



POLITECNICO
MILANO 1863

CLup - Customer Line Up

Software Engineering 2 Project 2020/21

Authors

- Francesco Attorre - *10618456*
- Thomas Jean Bernard Bonenfant - *10597564*
- Veronica Cardigliano - *10627267*

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1 Introduction

A Purpose

The goal of this Design Document is to provide a general view of the architecture of the software, adding more technical details to the information provided in the RASD document. The architecture will be explained in terms of hardware and software components, the interfaces they provide and the interactions between them. The document is going to face also the integration and testing plans, and the main design patterns to be exploited. Information related too much on the implementation will not be dealt in detail since this document aims to the description of an high level architecture of the system.

B Scope

CLup is an application which aims to manage crowds in a period of global pandemic. It allows store managers to monitor the entrances in a building and to avoid the the formation of queues in front of stores. CLup will allow people to save time and be safer, managing both the accesses of people who use the application directly, and of people who go physically to the store, using store managers as intermediaries. CLup can be accessed by customers, store managers and activities which will register stores available to be visited. Customers using the application, moreover, will be notified when they're supposed to leave for the store, and, when registered, they will have the possibility to book a visit to a store, being informed on alternative time slots or similar stores when nothing is available for their choices. Booking a visit, customers can decide how much time they want spend in the building and, optionally, which specific departments they want to visit, in order to allow a greater number of people to enter when possible.

C Definitions, Acronyms, Abbreviations

C.1 Definitions

C.2 Acronyms

- **RASD**: Requirements Analysis and Specification Document
- **GPS**: Global Positioning System
- **CLup**: Customers Line-up
- **DD**: Design Document

C.3 Abbreviations

- **Rn**: requirement number n

D Revision History

E Reference Documents

- **Specification Document**: "R&DD Assignment AY 2020-2021.pdf"
- **Slides of the lectures**
- **UML diagrams**: <https://www.uml-diagrams.org/>

F Document Structure

This DD is composed by 7 main sections:

- SECTION 1 is the introduction, containing the scope and the purpose of the system, together with Definitions, Acronyms, Abbreviations, the revision history of the document deployment, the reference documents and the document structure.
- SECTION 2 contains the architectural design ...
- SECTION 3 contains the user interface design, in particular some mockups show the main mobile and web application interfaces.
- SECTION 4 contains requirements traceability showing how the requirements described in the RASD map the design components identified in this document. This table clearly shows if all the components cover at least one requirement and if each requirement is met by at least one component.
- SECTION 5 concerns the implementation, integration and testing. Here it is defined how the subcomponents should be implemented and integrated and which kinds of tests should be carried out on them.
- SECTION 6 contains a table with the effort spent by each member of the group.
- SECTION 7 references/tools.

2 Architectural Design

A Overview: High-level components and their interaction

The architectural style chosen to develop the system is a three layer architecture, with a layer of Presentation, one of Business logic/Application and one of Data. This style has been chosen since it allows an easy decoupling of logic and data and of logic and presentation. The presentation level is the one which handles interactions with users, with the interfaces to communicate with them. The Business logic consists in the functions provided to the users. Moreover, this layer handles the communication between the other two layers. The data access layer, instead, manages the access to the database both for storing and retrieving data for the other layers. The hardware architecture chosen is the three-tier one. An advantage of this architecture is that the client tier doesn't communicate directly with the DBMS, so the middle tier guarantee a major level of security. Moreover, in this way the connection with the DBMS will be persistent and consequently less expensive. These application layers are divided into three physical dedicated machines. A mobile device/pc, basing on the type of user, that is a personal computer for the activities and a mobile phone for customers and store managers, is used to interface with the user. The Business logic, instead, is the application server which communicates with the DatabaseServer.

B Component view

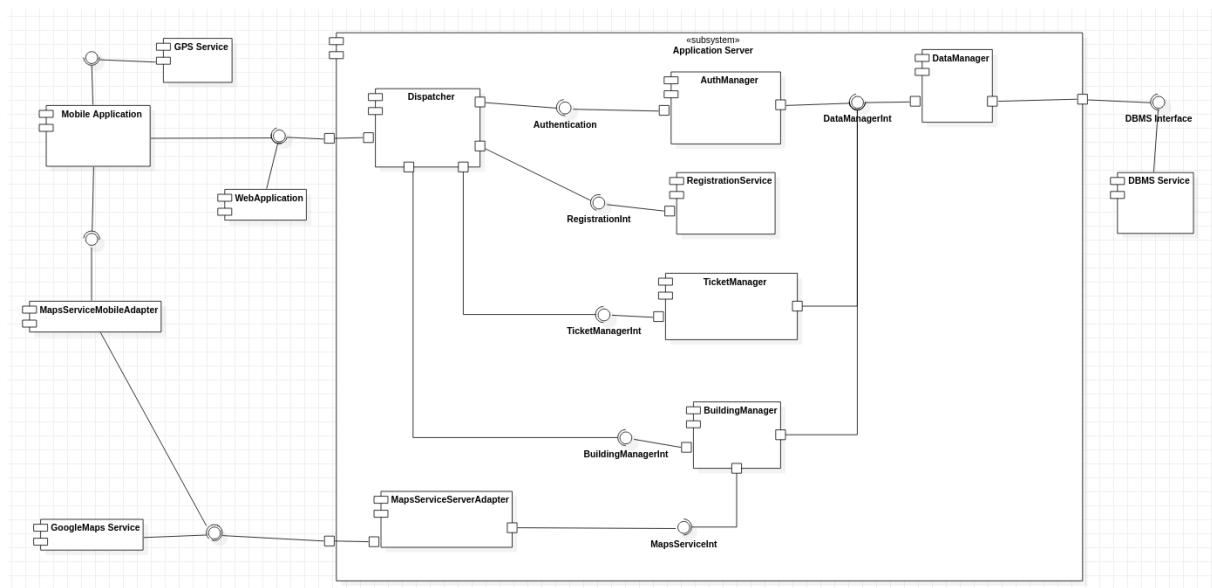


Figure 1: Component Diagram

TicketManager

This component provides services to deliver new tickets, change their state and communicates with BuildingManager to associate them with a Building.

AuthManager

This component offers services to authenticate users and deliver them tokens that authorize to use the other services. The dispatcher component will ask the Auth Manager to check the token validity before forwarding requests to other Components.

BuildingManager

Provides services to add buildings to the system, track the number of people in specific buildings, append and pop line up tickets from queues and add booking tickets to a building.

RegistrationService

Allows UnregisteredAppCustomers and Activities to register to CLup through its service.

GoogleMapsService

External service component that provides web mapping. Used to locate Buildings nearby.

Dispatcher

This component manages the requests received from MobileApp and Web Server components and redirects each one to the correct component able to handle it.

Mobile Application

Acts as a Client sending requests to the Dispatcher component. It is a fat client since it does contain Applicative logic.

Web Application

Web Client sending requests to the Dispatcher like the Mobile Application. It will be thinner than the Mobile Application taking part only at the Presentation Level since it does not contain any Applicative logic.

DataManager

Manages data structures and objects to persist to the database.

DBMS Service

Represents the DBMS and the service he offers. It communicates with the DataManager

GPS Service

Positioning system used to locate a device.

MapsServiceMobileAdapter

Adapter that offers to the MobileApplication component an interface for using Mapping services. Useful if the external Mapping service changes the Mobile Application will always used the same interface.

MapsServiceServerAdapter

Like previous adapter but for the BuildingManager component. Having 2 different Adapters offers the possibility to use different Mapping services for MobileApplication and BuildingManager

C Deployment view

D Runtime view

Here are proposed sequence diagrams in order to describe the way components interact with each other to accomplish specific tasks.

Premise

It's not explicitly stated in every sequence diagram that a token checking is performed for every request done from Clients to the Server. The Dispatcher ,before processing the request just received ,will perform on AuthServer a token validity check, which comprises a verification on the functionality that a Client can request on the Server.

Instead the identification action performed in some diagrams has the task to retrieve the User information, usually an identifier.

E Authentication Sequence Diagram

Two different authentication procedures can occur, the first is an authentication on a *RegisteredAppCustomer*, instead a daily access to CLup services can be requested by *UnregisteredAppCustomer*.

Description

Both of the following process lead to gaining a token, that is a temporary access key for Server functionalities. The second one is Daily in the sense that every operation on server would stay for at most one day. account based - an authentication request is made by the *MobileApplication*, after correctly forwarding this request to *AuthManager* an account check is done. If the user exists and has no token already associated with its account, then a new one will be created. *MobileApplication* receives a response containing his token. daily - a daily authentication request is made by the *MobileApplication*, after correctly forwarding this request to *AuthManager* an access check is done. If the client can get a token in order to access server basic functions a new association between a specific *MoibleApplication* and a new token is made, else a negative response is sent back to the client.

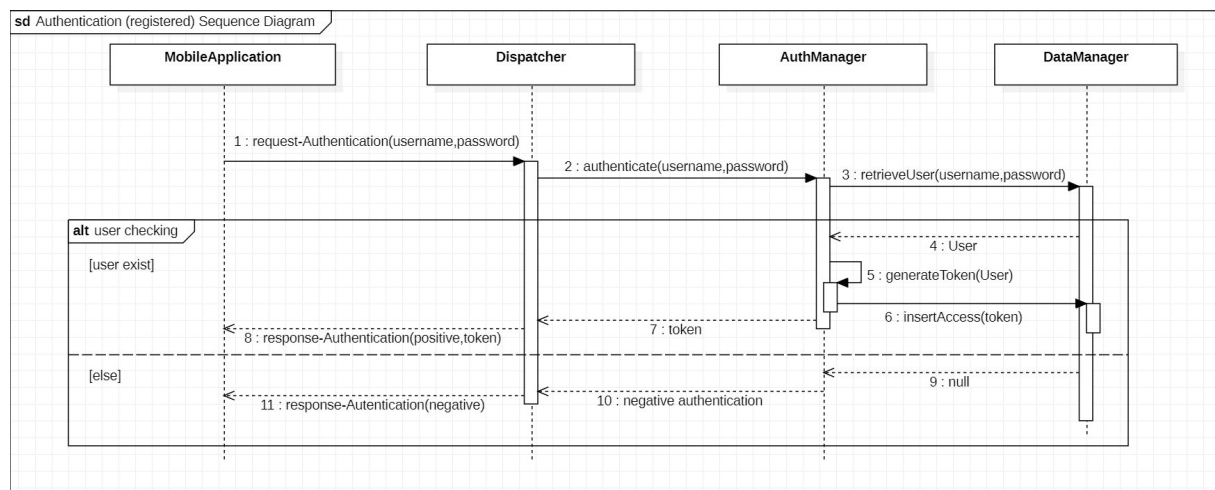


Figure 2: Authentication (registered) Sequence Diagram

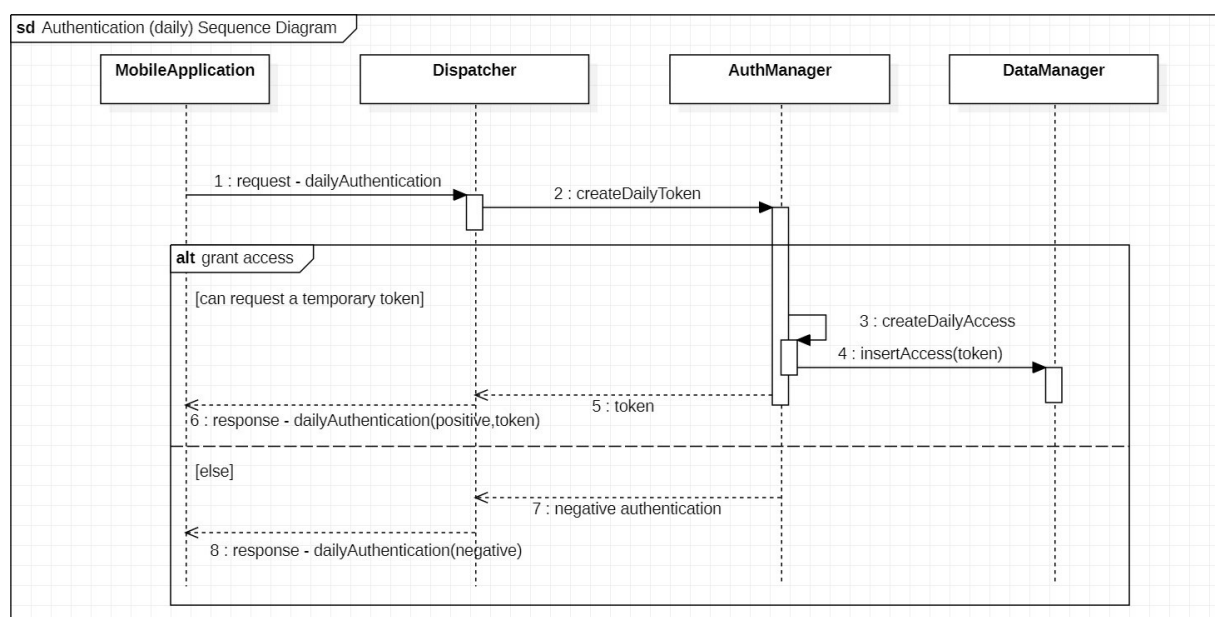


Figure 3: Authentication (daily) Sequence Diagram

F Acquire a LineUpDigitalTicket Sequence Diagram

This diagram explains how an AppCustomer can acquire a LineUpDigitalTicket.

Description

MobileApplication retrieves a position (manually or through GPS) and sends a request in order to receive a list of buildings from which one would be selected. Building retrieval is effectively done by the DataManager. Whereas the MapsServiceAdapter (communication with a maps API) provides to BuildingManager useful information to correctly pick only reachable buildings. Once the building is selected, MobileApplication sends another request in order to gain a ticket. An identification is performed on AuthManager to correctly retrieve the UserID (associated to the token) needed in ticket acquisition. Afterwards, to complete the process, if the building has at least one void space the ticket state is set to Valid, else the ticket is inserted in the queue. If ticket insertion goes wrong a negative acknowledgment is sent back. Note that only after a Discovery request from the MobileApplication, this ticket will produce a notification (as described in next diagram).

variant

MobileApplication ticket request performed by a StoreManager works equally, but building list is not requested because of it is constrained by the one for which StoreManager is signed in.

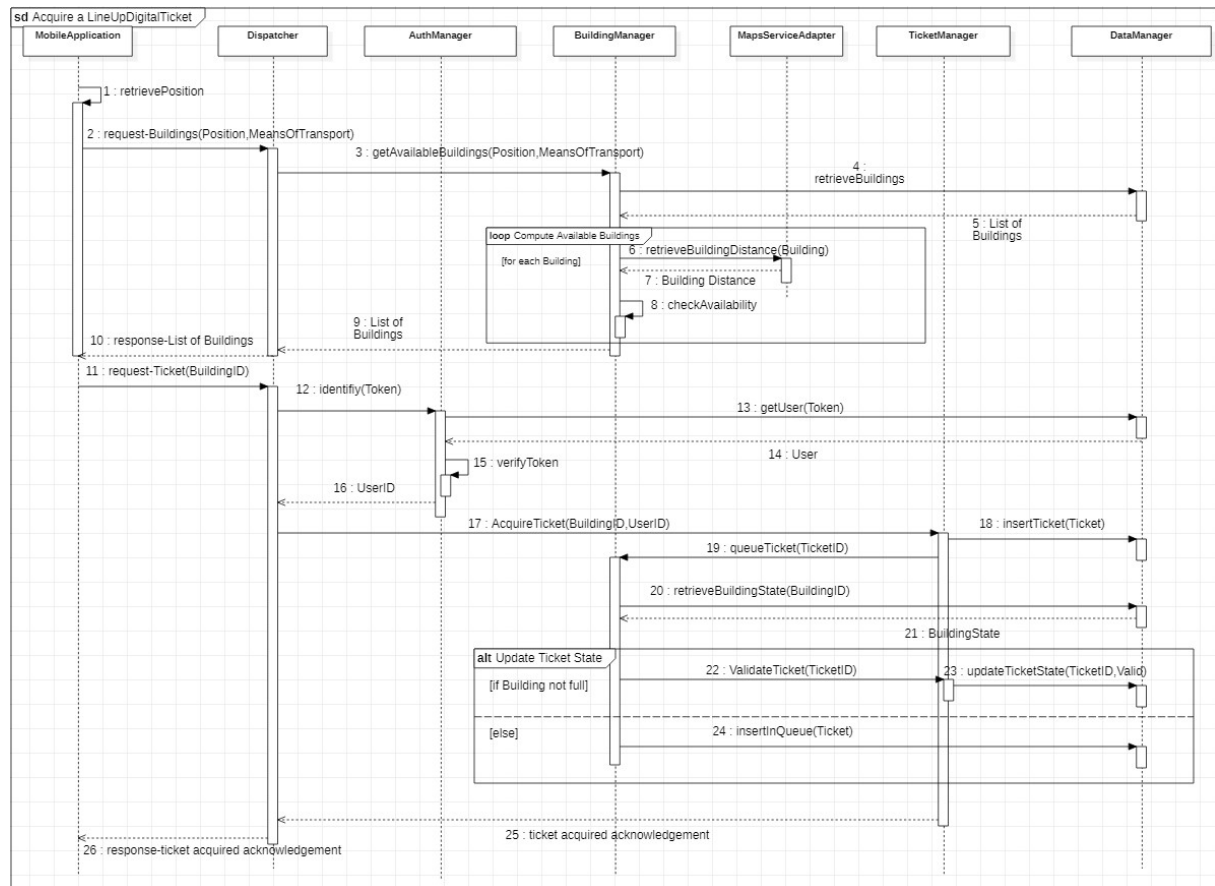


Figure 4: Acquire a LineUpDigitalTicket Sequence Diagram

G Acquire a BookingDigitalTicket Sequence Diagram

This diagram explains how a RegisteredAppCustomer can acquire a BookingDigitalTicket

Description

MobileApplication retrieves a position (manually or through GPS) and sends a request with the purpose to receive a list of buildings from which one would be selected. Building retrieval is effectively done by the DataManager. Whereas the MapsServiceAdapter (communicating with a maps API) provides BuildingManager useful information to correctly pick only reachable buildings. Once the building is selected, MobileApplication sends another request in order to have a list of TimeSlots. Dispatcher forwards this request to the BuildingManager that primarily retrieves Building which capacity information is needed to compute TimeSlots availability for a specific date. Lastly MobileApplication requests the Server to gain a ticket. An identification is performed on AuthManager to correctly retrieve the UserID (associated with the token) needed in ticket acquisition. Then a general check validity is performed by BuildingManager, non valid tickets will be not acquired. An acknowledgement is sent back to MobileApplication.

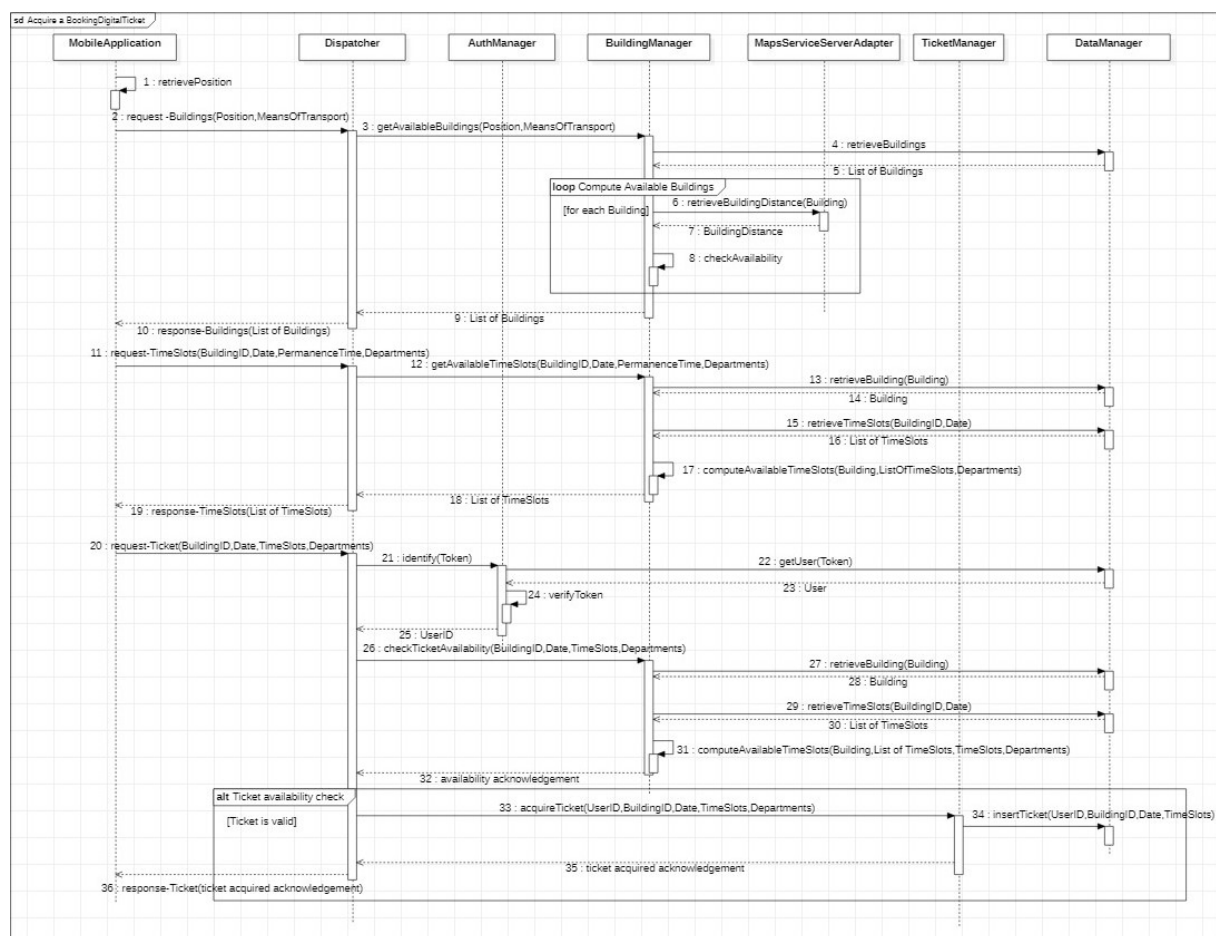


Figure 5: Acquire a BookingDigitalTicket Sequence Diagram

H Discovery Sequence Diagram

This diagram explains how an AppCustomer can be notified about when to start reaching a Building or a StoreManager when to inform validity of some PhysicalCustomers's Tickets.

Description

A Discovery request is a polling request made by a MobileApplication in order to receive updates about Ticket. The Dispatcher first identifies the User and then retrieves all tickets and waiting time inserted in reply to the MobileApplication. When the MobileApplication has all the information needed can start the ticket checking. For AppCustomer a notification will be received based on the actual position and on ticket estimated waiting time, instead a StoreManager will check only for just validated tickets.

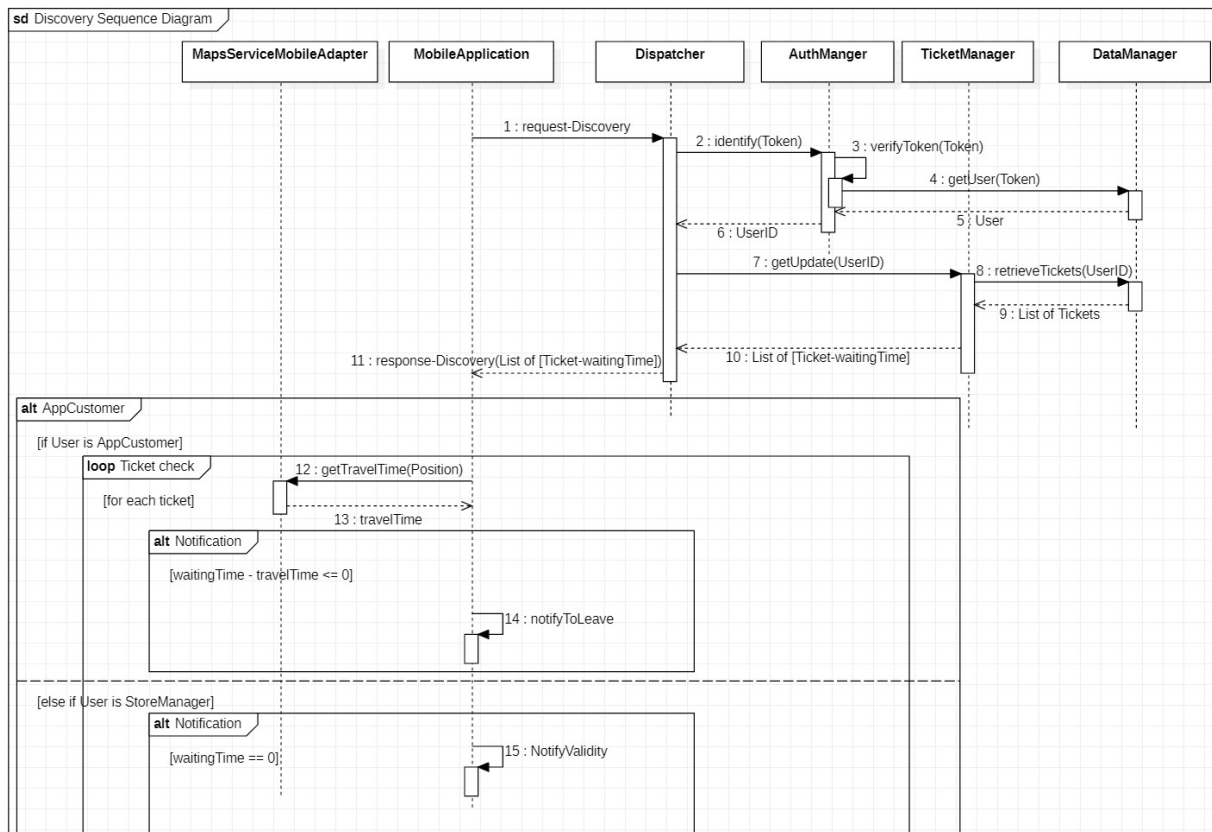


Figure 6: Discovery Sequence Diagram

H.1 oneSubsectionPerAction

I Component Interfaces

The following diagram shows all the component interfaces already exploited in the sequence diagrams together with the dependencies between the various components.

J Selected architectural styles and patterns

The architectural style selected is a three-tier client-server architecture, in order to have a good decoupling of logic, data and presentation, increasing reusability, flexibility and scalability. Moreover, components in the application server have to be developed mainly with low coupling among modules in order to make the system more comprehensible and maintainable. About the components, they have been designed to maintain a stateless logic as much as possible, that is, they should not contain an internal state, but refer to the database to get the necessary information. This is important since instances of components can fail and nothing must go lost in this eventuality. In this context the scalability of the database is so important, and `DataManager` will play a leading role. The protocol used to send requests is HTTP, which is a good choice to implement a RESTful architecture to meet the above objectives of having a stateless and low coupling system. Other advantages are that it would be cacheable and with a uniform interface. To ensure a secure and reliable communication between client and server, HTTPS is used with TLS encryption. Data are transmitted in JSON, which is one of the simplest and most easily customizable protocol. It is also easy readable and allows fast parsing.

Finally, we've decided to use some design patterns in order to exploit existing models to solve recurrent problems. This benefits the reusability and maintainability of the code, as well as making it easier for designers to understand how the system works. Below the patterns used:

J.1 Model View Controller - MVC

MVC is a widely used pattern, particularly suitable for the development of applications written in object-oriented programming languages such as java. MVC is based on three main roles which are: the Model that contains all the methods to access the data useful to the application, the View that visualizes the data contained in the model and deals with the interaction with users and the Controller which receives the commands of the user and executes them modifying the other two components. In CLup, the Controller logic is in the Dispatcher component, the Model is represented by services offered by the other application server's components, plus the `DBMSAccessService`, instead the view is in the Mobile and Web Applications.

J.2 Adapter pattern

Adapter is a structural pattern that aims to match interfaces of different classes. The interface of the Adapter is interposed between the system and the Adaptee, that is the object to be adapted. In this way, whoever has to use a method of the Adaptee sees only an interface (or an abstract class) which would be implemented according to the component to be adapted. In the case of CLup, the components `MapsServiceMobileAdapter` and `MapsServiceServerAdapter` act as the adapter for the mobile application and the server, and `GoogleMapsService` is the component to be adapted. In this way, even assuming that the external service is changed, the internal system will not undergo any changes, since the new API will be handled by these components.

J.3 Facade pattern

Facade is also a structural pattern, which consists in a single class representing the entire subsystem. In the case of CLup, the Dispatcher takes all the requests from the client and then directs them to the specific component of the AppServer. The aim of this component is to mask the complexity of the entire subsystem, with which you can communicate via a simple interface.

K Other design decisions

K.1 Thin Client

Having most of the business logic on server side, our client can be defined thin, although there are small pieces of business logic also in the client side. In fact, the client has a `MapsServiceMobileAdapter` to access the external component in order to compute independently the travel time in a real time way, in case it has decided to activate the GPS services. An advantage of this choice is a lighter communication with the server, which is not constantly updated on the position of the client when not necessary. Also the control on when to notify the client to leave for the building is made client side, given such information about position and time to reach it, avoiding to overload the server. Another advantage of having a thin client with a little of business logic is that, having an application which works mainly online, in any case it will always be connected to the server having the main logic, but even if the connection would be interrupted, some services encapsulated in the client will still remain available.

K.2 Database

...

3 User Interface Design

A UserMobileApp Interfaces

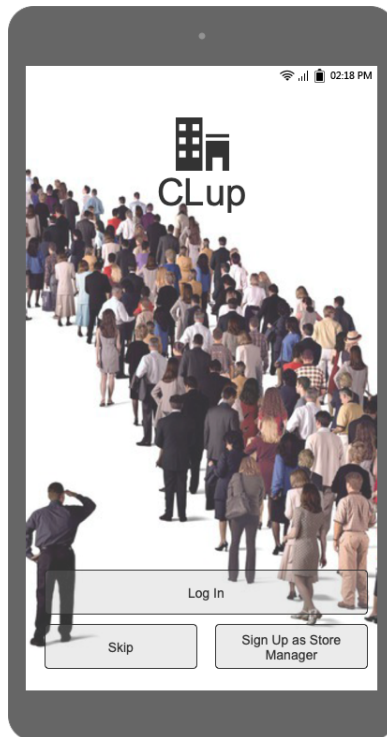


Figure 7: Starting page

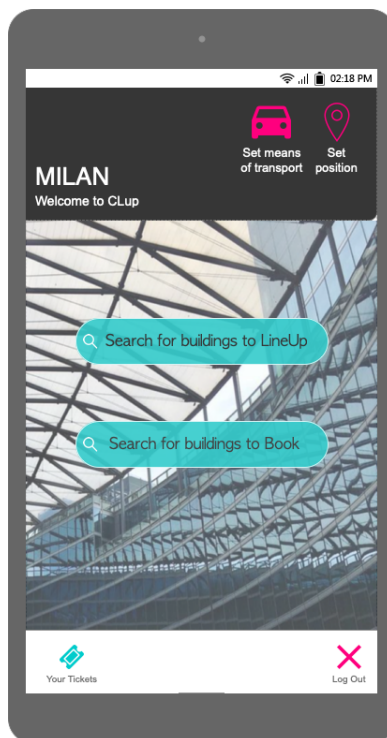
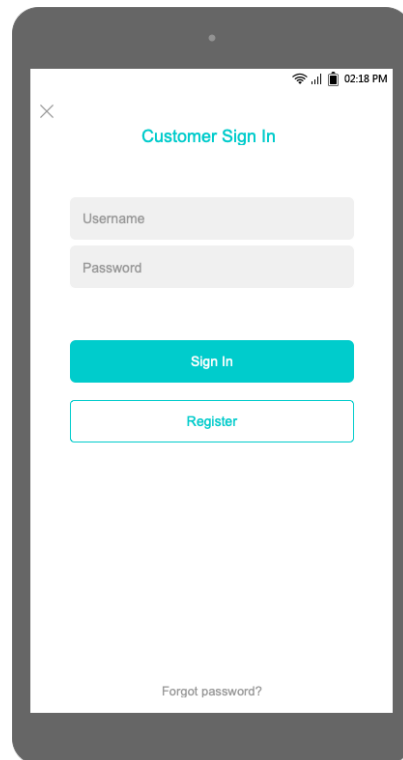
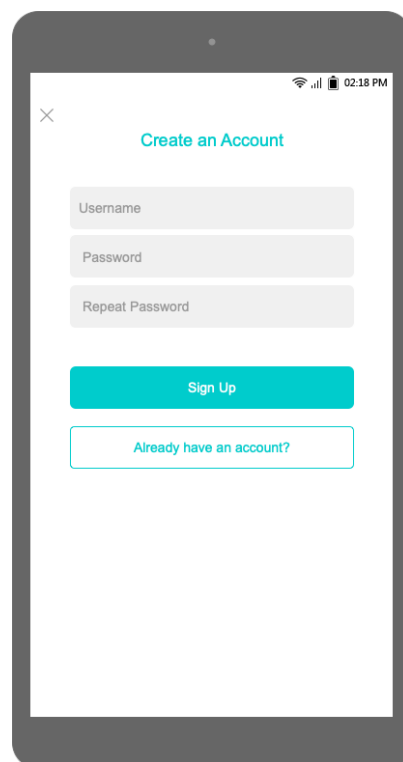


Figure 8: General home page of a registered customer



A mobile app interface for "Customer Sign In". The screen is white with a dark grey border. At the top right, there is a status bar showing signal strength, battery level, and the time "02:18 PM". Below the status bar is a close button (X). The title "Customer Sign In" is centered in a teal color. Below the title are two input fields: "Username" and "Password", both with light grey backgrounds. Below these fields is a teal button labeled "Sign In". Below the "Sign In" button is a white button with a teal border labeled "Register". At the bottom of the screen, there is a link "Forgot password?" in a small, grey font.

Figure 9: Interface for customers that want to sign in



A mobile app interface for "Create an Account". The screen is white with a dark grey border. At the top right, there is a status bar showing signal strength, battery level, and the time "02:18 PM". Below the status bar is a close button (X). The title "Create an Account" is centered in a teal color. Below the title are three input fields: "Username", "Password", and "Repeat Password", all with light grey backgrounds. Below these fields is a teal button labeled "Sign Up". Below the "Sign Up" button is a white button with a teal border labeled "Already have an account?".

Figure 10: Interface for customers that want to register to CLup

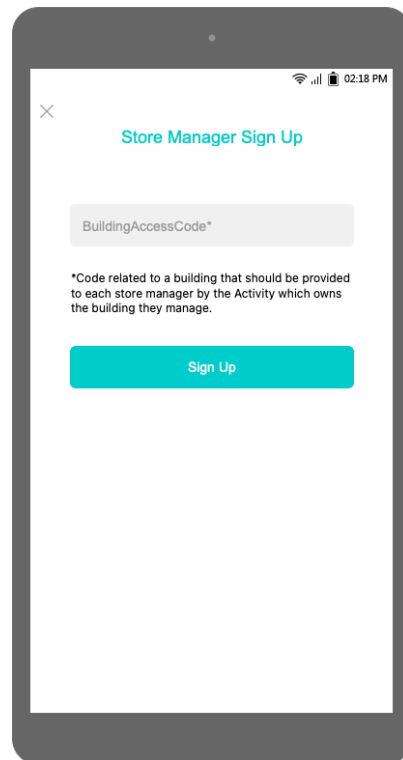


Figure 11: Interface for store managers to sign up

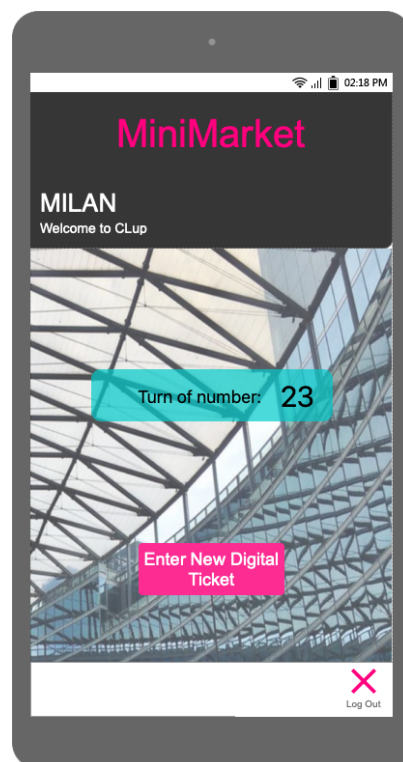


Figure 12: Home Page for store managers that have signed up

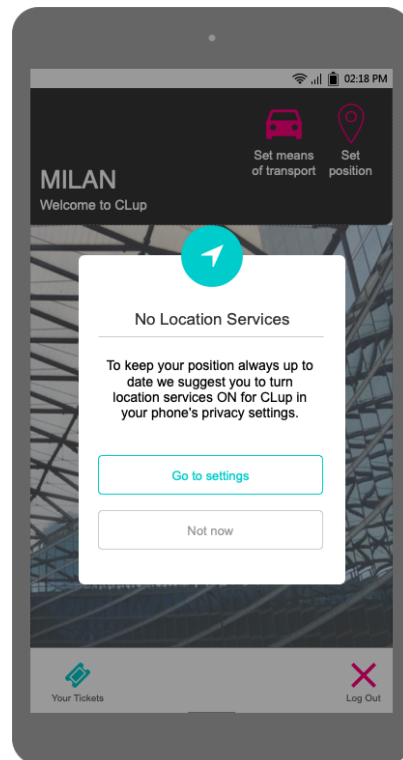


Figure 13: Pop-up to activate GPS services

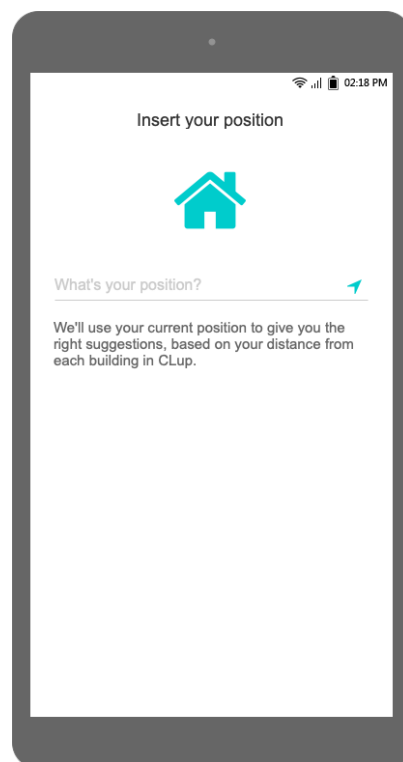


Figure 14: Setting page to set a position manually

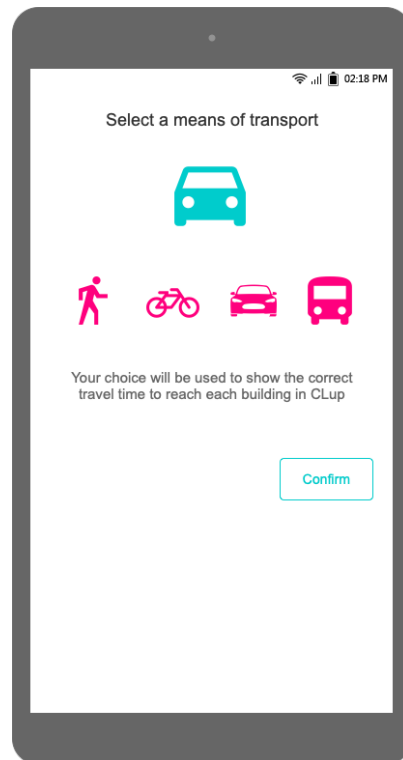


Figure 15: Setting page to choose a means of transport

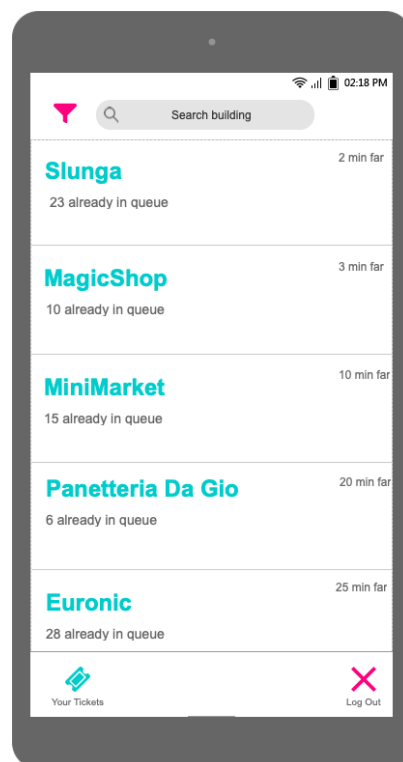


Figure 16: List of available buildings

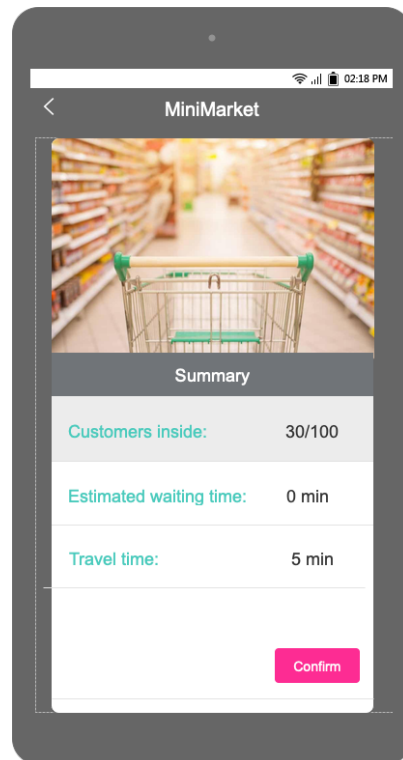


Figure 17: Summary page after the choice of a building to line up for.

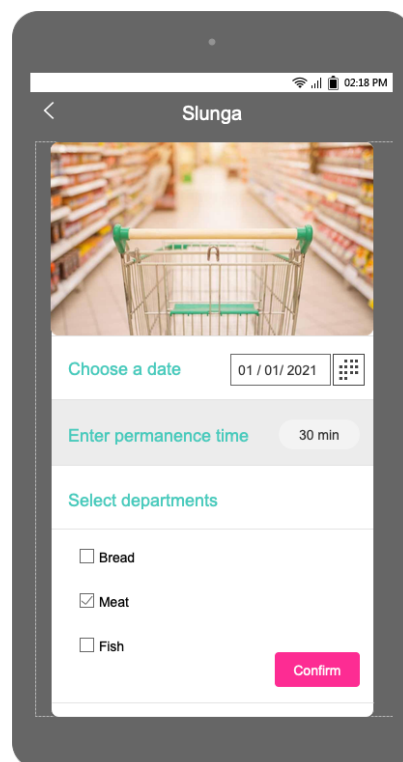


Figure 18: Options to set in order to book a time slot for the chosen building

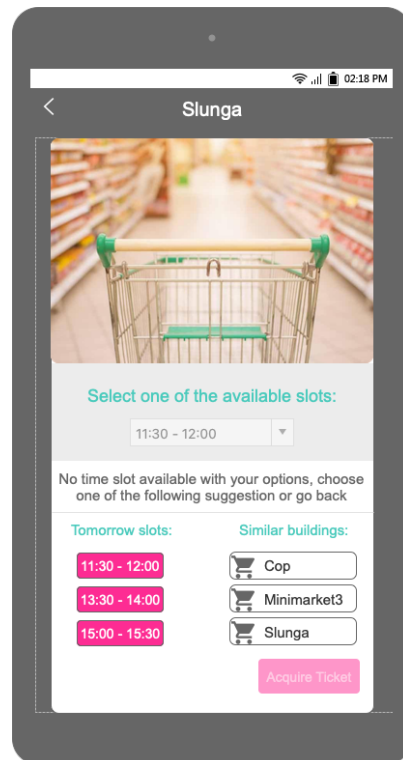


Figure 19: Interface to decide one of the available time slot/see alternative suggestions



Figure 20: List of tickets of a customers, with the possibility to view the related QR code

B WebApp Interfaces

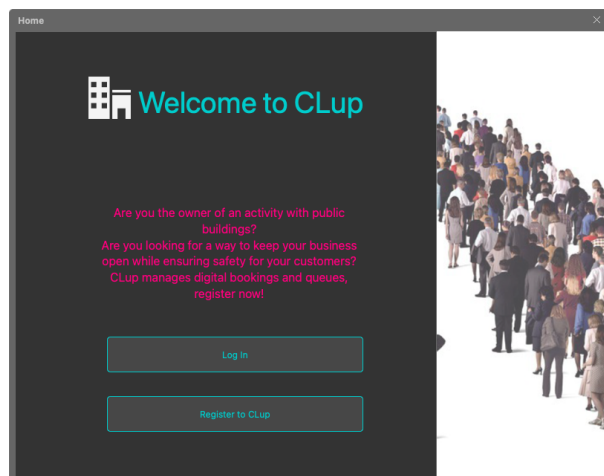


Figure 21: List of tickets of a customers, with the possibility to view the related QR code

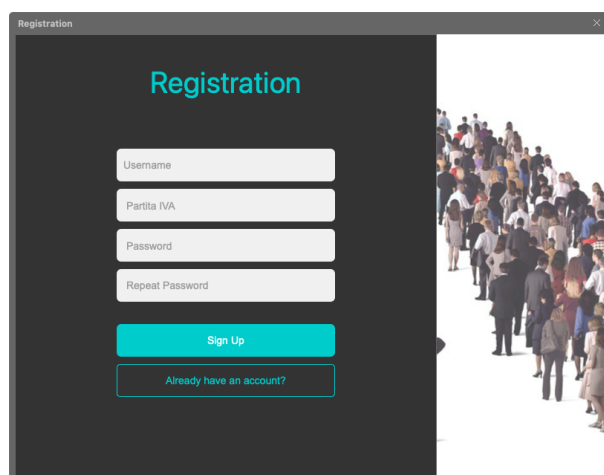


Figure 22: List of tickets of a customers, with the possibility to view the related QR code

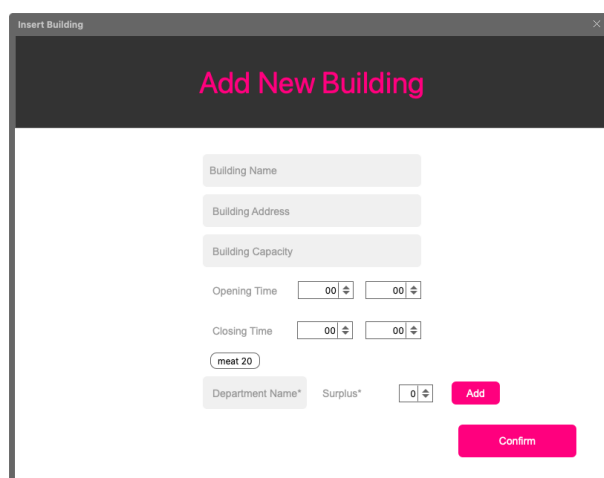


Figure 23: List of tickets of a customers, with the possibility to view the related QR code

4 Requirements Traceability

A External Interface Requirements

-	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14
R1						X								
R2						X								
R3				X										
R4				X	X									
R5								X						
R6								X						
R7								X						
R8								X						
R9								X		X				
R10										X				
R11										X				
R12											X			
R13											X			
R14											X			
R15											X			
R16											X	X		
R17					X									
R18							X							
R19							X							
R20							X							
R21							X							
R22							X							
R23									X					
R24							X							
R25							X							
R26							X							
R27							X							
R28													X	
R30									X					
R31														X
R32														X
R33														X
R35									X					

-	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14
R36	X													
R37		X												
R38		X												
R39		X												
R40		X												
R41		X												
R42		X												
R43		X												
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R66			X											
R68							X							
R69	X													
R70	X													
R71	X													
R72									X					
R73									X					
R74			X											
R76			X											
R77									X					
R78									X					

5 Implementation, Integration and Test Plan

A Implementation

B Integration

C Test plan

6 Effort Spent

<i>Task</i>	<i>Name</i>	<i>Time spent</i>
x	Francesco Attorre	h
x	Thomas Jean Bernard Bonenfant	h
x	Veronica Cardigliano	h
x	Francesco Attorre	h
x	Veronica Cardigliano	h
x	Veronica Cardigliano	h
x	Francesco Attorre	h
x	Thomas Jean Bernard Bonenfant	h
x	Veronica Cardigliano	h
x	Veronica Cardigliano	h
x	Thoma Jean Bernard Bonenfant	h

comments

7 Used Tools

Tools used to create this RASD document:

- StarUML: for all the UML diagrams
- LaTeX: to create the pdf
- GitHub: for the repo of the project
- GoogleDoc: for a shared editing of the document