CIS 4911 – SENIOR PROJECT

Picture Marketing’s Social Wall

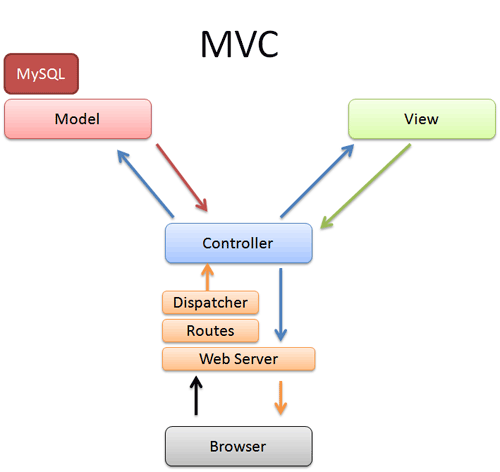
**Design Document**

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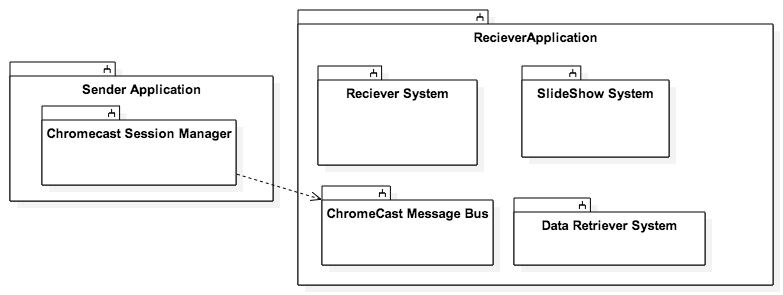
This is the work of Joseph Gonzalez and Juan Gonzalez-Llanos, unless specified otherwise. Aid and guidence was provided by Cortney Mills and Louis Zuckerman of Picture Marketing.

1. Overview of Software Solution.

The design chosen to be used for the specific subsystems is the MVC architectural pattern, splitting the specific subsystems into three main parts, each responsible for a specific role in the system. The three parts are the Model, View, and Controller, respectively. The model is responsible for managing the data of the application. The view is ultimately the user interfaces which presents the data based on the controllers decisions. The controller of the system acts as the manager that is in charge of responding to user action and input, and is in control of what is shown in the view part of the application. Hence, the controller receives the data, validates the data, and modifies the model based on occurrences in the view. The social wall has three systems that are the chrome ios sender applications, the slideshow engine, and the custom chrome cast receiver application.



2. Subsystem Decomposition



3. Persistent Data Management

There is no Persistent Data stored in the System. The Images in the Slideshow are loaded from the Server each time as internet connection to connect to the chrome cast device and the campaigns might change so updates need to be fetched constantly.

4.Security /Privacy

**HTTP Basic Protocol**

The Login User Story uses the HTTP Basic Protocol to send the users credentials to the Server. It Base64 encodes the credentials to add some level of protection and there is no handshakes have to be done in anticipation.