SWE 574 Software Development as a Team, Fall 2014 Instructor: Suzan Üsküdarlı

WBLH: Web Based Living History Application System Description Document

> 03.01.2015 Revision 1.0

By: Eser Gökçe Karaca Student Id: 2013719078

Revision	Date	Explanation
1.0	03.01.2015	Initial Documentation for System Description

TABLE of CONTENTS

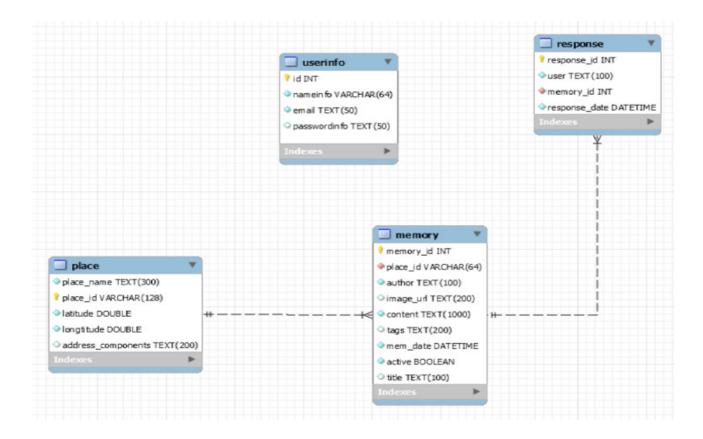
TABLE of CONTENTS	3
1. INTRODUCTION	4
2. DATA MODEL	4
3. TECHNOLOGY	
4. ACCESS, AUTHENTICATION and AUTHORISATION	
5. DELIVERY	6
6 DOCUMENTATION	

1. INTRODUCTION

This system description document is a documentation describing the technology choices and the environment used in the creation & deployment of Living History application.

Living History application is an application used for entering/viewing/responding to memories. The application has 3 aspects: database, server & client.

2. DATA MODEL



3. TECHNOLOGY

AngularJS MVC framework Client side code

♣ GruntJS Front end build tool

♣ Java Programming language for server side

MySQL Database implementations

♣ Heroku Cloud application platform

Apache TomCat Web server

♣ Google Maps V3 Visualisation of the maps in application

Apache Cordova
Platform to build mobile application using web application code

♣ JavaScript, HTML Web programming languages

♣ Node.JS Platform to build server-side/network application

♣ Webstorm 9.0 Development tool for client side

 ♣ Google Chrome Developer Tool for debugging

♣ Apiary Platform for building & consuming Web APIs

Amazon Web Services Cloud platform with Tomcat & MySQL for testing

Automated deployment Not available

4. ACCESS, AUTHENTICATION and AUTHORISATION

- The access to the application is Web based.
- Authentication is through a Web form where email address & password information of the user is required.

5. DELIVERY

The application is delivered to the customer in 2 ways:

- **♣** CD
- ♣ Web Portal

6. DOCUMENTATION

All detailed documentation regarding the Living History can be found at:

https://code.google.com/p/living-history-swe/w/list