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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**
  2. **Document structure**

Section 1: An overview of the document, giving and describing the scope and purpose of it.

Section 2: It gives a descriprion of the architecture of the entire system.

Section 3: Here are described in details UI (user interface).

Section 4: In this section is present the requirements traceability.

Section 5: 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**

1. **Architectural design**
   1. **Overview**
   2. **High level components and their interaction**
   3. **Component view**
   4. **Deployment view**
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   7. **Selected architectural styles and patterns**
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      1. **Private mobile app**
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4. **Requirements traceability**