C4 Code Diagram emerges as a powerful visualization tool in the field of software engineering. It offers an effective tool for understanding, designing, and communicating the codelevel intricacies of software architecture. Within complex software systems, it is vital to understand the organization of the code, the relationships between components, and the way these elements are put together. This is where the C4 Code Diagram stands out; It offers a clear perspective focusing on the modular structure of the code base, the dependencies between components and the way these elements are brought together. When the C4 code diagram of the car rental site is examined, the diagrams below are reached.

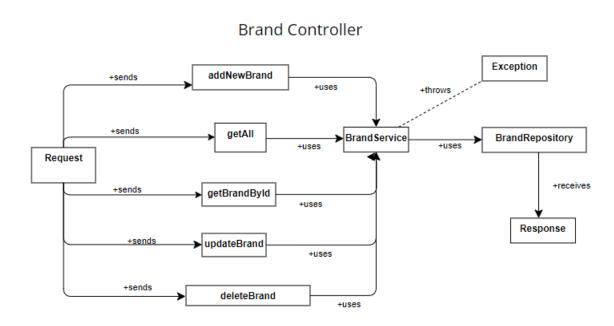


Figure 1: Brand Controller Code Diagram

## ColorController

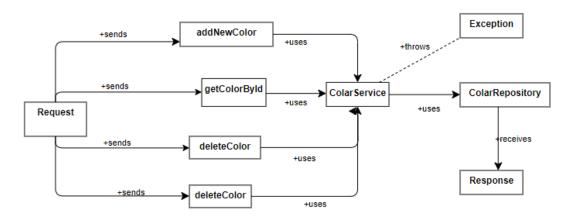


Figure 2: Color Controller Code Diagram

## carController

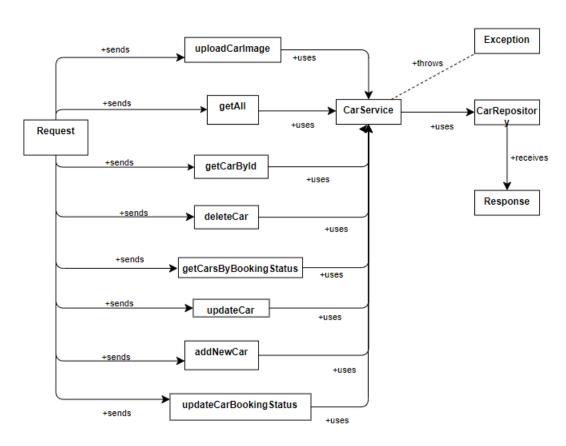


Figure 3: Car Controller Code Diagram

## reservationController

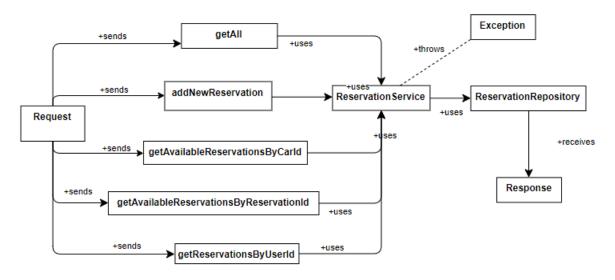


Figure 4: Reservation Controller Code Diagram

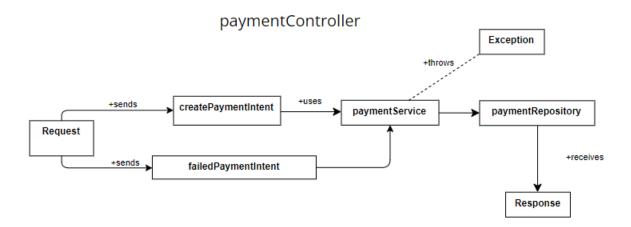


Figure 5: Payment Controller Code Diagram

## userController uploadUserProfileImage +sends userTicketSend +uses userForgotPasswordRequest Exception register +sends +uses +throws login **▶** userService userRepository Request changeUserRole +uses Response getAllUsers +uses changeUserPassword +uses getUserByld +uses deleteUser editUserProfile +uses

Figure 6: User Controller Code Diagram

JobAppController

# +sends addNewJobApplication +uses +throws yetJobApplicationByld +uses JobAppService JobAppRepository Request +sends getAllJobApplications +uses Response

Figure 7: Job App Controller Code Diagram

## CloudStorage

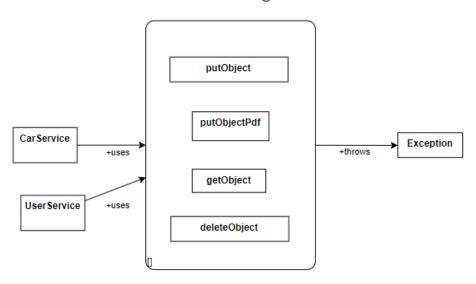


Figure 8: Cloud Storage Code Diagram

# TokenRepository

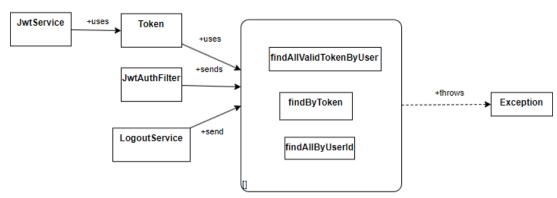


Figure 9: Token Repository Code Diagram

In the runtime view of the car rental project, interactions between users and administrators are facilitated by the HTTP protocol. Users primarily engage with the system through a web interface, allowing them to browse car listings, view detailed information, make reservations, and manage their profiles. Each user interaction triggers a series of HTTP requests to the Java Spring Boot back-end, which, behind the scenes, processes these requests. The back-end communicates with a Linux-based database, utilizing the Ubuntu distribution, to fetch or store data and applies business logic to validate user actions. The processed information is then sent back to the client as the desired output.

Administrators, on the other hand, access the system through a specialized dashboard, initiating interactions that involve privileged operations such as adding new cars, modifying details, managing reservations, and overseeing system operations. These administrator interactions also require authentication and authorization checks to ensure secure operations. The specialized dashboard communicates with the same Java Spring Boot back-end, and like user interactions, triggers a series of HTTP requests and responses.

Key events within the system, whether initiated by users or administrators, include actions like "View Car Details," "Edit Profile Picture," "Forgot Password," "Login," and "Register." Each of these events corresponds to specific HTTP requests that carry out the desired functionalities. Throughout these interactions, the HTTP protocol governs the secure and efficient transmission of data between the client and the server, ensuring a seamless experience for both users and administrators in the car rental system.

The project is designed with several core quality attributes:

User-Friendly Interface: The system boasts a user-friendly UI, ensuring ease of navigation and intuitive interactions. Visual cues and clear instructions guide users through various functionalities, enhancing their overall experience.

Performance: Emphasis has been placed on ensuring the system's responsiveness and speed. Techniques such as load balancing, implemented through AWS Elastic Beanstalk and EC2 instances, ensure that traffic is evenly distributed, optimizing system performance even during peak usage.

Robustness: The system incorporates robust error-handling mechanisms. By anticipating potential issues, the system provides a seamless user experience, even in the face of occasional errors or disruptions.

Security: A paramount concern, the system prioritizes data protection and secure access. Mechanisms such as Role-Based Access Control and JSON Web Tokens (JWT) are employed to safeguard system resources and user data. Furthermore, secure payment gateways like Stripe bolster transactional security.

Reliability: The system's reliability is ensured through practices like data durability and high availability. AWS RDS offers automatic backups and replication across multiple availability zones, guaranteeing data integrity and system uptime.

Scalability: Built to accommodate growth, the system leverages auto-scaling capabilities through AWS Elastic Beanstalk and EC2. This ensures that the system can handle increased loads without compromising performance.

The project architecture comprises several pivotal components:

JWT (JSON Web Token): This technology has played a crucial role in enhancing the security of the Back-End systems. It facilitates the storage of sensitive information in encrypted strings, ensuring the confidentiality of data. As security is a critical aspect of the system, JWT has likely undergone continuous updates and improvements to adapt to evolving security threats and encryption standards.

Spring Boot: As a key technology used in the development of the Back-End logic and RESTful web services, Spring Boot has been pivotal in ensuring robust and efficient functionality behind the scenes. Given its importance in the system's performance and maintainability, it is likely that Spring Boot has been subject to ongoing enhancements and optimizations to meet the evolving demands of the car rental platform.

React.js: This JavaScript library has been instrumental in building interactive and responsive user interfaces, enhancing the overall user experience. Given the dynamic nature of front-end technologies, React.js has likely undergone iterative updates and improvements to keep pace with evolving user interface design trends and user interaction patterns.

For the future roadmap, the following components are crucial for the continued evolution and enhancement of the car rental website project:

Continuous Improvement and Innovation: The project leader's focus on introducing new features to boost user engagement, streamline the booking process, and implement enhanced security measures indicates the need for ongoing innovation and feature development. This suggests that future enhancements will likely focus on introducing new functionalities and refining existing features to align with user needs and industry trends.

Technological Upgrades: The project leader's commitment to keeping up with evolving technologies and ensuring the systems remain technologically up-to-date and adaptable highlights the importance of future technological upgrades. This may involve integrating emerging technologies, such as contactless services and sustainability initiatives, to enhance the platform's capabilities and relevance in the car rental industry.

User Interface Updates: The priority given to regular updates to the user interface, incorporating user feedback to ensure an intuitive and visually appealing experience, indicates a focus on enhancing the user interface design and user experience. Future roadmap initiatives may involve iterative improvements to the user interface, driven by user feedback and design best practices.

In summary, the hotspot components from the past have likely undergone significant updates to enhance security, performance, and user experience, while the future roadmap emphasizes continuous improvement, technological upgrades, and user interface updates to drive the evolution of the car rental website project.

As a result of examining the car rental site, it was observed that no classes were static and were not created depending on each other when creating the back end. While creating the project, it was determined that different methods were used to transfer information between user pages and therefore many requests were made. When the user tokens were examined, it was seen that user tokens were used to create each page and these tokens were used to fill in the private information on the page. However, it was determined that the changes made with the token affected the page codes and caused great difficulties during the change.

No violation of modularity was detected. However, unhealthy inheritance situation was observed. Since bound variables were defined in a separate class and the methods that needed to be defined were specified as interfaces, the parent-child relationship could not be established as expected. Hierarchy was defined only by defining mandatory methods and variables, starting from the parent and moving towards the child, depending only on the child. Constant variables were located in separate classes instead of being defined as hard code in each class. This allowed code changes to not affect different classes.

Circular dependencies were identified in package dependencies. The car package was dependent on the user and reservation packages; It was also dependent on the reservation package, user and car packages. The user package was also dependent on the reservation package. The dependencies between these packages formed interdependent cyclic structures.

Additionally, service classes were communicating with classes in many different packages due to the need to communicate with the database. This situation brought with it many addictions. For example, the user service was dependent on classes such as UserRepository, passwordEncoder, jwtService, authenticationManager, tokenRepository, user2UserResponseDtoConverter, emailSenderService, reservationService, s3Service.

When the project was started, during the setting of dependencies, user information was entered as hard coded at the first stage, as the classes had many connections to each other due to the complexity of the project. Since it is thought that the user class must comply with quality standards, it contains placeholder information for the classes they are connected to, which are required in the pull request in figure 10 but have not been added yet.

Figure 10

In Figure 11, the attributes required to reach quality standards have been added dynamically.

```
### Section of the control of the co
```

Figure 11

By adding a role system in Figure 12, each user is prevented from making changes to the system.

Figure 12

A pull request has been placed in Figure 13 so that users can see the mistakes they made during the login screen and a user-friendly error message will be returned.

```
| Testion Transfer (Procedure/Joseph State (Procedure/
```

Figure 13

In Figure 14, the logging structure has been added to the project, thus creating a recording system that can be tracked and analyzed by recording important events and errors in the system.

Figure 14

In Figure 15, the nomenclature in the code has been updated in the parts changed by the user in order to avoid confusion for the parts containing information changed by the user.

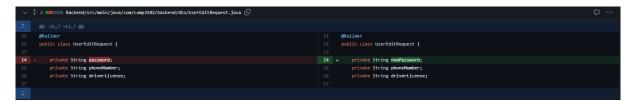


Figure 15

In Figure 16, the specific endpoint processes an HTTP GET request used to retrieve the details of the cars. This feature has been added to offer users the ability to obtain detailed information of cars.

```
| RestController | RequestMapping("/cars") | ResponseEntity("/cars") |
```

Figure 16

In Figure 17, a switch has been made from datetime to local time in order to increase the code quality.

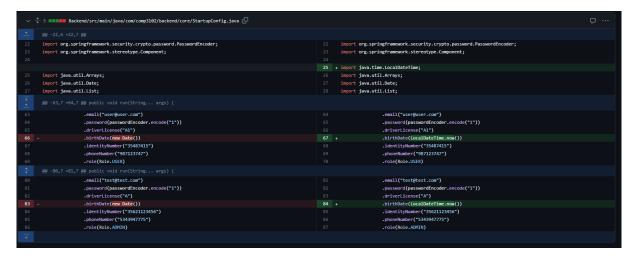


Figure 17

In Figure 18, a control system has been created to prevent errors that may occur in the system, taking into account the errors that the user may make.

Figure 18

In Figure 19, the feature of checking whether the deleted car has been reserved by any user has been added. In this way, users' rented cars are prevented from being accidentally deleted.

```
public void deletcar(Integer id) {

representation of the properties of the properties of the public void deletcar(Integer id) {

representation of the public void integer id) {

representation of the public void inte
```

Figure 19

Issues are tracking units used to keep track of specific issues, tasks or problems in a software project or collaboration platform. Issues can be created for a variety of reasons, including bug reporting, new feature requests, task assignment, discussion, documentation request, and performance improvement. These units are used to identify problems arising in the project, facilitate communication between developers, make recommendations, and monitor the development of the project. The figures below show some of the issues created in the car rental project.



Figure 20

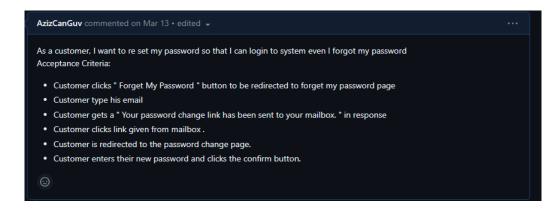


Figure 21



Figure 22

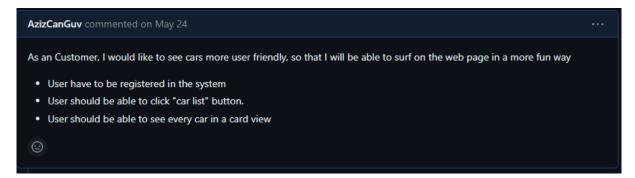


Figure 23

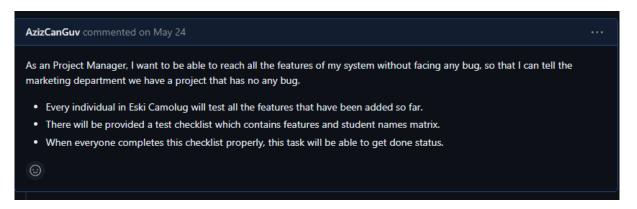


Figure 24

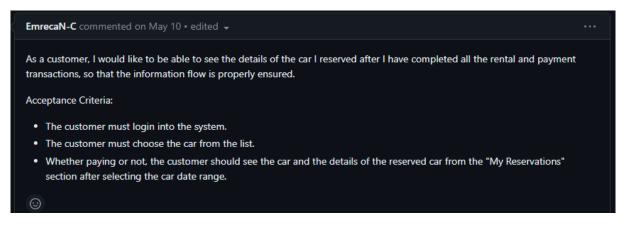


Figure 25

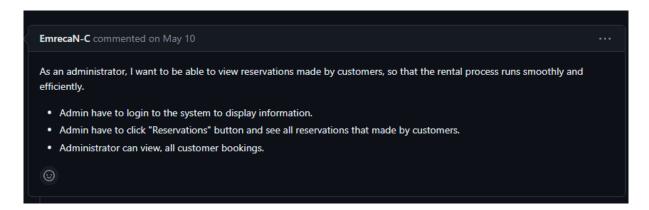


Figure 26

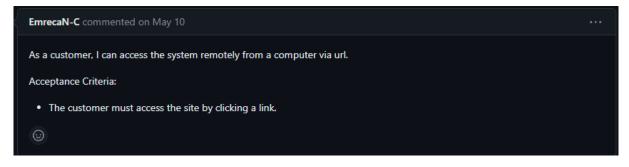


Figure 27

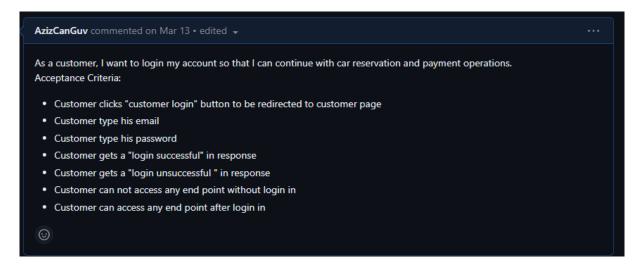


Figure 28

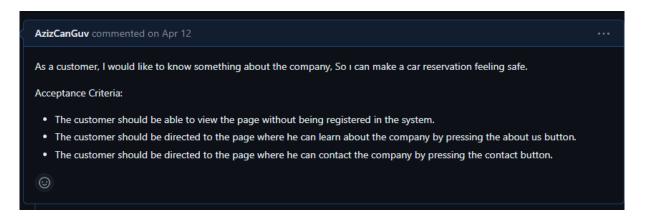
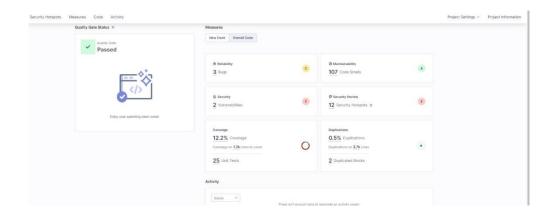


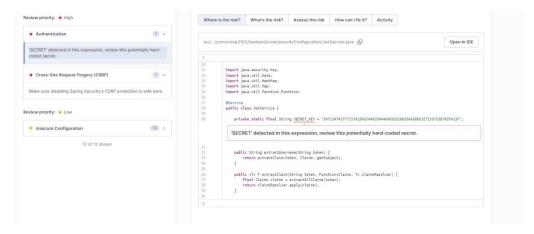
Figure 29

## Statatic Code Analysis

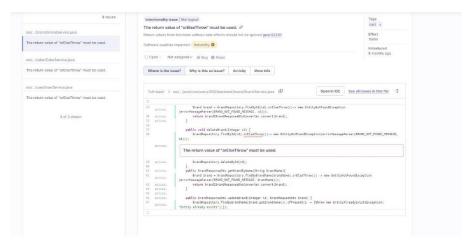
The project has passed the static analysis test. There are 3 reliability errors, 2 security errors, 12 security revision errors and 107 maintainability errors in the project. It is seen that the majority of the 107 errors were made on the front-end side. In addition, 0.5% duplication has occurred.



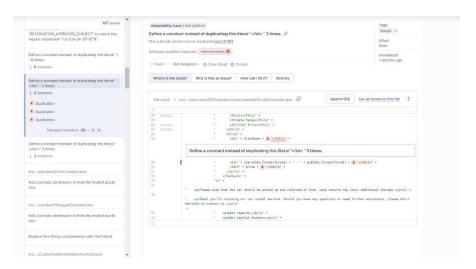
To discuss the security errors in detail, as seen in the picture below, the Secret key is not hidden and it is clearly written. This is not a suitable situation and is a problem that will cause security problems.



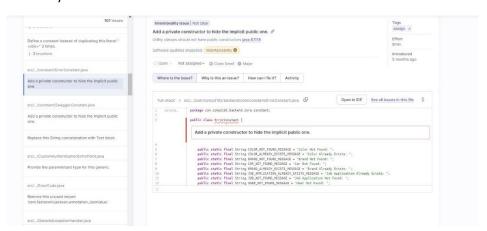
Sonarqube has shown 3 or ElseThrow() errors as reliability errors. By ignoring the potential absence of a return value, there is a risk of encountering errors or unexpected outcomes further along in the code. This assumption of a constant presence of a value may lead to issues in how the program operates.



107 The majority of maintainability errors are in the front-end part, an example is shown in the image below. It is important to reduce these errors so that the code can run more stable and error-free.



In addition, it is recommended by SonarQube that some public methods be private and is seen as a maintainability error.



In the Uncovered code section, lines of code written but not used are discussed. According to SonarQube analysis, 3.7k lines written were not used.

As seen in the picture below, although the code quality is generally good, there is a security error that needs to be fixed.

