**Targets**

Setting targets:

Implement an application for scheduling and organization meetings in organization. The organization has offices, each office has meeting rooms. Employees can attend meetings in different offices.

Technology-stack:

1. UI: Thymeleaf or another UI-technologies
2. Java + Spring + additional libraries (Lombok, Liquibase, Swagger) + Testing (Junit, Mockito).
3. PostgreSQL; GitHub, Maven.

System requirements:

1. The application must work and interact according to the rules from the subject area.
2. Implement a REST application with necessary CRUD requests to interact with DB.
3. Add authorization/authentication.

Questions:

1. Determine the restrictions of the subject area (What is acceptable?).
2. Create a model of the subject area – determine the entities and their relationship.
3. Learn technologies-stack and system concepts.

**The Subject Area**

The subject area is a system with the following entities:

* Offices
  + Address;
  + Phone number
  + Inventory in the office warehouse
* Rooms in offices, where meetings take place
  + Capacity
  + Office, where the room is located
  + Inventory
* Employees
  + Name
  + Position
  + Application account
  + Email
  + Office, where the employee is working
* Meetings
  + Meeting room in the office
  + Time
  + Theme

Entity features:

* Offices can be located in different cities
* Employees can have different roles (admin, user)
* Meeting rooms can be filled with some inventory items

Entities restrictions in the section – Database.

**Application**

Description:

Web application for scheduling and organizing local meetings in offices.

User features:

* Convenient user interface
* User registration and authorization; employees can request the creation of an account from the admin
* Storing users and their meetings information
* Scheduling local meetings (Create, edit, cancel)
* Sending notifications to users

Internal structure:

* Backend: PostgreSQL, Liquibase, Java (Spring, Lombok, Swagger, Junit, Mockito)
* Frontend: Angular?

**Database**

PK – mark for primary key fields in the table. Primary key must be unique.

U– mark for unique fields in the table (Not primary key).

FK – mark for foreign key fields in the table, main table in brackets.

Database structure:

* Office table
  + Office ID [PK]
  + City
  + Address
  + Phone number
  + Open time
  + Close time
* Room table
  + Room ID [PK]
  + Office ID [FK (Office table)]
    - One office can have several meeting rooms
  + Capacity
    - Can`t invite more people than the room can contain
* Room inventory table – a table for linking rooms and inventory items
  + Room ID [PK, FK (Room table)]
  + Item ID [PK, FK (Items table)]
  + Count of items in the room
* Inventory items table
  + Item ID [PK]
  + Office ID [FK (Office table)]
    - If need to request items to the room, they must be in stock at the office warehouse
  + Count of items in the office warehouse
    - Can`t request more items than are in the stock
* Employee table
  + Employee ID [PK]
  + Name
  + Position
  + Email [U]
  + Office ID [FK (Office table)]
* User data table
  + Login [PK]
  + Password
  + Employee ID [FK (Employee table)]
  + User activation
* Employee role table – a table for linking employees and roles
  + Employee ID [PK, FK (Employee table)]
  + Role ID [PK, FK (Role table)]
* Role table
  + Role ID [PK]
  + Role name
* Meeting table
  + Meeting ID [PK]
  + Meeting name (To announce meeting main theme)
  + Room ID [FK (Room table)]
    - Can`t place two and more meetings in one room at the same time
  + Office ID [FK (Office table)]
  + Start date and time
  + End date and time
* Invite table (Table for linking employees and meetings)
  + Employee ID [PK, FK (Employee table)]
  + Meeting ID [PK, FK (Meeting table)]
  + Invite accept
    - Employee can accept invite or refuse
    - Employee can cancel their current meeting to accept a new one

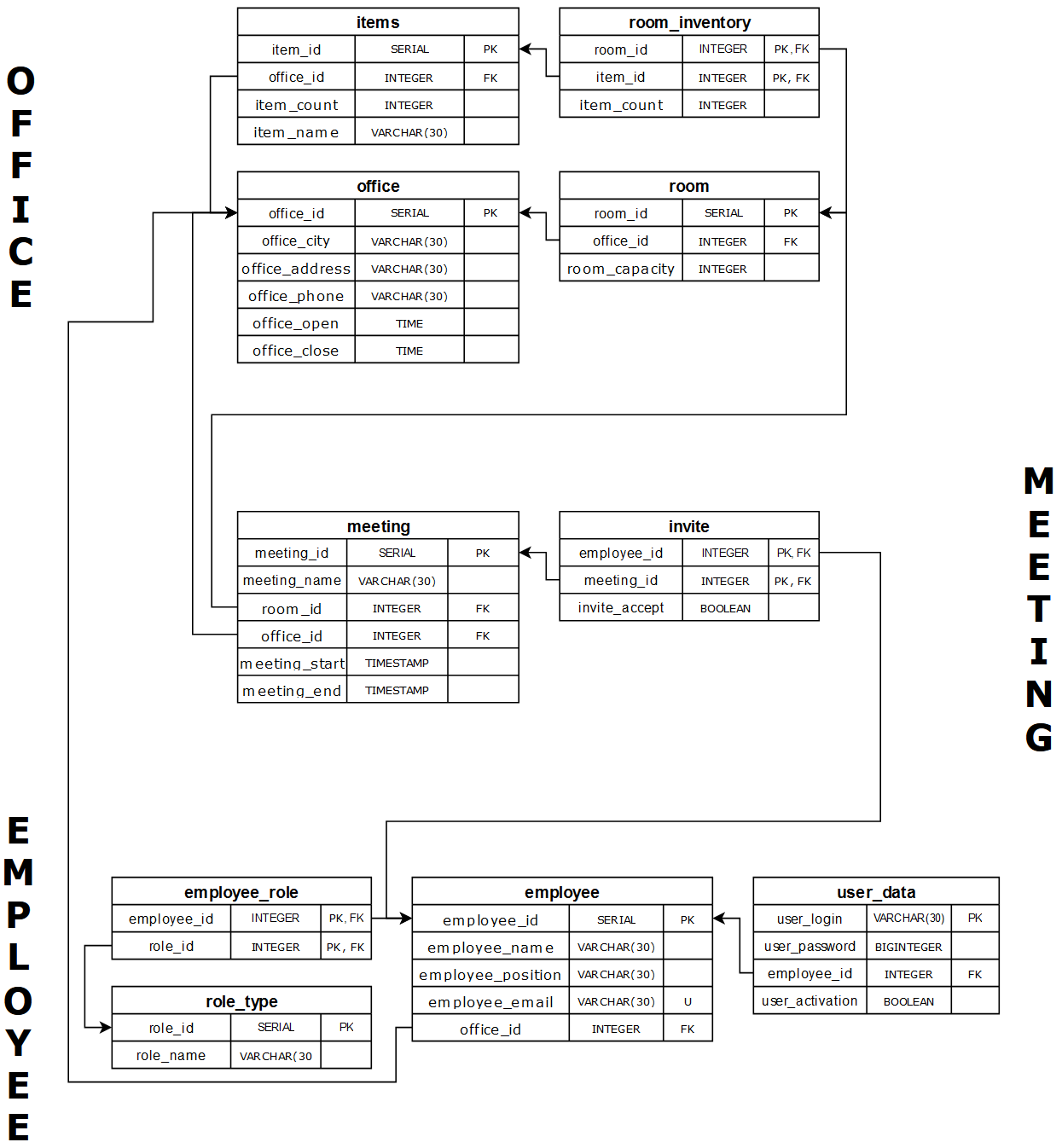


Figure 1. UML diagram for DB