Map
    - Map_id(Primary Key)
    - location_name



Costumer Side

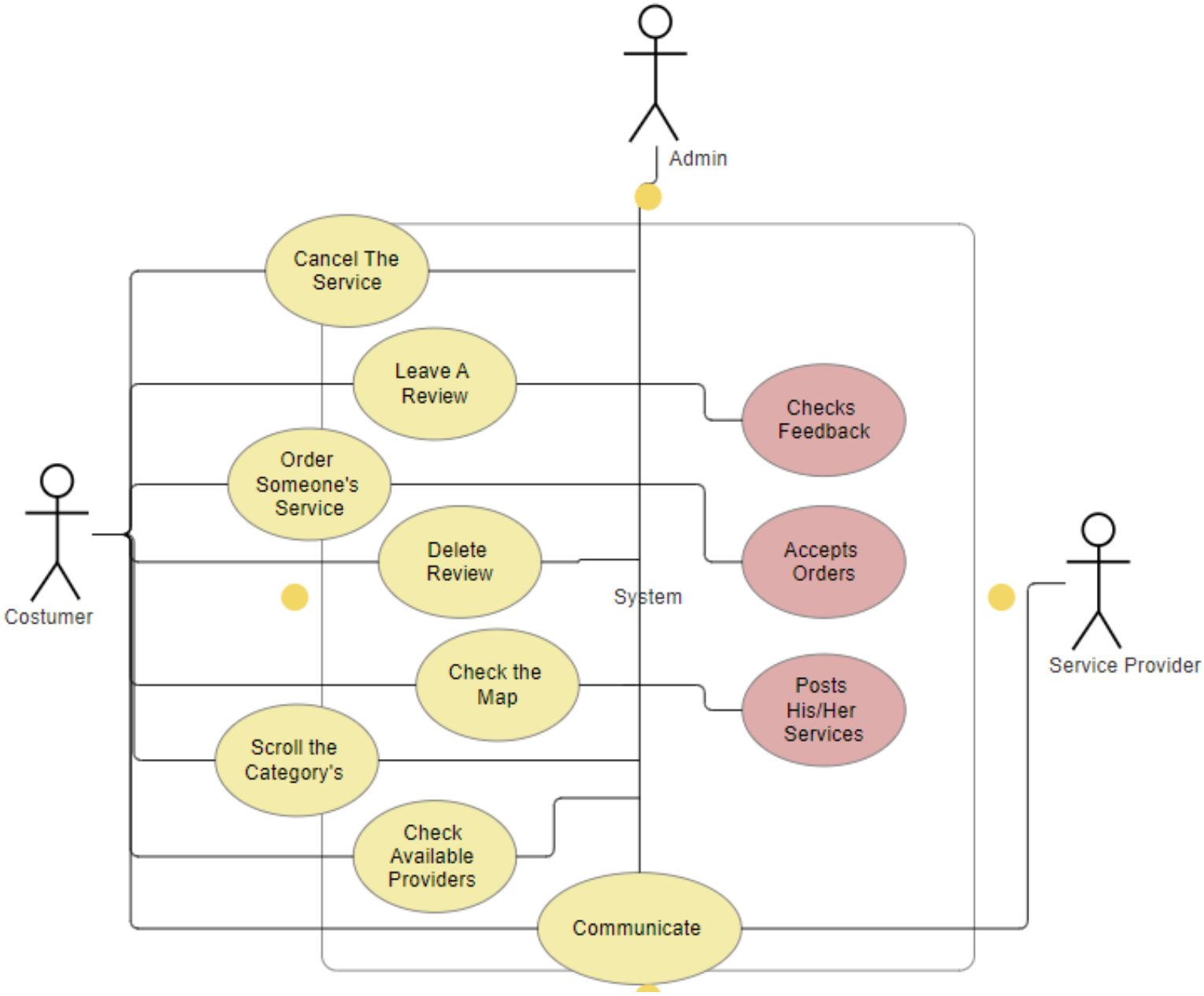
- Each Costumer once registered in the website is identified by his unique “id”. The “email” and “password” data are reused every time the Costumer wants to log-in. The “id” for a particular Costumer is fetched every time a Costumer wants to order a particular service.

- Once the costumer chooses to order a service the id of the costumer is then saved to the database along with the service provider id . Once the service has finished the costumer can then rate this service provider and give his feedback = via a comment. The rating data is saved as “review_id” and comment is saved as “costumer_comment” inside the database which created a rating with a unique id (review_id”) and fetched the id of the costumer as well as that of the event along with the rating and comment

Admin

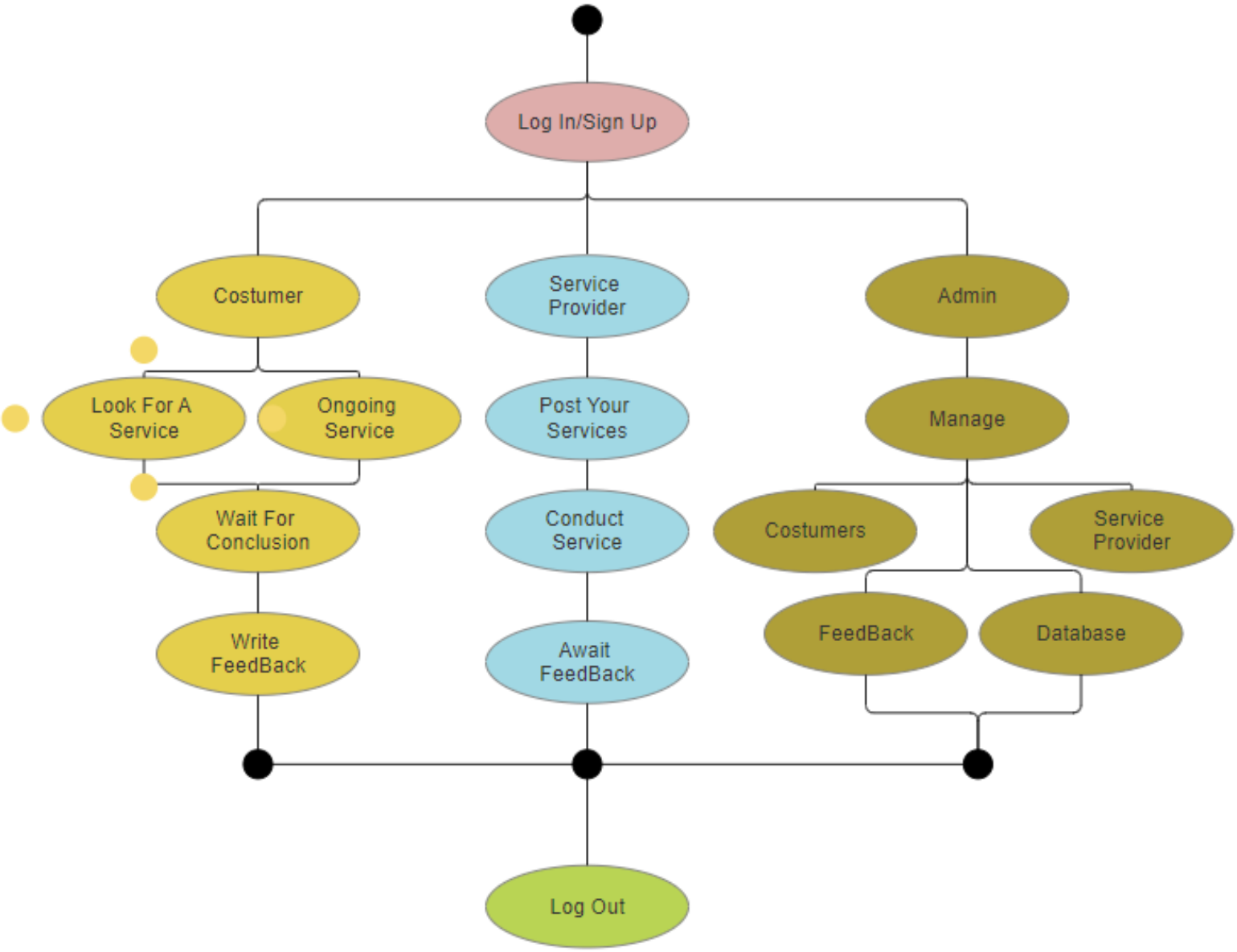
- The “email” and “password” are used by the administrator in order to gain access in the application and log in. The admin in our application is able to create,get,modify etc.

6. Modeling



- Here we can see some of the courses of action that the Costumer and Service Provider, such as being able to Give and Read Feedback, Order or cancel an order. Be able to communicate in-between each-other. And the admin which can monitor the feedback and other necessary areas that may require his or her attention.

7. Activity



- Here we can see some of the main activity's that the 3 users : Costumer, Service Prover and Admin can do when the log in to the server. The costumer can Look at his ongoing order or get a new service. After which the service has ended he can then give a review.
- The Service Provider can post his services or update them. He can conduct the job and await FeedBack from the costumer.
- The admin will manage all of these actions.

8. State Diagram

These are the states in showcased in this diagram:

1. Log In: Users will see a window prompting them to log in.
2. Log out: Users will see a window with an option to log out.
3. Messages: A section where they will be able to privately talk to other users.
4. Feed-Back: A section of the website where they can leave a rating and comment.
5. Home Page: The front page of the website the first thing any user will see.
6. Ongoing Service: A section where the costumers can see their ongoing services.
7. Order a Service: A section where the costumers can see a list of people who are offering services which they can select from.
8. Create/Conduct Service : A section where service providers can post their service.
9. Create: Can create new sections to the website.
10. Modify: The Admin can modify sections of the website.
11. Remove: Can remove offensive comments or users accounts via banning them.

This is the visual representation of the state diagram showcasing all the state of activities when users interact with the system :