

# Product Baseline

WMS3



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v 1.0.0

# C5: Warehouse management software 3D

Proponente: *Sanmarco Informatica S.p.A.*

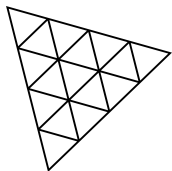
Accettazione del MVP in data 26/03/2024.

Tipologia	Obbligatori	Desiderabili	Opzionali	Totale	Soddisfatti
Funzionali	90	74	1	165	94.5%
Qualità	7	0	2	9	100%
Di vincolo	10	0	1	11	100%
Soddisfatti	100%	87.83%	100%	95.1%	



# Tecnologie

NEXT.js



@react-three/fiber  
@react-three/drei



Tailwind CSS  
shadcn/ui

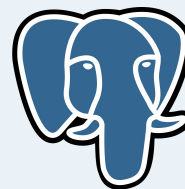


Zod



Jest

Node.js



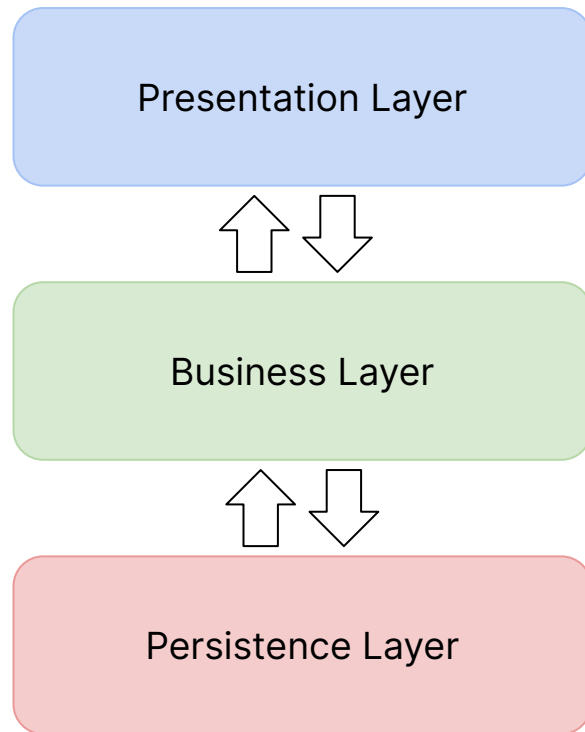
Database

Docker

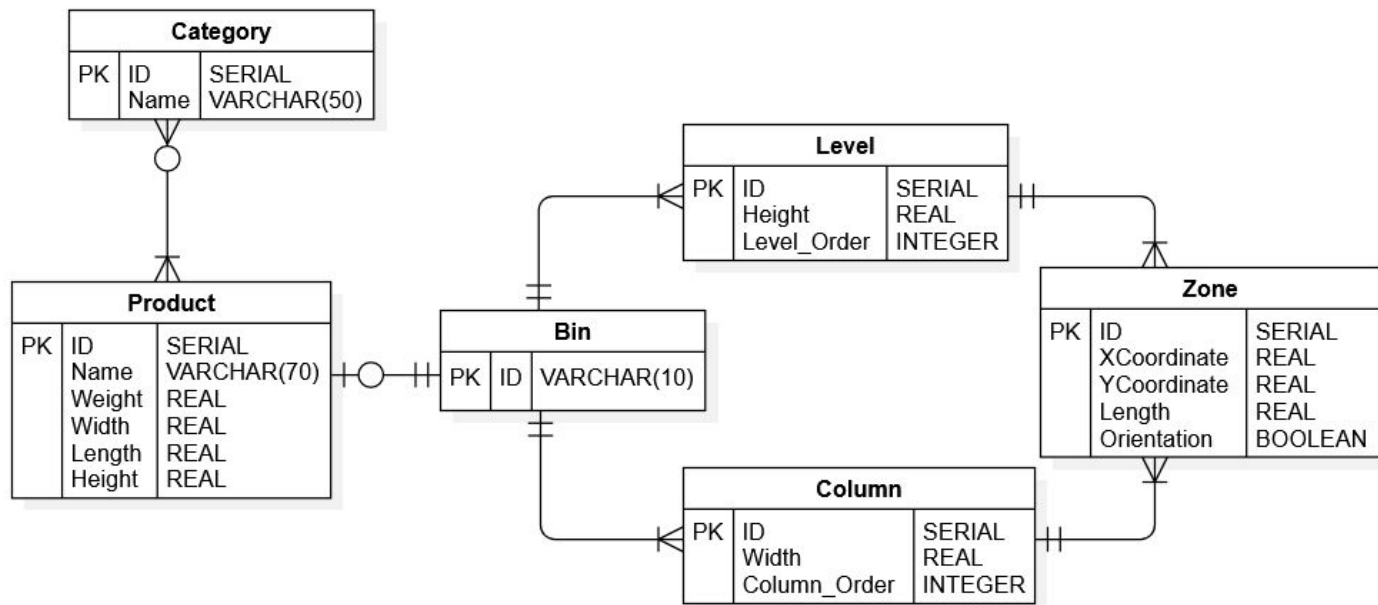


# Architettura

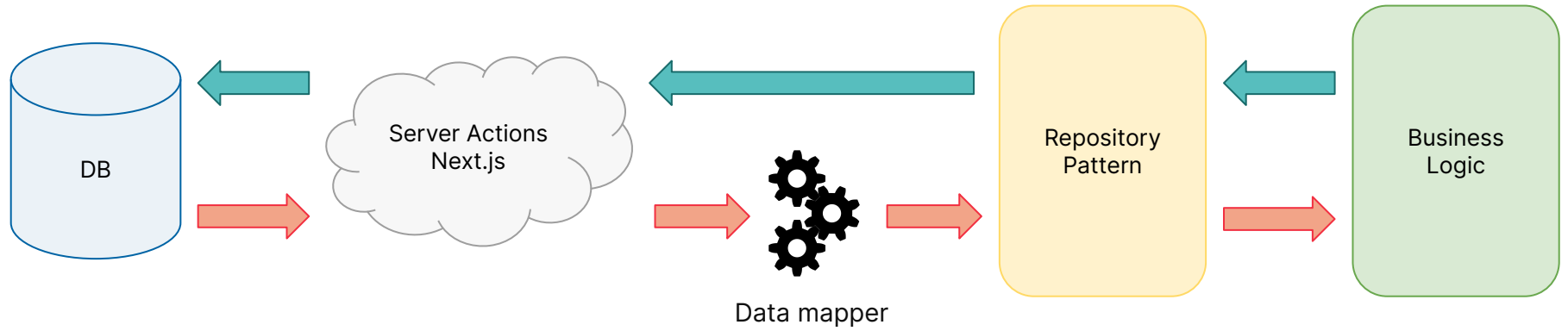
- Layer facilmente identificabili
- *Separation of concerns*
- Semplicità di testing
- Riduzione di tempi e costi



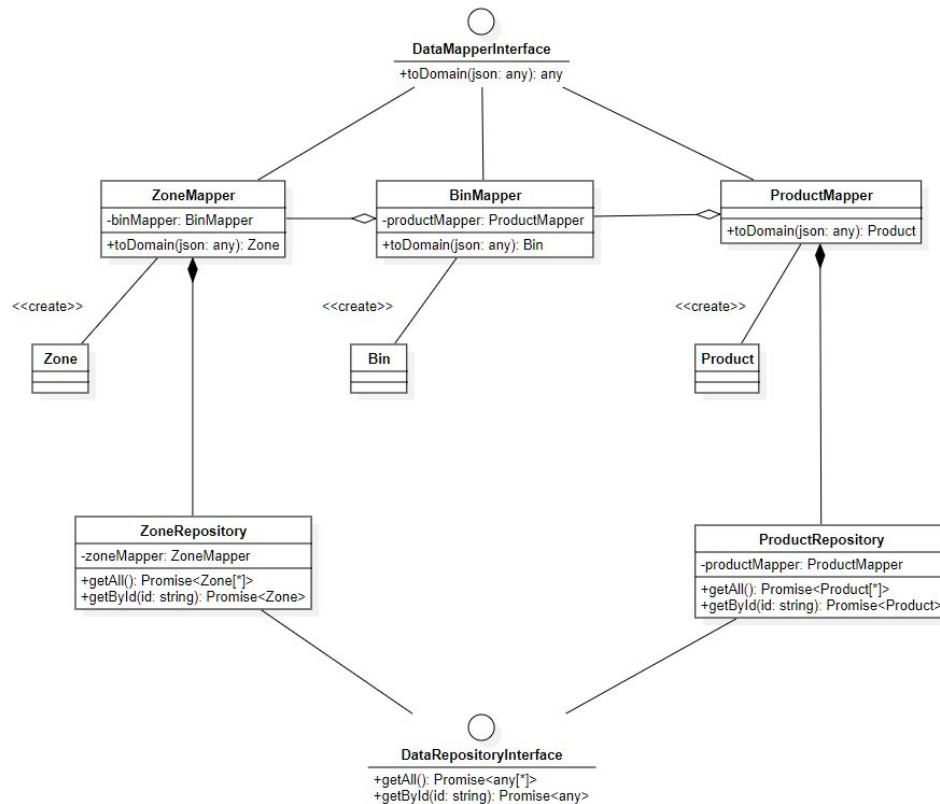
# Database



# Persistence Layer



# Diagramma delle classi



# Business Layer

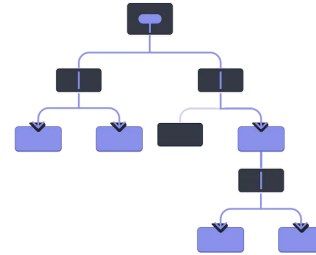
Classi di business: Bin, Zone, Product, Floor, Order

## MOVIMENTAZIONE

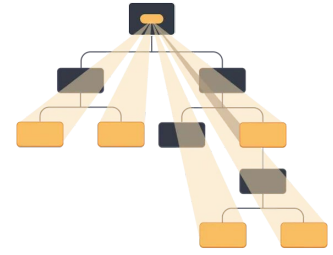


API ROUTING

## PROVIDER PATTERN



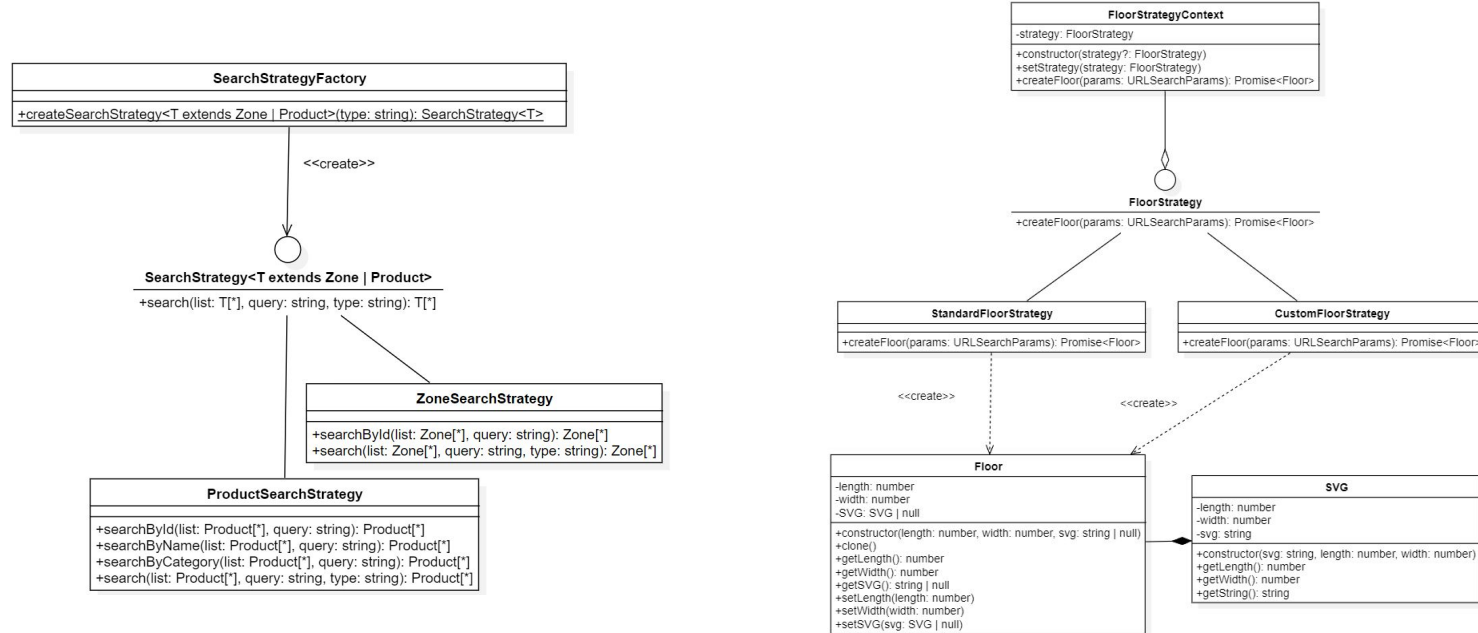
PROPS DRILLING



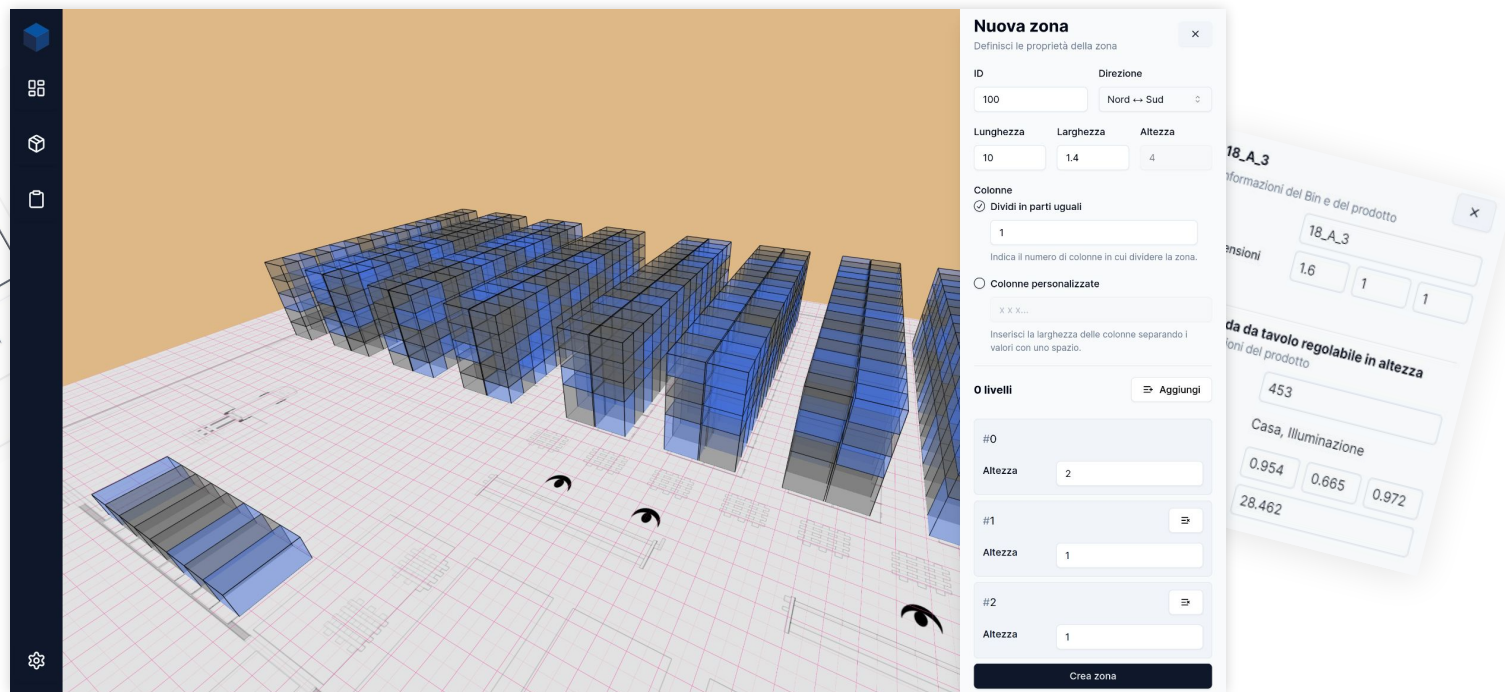
CONTEXT API



# Business Layer - Factory e Strategy Pattern



# Presentation Layer



# Deployment

- L'architettura è monolitica, poiché porta semplicità nello sviluppo, nel deployment e nel testing
- Un'architettura a microservizi avrebbe aumentato la complessità per un progetto didattico come quello in questione
- In un contesto reale database e API sarebbero servizi esterni

