

# Development Process

## Process Chosen: Scrum Methodology

**Why?** Scrum was selected for its iterative and incremental nature, which allowed flexibility and adaptability to evolving requirements. By using sprints and a product backlog, we maintained structured progress while incorporating user feedback efficiently.

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# Product Backlog and Sprint Management

## Product Backlog

The product backlog consisted of the following prioritized tasks, organized across three sprints:

1. **Sprint 1: Database Schema Setup and Basic UI**
    - Design and implement the database schema to support core entities.
    - Create basic UI components for user interaction.
  2. **Sprint 2: Implementation of Core Functionalities**
    - Develop user authentication, including signup, login, and OAuth integration.
    - Implement functionalities for posts, recipes, and exercises.
    - Ensure smooth integration of these features with the database and UI.
  3. **Sprint 3: Implementation of Remaining Functionalities and Deployment**
    - Complete profile management and progress tracking.
    - Finalize forum functionalities for posts and comments.
    - Integrate real-time notifications to enhance user engagement.
    - Conduct comprehensive testing, including unit, integration, and end-to-end tests.
    - Prepare and deploy the application using Docker.
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# Object-Oriented Design Rationale

## OO Design Principles

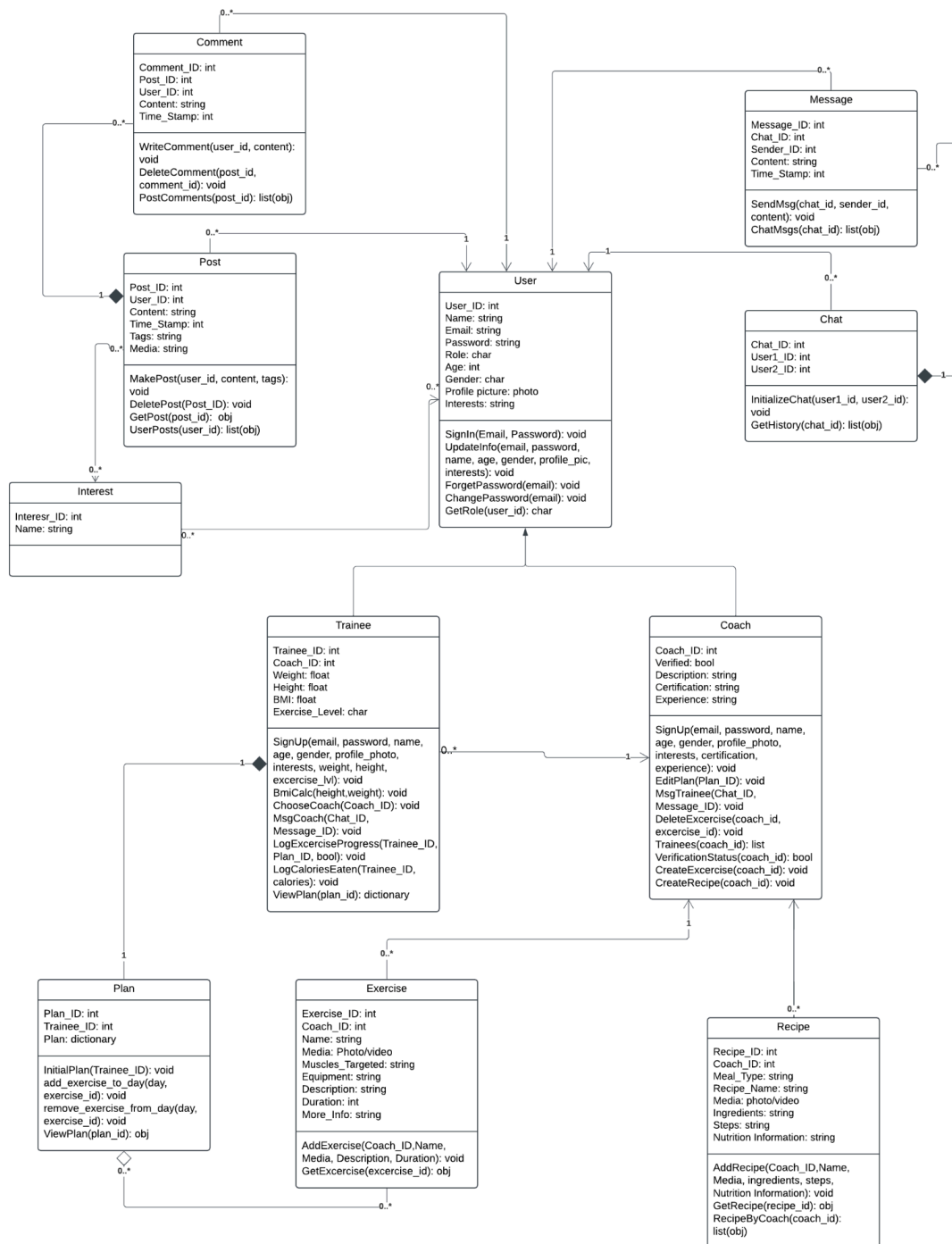
We adhered to the following **SOLID** principles:

1. **Single Responsibility Principle:** Each class has a single, well-defined responsibility.
2. **Open-Closed Principle:** The system was designed to accommodate extensions without modifying existing code.

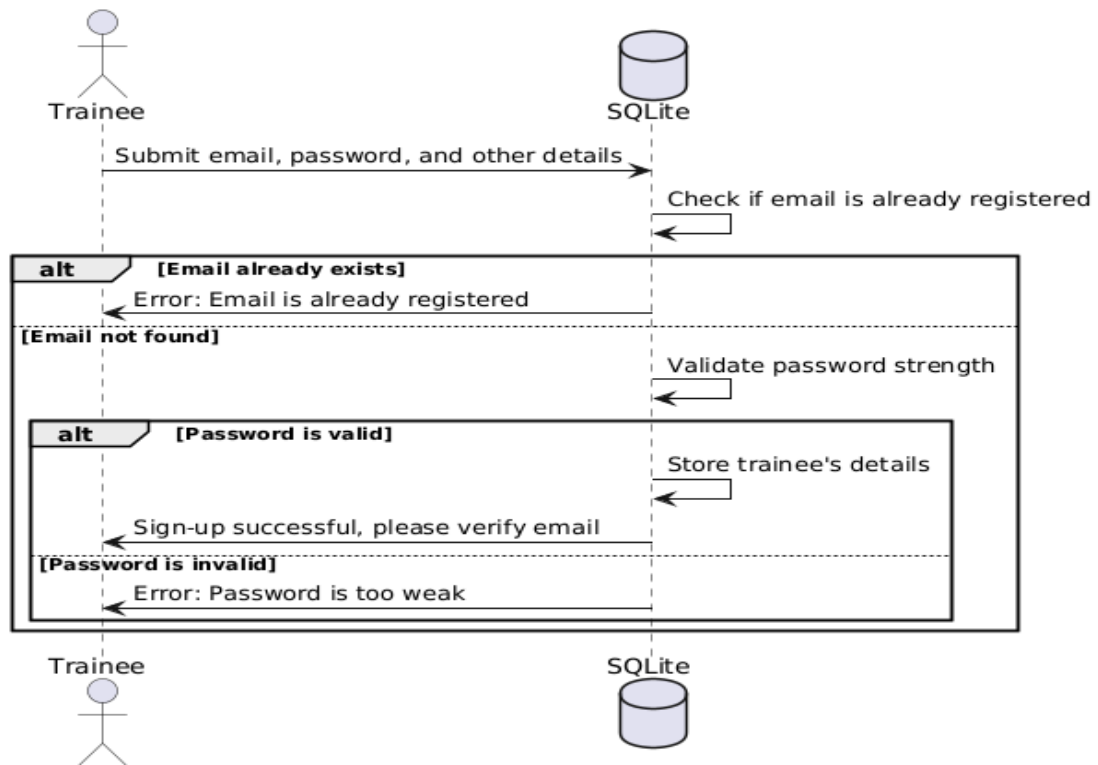
## UML Diagrams

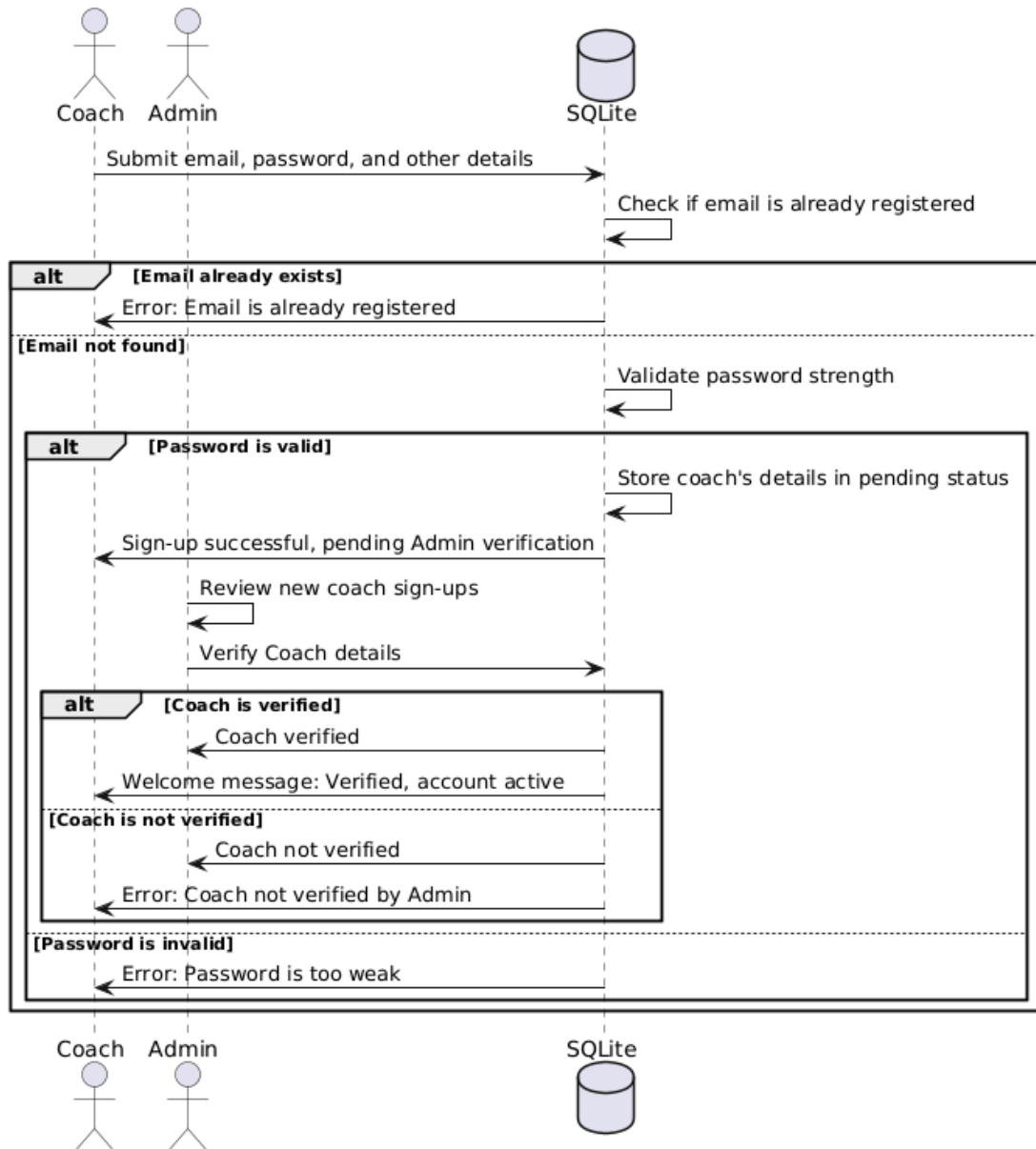
Below are the UML diagrams that represent the system's design:

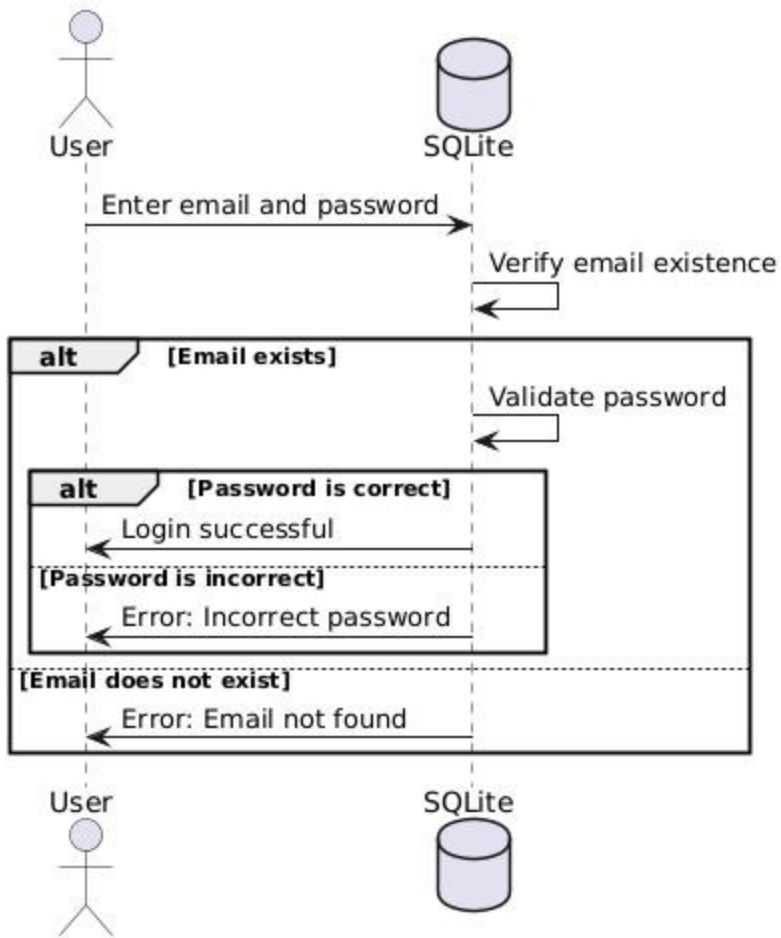
## 1. Class Diagram: link: [class diagram](#)



## 2. Sequence Diagram:







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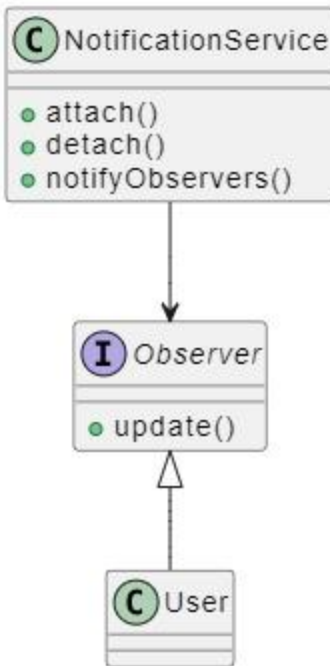
## Design Patterns

### 1. Observer Pattern

**Rationale:** This pattern was used to implement real-time notifications and updates. It allowed for dynamic updates to multiple users whenever an event occurred (e.g., new post or message).

**Implementation:**

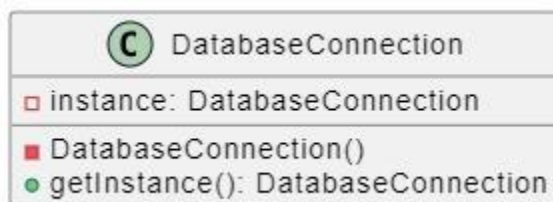
- **Subject:** NotificationService
- **Observers:** Users
- **UML:**



## 2. Singleton Pattern

**Rationale:** Ensured a single instance of the database connection, optimizing resource usage and preventing conflicts. **Implementation:**

- **Singleton Class:** `DatabaseConnection`
- **UML:**



## Testing Plans and Scripts

### Testing Plans

- **Unit Testing:** Each module was tested independently using `pytest`.
- **Integration Testing:** Verified interactions between modules.
- **End-to-End Testing:** Ensured the system functions as expected from login to workout plan updates.

## Sample Testing Script

```
# Test for user login functionality
import pytest
```

```
def test_login():
    response = app.test_client().post('/login', data={'email': 'test@example.com', 'password':
'password123'})
    assert response.status_code == 200
    assert b"Welcome" in response.data
```

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## Deployment Model

### Using Docker

A Docker image was created for seamless deployment. It encapsulated the application along with its dependencies, ensuring consistency across environments.

#### Dockerfile Example:

```
FROM python:3.9-alpine
```

```
WORKDIR /app
```

```
COPY . .
```

```
RUN pip install flask numpy Authlib flask-mail requests flask_bcrypt
```

```
EXPOSE 4000
```

```
CMD [ "python", "app.py" ]
```

### Deployment Steps

Build the Docker image:  
`docker build -t fithub-app .`

Run the container:  
`docker run -p 5000:5000 fithub-app`



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## Performance Measures

### Monitoring Performance

- Used **Postman** for load testing.
- Monitored response times, throughput, and error rates.

### Evaluation Results

- Average Response Time: ~900ms
  - Max Concurrent Users Supported: 100
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