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Ingegneria del Software e Progettazione Web

Progetto A.A. 2022/2023

SPORTIFY

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# Software Requirement Specification

## Introduction

### The aim of Document

The project aims to encourage people to practice a sport, helping them choose the best sport for them and the gym where to practice it.

### Overview of the defined system

Sportify is used by users to search for courses and gyms, and for the latter also leave reviews on their service, while by gyms to be able to add courses and schedules of the latter to their Sportify profile, now let us describe the guaranteed features:

* User:
* Search for sports
* Fill out the test to understand the sport that suits you.
* Find your nearest gym
* Writing reviews of popular gyms
* Gyms:
  + Add courses and timetables for these last
  + Read reviews of your gym
  + Delete possible unconstructive reviews.

### Operational Settings

There are many operating settings for Sportify; the program will be used as a mobile application or computer program by users looking for courses or gyms, by users who want to understand the most suitable sport for them, and by gyms that want to advertise themselves to users.

For the development of the software, we used the following:

* Figma.com to get the HTML code of the storyboards that we modified later with WebStorm.
* StarUML for the realization of diagrams related to the design of the system.
* Scene Builder to create FXML files to create the graphical interface (MVC views).
* JavaFX to manage and extend FXML files (MVC graphics controller).
* IntelliJ and especially Java as an IDE and programming environment. To use the software, you must extract the Sportify folder from the zip file and open it as a Maven project in IntelliJ. In the folder, there is already the ‘[*pom.xml*](https://github.com/Chiara183/Sportify/blob/main/pom.xml)’ file to configure how to run the application. If this is not possible, the class responsible for starting the application is ‘[*src/main/java/sportify/MainAppLauncher.java*](https://github.com/Chiara183/Sportify/blob/main/src/main/java/sportify/MainAppLauncher.java)’.

### Related Systems

(at least 2), Pros and Cons.

Performing a careful analysis of the competitors, although there are few similar services, we identified the two in particular: *Fit Finder – Gym Locator, Sportclubby*.

• *Fit Finder – Gym Locator*: This smartphone-only app offers access through both Google and is available as Facebook and both a gym and as a simple user. Once you have accessed your account, you can search for the gym closest to your location, also looking at the relative profiles of the gyms, also allowing at the end to add a given gym to your favorites. Sportify, however, unlike Fit Finder, also offers a desktop application (for PC) and the possibility to fill out a test that recommends the sport that best suits you, based on your preferences.

• *Sportclubby*: This smartphone-only app offers access via both Google and Facebook. Once you have accessed your account, you can search for the gym closest to your position by looking at the relative profiles of the gyms, also allowing at the end to add a given gym to your favorites, this thanks also to the choice of favorite activities made at registration. This then allows you to book and pay for courses through the same app, as well as invite friends to courses booked in the app. Sportify, however, unlike Sportclubby also offers a desktop application (for PC) and the possibility to fill out a test that recommends the sport that best suits you, based on your preferences.

## User Stories

(3 per member)

**• As a new user, I want to discover which sport suits me best and my needs so I can start practicing it.**

**• As a user, I want to review my experience in a gym so that it could be useful to other users.**

**• As a gym owner, I want to know what the ten most popular sports in Italy are, so I can add them to my gym offer.**

**• As a new user, I want to know which gyms have a selected sport in a variety of options so that I do not waste time moving.**

**• As a user, I want to know the main information about a selected sport so that I can decide whether to practice it.**

**• As a gym, I want to sponsor myself to gain more visibility.**

• As a gym owner, I want to read the reviews written about my gym, so that I can modify and improve my gym offer.

• As a user, I want to keep track of what level I reached in the sports I play, so that I can continuously improve.

## Functional requirements

(3 per member)

• **The system, based on specific questions, must decide the best sport for the user’s needs.**

**• The system must provide the ability to read user reviews.**

**• The system shall provide all gyms in a range of choice from a chosen location in which they can practice the selected sport.**

**• The system creates a list of the ten most practiced sports in Italy based on the number of times a sport has been chosen.**

**• The system must provide the main information about a selected sport.**

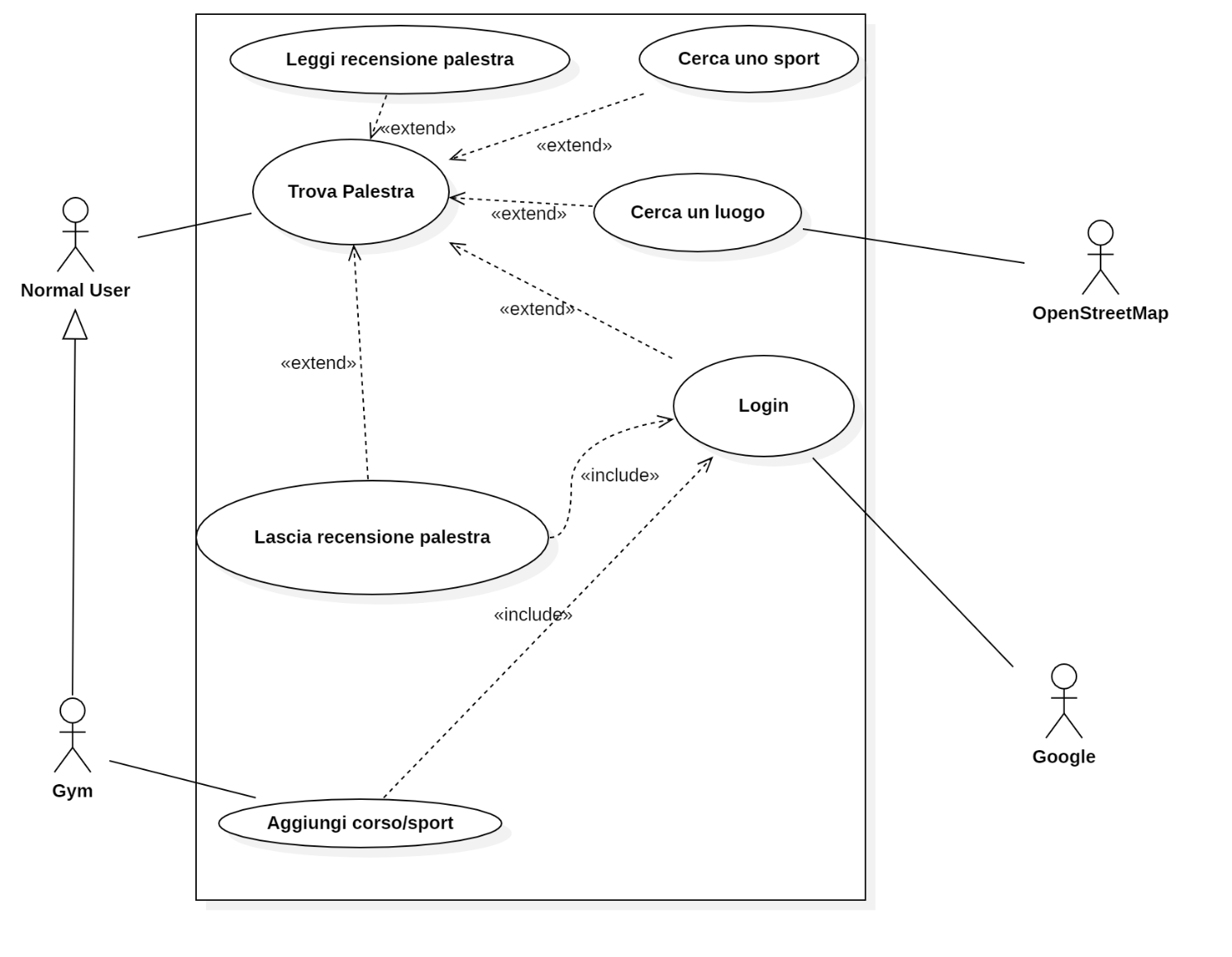
**• The system sends an alert to the user who is searching for a particular sport from gyms that offer that sport and that are in a range of choice from a selected location.**

• The system must keep track of the level the user reaches in each sport.

• The system must provide a review of the user experience in the gyms by adding a comment in the appropriate box on the gym profile pages.

## Use cases: Overview Diagram

There are two primary actors (*Normal User, Gym*) of one generalization of the other (*Gym*) and two secondary actors (*OpenStreetMap, Google*).



# Storyboards

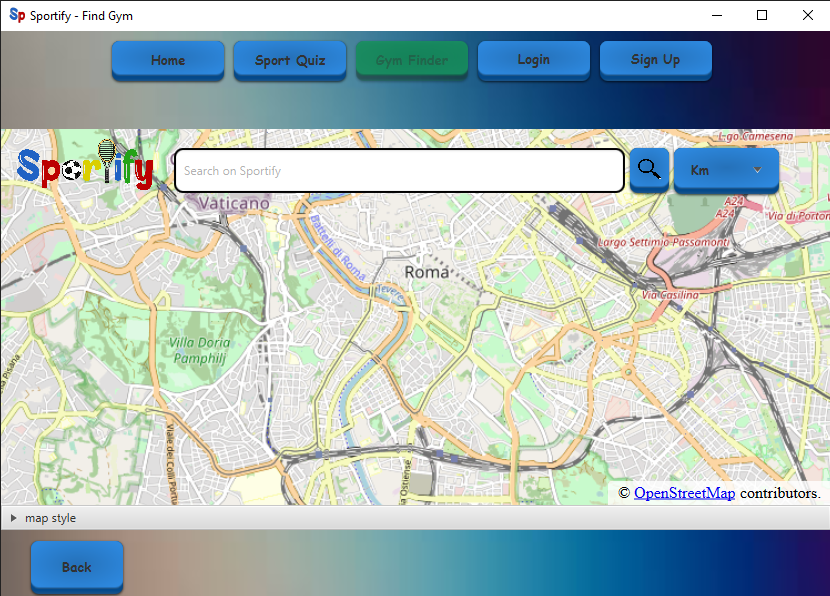
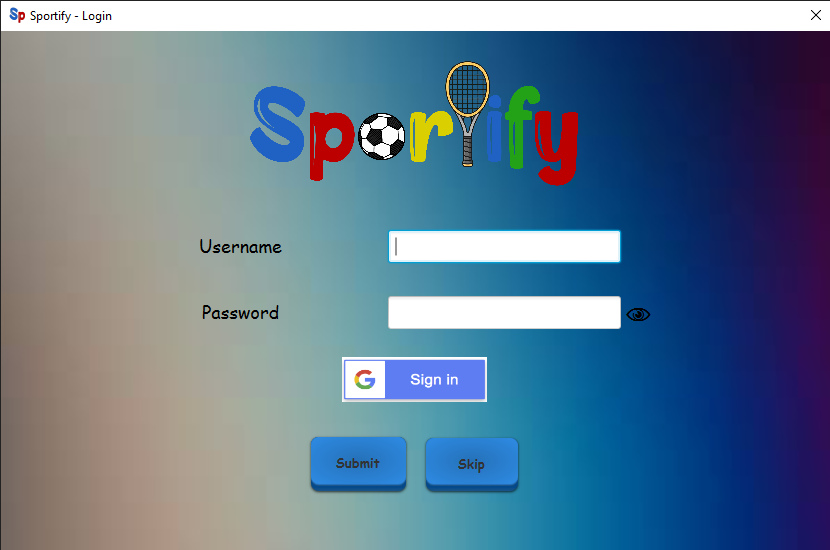
## Format: HTML

Storyboards in HTML5 format are present in the folder ‘*.*[*./Storyboard*](https://github.com/Chiara183/Sportify/tree/main/Storyboard)’ of the project with its style ‘*.css*’ files in the ‘*.*[*./Storyboard/css*](https://github.com/Chiara183/Sportify/tree/main/Storyboard/css)’ and the assets they need in the ‘.[./Storyboard/img](https://github.com/Chiara183/Sportify/tree/main/Storyboard/img)’.

## Screens

Quantity: two screens per member, covering all the functionalities described in SRS, developed using Draw.io or similar

The screens present the gym login screen and the search screen through the map.

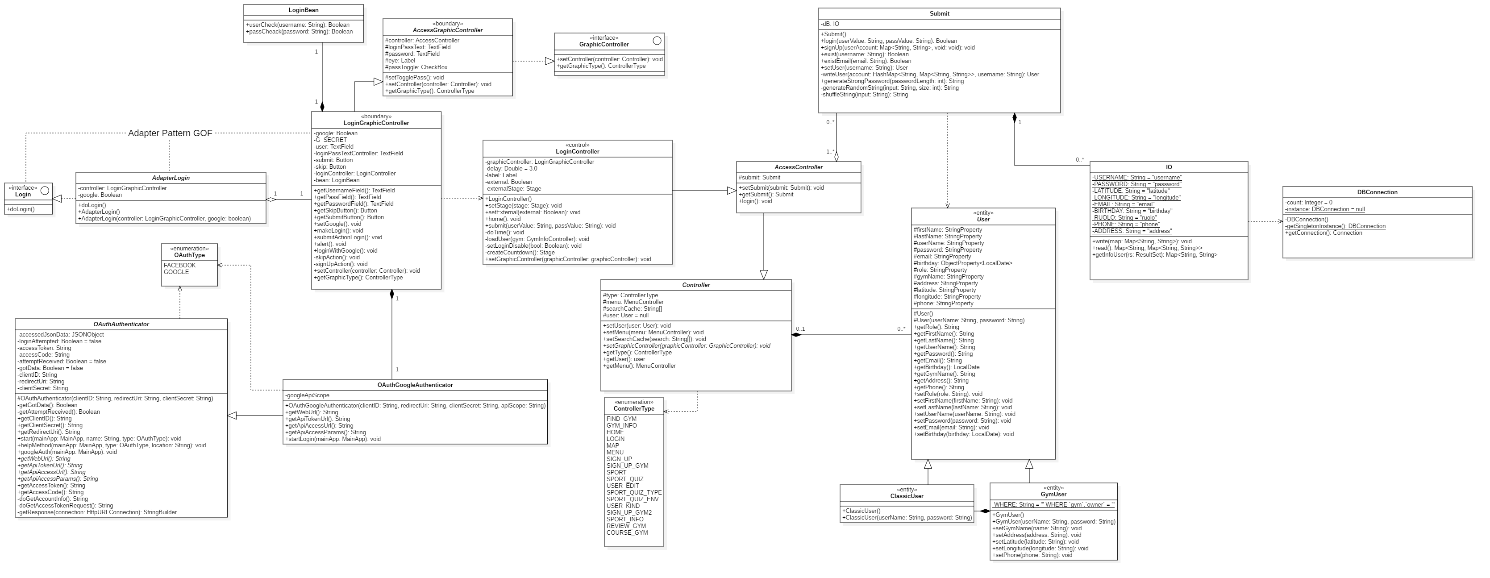


# Design

## Class diagram

* 1 VOPC per member. (analysis)
* One design-level diagram per member (e.g., that includes patterns or specific solutions that improve the engineering level of the system)

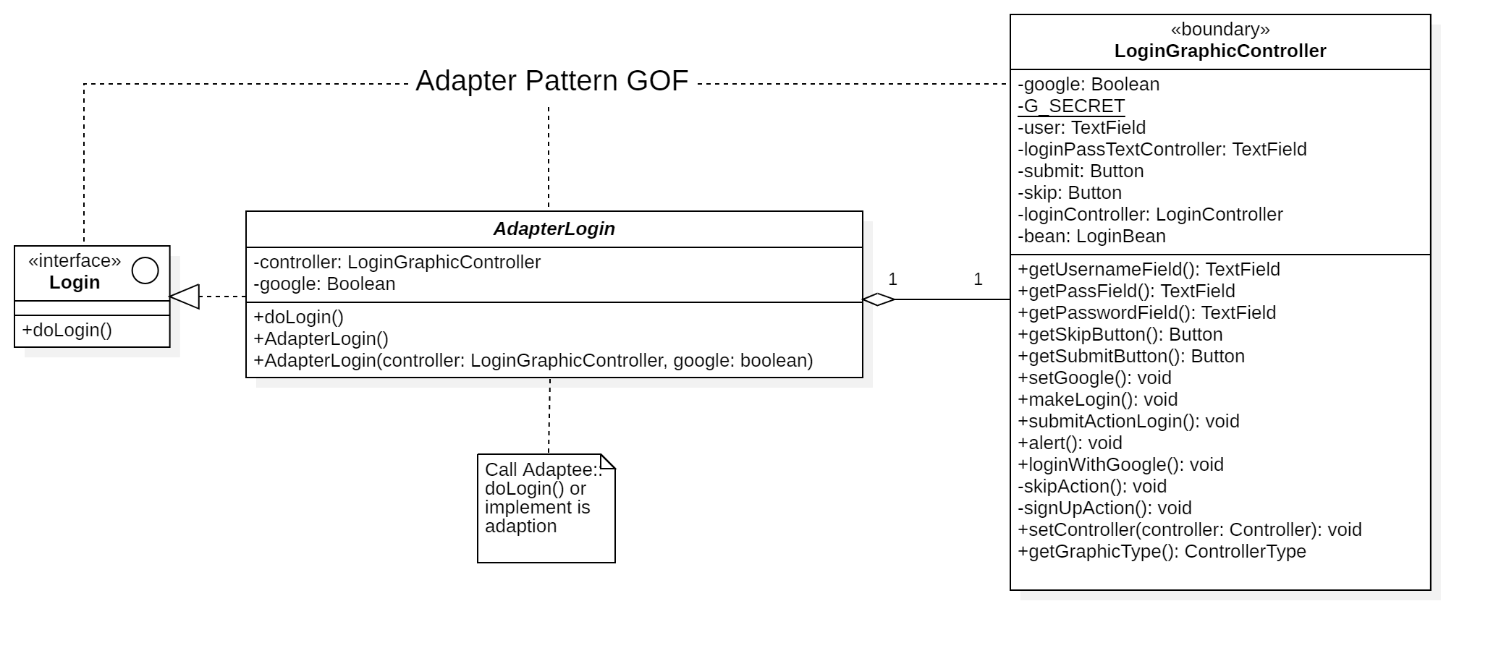
The class diagrams files are also present in pdf in the folder “[*..\Document\Documentation*](https://github.com/Chiara183/Sportify/tree/main/Document/Documentation)"



## Design Patterns

One different pattern per member. Possibly, try applying the pattern within the context of the project.

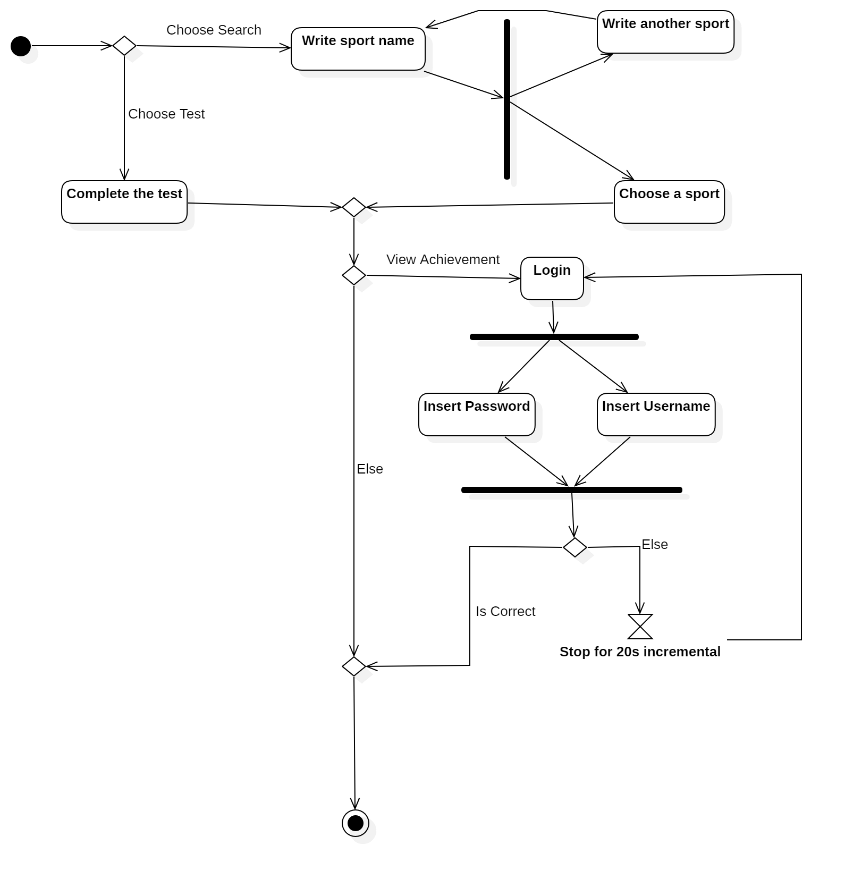
***Adapter Pattern GOF***



## Activity diagram

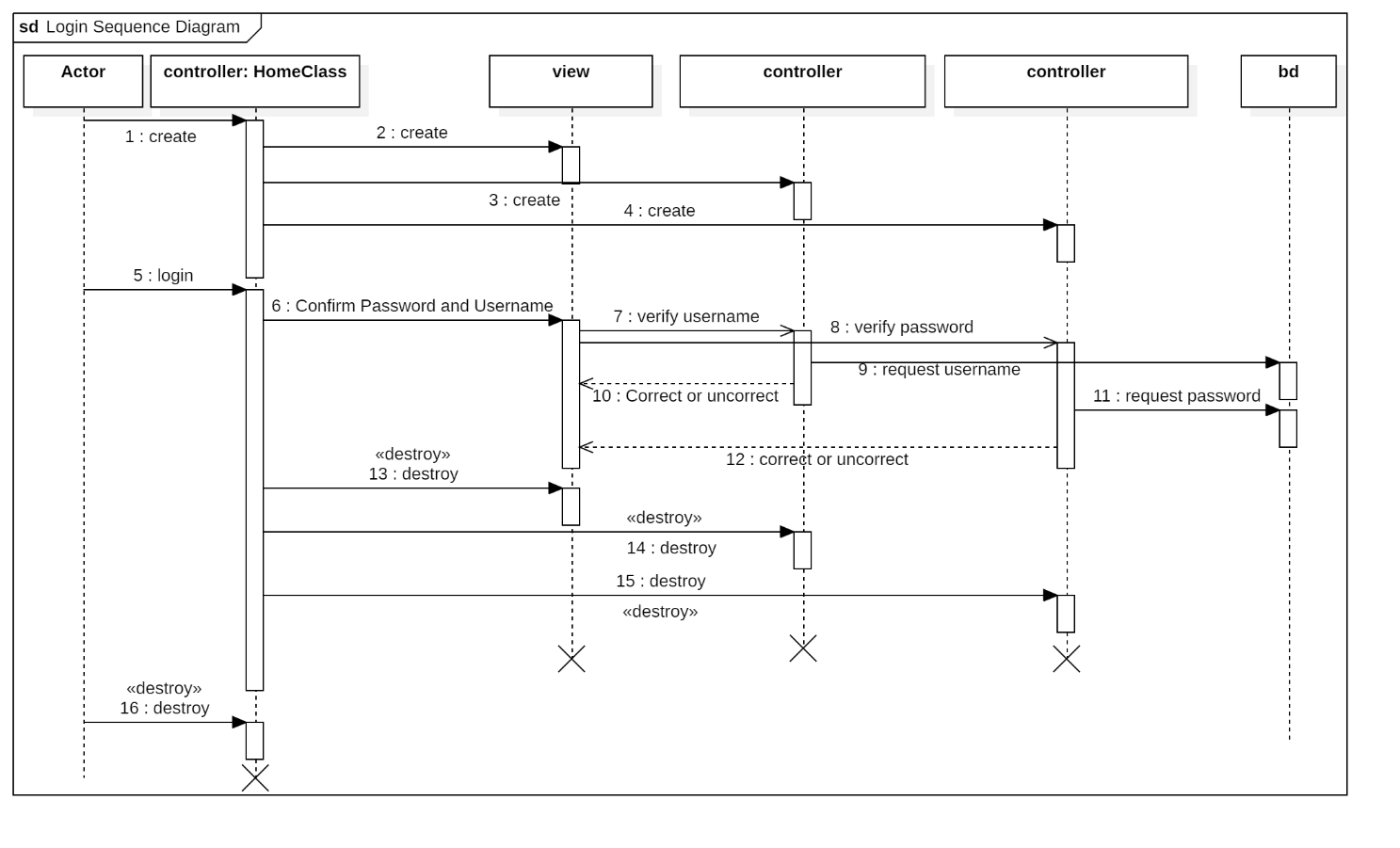
One per member.

Login Activity Diagram



## Sequence diagram

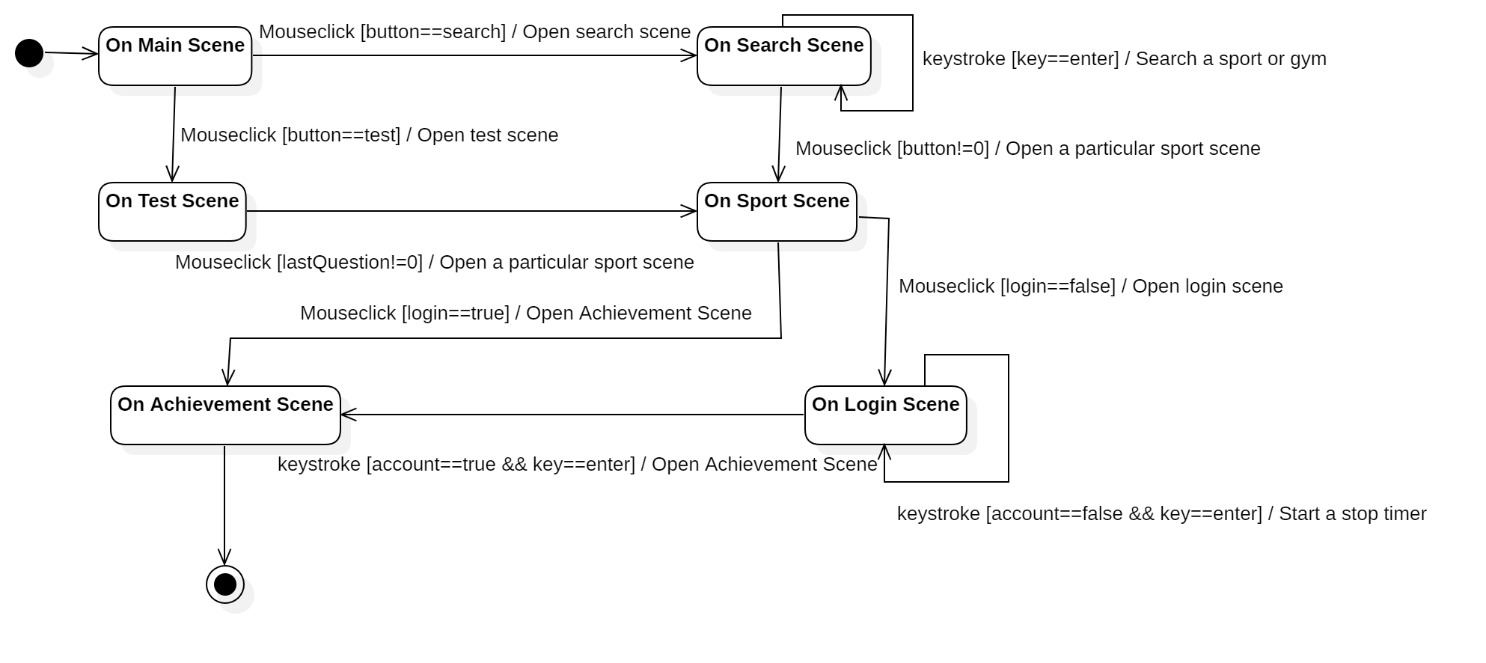
One per member.



## State diagram

One per member.

Sport State Diagram



# Testing

## Test Cases

Develop at least three test cases per person. In each test (class) file, report (via Java comments) the name of the person in charge.

The tests we have implemented are for Matteo: '[*src/test/java/sportify/HomePhoneTest.java*](https://github.com/Chiara183/Sportify/blob/main/src/test/java/sportify/HomePhoneTest.java)', '[*src/test/java/sportify/LoginTest.java*](https://github.com/Chiara183/Sportify/blob/main/src/test/java/sportify/LoginTest.java)', '[*src/test/java/sportify/MainAppTest.java*](https://github.com/Chiara183/Sportify/blob/main/src/test/java/sportify/MainAppTest.java)', while for Chiara: '[*src/test/java/sportify/MenuTest.java*](https://github.com/Chiara183/Sportify/blob/main/src/test/java/sportify/MenuTest.java)', '[*src/test/java/sportify/QuizPhoneTest.java*](https://github.com/Chiara183/Sportify/blob/main/src/test/java/sportify/QuizPhoneTest.java)', '[*src/test/java/sportify/QuizTest.java*](https://github.com/Chiara183/Sportify/blob/main/src/test/java/sportify/QuizTest.java)', which test the corresponding functions of the screens.

## Selenium GUI Test

1 Selenium test using the GUI per member.

The two Selenium GUI tests are present in the test folder of the project in the 'selenium' package.

## Test Selenium API

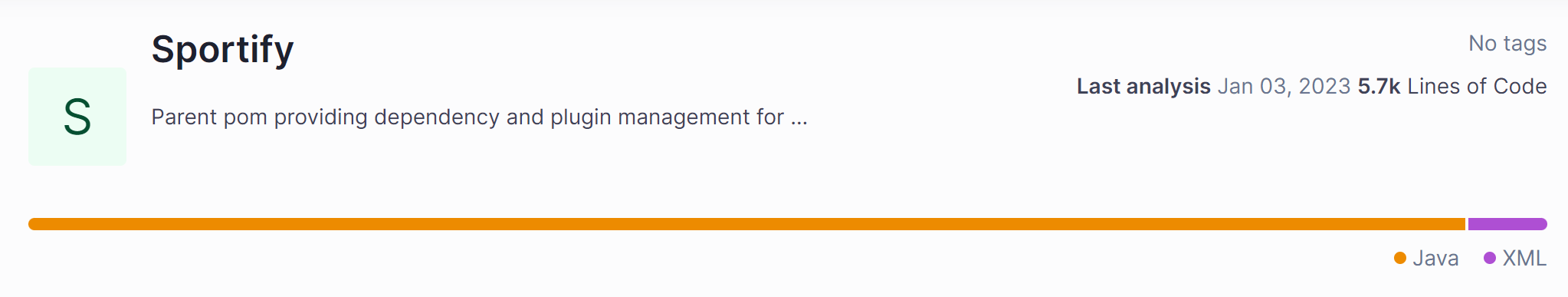
1 Selenium test through API per member.

The two Selenium API tests are present in the test folder of the project in the 'selenium' package.

# Code

## ~4K LOC

5.7K LOC has been programmed for the entire program.



## Similar functionality implemented with GUIs.

## Exceptions

at least two per member (do not just catch and back-propagate the exceptions, but effectively manage them. Possibly, define your own error logic by means of exceptions).

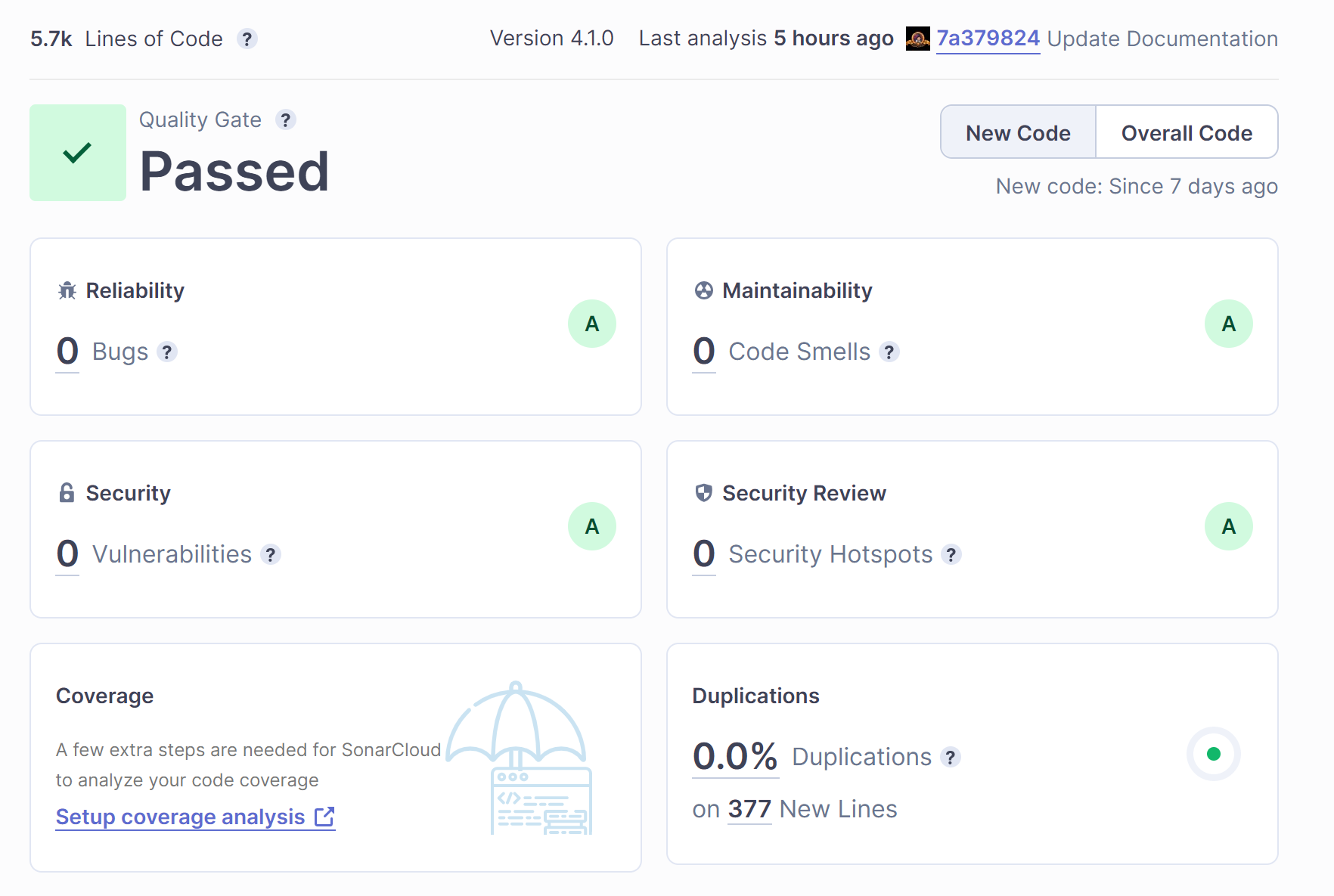
The exceptions we have handled in full are:

* Exception due to the inability to connect to the database: first try the connection several times and then conclude in case of denied connection with an alert message to the user via graphic controller.
* Exception due to incorrect entry of username and/or password: Exception handled in logical controllers using the NewException class that allows the exception to be thrown.
* Exception due to incorrect age entry in the case of the test done via smartphone screen: exception handled in logical controllers through the NewException class that allows the exception to be launched.
* Exception due to the erroneous click on the map of the position indicator and not of a gym: managed by alert message for the user sent via logical controller.

## Svn (or Git) + SonarCloud

Show that Svn (or Git) + SonarCloud is correctly installed on one of your computers, and it can analyze your project for rule violations. No rule must be violated (no smells, no vulnerabilities, no bugs. This will be checked during the exam.

The project after an analysis of [SonarCloud](https://sonarcloud.io/summary/new_code?id=Chiara183_Sportify2) presents neither code smells nor vulnerabilities nor bugs.



## DAO

One DAO shall be provided in two versions, DMBS and file system.

The files with which the database has been set up are present in the folder '[*.. /DB*](https://github.com/Chiara183/Sportify/tree/main/DB)' and the database is controlled by the application through the [*DAO*](https://github.com/Chiara183/Sportify/blob/main/src/main/java/sportify/DAO.java), [*IO*](https://github.com/Chiara183/Sportify/blob/main/src/main/java/sportify/IO.java)and [*DBConnection*](https://github.com/Chiara183/Sportify/blob/main/src/main/java/sportify/DBConnection.java) class.

# Analytics

Provide a process control chart as explained in the slides.

# Video

A 1- to 2-minute recorded video of the developed system performing the expected functions. \*.mpeg