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DD – design document

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Computer Science and Engineering – Software Engineering 2

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POLITECNICO DI MILANO

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1. **Introduction**
   1. **Purpose**

The DD purpose is to give an overall description of Safestreet. In particular we analyze the architecture, in terms of computational components and interactions among those components.

Unlike the RASD, it will have a more detailed description of the backend of the application, underlining the aspects of the application such as the high-level architecture, the runtime behavior and the algorithm design.

* 1. **Scope**

Here we give an overview of the application based on the descriptions presented on the RASD.

SafeStreets is an application designed to report street violations committed by vehicles on the road.

The users are allowed to make reportings of those violations through the application. In order to do that, a user must be signed in.

Two types of users can access the application and its functionalities: private customers and authorities. The first ones can use the basic functionalities, for example make reportings or interacting with the map on which the reportings made by other users are shown. The second ones, authorities, besides the basic functionalities can also make an information cross with the application, and the application, in specific cases, can send suggestions to authorities, in order to prevent more violations.

The violations reported by the users are stored in a map obtained from GoogleMaps API, which has areas colored with different colors (green, yellow, red) depending on the frequency of the violations in that specific area.

When an area is red for a specific types of violations, for example parkings on the sidewalk, a suggestion is made by the S2B and sent to authorities.

Users, on the map, can filter date and type of the violation (parking, traffic lights, accident and speed violations) and the interval of time they want to see the map (today, last week…).

They can also type on a specific area, the map will zoom in, showing all the reportings in that area, in the position they were uploaded with, then the users can type on a single reporting, and the information about it are shown, for example date, time, position, picture if present.

Authorities, as said earlier, can crosse information with the application, sending accident reportings and receiving from the application parking violation reportings, because are the only reliable repotrings that the application can guarantee.

The main purpose of SafeStreets is to make streets safer by allowing citizens to help each other throughout reportings of streets violations. SafeStreets helps to keep the streets clear also by making suggestions to prevent more violations, these suggestions are sent to authorities, which have more power to take measures on the streets.

* 1. **Definitions, acronyms, Abbreviations**

**Definitions**:

* **Users**: a generic customer of the application.
* **Authority**: specific customers of the application. They are allowed to cross information with the application.
* **Private**: customers of the application that can’t cross information with the application.
* **Reporting**: a signalation on any street infringement made by any user, uploaded on the application.
* **Application analyzing pictures algorithm**: the algorithm through which the license plate is recognized from the picture of the vehicle.

**Acronyms**:

* **RASD**: Requirement Analysis and Specification Document
* **DD**: Design Document
* **CPU**: Central Processing Unit
* **DB**: Database
* **DBMS**: Database Management System
* **GPS**: Global Position System
* **API**: Application Programming Interface
* **TSL**: Transport Layer Security
* **SQL**: Structured Query Language
* **UI**: User interface
* **HTTP**:  HyperText Transfer Protocol

**Abbreviations**:

* [Gn]: n-th goal
* [Rn]: n-th functional requirement
  1. **Reference documents**
* Specification document: “SafeStreets Mandatory Project Assignment”.
* IEEE Std 830-‐1998 IEEE Recommended Practice for Software Requirements Specifications.
* Examples documents:

· “DD from the car sharing project”.

· “DD from Travelendar+”.

· “DD to be analysed AY 2019-20”.

* 1. **Document structure**
* Section 1: An overview of the design document, giving and describing the scope and purpose of it. Definions, acronyms and abbreviation are listed as well.
* Section 2: It gives a description of the architecture of the entire system. This is the core of the document because it contains the most relevant architecture views and decisions:
  + Overview
  + High level components and their interaction
  + Component view
  + Deployment view
  + Runtime view
  + Component interaction
  + Selected architectural style and patterns
  + Other design decision

* Section 3: It presents the two principal algorithms managed by the application. The algorithms are described with the help of a pseudo code in order to let the developers to have the highest degree of freedom.
* Section 4: Here are described in details UI (user interface) already presented in the RASD document.
* Section 5: In this section is present the requirements traceability that links the requirements wrote in the RASD to the design element of the DD.
* Section 6: Description of the implementation, testing and integration of the system.
* Section 6: Shows the effort spent by each member of the group.
  1. **Revision History**
* Version 1.0: First release

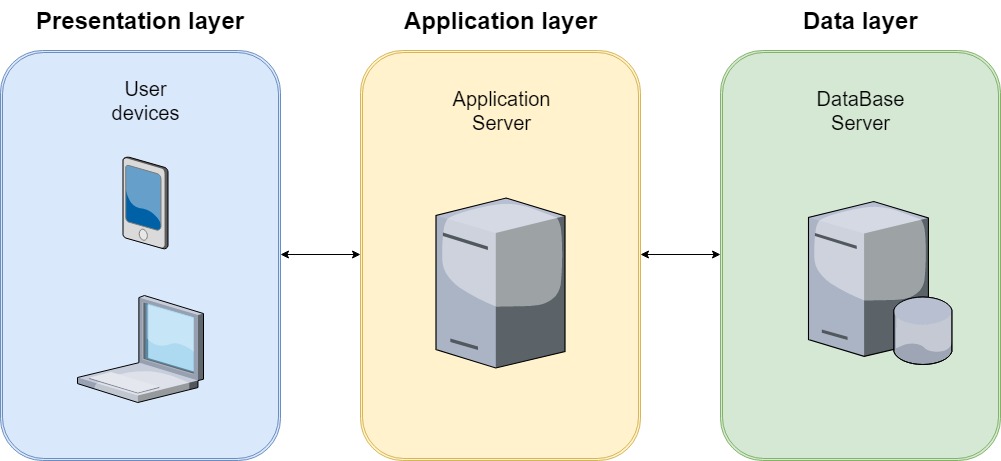
1. **Architectural design**
   1. **Overview**

This chapter is the core of this design document. Here are illustrated both the physical and logical description of the system.

This chapter is divided in sections, for each of ones we properly provide specific diagrams and descriptions of the SafeStreets system.

The image below (*diagram 1*) explains the architecture of the system in layers a tiers. This decision has been made to guarantee scalability and flexibility.

* + The **Presentation layer** is the logical layer that includes the UI and phisically the hardware front-end side of the system, therefore the devices of the users. For example, a smartphone for the SafeStreets mobile app and a laptop for the web. On this layer is shown the GUI (graphical user interface), differently programmed based on the device used. Also, are managed the interactions from the front-end device with the systems (when the user makes a reporting, crosses data…).
  + In the **Application layer** is the part of the system that includes the users messages from their device to the web server and the SafeStreets application server, through a DMZ (demilitarized zone, explained later). The corresponding layer focuses on the business logic and communication with the application server, it handles the functionalities of the application and works on data to show to the front-end side. The application server interacts with users sending notifications and questions when needed, asynchronously, and the users talk to the server providing messages as sending information of a reporting or accessing the map.
  + The **Data layer** comprehends the part of the system involving the database and the communication with it. SafeStreets also has a back-up server which only communicates and synchronizes with the database. The interaction between them stays in this layer. Also, the administration database and center are thought to be in this last tier. The application server communicates synchronously with the database to ask for information.



*Figure 1 - Layers architecture*

* 1. **High level components and their interaction**

The figure below provides a physical description of the system. The application server is put in the middle of the image to resume the idea of middle layer, in fact it provides access to the business logic layer. Connected to it are the installed firewalls to create a Demilitarized Zone (DMZ). The external networks communicate with the application server through the resources in the DMZ.

On the diagram is shown the presentation tier, which is represented by the users, that can use both the SafeStreets mobile app and the web app, exclusively for authorities. Both are connected with the web server, which constantly talks with the application server, through the DMZ.

The application server, in the middle, which communicate, on the right, with the database server. Information to the database are sent every time needed, for example when a reporting is made from a user and uploaded on the system, the database server will receive from the application server information about that reporting and will store it.

The database also talks with the backup server in order to have information cloning periodically.

Also the administration center and database talks with the database without passing through the application server, but these components are implemented through a third party ERP software, so, there won’t be descriptions about them in this document since they are maintained from a third party.



*Figure 2 - Physical architectute diagram*

* 1. **Component view**

This section contains diagrams showing the main components and the interfaces of the system.

The figure below (figure 3) focuses on the front-end side of the system including the services close to it, each one of them is responsible of specific purposes. For example, the User web services component provide the connections and responses from the authorities through the web application. Remember that only authorities have access to the web application in order to upload and download data in an easy way.

The employee web services component supports the interactions between the system and the SafeStreets personal for small adjustments to the web application. This part won’t be explained in details because is not the focus of this document and doesn’t involve any other functionalities or structural decisions.

**Immagine che contiene screenshot

Descrizione generata automaticamente**

*Figure 3 - Front-end services*

**Immagine che contiene mappa

Descrizione generata automaticamente**

*Figure 4 - User mobile services*

**Immagine che contiene mappa, testo

Descrizione generata automaticamente**

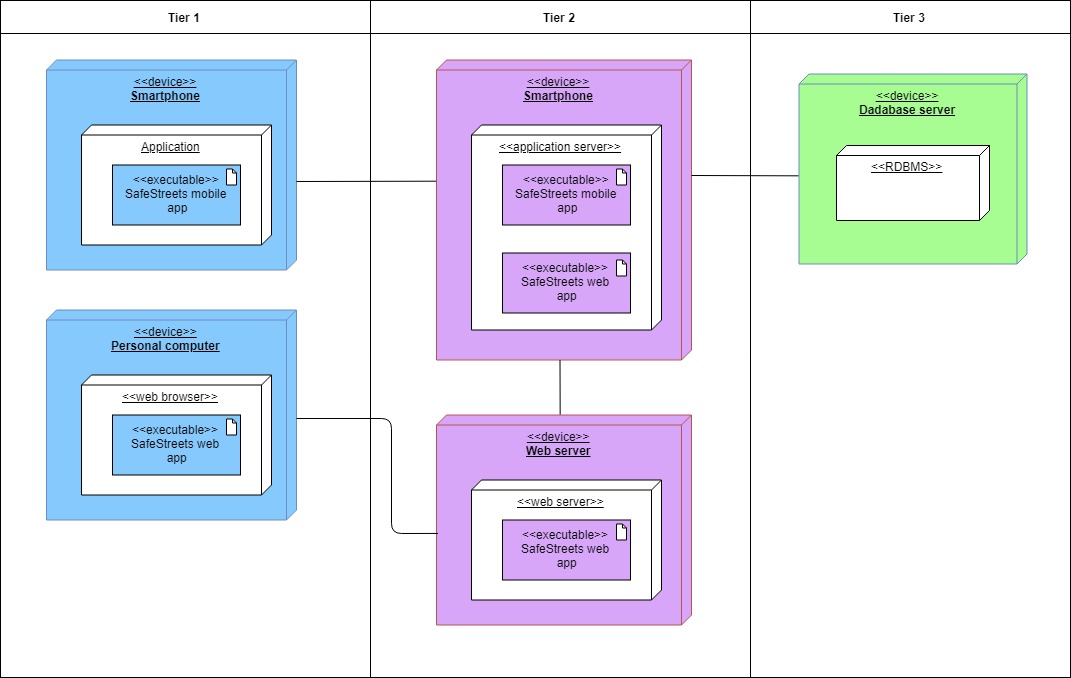
*Figure 5 - User web services*

**Immagine che contiene testo

Descrizione generata automaticamente**

*Figure 6 - Entity-relationship diagram*

* 1. **Deployment view**



* 1. **Runtime view**
* Login

Immagine che contiene screenshot

Descrizione generata automaticamente

* Make a reporting

Immagine che contiene screenshot

Descrizione generata automaticamente

* Cross data (from web page or from mobile app?)

Immagine che contiene screenshot

Descrizione generata automaticamente

* Show particular things on map (specific time and reportings type or specific reporting)?

Immagine che contiene screenshot

Descrizione generata automaticamente

* Show personal info or past reportings

Immagine che contiene screenshot

Descrizione generata automaticamente

* Make suggestion and send it to authorities? (algorithm?)
  1. **Component interfaces**

**Immagine che contiene screenshot

Descrizione generata automaticamente**

**Immagine che contiene screenshot

Descrizione generata automaticamente**

* 1. **Selected architectural styles and patterns**
  2. **Other design decisions**

1. **Algorithm design**
   1. **License plate recognizing algorithm**
   2. **Making suggestions algorithm**
2. **User Interface design**

The application UI mockups were presented in the RASD document, section 3.1.1 User Interfaces.

Below are presented two diagrams related to both privates and authorities front end application, in particular they expose the flow of the main menu that the user can navigate from their devices. The application windows are represented as colored rectangles half blue and half white, while the available actions in the windows and the credential recovery as a simple rectangles. The action to return to the previous menu is omitted for clarity.

Finally, the small green rectangle (success) represents the access to the application servers and the recognition of the user's activity ,the red one (logout) represents the logout from the application.

1. Immagine che contiene mappa

   Descrizione generata automaticamente

Immagine che contiene screenshot

Descrizione generata automaticamente

* 1. **Mock-ups**
  2. **UX diagrams**
     1. **Private mobile app**
     2. **Authority mobile app**
  3. **BCE diagrams**
     1. **Customer mobile app**

1. **Requirements traceability**