SmartCityAdvisor

**A close up of a logo

Description generated with very high confidencePOLITECNICO** MILANO 1863

ASSIGNMENT 2 – DD

Design Document

A Software Engineering II Project,

made by Luca Favano 899224

V1.0 - 28/04/2018

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# 1 - Introduction

## 1.1 Purpose

The purpose of this Design Document (DD) is to show the architecture that lays below the application. It will show in details which components are necessary, how they interacts together and the algorithms used in the application. This document will also provide details of the user interface chosen.

All the requirements previously shown in the RASD document will then be specified more in details.

This document is particularly useful to project managers, developers and testers.

## 1.2 Scope

SmartCityAdvisor is a server-sided system that offers an app that let Server and Clients interact together. This interaction require an interface that can be easily accessible by any device that satisfy the given hardware requirements.

To develop this application we need a system that is both flexible and easily maintanable, so that in the future it could be easily improved and functionalities could be added as planned by the SmartCityAdvisor organization. Particular care should be applied to the application architecture which code should use coding best practices and principles like encapsulation.

The main issue that will be discussed in this documnet is how to make all the system work together flawlessly, in fact the system should provide the services in a reliable and easy to access way while keeping everything synchronized using an Internet connection.

### 1.2.1 Goals

**[G1]** Limit the traffic accordingly to current CO2 levels in Milan.

**[G2]** Warns the citizens of a change of the current status

**[G3]** Provide users with up-to-date information retrieved from the sensors

**[G4]** Manage the traffic accordingly to special events taking place

**[G5]** Simplify the process of finding and reserving an available parking spot

## 1.3 Definitions, Acronyms, Abbreviations

### 1.3.1 Definitons

* **Sensor:** A component of that communicates with the system at regular intervals providing useful information for the system to work correctly**.**
* **Actuator:** A component that allows the system to have an impact on the environment based on choices that can be taken automatically or manually,
* **City Center:** An area of Milan which characteristics need to be preserved and kept constant over the time.
* **CO2 Level:** Current amount of CO2 particles detected by the sensor and measured in ppm (particles per million).
* **Superuser:** A user of the app that has higher privileges comparet to a “normal” user which is a common citizen that downloaded the app.

### 1.3.2 Acronyms

* **RASD:** Requirement Analysis and Specification Document
* **XMPP:** Extensible Messaging and Presence Protocol
* **HTTP:** Hypertext Transfer Protocol
* **DBMS:** Database Management System
* **UML:** Unified Modeling Language
* **IEEE:** Institute of Electrical and Electronic Engineers
* **DD:** Design Document
* **UX:** User Experience

## 1.4 Revision History

* **V1.0:** First Version, Released on ??/05/2018
* **V1.1:** Typo Correction, Released on ??/05/2018
* **V1.2**: Final Version, Released on ??/06/2018

## 1.5 Reference Documents

* **Specification Document:** “Assignment-for-the-second-project.pdf”
* **Alloy Specification:** on beep
* **Past Project Examples** taken from beep
* **IEEE Recommended Practice** for Software Requirements Specications.
* **RASD Document** that is also part of the project

## 1.6 Document Structure

This document will be structured into five different sections:

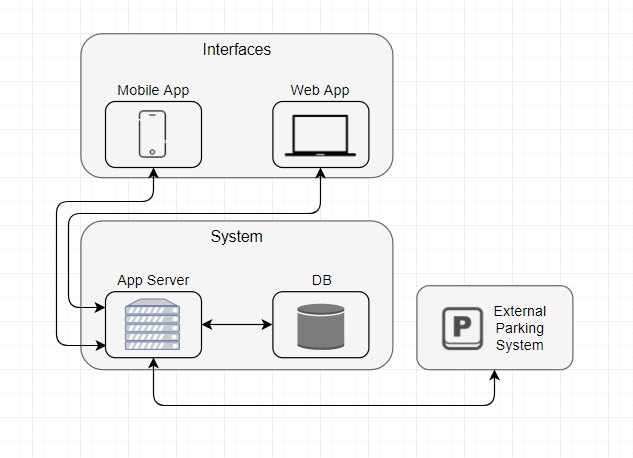
* **Section 1: The introduction**, a brief description of the project, the terms that will be used and some useful knowledge.
* **Section 2: Architectural Design**, it shows the main components of the system their design and how they interact. It includes the patterns and other choices made regarding the architecture.
* **Section 3: Algorithm Design**, a description of the most interesting parts of the algorithms needed to implement the system.
* **Section 4: User Interface Design**, a demonstration of how the user interface is going to look when completed, through mockups and UX diagrams.
* **Section 5: Requirements Traceability**, an explanation of how the decisions that have already been took in the RASD document now reflects to design elemnts included in this document (Design Document).
* **Section 6: Implementation, Integration and Test Plan**, aiming at identifying the planned order for the implementation and integration of the system components. Also including the testing of them.
* **Section 7: Effort Spent + References**, containing all the information used while writing the document and the time spent doing it.

# 2 – Architectural Design

## 2.1 Overview

This chapter focuses on the architectural structure, components will be described explaining how they interact with each other. The system will be illustrated both phisically and logically

In particular a simple high level representation of the entire SmartCityAdvisor system could be as follows:



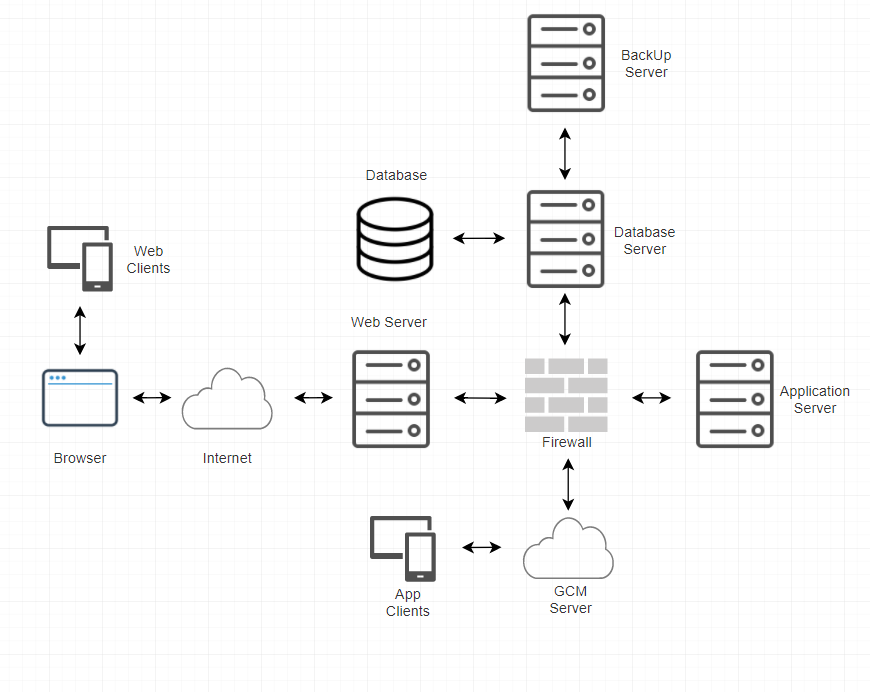
* **Interfaces:** Client side part of the application, it’s installed on user devices or loaded through a browser, it offers services that need the communication with the system.
* **Application Server:** Contains the server side logic of the system, implements useful APIs and handle the client requests.
* **Database:** Is responsible of storing and retrieving asked data, it doesn’t implement any logic and it is only used for data storing. DB guarantees the ACID properties.

The given simple overview is not detailed enough to describe accurately the whole sysyem and its specifics will be addressed carefully in the following paragraphs.

## 2.2 Component View

First we need to provide details about all the physical components of the system and this can be achieved thanks to the physical architecture diagram:

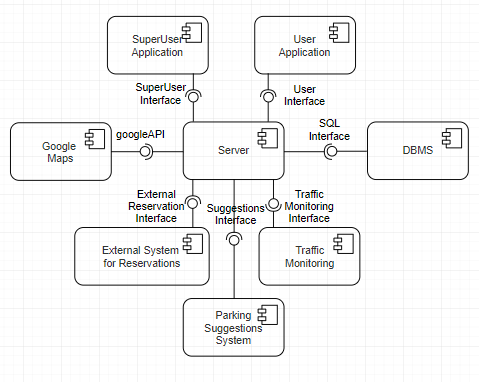
### 2.2.1 Physical Architecture Diagram



As shown in the diagram we need to introduce more components to our system:

* **Web Server**: A software running on a server that is able to communicate with the web application clients using the HTTP protocol.
* **Browser**: An application that retrieves web pages and presents them to the users.
* **GCM Server**: Google servers that take messages from an application server and sends them to a client app that is running on users devices. Useful to handle app services like the notifications.
* **Firewall:** Software that protects the system from unathorized access
* **Web/App Clients:** Two different clients that will interact with our system through an User Interface

Focusing on the interfaces provided by the server we obtain the following diagram that shows a representation of the logical architecture.



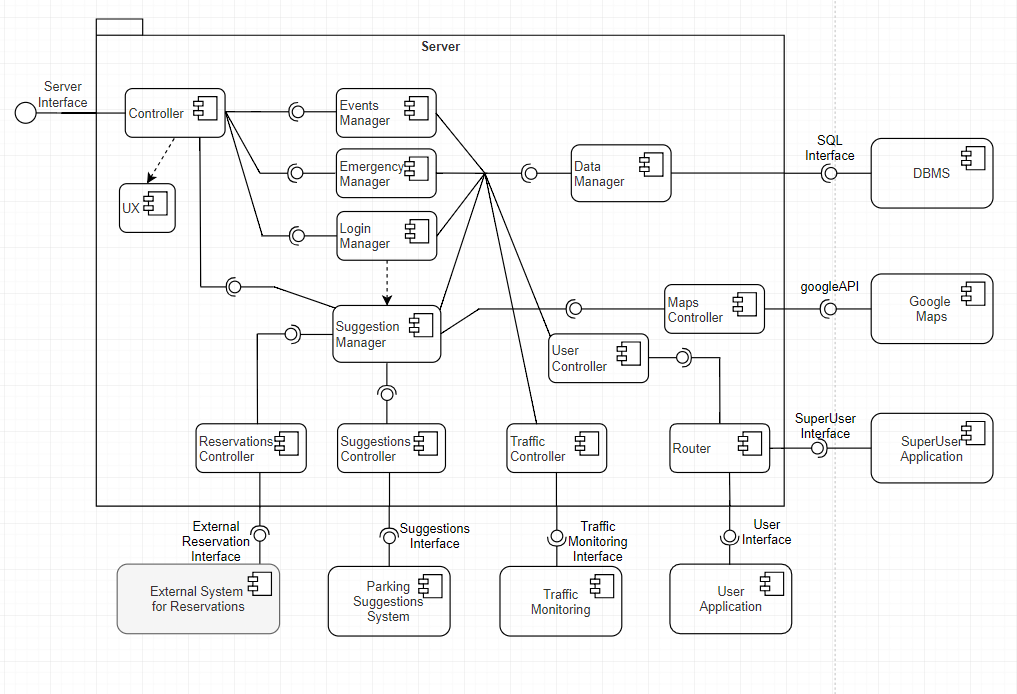
The obtained system include different components that should be integrated:

* **Google Maps:** A possible map system that is provided by Google and is accessible through google APIs. Useful to show to the user maps linked to the sugesstions of parking lots.
* **Database Management System (DBMS):** Used to access all the necessary data in an efficient way.
* **User/SuperUser Application:** A component that takes care of handling all the functionalities that are available to the different types of users.
* **Traffic Monitoring System:** A component that models the the traffic monitoring system parameters, allowing changes of system status.
* **External System:** A system not handled directly that allows our system to request reservations in parking lots available in Milan.
* **Parking Suggestions System:** A component that handle the suggestions when requested, the best possible choices should be elaborated.

Three logical level are still preserved (User Application / Server / DBMS).

### 2.2.2 Application Components Diagram

Lastly we analyze the components that together form what we know as “server”.



Together with components previously already specified we can find few controllers and managers that handle all the information for the system to work properly.

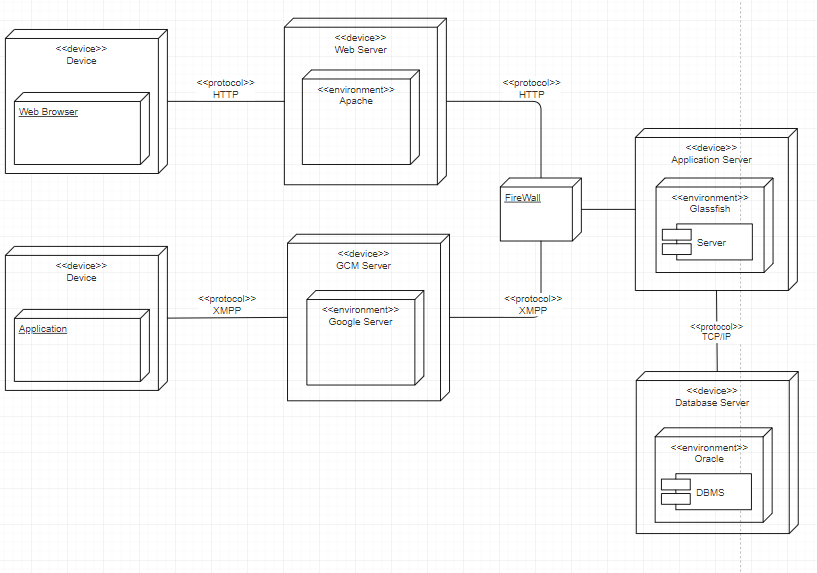
The most relevant components that we just added are:

* **A Data Manager**: A component that provides methods for accessing the data of the system and care sending those data to the server so that they can be synchronized. It collects the data of other controllers.
* **A Suggestion Manager:** A component that has to interact with many others to collect and elaborate all the necessary information, allow a reservation only if the user has logged in.
* **A Controller:** A component that manages the User Interface providing all the necessary information.
* **Router:** A component that dispatches all the requests coming from the User/SuperUser application to a Login Manager that can handle them.
* **Parking Suggestions System:** A component that provides interfaces useful to the Suggestion Manager for it to work properly.

## 2.3 Deployment View

Next we analyze how the system should be deployed, since the architecture should ensure the system security and maintanability Database and Application server run on two different machines, the Database Server also is covered by a backup server in case of any problem.

The GCM server interact with the application server and the application user devices using the XMPP protocol which can guarantee enhanced performances and is more flexible for future updates. The GCM server is also used to grant the system the possiblity to send notifications to the app users.

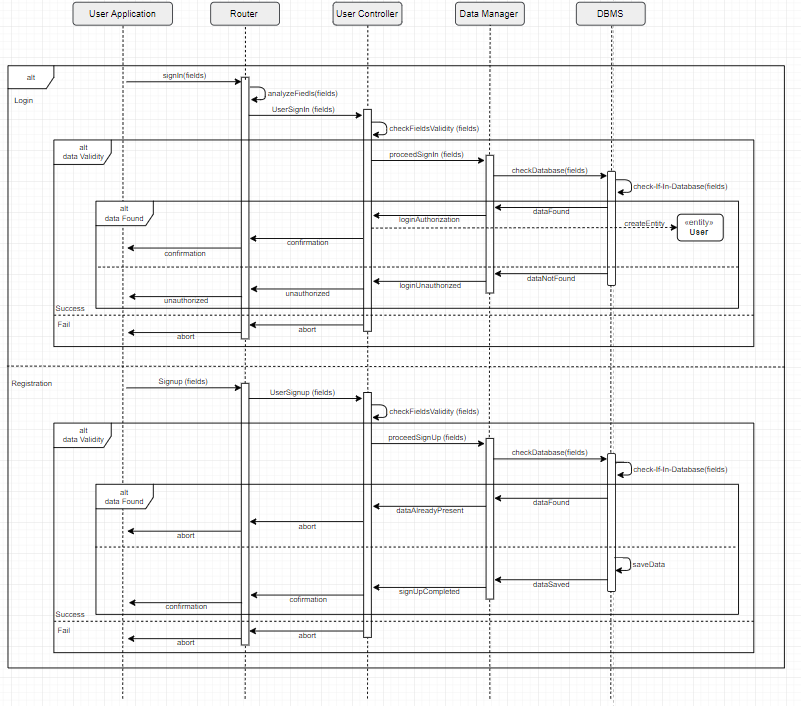


### 2.4 Runtime View

The most interesting dynamic behaviours istances of the system will be shown in this section. To show the most meaninful scenarios these istances may differ from the ones already analyzed in the RASD document.

### 2.4.1 User Registration and Login

First diagram shows the necessary flow of information after the actor (in this case a Guest) send a Sign-In request to the system. Such request contain some fields like the username, password, an extra parameter if the system has to remember the username and an hidden parameter that is automatically retrieved by the system.  
The hidden parameter is a way that has the system to recognize if the username of the actor belongs to a normal User or a Superuser (superusers use special characters in the username).



In this case the request come from the User Application and is then handled by the router that classify it as a normal User request and then send it to the Login Manager.

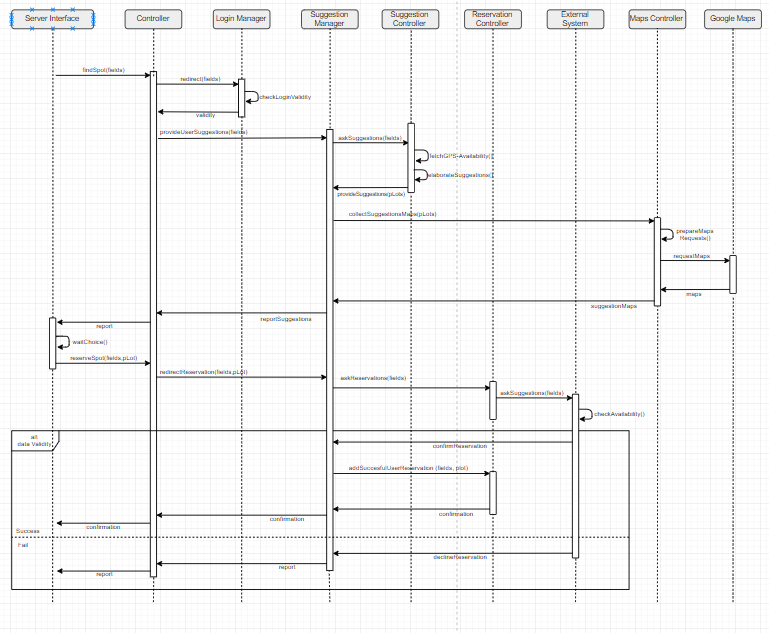
The Login Manager need to reach the DB to check if the user information are rpesent and correct so ask the Data Manager which is directly linked to the DBMS, once reached if the information are correct a confirmation is sent all the way back and the login is authorized, if information are not found then the login is rejected.

The Registration process is very similar to the login one but this time if the information are already in the DB the registration is rejected.

### 2.4.2 User Parking Spot Reservation

This scenario is the one that include most of the components of our system, here we start with a findSpot request that come from the server inteface.

All the requests coming from here are sent to the Controller, which recognize the type of request and handled it to the correct manager, in this case we first need to check if the login authorization is still valid for the user, after the check is complete we hand in the request to the suggestion manager.



The Suggestion Manager component ask the Suggestion Controller to elaborate the possible suggestions and after the suggestions are retrieved ask the Maps Controller to associate the right maps so that the suggestions can be seen correctly by the user which will have to choose one of them.

After the choice has been made we need to ask the external system to reserver a spot in the chosen parking lot, if the external system confirm the reservation then the reservation is added to the user, if not then the reservation is rejected and nothing happens.

### 2.4.3 Add/Remove a Special Event

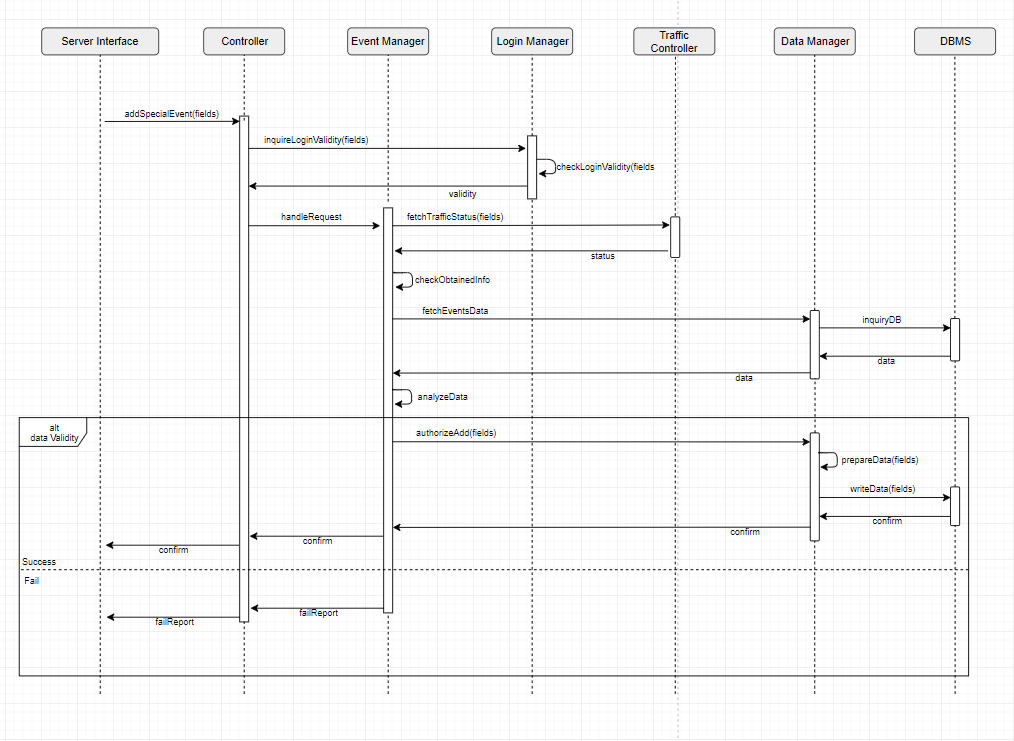
In this last scenario we want to add or remove a special event, this can be done by a superuser.

As an example the addSpecialEvent request is handled here, this time the Controller send it to the Event Manager after the login manager validate the login status.

The Event Manager first check the traffic status of the given period to ensure other events that modify the traffic status are not present, if everything it’s ok it proceeds.

To do so both information coming from the traffic controller and data manger are needed, after those information are analyzed it we have two possible cases:

* The information are ok and they can be added to the DB thanks to the Data Manager
* Something went wrong and the operation need to be aborted, previous situation is restored.



## 2.5 Component Interfaces

Following will be explained the main methods that the system components implement, these methods will also be used in the algorithm design chapter.

The “fields” term represent some common parameters not worth of mentioning, for example a signin request will definitely contain the username, the password, and the two included parameters already described in the previous section.

**Event Manager**

* Public boolean overlapping(event e1, event e2), check if two events overlap
* Public void editEvent(event e, field 1, .., field n), used to add an event
* Public boolean checkObtainedInfo(event e1), check if the fields inserted can be accepted
* Public boolean handleRequest(event e1, int type), handle the request based on the type

**Emergency Manager**

* Public void reportEmergency(emergency em), used to report an emergency
* Public void clearEmergencyState(), used to dismiss the emergency in the system

**Traffic Controller**

* Public Status getStatus(), used to fetch the current system status
* Public Status getStatusAtTime(Date t), gets the system status at the time t
* Public void updateStatus(Status s), changes the system status into s

**Suggestion Manager**

* Public Suggestion inquireSuggestion(User u), used to start the suggestion inquire process
* Public boolean redirectReservation(fields, parkingLot), used to start the reservation

**Suggestion Controller**

* Public void elaboratesSuggestion(User u), elaborates the possible suggestions for a given user
* Public suggestion provideSuggestion(), used to get the elaborated suggestions
* Public void fetchGpsAvailability(**token**), learns if the user is using and allowing the use of the GPS, uses the token to not query the DB

**Reservations Controller**

* Public void connectToSystem(), connects to the external system
* Public boolean makeReservation(), ask for a reservation to the system
* Public boolean addSuccesfulUserReservation(fields, parkingLot), the write on the DB of the reservation is not done here

**Maps Controller**

* Public Map collectSuggestionMaps(parkingLot), gets the map for a suggestion of the given parking lot
* Public void requestMaps(), request the maps to the external system (google maps)
* Public void prepareMaps(), set ups the received maps

**Data Manager**

* Public Event fetchEventsData(), used to inquire data about events
* Public void writeEvent(event e), used to write on the DB a new event
* Public void addUser(User u), used to write on the DB a new user
* Public void checkUser(string, string), user to authorize or not a registration
* Public boolean proceedSignIn(fields), redirects to proceed the signin
* Public boolean proceedSignUp(fields), redirects to proceed the signup
* Public boolean authorizeAdd(event e), used to proceed with the write of the event
* Public void prepareData(), prepare the data to be written on the DB

**Router**

* Public boolean signInRequest(fields), redirects to handle a signin
* Public boolean registrationRequest(fields), redirects to handle a signup
* Public void analyzeRequest(fields), analyze the provided request

**Login Manager**

* Public boolean userSignIn(fields), proceed with signin for a nomral user
* Public boolean superUserSignIn(fields), proceed with sigin for a superuser
* Public boolean userSignUp(fields), proceed with signup for a normal user
* Public boolean superUserSignUp(fields), proceed with signup for a superuser
* Public void checkFieldsValidity(fields,**token**), check the fields of the request
* Public boolean checkConnection(User u), start a check validity process
* Public void checkLoginValidity(**token**), chek the login validity using the token

**DBMS:**

* Public Request inquiryDB(Request r) [request represents many possible different data needed to be fetched, like an event]
* Public void writeData(fields, User u)
* Public void deleteData(fields, User u)

## 2.6 Selected Architectural Styles and Patterns

The used network implement a **Client-Server model**, which is definitely one of the most used structure model from the network standpoint, it’s been applied to our system in the following ways:

* The clients that use a web-application communicate with the application server through a web server.
* Mobile app clients communicate with the GCM connection server or directly with the application server, this to ensure the correct functioning of the system

For the communication a basic **request-response pattern** is used for the actors to interact with the server and for server components to interact together.

### 2.6.1 RESTful Structure

REST means Representional State Transfer and is an architecture style that has been implemented in our system in order to grant the interoperability between different systems on the Internet. It uses a stateless protocol and standard operations it can offer reliability and scalability to a system while being independent of the type of platform or languages.

In our system RESTful APIs are used for the front-end to communicate with the application server, where the APIs are wrapped.

When we are using a REST architecture an application can interact with resources just by knowing the identifier of the resource and the action to be performed on it. This token is already been used in the previous section by the Login Manager.

The used token has to be defined using the following rules:

* The token must be secure
* The token must include an ID to identify the user without having to query the database, including the type of user.
* The token will expire after a certain amount of time for security reasons

## 2.7 Other Design Decisions

As already explained briefly Google Cloud Messaging (GCM) servers are being used for the notifications to be received effortlessly by the app users. This means a use of Cloud Computing for our system instead than local data storage, at least for some of the data.

To be used it requires Google APIs and it can offer extra useful services like the Google Cloud Montoring System to warn us of any problems or the Google Cloud Dataflow that will offer us insights of our data.

# 3 – Algorithm Design

In this chapter the most relevant scraps of algorithms that has to be implemented in the system will be presented, such algorithms will be written in a pseudocode based on java for simplicity.

# 4 – Requirements Traceability

# 5 – Implementation, Integration, Tests

# 6 – Effort Spent and References

This project has been developed by a single member because of a lack of other teammates, probabily because not many others students are taking the second delivery of this year project.

The amount of time needed to complete this document is about 50-60 hours, many of them spent thinking which was the best way to display the information and making/modifying the needed diagrams.

Tools Used:

* The diagrams have been done using the draw.io free tool.
* The wireframes have been realized using Balsamiq.
* Microsoft Word to write this document

The commits on github are symbolical of the major steps of the work, as taking the project alone didn’t really require to update the other members and share the work.

A small personal thought is that i feel this kind of projects are much more useful than plain teaching, they are quite funny to develop (this is very personal) and offer many possibilities to look for interesting information online, while learning to use useful tools.