



**National Autonomous  
University of Mexico**  
School of Engineering  
**Object-oriented programming  
models**



Software Design

Version :1.0  
9 of november 2021

## Table of content:

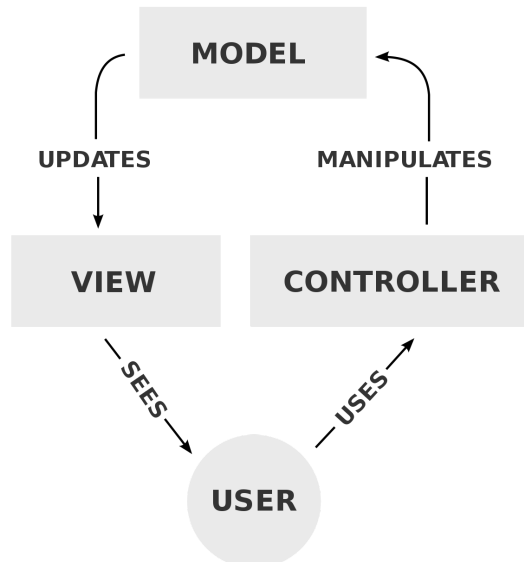
<b>Changelog</b>	<b>3</b>
<b>Architecture description</b>	<b>4</b>
Architecture packages	4
Model	4
View	5
Controller	5
Implement environment definition	6
<b>Deployment view</b>	<b>6</b>
Description	6
Deployment model	7
<b>Logic view</b>	<b>7</b>
Description	7
Class identification	7
View classes	7
Model classes	7
Controller classes	7
<b>Data view</b>	<b>7</b>
Description	7
Database diagram	7
<b>Dynamic view</b>	<b>7</b>
Description	7
Sequence diagrams	8
Create record	8
Read record	8
Update record	8
Delete record	8
Print database	8
Navigation diagrams	8

## Changelog

Version	Description	Responsible for the update	Update date
v1.0	Document creation	José Alejandro Morán Duque	7/10/2021
v2.0	Added updated diagrams	José Alejandro Morán Duque	2/12/2021

# 1. Architecture description

The used software architecture will be MVC or Model View Controller and it will be implemented in java

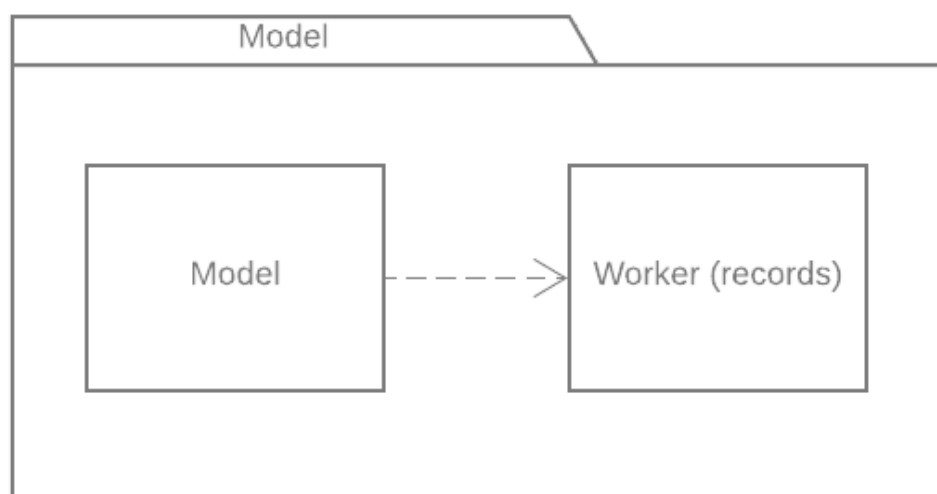


## 1.1. Architecture packages

### 1.1.1. Model

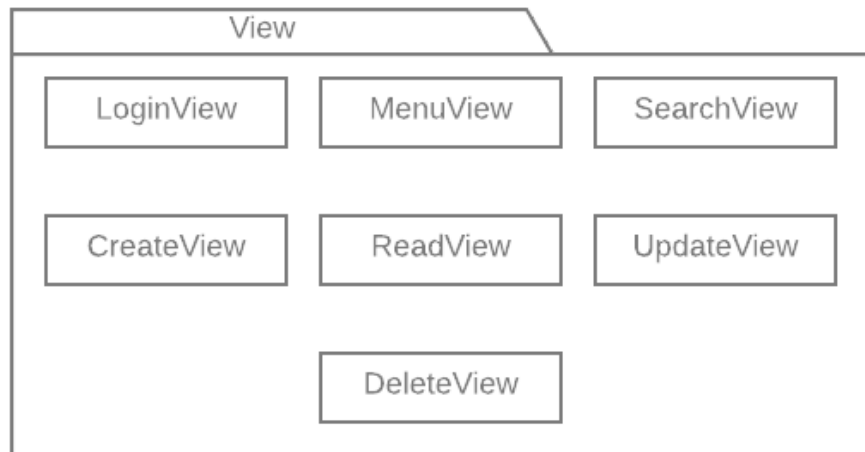
The model component manages all the data-related logic, in other words, is the one that interacts with the database retrieving, deleting, updating, and creating new entries.

The model sends the data requested by the controller to the View.



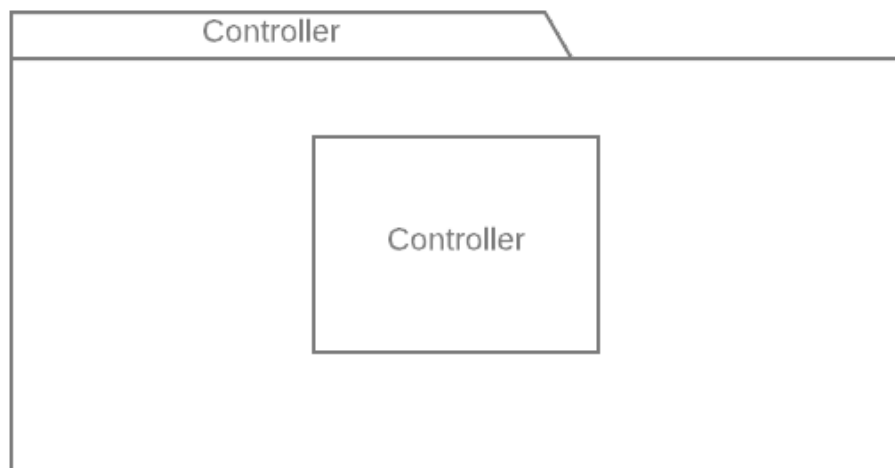
### 1.1.2. View

The View component is used for all the user interface logic of the application, the View presents to the user the information requested by the Controller to the Model.



### 1.1.3. Controller

The Controller component manages all the logic that integrates the View with the Model. The Controller manipulates the data using the Model and interacts with the View to render the new data.



## 1.2. Implement environment definition

Concept	Tool
Programming language	Java
Framework	Swing
UML diagram maker	Lucidchart and IntelliJ IDEA
Version control	Github

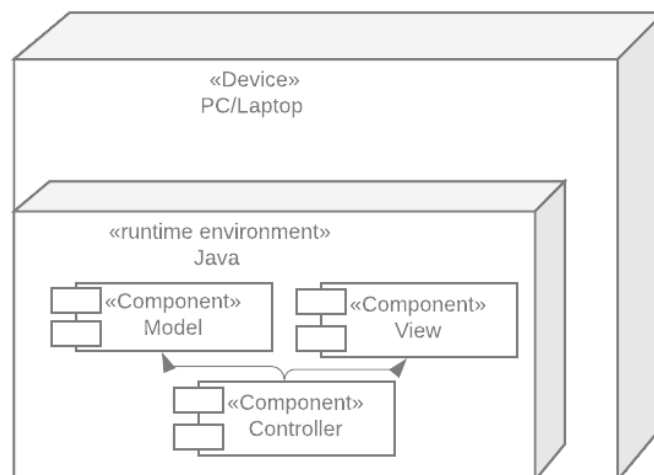
## 2. Deployment view

### 2.1. Description

The one and only node on the system is the client.

Client: User computer with any of the most popular operating systems with java support (Windows, Linux, MacOS, etc).

### 2.2. Deployment model



## 3. Logic view

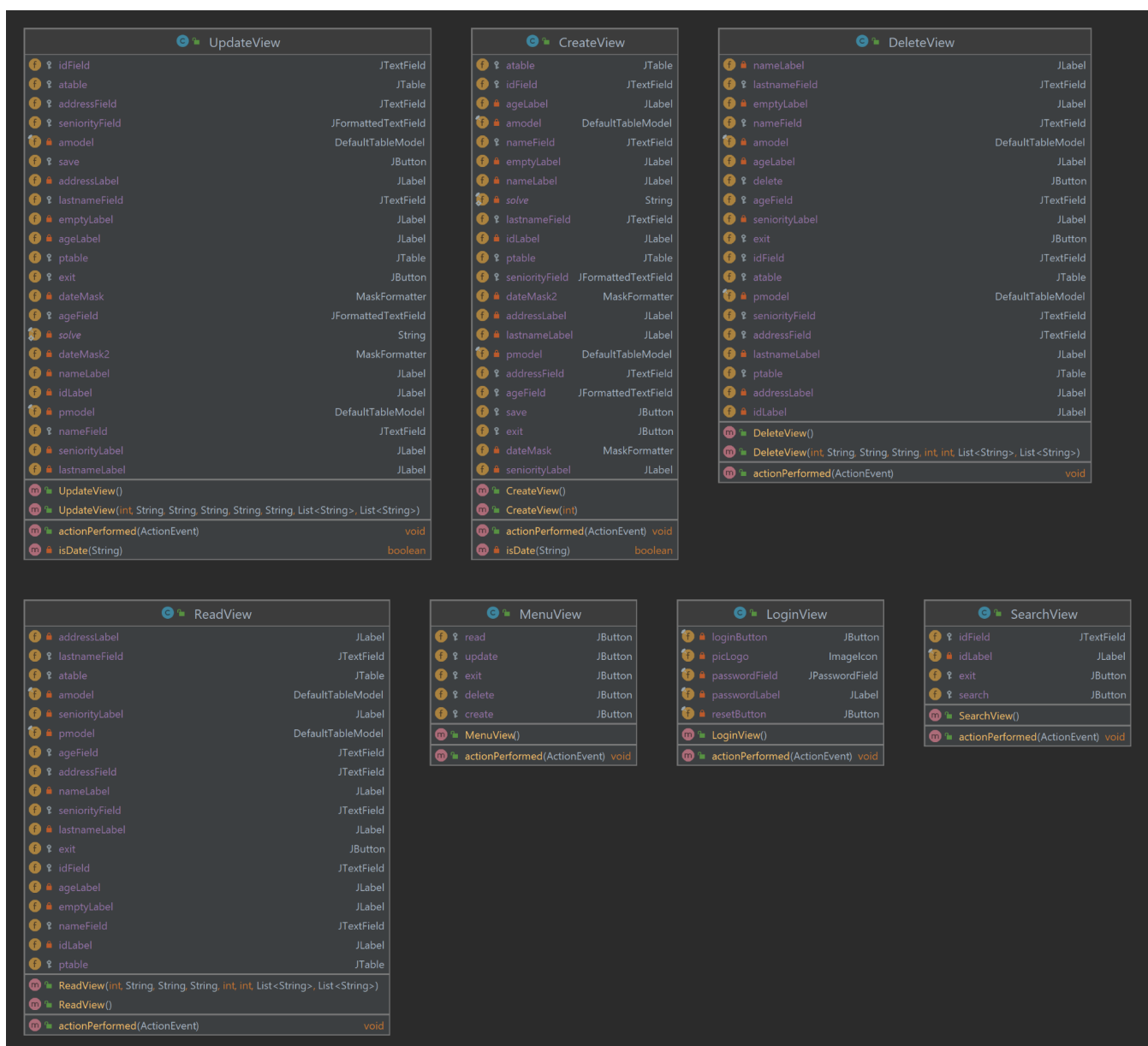
### 3.1. Description

This section contains the general composition of the classes of the application divided by packages.

### 3.2. Class identification

- 3.3. This section contains the diagrams that describe the behavior of the system and the relationships between the classes for all the packages.

#### 3.3.1. View classes



### 3.3.2. Model classes

Worker		
f	seniority	String
f	addr	String
f	id	int
f	age	String
f	name	String
f	pastProyects	List<String>
f	actualProyects	List<String>
m	Worker(String, String, int, String, String, List<String>, List<String>)	
m	Worker()	
m	Worker(int)	
m	getId()	int
m	setPastProyects(List<String>)	void
m	setSeniority(String)	void
m	setActualProyects(List<String>)	void
m	toString()	String
m	getActualProyects()	List<String>
m	getAge()	String
m	getSeniority()	String
m	setAge(String)	void
m	getName()	String
m	setName(String)	void
m	getPastProyects()	List<String>
m	getAddr()	String
m	setAddr(String)	void

Model		
f	nLines	int
f	Password	char[]
f	Workers	Worker[]
m	Model()	
m	getData()	void
m	delete(int)	void
m	search(int)	boolean
m	init()	void
m	writeData()	void
m	update(int, Worker)	void
m	create(Worker)	void
m	setPassword(char[])	void
m	read(int)	Worker
m	getNextId()	int
m	getPassword()	char[]



### 3.3.3. Controller classes

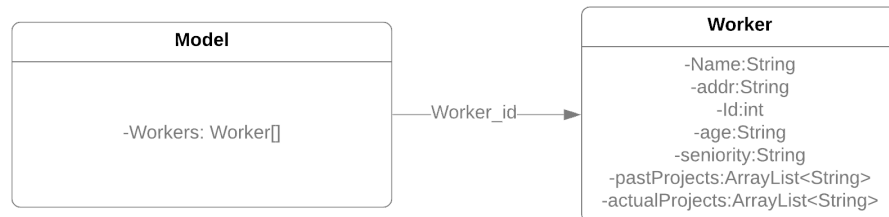
Controller		
 <i>updateP</i>		UpdateView
 <i>readP</i>		ReadView
 <i>deleteP</i>		DeleteView
 <i>searchP</i>		SearchView
 <i>img</i>		Imagelcon
 <i>state</i>		char
 <i>menuP</i>		MenuView
 <i>data</i>		Worker
 <i>frame</i>		JFrame
 <i>createP</i>		CreateView
 <i>loginP</i>		LoginView
 <i>model</i>		Model
 <b>Controller()</b>		
 <b>Init()</b>		void
 <b>Create(String, String, int, String, String, List&lt;String&gt;, List&lt;String&gt;)</b>		void
 <b>GenerateData(int)</b>		void
 <b>isPasswordCorrect(char[])</b>		boolean
 <b>MenuV()</b>		void
 <b>Read(int)</b>		void
 <b>GenerateProjects(int)</b>		void
 <b>DeleteV(int)</b>		void
 <b>UpdateV(int)</b>		void
 <b>ReadV(int)</b>		void
 <b>CreateV()</b>		void
 <b>GenerateName(int)</b>		void
 <b>Test()</b>		void
 <b>Update(String, String, int, String, String, List&lt;String&gt;, List&lt;String&gt;)</b>		void
 <b>SearchV()</b>		void
 <b>Search(int)</b>		boolean
 <b>Delete(int)</b>		void

## 4. Data view

### 4.1. Description

This section contains the diagram that describes the general data structure of the system.

### 4.2. Database diagram



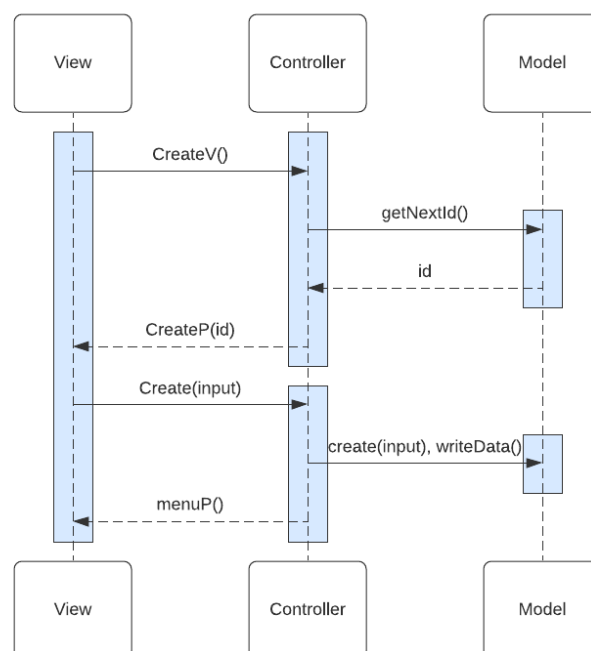
## 5. Dynamic view

### 5.1. Description

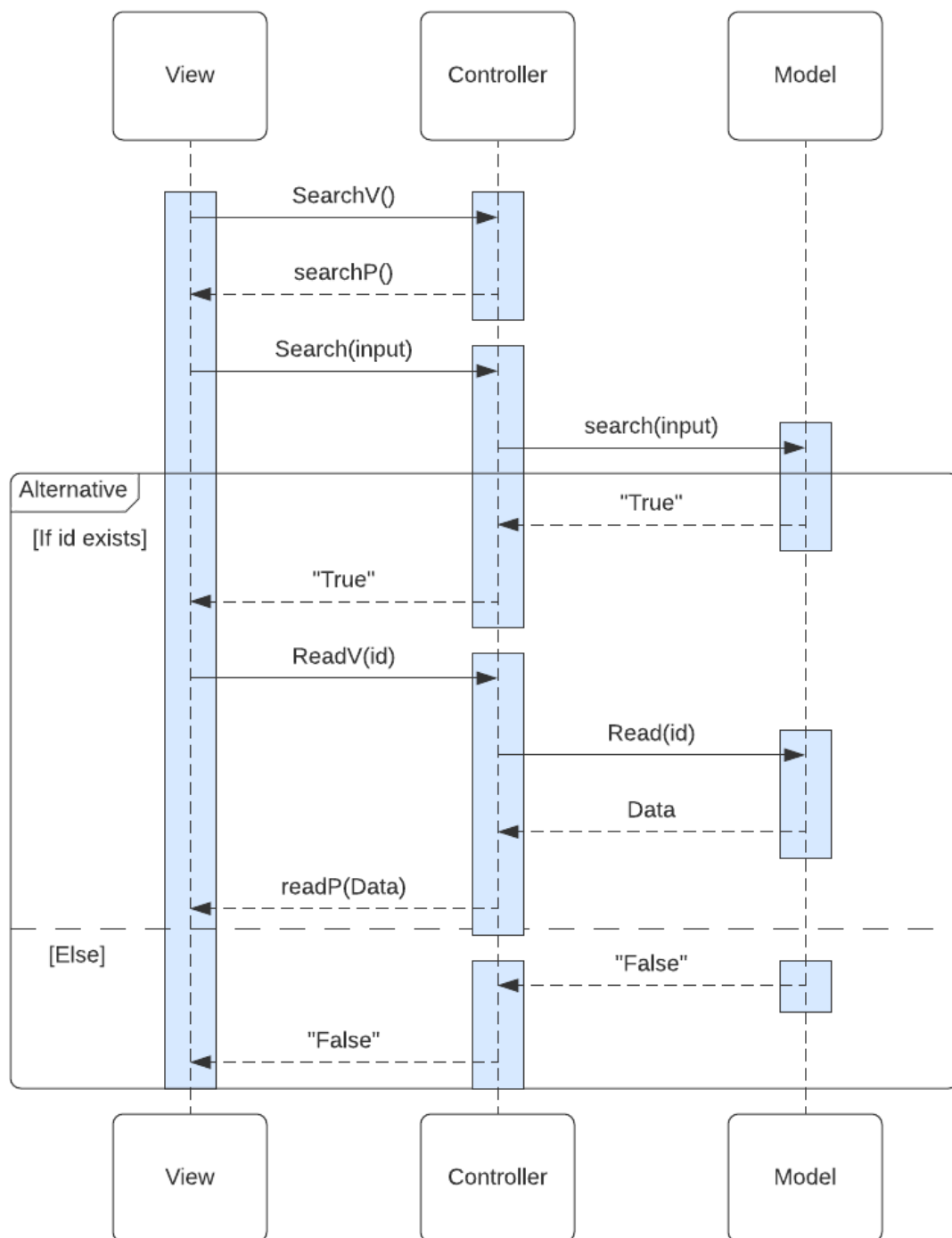
This section contains the sequence diagrams of all the use cases. The diagrams show how the objects relate through the time.

### 5.2. Sequence diagrams

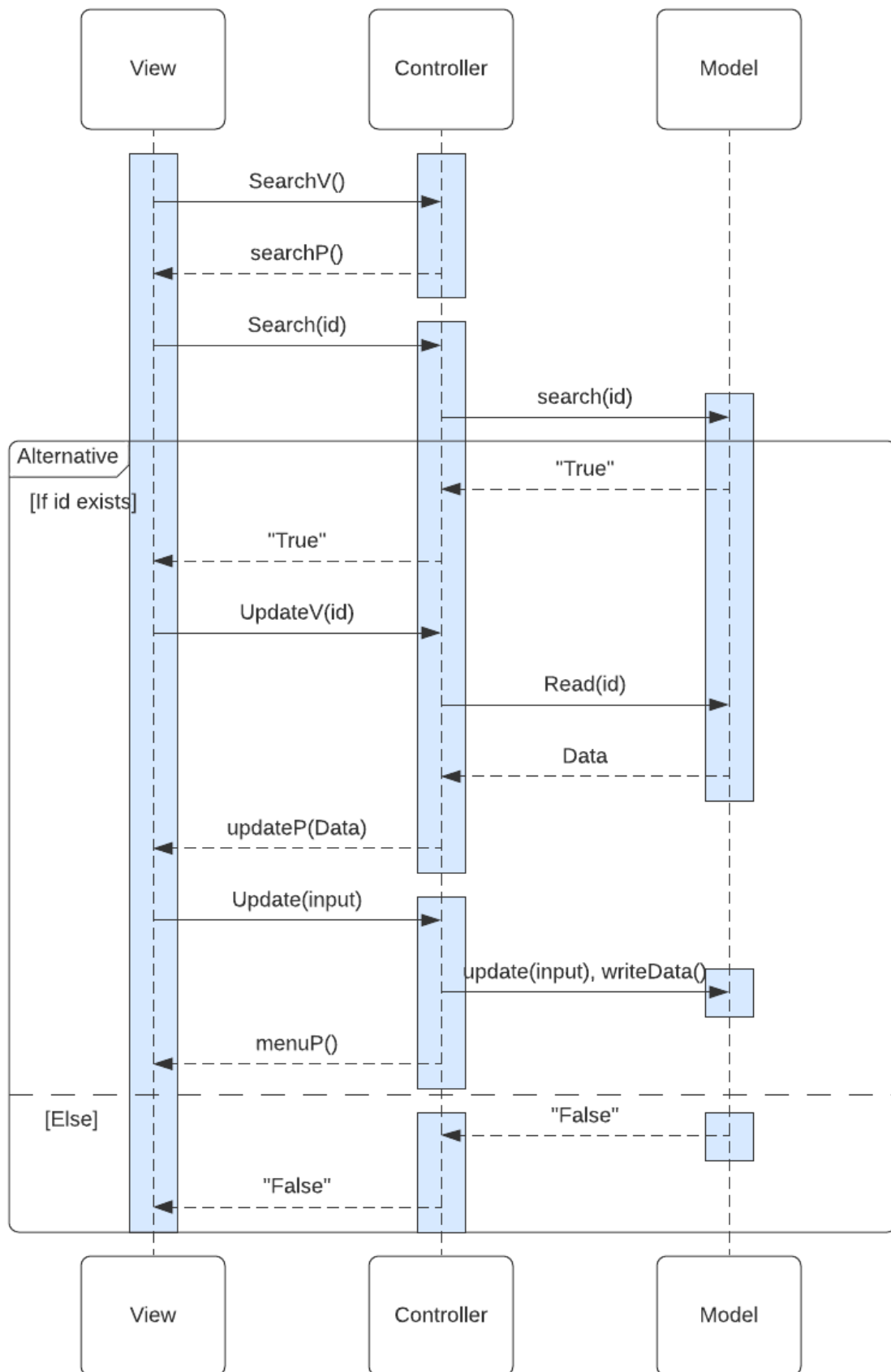
#### 5.2.1. Create record



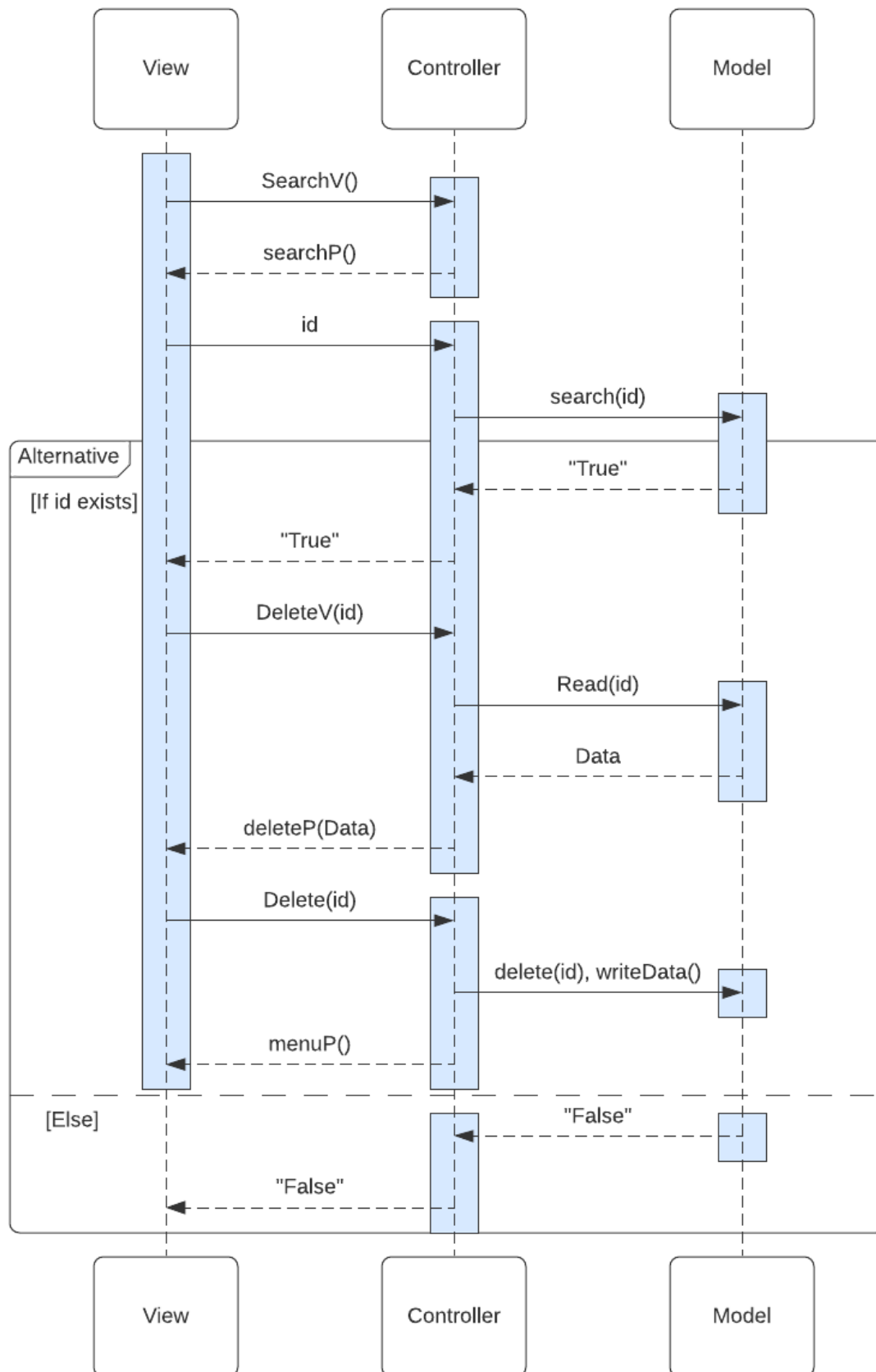
### 5.2.2. Read record



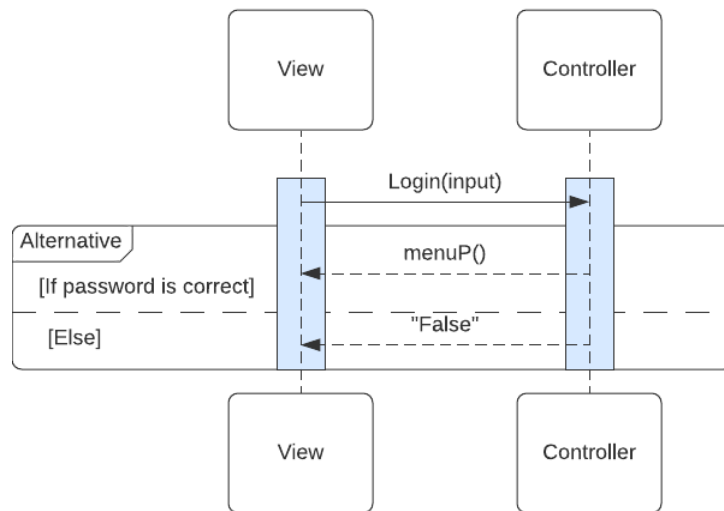
### 5.2.3. Update record



#### 5.2.4. Delete record



### 5.2.5. Login



### 5.3. Navigation diagram

