

## **Architecture & Diagrams [AITUConnect]**

### **System Architecture (Monolith)**

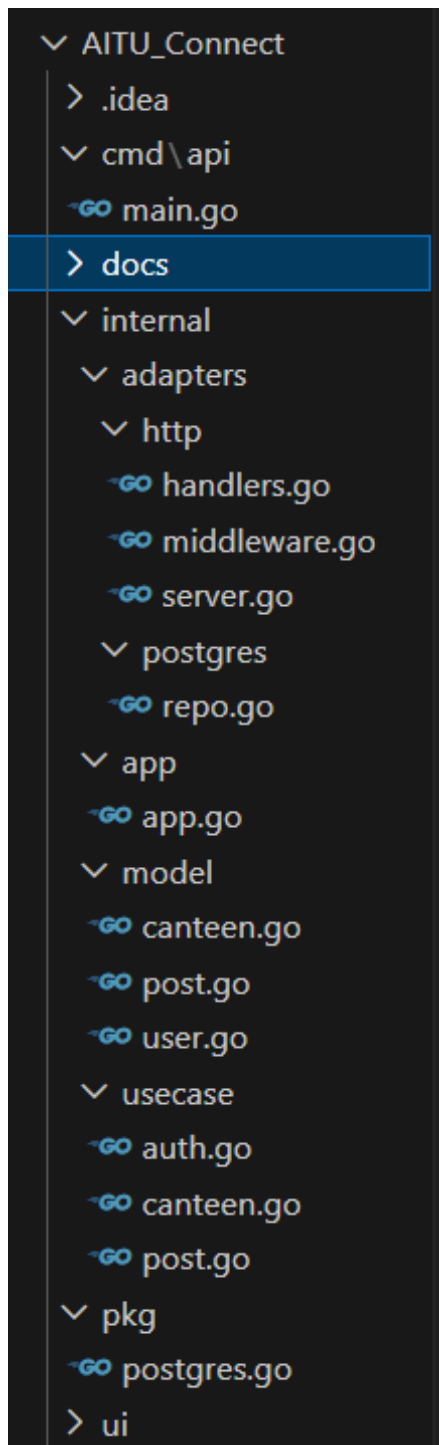
**AITUConnect follows a monolithic backend architecture implemented as a single Go application.**

**All core modules (authentication, users, groups, posts, interactions, and administration) are part of one deployable unit and communicate through internal service layers.**

**The system exposes a RESTful HTTP API and uses PostgreSQL as a primary data store.**

#### **Architectural Layers:**

- 1.Client sends an HTTP request to the backend**
- 2.The API layer handles routing and middleware**
- 3.Business logic is executed in the application (use case) layer**
- 4.Domain models are used to represent entities**
- 5.Data is stored and retrieved from DB**



## Folder Structure and Responsibilities:

**cmd/api** Application entry point. Handles configuration, dependency injection, and server startup. Does not contain business logic.

**internal/adapters/http** Transport layer. Manages routing, middleware (JWT, logging), and request/response handling. Responsible for data validation and status codes.

**internal/adapters/postgres** Data access layer. Implements repository interfaces using PostgreSQL for persistent storage and retrieval of domain entities.

**internal/app** Bootstrap layer. Functions as the glue that initializes components and wires together the HTTP handlers with the use case services.

**internal/usecase** Business logic layer. Implements core application scenarios such as user authentication, post management, and group interactions.

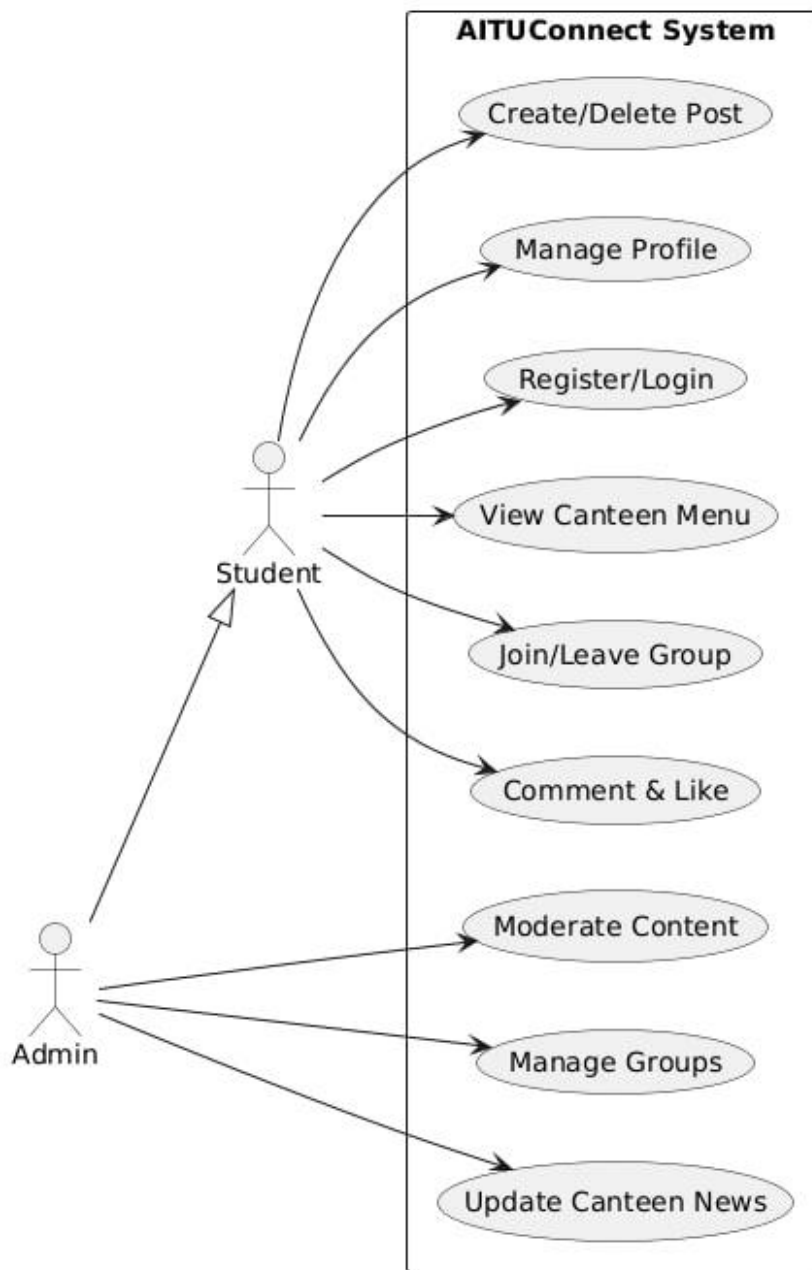
**internal/model** Domain layer. Defines the central data structures (User, Post, CanteenNews) used as the common language across all application layers.

**pkg/postgres.go** Shared infrastructure. Provides boilerplate code for database connection pooling and driver setup.

**docs/** Project documentation. Contains the system architecture, ERD, Use-Case diagrams, and technical specifications.

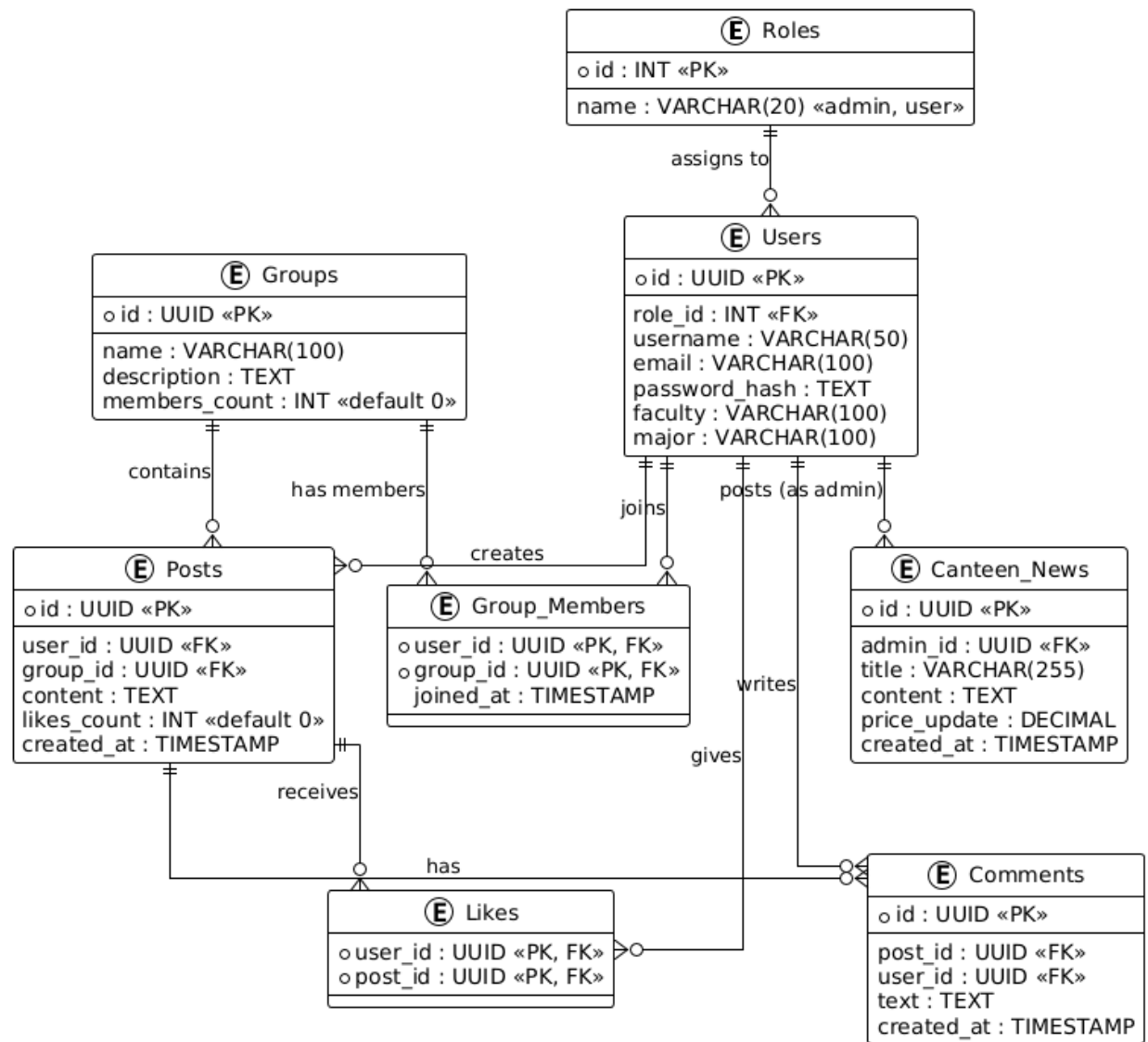
**ui/** Frontend layer. A minimal web interface or static assets used to interact with the backend API.

## Use-Case Diagram



The Student actor interacts primarily with the **usecase/auth.go**, **usecase/post.go**, and **usecase/canteen.go** modules. The Admin actor has extended permissions to trigger moderation and administrative functions that are restricted for regular students.

## ERD Diagram



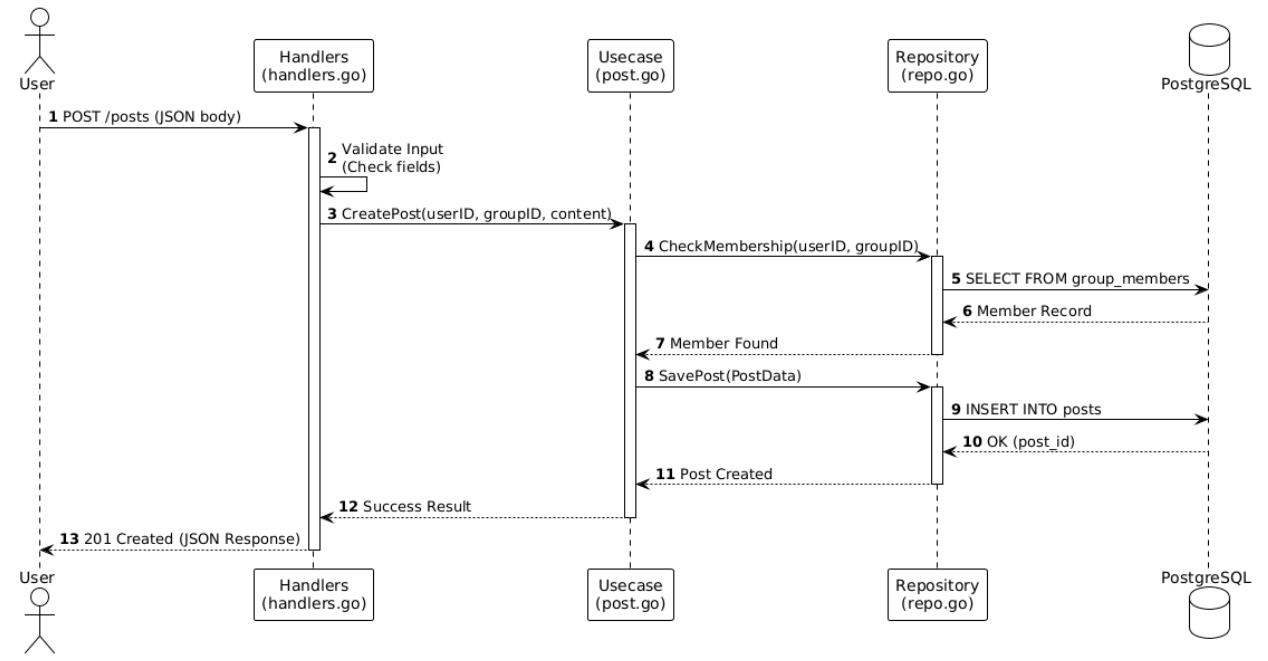
**User Management:** Supports two distinct roles (Admins and Users). Users can join multiple clubs, while Admins have the exclusive authority to post canteen updates.

**Social Interaction:** A complete social ecosystem allowing users to create Posts within specific Groups, write Comments, and Like content.

**Performance:** The system tracks `likes_count` and `members_count` directly in the tables.

**Scalable Architecture:** Uses UUIDs for identifiers to ensure data security and future scalability, making the system robust enough for a large-scale university environment.

## UML Diagram of Creating a Post



**The sequence diagram illustrates the lifecycle of a "Create Post" request, demonstrating the interaction between the client and the backend layers**