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**SAFESTREETS**

Design Document

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1. Introduction
2. Purpose

This document is the Design Document for the Safestreets application. Its aim is to provide a description of the system in terms of architectural components. DD contains a description of the Architectural design using component diagrams and sequence diagrams. It shows how each component is built, how it interacts with other components and with the externals actors involved. This document’s aim is also to provide a technical explanation of the behavior of some component using algorithms. It also shows interfaces through graphical screen representation.

1. Scope

Safestreets is an application in which the User can register and send report to the Authorities. The app allows, for the user, visualizing the traffic information, some information regarding relevant incidents or reports and see the status of the reports sent; for the Authority the app allows to see all the reports and also the statistics derived from them. The application contains a notification system and its role is to notify users about the closing of one of their reports.

1. Definitions, Acronyms, Abbreviations

1. Definitions

Here is provided a list of definitions of words and expression used in the document

* **Closing notification:** a notification that the S2B sends when an Authority sets the status of a report to close
* **Dynamically Configuration:** with this term is intended a reconfiguration that can be done without powering off the server or any physical component.

1. Acronyms

* **S2B:** System to Be
* **API:** Application Programming Interface
* **RASD:** Requirements Analysis and Specification Document

1. Revision history
2. Document Structure
3. **Introduction:** this serves as an introduction to the document to illustrate its purpose, scope, the conventions that will be used and its structure.
4. **Architectural Design:** After providing an overview of the system, in this section are included all the details of the architecture and the related design decision. Starting from the data model arriving to the description of the components and their role. After a static description, a runtime analysis of the interesting components is provided. Finally we describe the main component interfaces.
5. **Algorithm Design:** In this section are described the most interesting algorithms identified in the system, how they works and their context.
6. **User Interfaces Design:** After the technical description of the previous section, here are provided the indications on the User interactions with the app and mockups of the screens related to the main functionalities.
7. **Requirements Traceability:**  This section explains the rationale behind our design decision in terms of mapping between the goal/requirements defined in the RASD and the components illustrated in this component.
8. **Implementation, Integration and Test Plan:** In this last section is provided a plan for the whole development process, giving indications on the general approach, the priorities and the details of the process.
9. **Effort Spent:** here is included a summary of the effort spent.
10. **References:** this is the section in which are included details on the Software and tools used and the references Documents on which the work is based.
11. Architectural Design
12. Overview

Here is provided a high-level representation of client-server interaction and of the submodule of the servers. Moreover is included a brief indication of the deployment. The orchestrator is needed only on the client request: his role it to dispatch the request to the appropriate component based on the type of the request. After that, the component can communicate directly with the client. In the server, the orchestrator and all the other submodules are stales. I thought to use the elastic component architectural pattern for the components. Moreover, the orchestrator can eventually be duplicated using a fixed dimension pool whose size is configurable by the system administrator. The diagram only shows the overall interaction between client and server and the role of the orchestrator; interactions between the submodules are not shown. Further details on the submodules and the overall interactions will be provided in the following sections.

A screenshot of a cell phone

Description automatically generated

Figure : High level architecture

1. Component view

This section starts with the presentation of the Entity-Relationship diagram. In some of the diagrams following the ER, is included a fictitious component, App, that will be highlighted in green and serves the purpose of representing both the mobile app and the web app (through the web server), without adding complexity to the diagrams.

1. ER diagram

The following ER diagram represents the conceptual schema of the system database. The violation subclass presented in the schema are only two but could be more.

A picture containing text, map

Description automatically generated

Figure : ER diagram

1. Report Manager and Notification Manager

Here is defined the Report Manager and the Notification Manager.

**Appointment Manager** has three subcomponents:

* *Report Handler:* is the only subcomponent that communicates with the database; it manages all the read and the write operations related to the reports. It is responsible for the final consistency check of the report before writing it to the database. It exports an interface to let external components read reports details and an internal interface to let the subcomponents of Report manager read and write report`s details.
* *Report Editor:* this provides an interface to easy change report`s details and store it to database through the interface of Report Handler. This module interacts with an external module “solution Calculator” to compute path solutions (in this diagrams it is displayed in gray and dashed line because it will not described here). This module also interact with the internal module “Carplate Extractor”.
* *Carplate Extractor:* this module run an algorithm that extract the car plate from the picture that the user sent. This module is also responsible to check if the car plate inserted by the user is equal to the one of the picture.

Notification Manager provide an interface for the creation of new notification and it is composed of:

* *Notification Dispatcher:* this module dispatch the notification to the app when a Report`s status is set to “closed”.

A close up of a map

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Figure : Component Diagram - Report manager & Notification manager

1. Traffic Modules

In the diagram, it is provided the representation of the Traffic Module. This module is needed to notify the User or the Authority of changes in traffic that can influence his/her travel or patrol. Moreover it is used by the solution calculator to avoid bad solution like, for instance, take a street where there was an accident to go to work. With the same convention as before, is represented here Solution calculator but it will not be detailed here.

The Traffic module has a quite articulated architecture and it will be explained here and in section 2.3 with an object diagram.

It is composed by:

* *Address Solver:* this component has a really basic functionality and it is exploited by the Traffic Manager to “understand” (see below) addresses. Provided an address as input, it decomposes it in its components and returns a hierarchy.

Example: “Italy, Rome, via Roma 67” -> transformed to:

“State:Italy”->“City:Rome”->“CityZone:NorthEast”->“Street:Roma”

->“Number:67”

* *Traffic Manager:* this serves as a registry to support the publish-subscribe architecture between Traffic Querier and Traffic Notifier. Moreover, this component provides an external interface to let other components have information about traffic. When it receives a request of traffic information for a specific address, it asks address solver to interpret the address and then it asks the appropriate Traffic Querier for the information.
* *Traffic Querier:* it is the module responsible for retrieving the traffic information and send them to the Traffic Notifier.
* *Traffic Notifier:* this is the component that decides if and when a User/Authority has to be notified. It subscribes to a specific Traffic Querier and receives the information from it.

Both the Querier and the Notifier are instantiated by zone. The zones of the Querier are meant to be very wide, like Italy, Spain, France and the zone of the Notifier are meant to be more specific, for instance: West Milan, Rome, East Venice.

The Notifier has to execute an algorithm for each request to decide if and when notify the User, so its load depends on the number of reports in that specific zone and on the day of the week and the time of the day. For this reason, a load balancing mechanism is required. When a ‘node’ is under load it can be split into two or more parts.

The querier has a more stable load and, for this reason, no load balancing mechanism has to be implemented. By the way, the zones of the Querier can be configured by the System Administrator, even dynamically.

The load balancing mechanism of the Notifier and the dynamically configurable Querier has to be supported by the Manager: it is not a simple registry but it registers all the active Queries and Notifiers and manages the subscriptions when are modified.

A close up of a map

Description automatically generatedThe process is described in more details in section 3.

Figure : Component Diagram - Traffic module

1. Runtime view
2. Sequence diagrams see how many you need
3. A
4. S
5. Component interfaces
6. Selected architectural styles and patterns

The following architecture styles have been used:

1. Client-server

The mobile is a client communicating directly with the application server. The browser supporting the web app is a client communicating with the web server. The application server behaves as a client querying the database server.

1. Service-Oriented Architecture (SOA)

The way clients interact with the application server is thought to be service-oriented. The single components are analyzed from a high-level point of view depending on the service they offer. SOA allows to easily extend the system by building and adding independent modules to the core.

1. Model View-Controller (MVC)

MVC pattern is followed throughout the whole system design. The clients are front-end components (views) interacting with logic component (controllers) which drive the information flow and the information retrieval from the database (model).

1. Other design decisions
2. Password storage

User’s password and Authority’s password are not stored in plain text, but they are hashed and salted with strong cryptographic hash functions.

1. Algorithm Design
2. Car-plate Extractor – How it works
3. Traffic Modules – Dynamic configuration
4. Solution Calculator – How it works
5. User Interface Design
6. UX diagrams
7. App Mockups
8. Requirements Traceability
9. Implementation, Integration and Test Plan
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