

ECSE 321 - Intro to Software Engineering Design Specification Document - Deliverable 2

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February 27, 2017

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Part I

Architecture of the Proposed Solution

0.1 Description

The software architecture comprises of two different patterns: a Model/View/Controller pattern and a Layered Architecture pattern. An "Authentication and Authorization" layer is on top of the MVC layer. Once the user is authenticated and authorized, they have access to the MVC layer. The MVC system contains three components which interact with each other:

- Controller
- View
- Model

The Model component manages the system data and associated operations on that data; it encapsulates all the entities that are part of the model (can be seen in the model class diagram). The View component defines and manages how the data is presented to the user. The Controller component manages user interaction (key presses, mouse clicks, etc.) and passes these interactions to the View and the Model.

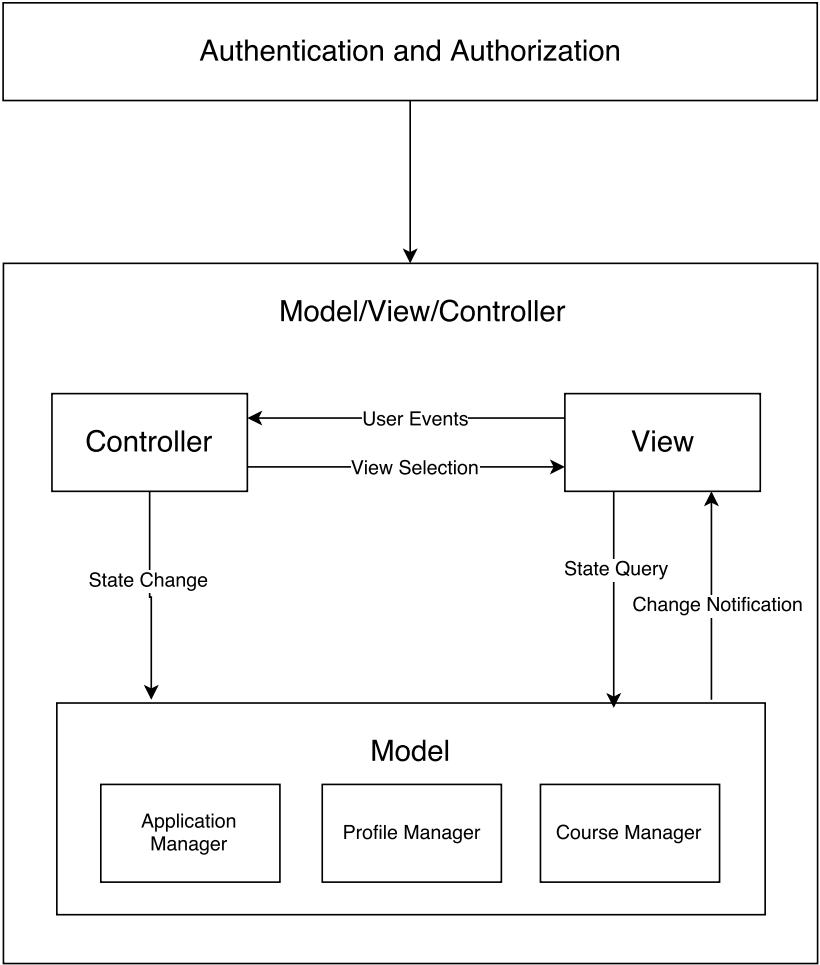
0.2 Rationale

The MVC pattern was chosen because this allows the components to be changed independently. For example, adding a new view or changing an existing view can be done without any changes to the underlying data in the model. It allows the data to change independently of its representation and vice versa. Moreover, it supports presentation of the same data in different ways with changes made in one representation shown in all of them.

Furthermore, the Model-View-Controller pattern makes multiplatform development very convenient. Using this paradigm, equivalent code may be generated for the model component on all platforms, as the model is isolated from the other components. Then, the views are isolated from the controllers so that modifications to the view classes do not affect code for other platforms that utilize the controller classes.

The Layered Architecture pattern was used because the user would need to first authenticate him/herself and then receive authorization in order to interact with the sublayer.

0.3 Block Diagram



Part II

Description of the Detailed Design

0.4 Description

0.4.1 Detailed Domain Model

The Detail Design Diagram consists of the following entities: ApplicationManager, ProfileManager, CourseManager, Application, Profile, Course, Job, Instructor, Admin, Student, Laboratory, and Tutorial. It consists of a Controller, called Controller, a Boundary, called View, and a Persistence, called Persistence XStream. The Controller uses the entities ApplicationManager, ProfileManager, and CourseManager to save, edit, and modify data within the model, which are then saved within a persistence layer. The functionalities of the three "Manager" classes are listed below.

- The ApplicationManager is in charge of Applications, which represent the job application created and submitted by the student for a job. Furthermore, the ApplicationManager is also in charge of managing Job data. It is associated with Application, Job, and ProfileManager.
- ProfileManager creates and manages Admin, Instructor, and Student entities, all of which inherit from the Profile class.
- CourseManager creates and manages Course entities.

In total there will be three controller classes in the Controller Packages with an additional class for input exceptions or input validation. Each controller class has an associated Manager class, and is in charge of utilizing the manager class safely so that appropriate data is guaranteed to be entered into the persistence layer.

The Controller classes serve the purpose of isolating the model from the input, keeping in mind the philosophies of the Model-View-Controller paradigm.

Finally, there are multiple View classes, dependent on the application platform, that act as boundary classes. These classes are in charge of gathering user input in a user-friendly manner. The Web and Mobile applications have one and two Views, respectively. The Desktop application has five Views.

0.5 Rationale