

Development Artifacts

SOFTWARE DESIGN - REQUIREMENTS TO RELEASE: 2825344

This course brings together important concepts, tools, techniques, and best practices in a hands-on software development project. Learners will iteratively develop requirements, design, code, and test to release several versions of a product, thereby experiencing a small-scale software development life cycle.

Contents

Cc	ntents	1
Fi	gures	3
Ta	bles	3
ln [.]	roduction	0
	01. Background	0
	02. Case Study	0
	rint 1 - Project Kickoff	
•	03. Problem and Vision Statements	
	Problem statement	
	Product position statement	
	04. Elicit and Specify Requirements	1
	Stakeholder descriptions	
	Product overview	
	Use case diagram	
	06. Technology Validation	
	Application architecture	
	Development environment architecture	
	Data model	
	07. Proof of Concept - Setup	7
	08. Proof of Concept - Implementation	8
	Revised use case diagram	8
	Sequence diagram - POC	
	Class diagram - POC	
	10. Solution 1	
٠.		
·	rint 2 - Beta	
	01. Prepare Sprint Backlog	
	User story - Search food products	
	Use case - Search food products	
	02. Build Models	
	UI mockup - Search food products	14
	Sequence diagram - Search food products	
	Class diagram - Search food products	
	Data model	18 18
	O3. Build Code	

04. Deliver and Deploy	18
05. Challenge 2	18
06. Solution 2	18
User story - Compare food products	
UI mockup - Compare food products	20
Class diagram - Compare food products	
01. Prepare Sprint Backlog	23
User stories Use cases 02. Implement Included Use Case	23
Use case - Login	
Use case - Record meal Use case - View diet log 04. Refactoring	36
Refactored data layer Refactored class diagram	40
06. Solution 3	41
UI mockup - Track nutritionSequence diagram - Track nutrition	42
Appendix	44
01. Glossary	44

Figures

Figure 1: Use case diagram	3
Figure 2: UI mockup	
Figure 3: Application layers	5
Figure 4: Dev and prod deployment Ddagram	5
Figure 5: Data model	
Figure 6: POC setup	7
Figure 7: Revised use case diagram	8
Figure 8: Sequence diagram - POC	9
Figure 9: Class diagram - POC	10
Figure 10: Domain diagram - Search food products	13
Figure 11: UI mockup - Search food products	14
Figure 12: Sequence diagram - Search use case	
Figure 13: Class diagram - Search food product (detailed)	16
Figure 14: Class diagram - Search food product (summary)	17
Figure 15: UI mockup - Compare food products	19
Figure 16: Sequence diagram - Compare food products	
Figure 17: Class diagram - Compare food products (detailed)	
Figure 18: Class diagram - Full (summary)	22
Figure 19: UI mockup - Login 1	25
Figure 20: UI mockup - Login 2	26
Figure 21: Sequence diagram - Login	
Figure 22: Sequence diagram - Logout	28
Figure 23: Class diagram - Login	29
Figure 24: Data model - Login	30
Figure 25: UI mockup - Record meal	31
Figure 26: Sequence diagram - Record meal	32
Figure 27: Class/package diagram - Record meal	
Figure 28: Data model - Record meal	34
Figure 29: UI mockup - View diet log	36
Figure 30: Sequence diagram - View diet log	
Figure 31: Class diagram - View diet log	
Figure 36: Refactored data layer	39
Figure 37: Refactored class diagram	
Figure 32: UI mockup - Track nutrition	
Figure 33: Sequence diagram - Track nutrition	
Figure 34: Class diagram - Track nutrition	43
Tables	
Table 1: Stakeholder summary	1
Table 2: Product needs and features	2

Red30	Introduction
Development Artifacts	Background

Introduction

This document summarizes the guiding vision of the Red30 project. The following sections provide an overview of the product, its stakeholders, its key features, and other requirements that form the foundation for the project going forward.

01. Background

<u>H+ Sport</u> and Red30 Tech are fictitious companies created by <u>LinkedIn Corporation</u>, or its affiliates, solely for the creation and development of educational training materials. Any resemblance to real products or services is purely coincidental. Information provided about the products or services is also fictitious and should not be construed as representative of actual products or services on the market in a similar product or service category.

02. Case Study

This case study involves two fictitious companies: H+ Sport and Red30 Tech. Red30 Tech is a software development firm that is going to build a software for H+ Sport, a company that offers health-related products and services. One of H+ Sport's services offers diet consulting to its customers through a panel of professional health coaches.

H+ Sport customers can register for this service and become H+ members. H+ then connects each member to a coach who then becomes the member's diet consultant. All members need to maintain a daily diet log in a paper notebook and their coaches then look at members' diet logs to make recommendations, as needed. However, the coaches often feel constrained by paper-based diet logs as they are hard to analyze and to find nutritional trends in the data. Also, members often log incomplete data, and whatever data they do log lacks any information about the nutrients and ingredients in their food items.

To this purpose, H+ Sport has partnered with Red30 to build an application for members and coaches to track their diets and perform useful analysis.

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Problem and Vision Statements

Sprint 1 - Project Kickoff

03. Problem and Vision Statements

Problem statement

The problem of	paper-based diet logs	
affects	the quality of diet recommendations made by coaches	
the impact of which is	that the coaches are not able to analyze diet logs and the members do not get the expected value	
a successful solution would be	 a software application that makes it Easy for members to log their diets Insightful for coaches to analyze their members' diet logs 	

Product position statement

For	H+ Sport members
Who	want to track their diet and get good diet recommendations from their coaches
The product Red30	is a diet-tracking application
That	offers intuitive and insightful features about nutrition
Unlike	other diet-tracking platforms or products
Our product	offers complete control over member data to H+ Sport

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Elicit and Specify Requirements

04. Elicit and Specify Requirements

Stakeholder descriptions

Table 1: Stakeholder summary

Name	Description	Product responsibilities	Project responsibilities
H+ Sport	Registered customers	Maintain a daily log of all the	If part of selected user
members	for diet-consulting	food they consume.	group, provide inputs
	service	Share diet log with their coaches	through interviews,
		every time they meet with them.	surveys, and feedback on
			beta releases of the
			product.
H+ Sport	Health and fitness	Track and analyze their	Provide inputs through
coaches	professionals registered	customers' diet log.	interviews, meetings,
	as professional health	Offer diet recommendations	product reviews, and
	and fitness coaches	according to members' health	feedback on beta
	with H+ Sport to offer	profile.	releases of the product.
	their consulting services	Ensure that members' data	
		privacy needs are met.	
Red30	Employees of Red30	Make the product design flexible	Deliver the software as
project	Tech working on the	and adaptable for future needs.	per the requirements
team	project	Make the product design	communicated by H+
		scalable to accommodate more	Sport.
		coaches and members in future.	Keep H+ Sport
		Make the product user interface	stakeholders informed on
		intuitive for quick product	project progress, as
		adoption.	needed.
Project	Founder and CEO of H+	Provide long-term vision and	Participate in key project
sponsors	Sport; founder and CEO	goals to identify product	review meetings and
	of Red30 Tech	requirements.	provide feedback and
		Help the team prioritize product	guidance.
		features to align with short- and	
		long-term goals.	

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Elicit and Specify Requirements

Product overview

Table 2: Product needs and features

Need	Feature	Priority
Look up information	Search for food products by product name.	1
on food products.	Display food product's nutritional content.	1
	Display food product's ingredients.	-
	Search food product by nutrient.	-
	Search food product by ingredient.	-
Compare nutritional	Compare two food products by their nutrients.	2
values of different food products.	Compare two food products by their ingredients.	-
Maintain member's	Record a meal (food products, quantity, date, time).	4
diet log.	View meal records.	4
Maintain member's	Create user account.	3
health profile.	Create health profile.	5
Track and analyze.	See nutritional analytics on members' diet.	5
	See analytics on feature usage by users.	-

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Elicit and Specify Requirements

Use case diagram

Use Case Diagram

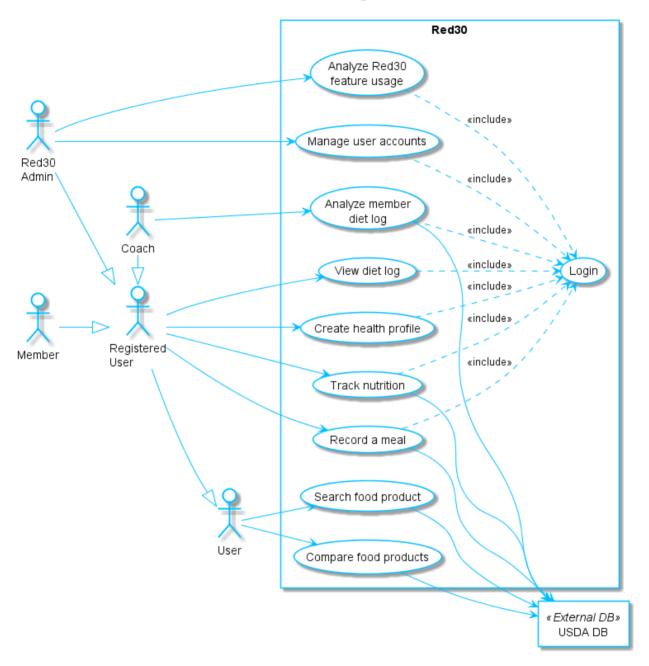


Figure 1: Use case diagram

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Requirement Validation

05. Requirement Validation

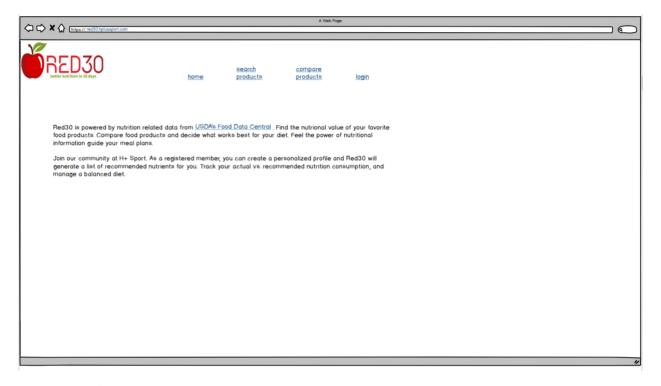


Figure 2: UI mockup

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Technology Validation

06. Technology Validation

Application architecture

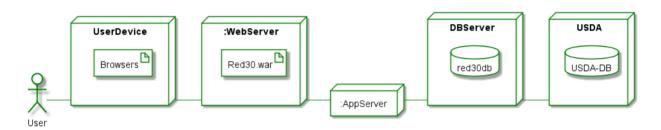


Figure 3: Application layers

Development environment architecture

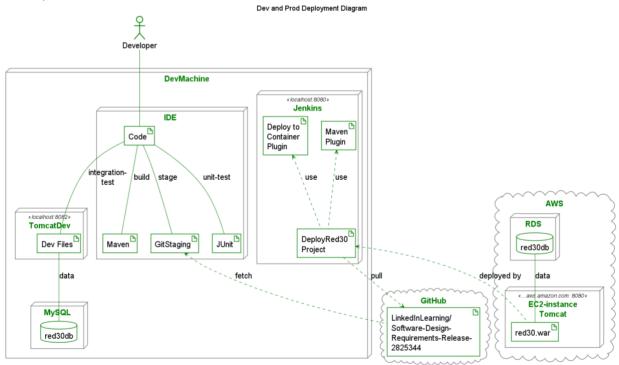


Figure 4: Dev and prod deployment diagram

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Technology Validation

Data model

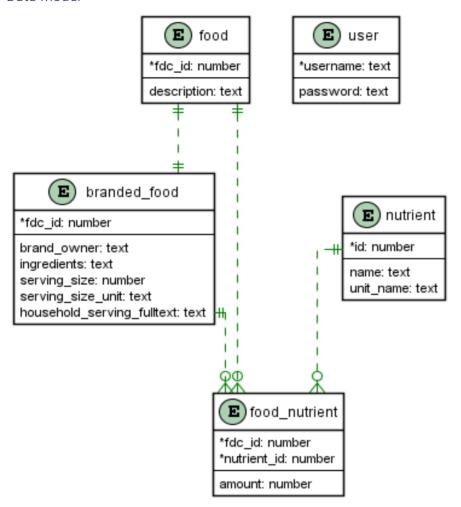


Figure 5: Data model

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Proof of Concept - Setup

07. Proof of Concept - Setup

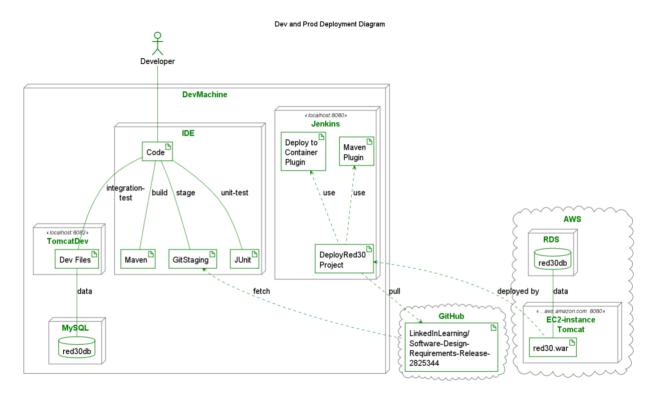


Figure 6: POC setup

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Proof of Concept - Implementation

08. Proof of Concept - Implementation

Revised use case diagram

Use Case Diagram

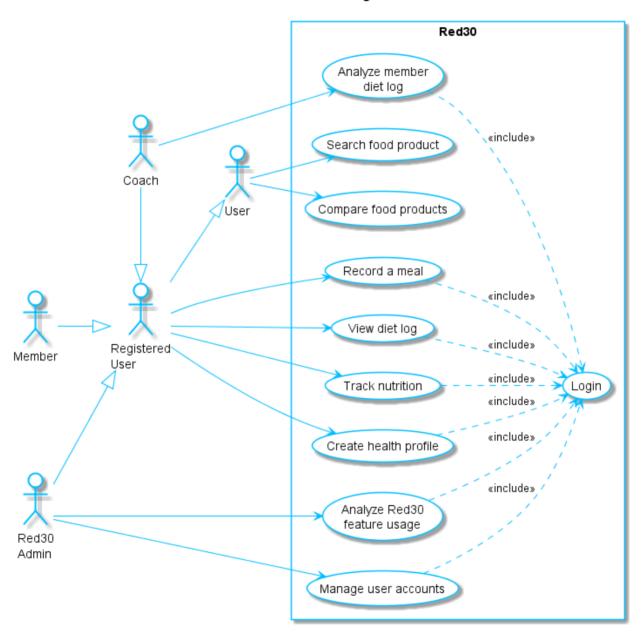


Figure 7: Revised use case diagram

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Proof of Concept - Implementation

Sequence diagram - POC

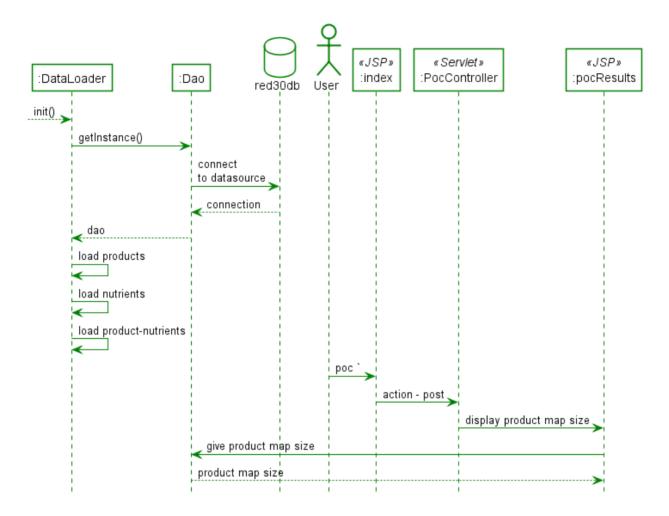


Figure 8: Sequence diagram - POC

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Proof of Concept - Implementation

Class diagram - POC

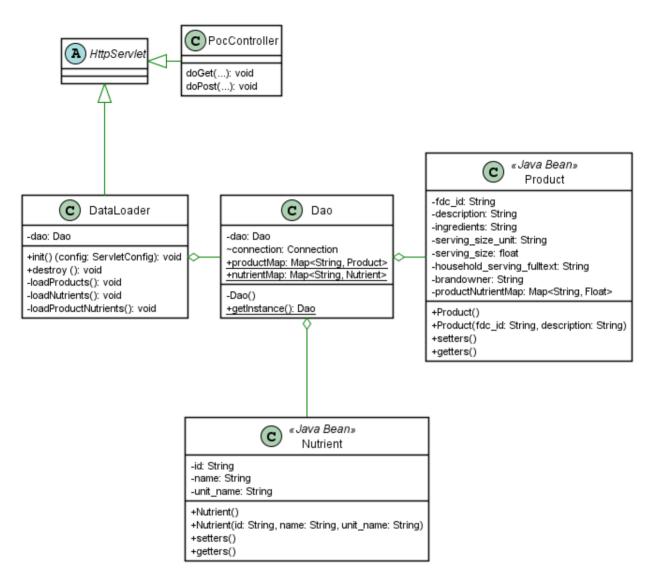


Figure 9: Class diagram - POC

Red30	Sprint 1 - Project Kickoff
Development Artifacts	Challenge 1

09. Challenge 1

Change POC to print number of nutrients in Red30 database.

10. Solution 1

No change in use case diagram, sequence diagram, class diagram, or data model.

Red30	Sprint 2 - Beta
Development Artifacts	Prepare Sprint Backlog

Sprint 2 - Beta

01. Prepare Sprint Backlog

User story - Search food products

As a user, I want to search for a food product by name so that I can see its nutritional value.

Use case - Search food products

Primary actor: User

Secondary actor: None

Description: In this use case, a user can search food products using some keywords.

Precondition: User should have access to the web application at the application URL.

Basic flow

1. User chooses the option to search for a product.

2. Red30 provides option to enter search keywords.

3. User enters the keywords.

4. Red30 displays the list of products with those keywords in their names and the list of nutrients and their quantities in them.

5. Use case ends successfully.

Alternate flow

From step 4 of basic flow:

- 1. Red30 does not find any matching products with the given keywords.
- 2. Red30 displays a message that no matching products are found.
- 3. Use case ends unsuccessfully.

Postcondition: Search results are displayed.

Red30	Sprint 2 - Beta
Development Artifacts	Prepare Sprint Backlog

Domain model

Domain diagram - Search food products

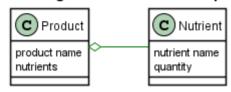


Figure 10: Domain diagram - Search food products

Red30	Sprint 2 - Beta
Development Artifacts	Build Models

02. Build Models

UI mockup - Search food products

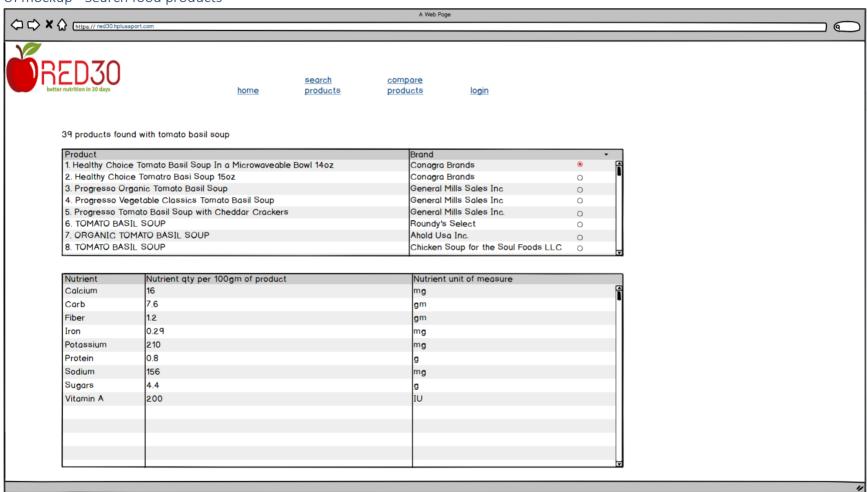


Figure 11: UI mockup - Search food products

Red30	Sprint 2 - Beta
Development Artifacts	Build Models

Sequence diagram - Search food products

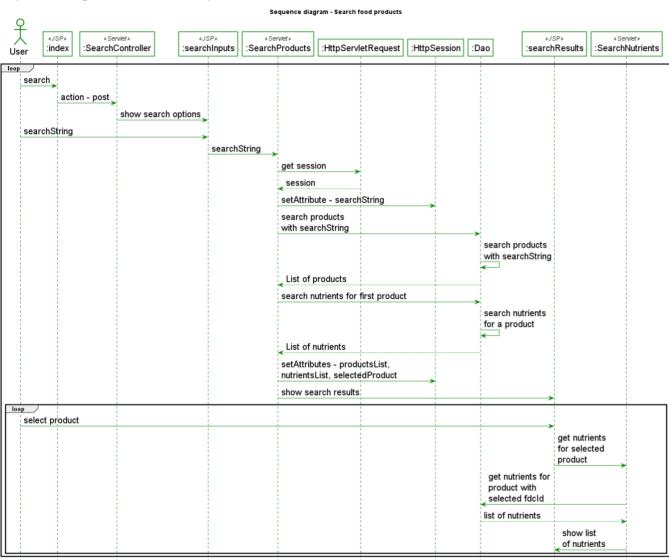


Figure 12: Sequence diagram - Search use case

Red30	Sprint 2 - Beta
Development Artifacts	Build Models

Class diagram - Search food products

Class diagram - Detailed

Class diagram - Search food products

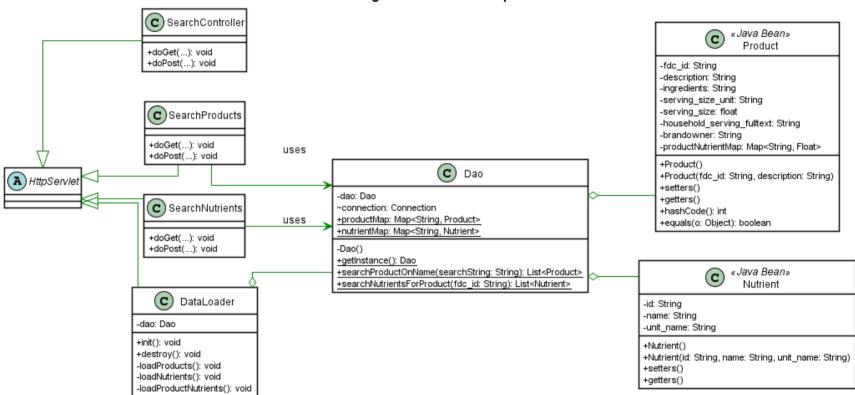


Figure 13: Class diagram - Search food product (detailed)

Red30	Sprint 2 - Beta
Development Artifacts	Build Models

Class diagram - Summary

Class diagram - Search food products (summary)

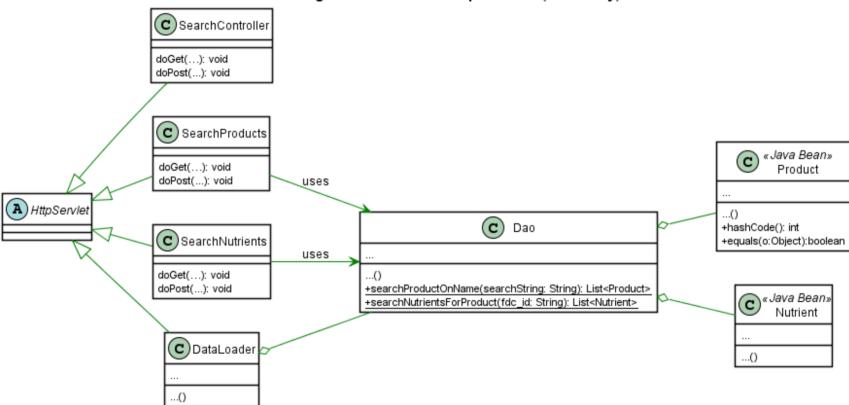


Figure 14: Class diagram - Search food product (summary)

Red30	Sprint 2 - Beta
Development Artifacts	Build Code

Data model

No change in model.

03. Build Code

No change in model.

04. Deliver and Deploy

No change in model.

05. Challenge 2

Implement Compare use case.

06. Solution 2

User story - Compare food products

As a user, I want to look up food products so that I can compare their nutritional values.

Red30	Sprint 2 - Beta
Development Artifacts	Solution 2

UI mockup - Compare food products

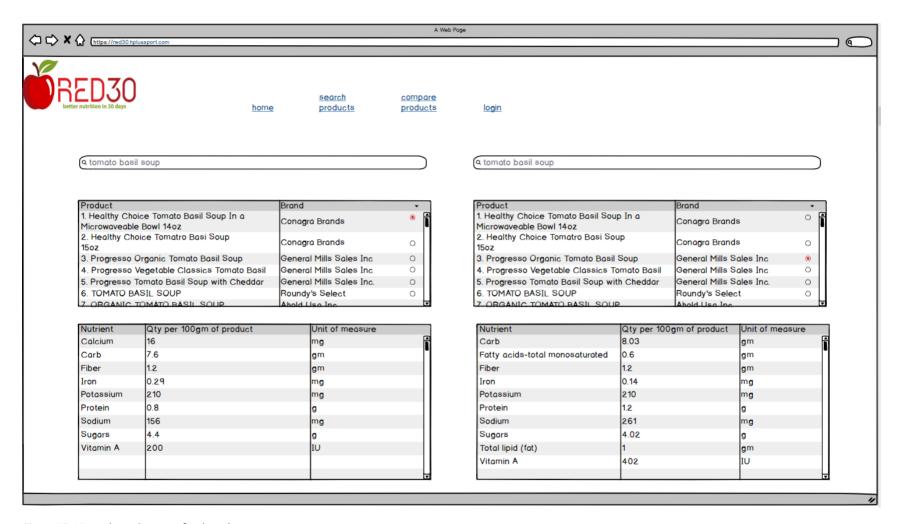


Figure 15: UI mockup - Compare food products

Red30	Sprint 2 - Beta
Development Artifacts	Solution 2

Sequence diagram - Compare food products

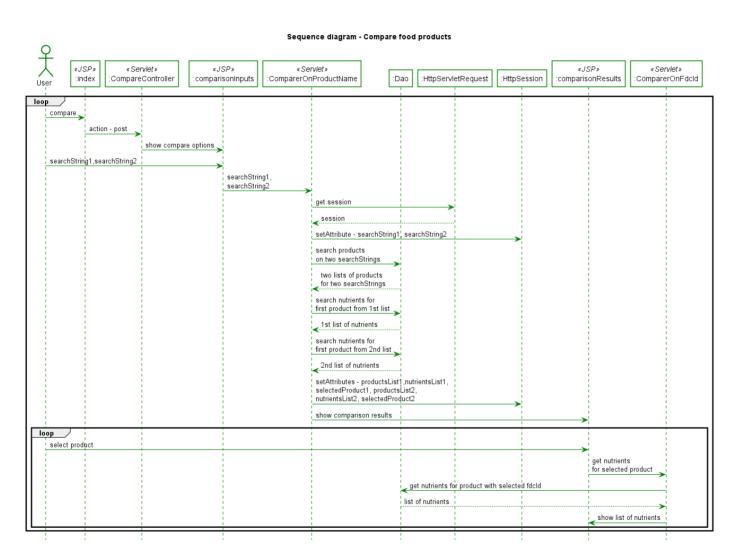


Figure 16: Sequence diagram - Compare food products

Red30	Sprint 2 - Beta
Development Artifacts	Solution 2

Class diagram - Compare food products

Class diagram -Detailed

Class diagram - Compare food products

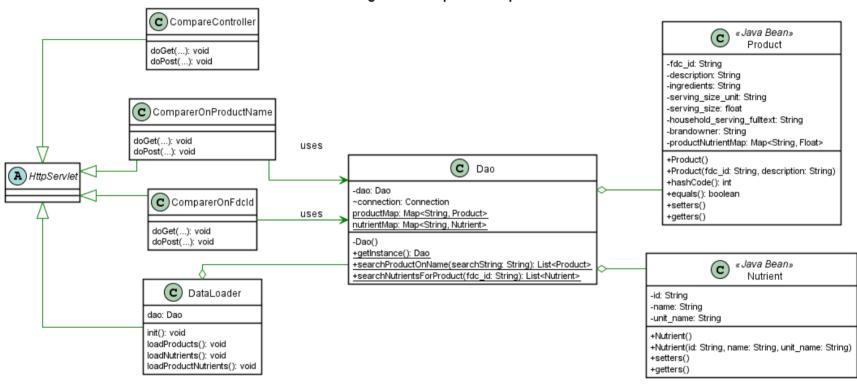


Figure 17: Class diagram - Compare food products (detailed)

Red30	Sprint 2 - Beta
Development Artifacts	Solution 2

Class diagram - Summary

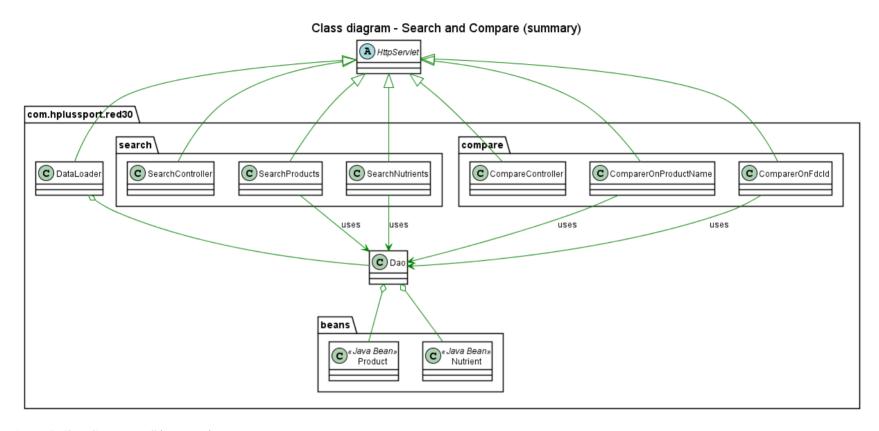


Figure 18: Class diagram - Full (summary)

Red30	Sprint 3 - Release 1.0
Development Artifacts	Prepare Sprint Backlog

Sprint 3 - Release 1.0

01. Prepare Sprint Backlog

User stories

User story: Record meal

As a registered user, I want to record my meals so that I can maintain my daily diet log.

User story: View diet log

As a registered user, I want to view my diet log so that I can keep track of what I am eating.

User story: Login

As a registered user, I want to log in to Red30 system so that I can use special features for registered users.

Use cases

Use case: Record meal

Primary actor: Registered user

Secondary actor: None

Description: In this use case, a registered user can record their meals.

Precondition: The registered user should be logged in.

Basic flow

- 1. Registered user chooses the option to record a meal.
- 2. Red30 provides options to enter meal data meal date, time, and meal type (breakfast, lunch, dinner, or snack).
- 3. Registered user enters the required inputs.
- 4. Registered user searches for food product served in the meal by entering a search string.
- 5. Once found, registered user selects and enters quantity of serving and adds to the meal.
- 6. If more products were served, registered user goes back to step 4, unless they save the meal.
- 7. Red30 confirms that the meal has been saved.
- 8. Use case ends successfully.

Alternate flow

From step 3 of basic flow:

1. Registered user tries to save the meal without entering meal date or time.

Red30	Sprint 3 - Release 1.0
Development Artifacts	Prepare Sprint Backlog

- 2. Red30 displays a message that date and time must be entered.
- 3. Use case goes back to step 2.

Postcondition: Status of meal as saved or cancelled is displayed.

Use case: View diet log

Primary actor: Registered user

Secondary actor: None

Description: In this use case, a registered user can view their diet log.

Precondition: The registered user should be logged in.

Basic flow

1. Registered user chooses the option to view diet log.

2. Red30 displays the list of meals entered so far starting with most recent.

3. Red30 gives options to filter the list for a given date range.

4. Registered user enters the required inputs.

5. Red30 filters the list for a given date range.

6. Use case ends successfully.

Postcondition: Diet log is displayed.

Use case: Login

Primary actor: Registered user

Secondary actor: None

Description: In this use case, a registered user can log in to Red30 system. **Precondition:** The registered user should have access to Red30 on the web.

Basic flow

- 1. Registered user chooses the option to log in.
- 2. Red30 displays the options to enter username and password.
- 3. Registered user enters username and password.
- 4. Red30 checks the username and password, and if correct, shows new features for registered users.
- 5. Use case ends successfully.

Alternate flow

1. From step 4 above, if the username and/or password are incorrect, Red30 displays a message and asks user to try logging in again.

Postcondition: Special features are available for use.

Red30	Sprint 3 - Release 1.0
Development Artifacts	Implement Included Use Case

02. Implement Included Use Case

Use case - Login *UI mockup - Login*

A Web Page ★ ★ ★ https://red30.hplussport.com DRED30 search compare products products login carla ***** Password Login

Figure 19: UI mockup - Login 1

Red30	Sprint 3 - Release 1.0
Development Artifacts	Implement Included Use Case

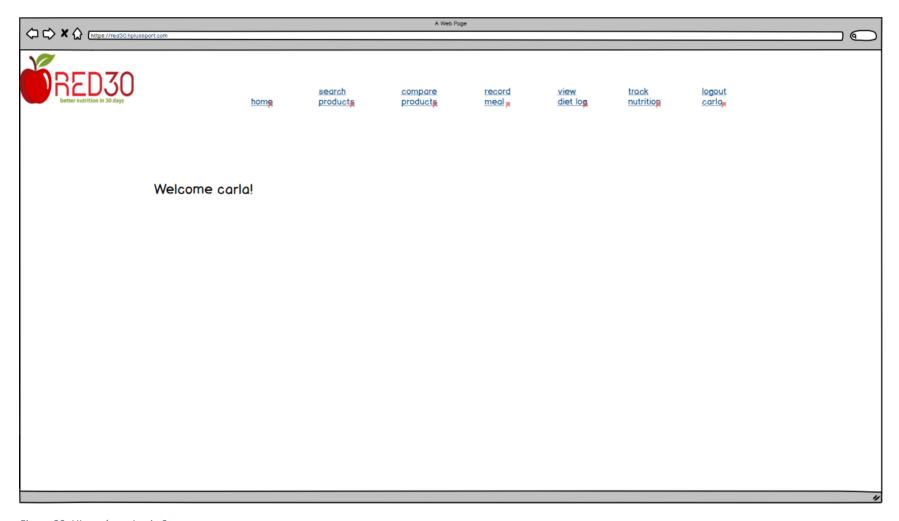


Figure 20: UI mockup - Login 2

Red30	Sprint 3 - Release 1.0
Development Artifacts	Implement Included Use Case

Sequence diagram - Login

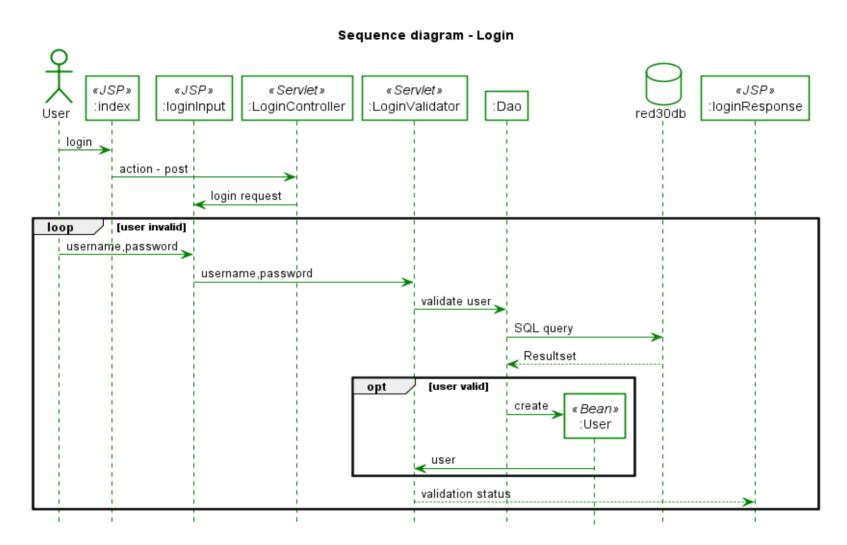


Figure 21: Sequence diagram - Login

Red30	Sprint 3 - Release 1.0
Development Artifacts	Implement Included Use Case

Sequence diagram - Logout

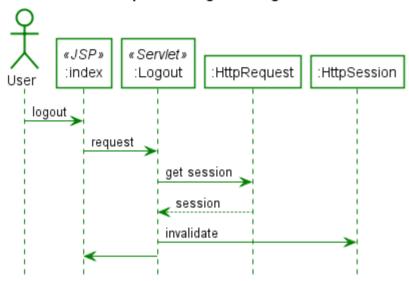


Figure 22: Sequence diagram - Logout

Red30	Sprint 3 - Release 1.0
Development Artifacts	Implement Included Use Case

Class diagram - Login

Class diagram - Login

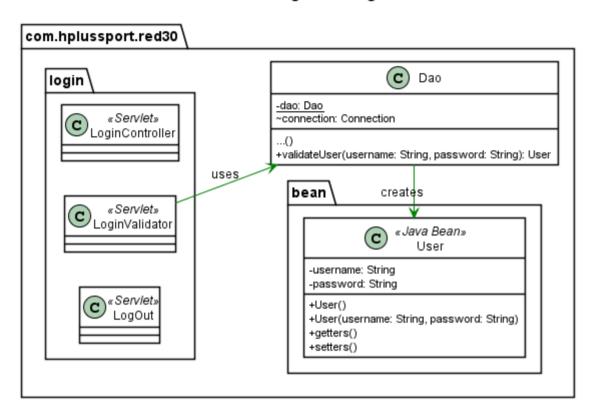


Figure 23: Class diagram - Login

Red30	Sprint 3 - Release 1.0
Development Artifacts	Implement Included Use Case

Data model - Login

Data model - Login



Figure 24: Data model - Login

SQL to create user table in red30db

```
CREATE TABLE `red30db`.`user` (
  `username` varchar(10) NOT NULL,
  `password` varchar(10) NOT NULL,
  PRIMARY KEY (`username`)
);
```

Red30	Sprint 3 - Release 1.0
Development Artifacts	Final Release

03. Final Release

Use case - Record meal

UI mockup - Record meal

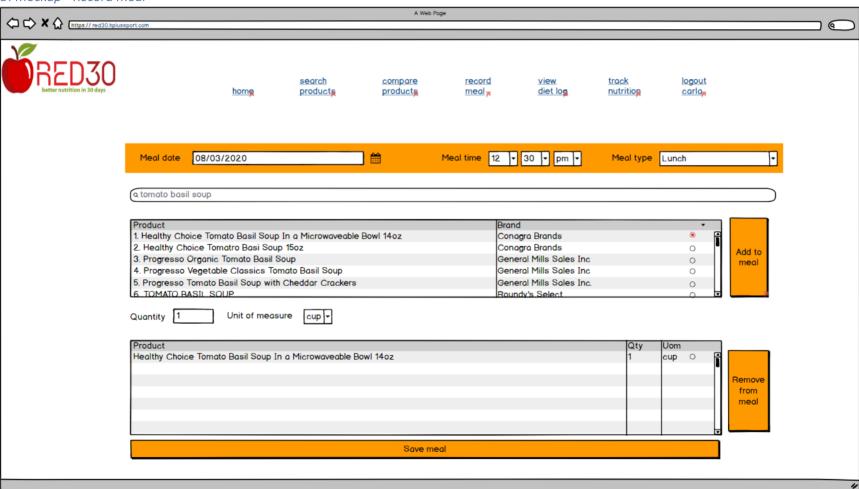


Figure 25: UI mockup - Record meal

Red30	Sprint 3 - Release 1.0
Development Artifacts	Final Release

Sequence diagram - Record meal

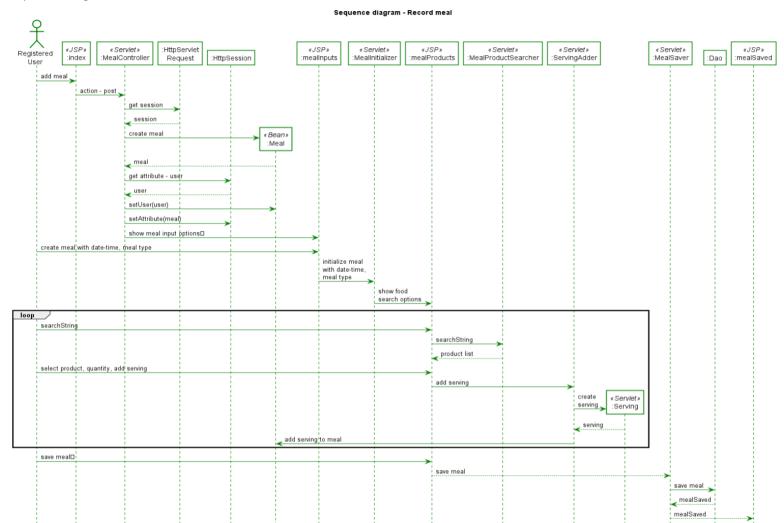


Figure 26: Sequence diagram - Record meal

Red30	Sprint 3 - Release 1.0
Development Artifacts	Final Release

Class/package diagram – Record meal

Class / package diagram - Record meal

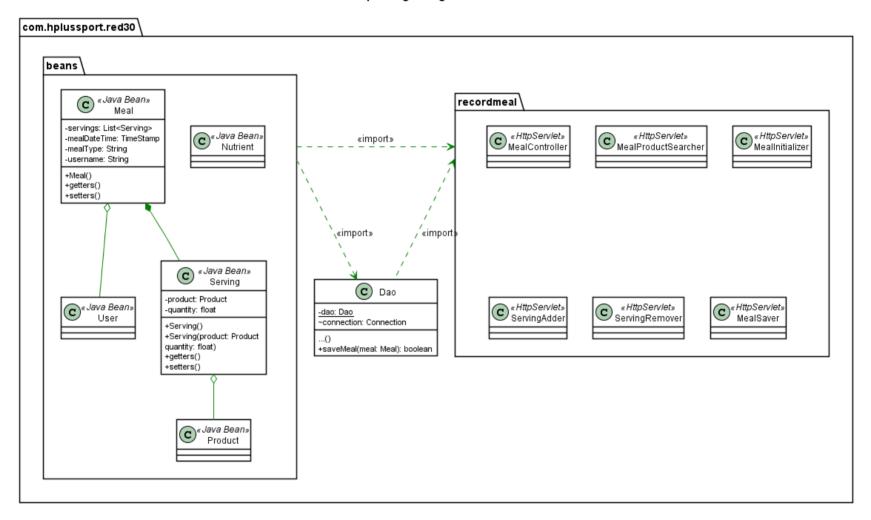


Figure 27: Class/package diagram - Record meal

Red30	Sprint 3 - Release 1.0
Development Artifacts	Final Release

Data model - Record meal

Data model - Red30

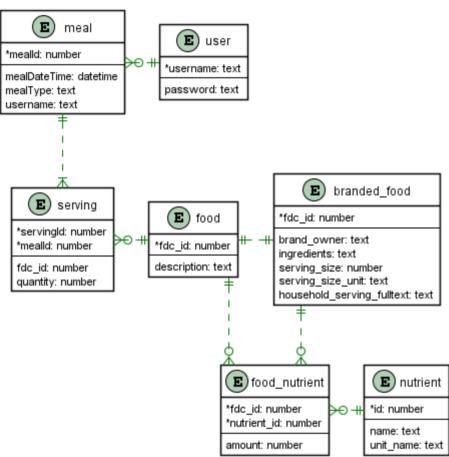


Figure 28: Data model - Record meal

Red30	Sprint 3 - Release 1.0
Development Artifacts	Final Release

SQL to create meal and serving tables

```
CREATE TABLE `red30db`.`meal` (
`mealId` INT NOT NULL AUTO_INCREMENT,
`mealDateTime` DATETIME NOT NULL,
`mealType` VARCHAR(10) NULL,
`username` VARCHAR(10) NOT NULL,
PRIMARY KEY (`mealId`));
```

```
CREATE TABLE `red30db`.`serving` (
   `servingId` INT NOT NULL AUTO_INCREMENT,
   `mealId` INT NOT NULL,
   `fdc_id` INT NULL,
   `quantity` FLOAT NULL,
   PRIMARY KEY (`servingId`, `mealId`));
```

Red30	Sprint 3 - Release 1.0
Development Artifacts	Final Release

Use case - View diet log

UI mockup - View diet log

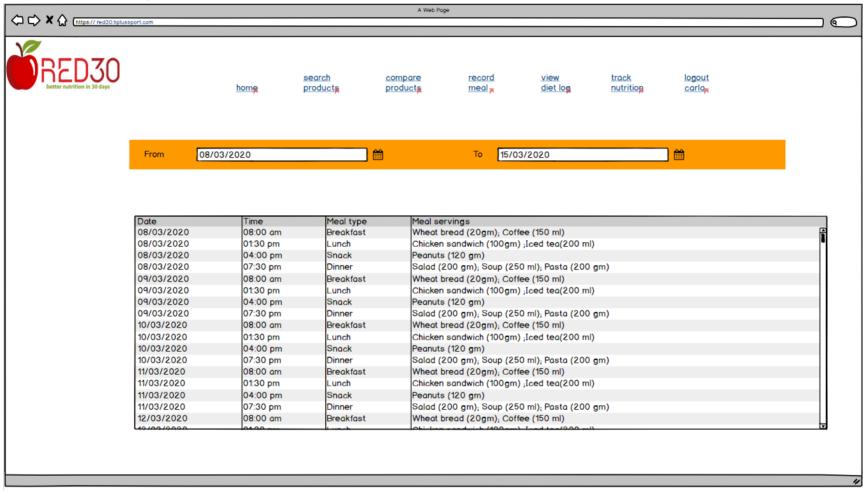


Figure 29: UI mockup - View diet log

Red30	Sprint 3 - Release 1.0
Development Artifacts	Final Release

Sequence diagram - View diet log

Sequence diagram - View diet log

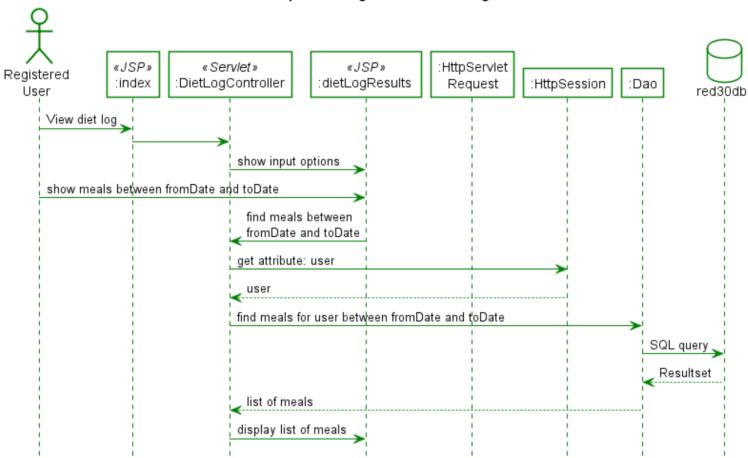


Figure 30: Sequence diagram - View diet log

Red30	Sprint 3 - Release 1.0
Development Artifacts	Final Release

Class diagram - View diet log

Class diagram - View diet log

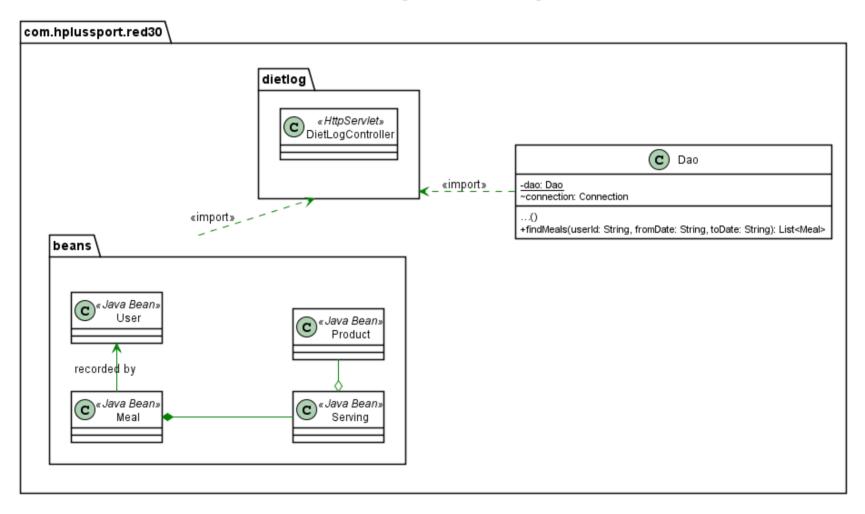


Figure 31: Class diagram - View diet log

Red30	Sprint 3 - Release 1.0
Development Artifacts	Refactoring

Data model

No change

04. Refactoring

Refactored data layer

Refactored Data Layer

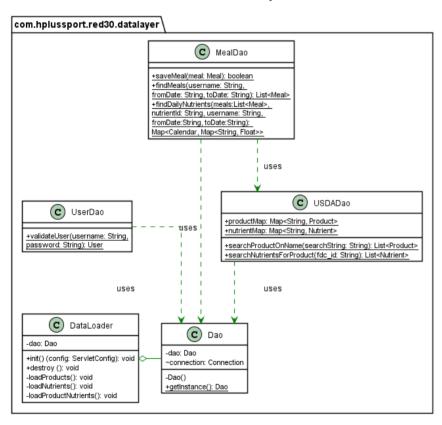


Figure 32: Refactored data layer

Red30	Sprint 3 - Release 1.0
Development Artifacts	Refactoring

Refactored class diagram

Class diagram - Full

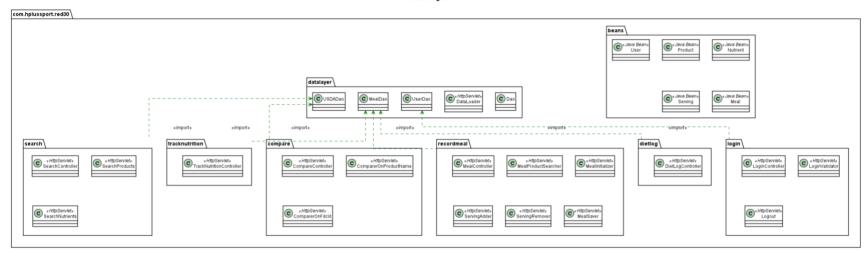


Figure 33: Refactored class diagram

Red30	Sprint 3 - Release 1.0
Development Artifacts	Challenge 3

05. Challenge 3

- 1. Implement Track Nutrition use case.
- 2. Refactor data layer.

06. Solution 3

UI mockup - Track nutrition

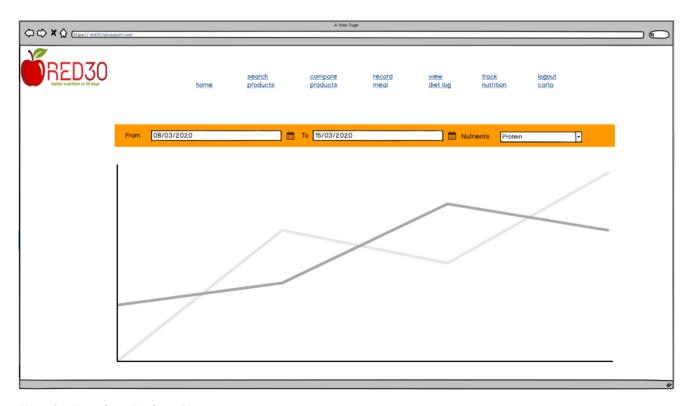


Figure 34: UI mockup - Track nutrition

Red30	Sprint 3 - Release 1.0	
Development Artifacts	Solution 3	

Sequence diagram - Track nutrition

Sequence diagram - Track nutrition

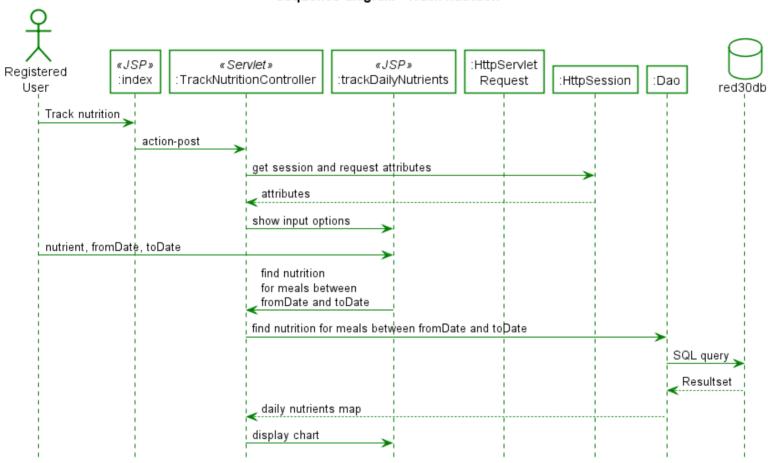


Figure 35: Sequence diagram - Track nutrition

Red30	Sprint 3 - Release 1.0
Development Artifacts	Solution 3

Class diagram - Track nutrition

Class diagram - Track nutrition

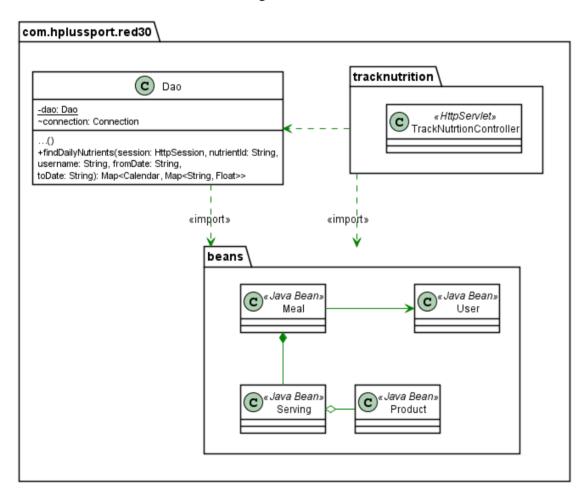


Figure 36: Class diagram - Track nutrition

Red30	Appendix
Development Artifacts	Glossary

Appendix

01. Glossary

#	Term	Definition
1.	Coach	A person who works for H+ Sport company as a professional health coach
2.	Diet log	A list of meals showing their servings of products and its quantity in each meal with date, time, and meal type
3.	IT admin	An H+ Sport employee who is responsible for managing a Red30 application
4.	Meal	An entry made by a registered user that has date, time, meal type, and a list of food products with their quantities
5.	Meal type	Meal types – breakfast, lunch, dinner, or snack
6.	Member	An H+ Sport customer who is registered for Diet Consulting Services with H+ Sport
7.	Nutrient	Nutritional element contained in food products
8.	Product	A food product as provided in USDA's FoodData Central
9.	User	Any user using a Red30 application
10.	Registered user	User who has been registered with H+ Sport as a coach, member, or IT personnel; registered user has a valid
		username and password to get access to some functionalities in Red30
11.	Serving	A product served in a meal