

PROJECT Design Documentation

The following template provides the headings for your Design Documentation. As you edit each section make sure you remove these commentary 'blockquotes'; the lines that start with a > character and appear in the generated PDF in italics.

Team Information

s* Team name: Teamftw, team07

- Team members
- Gonzalo Estrella
- Abel Girma
- Ansley Orell
- Aniruddha Roy

Executive Summary

This is a summary of the project. FundMorocco is a relief fund site dedicated to transferring funds to Morocco following the recent earthquake. We aim to provide a platform that allows anyone to easily view available resources and donate to Morocco.

Purpose

Our purpose is to enable users (helpers) to donate goods to Morocco. They can do this by purchasing goods from our site, which will then be directly shipped to Morocco, or by directly donating money.

Glossary and Acronyms

Term	Definition
SPA	Single Page
Helper	A person who logs in with the intention to donating
Admin	A person who logs in with the admin username and upkeeps the website
Donation cart	A collection of goods chosen by a user for them to pay at the checkout
Need	The goods which are sold in the store
10% feature	Single Page
DAO	Data Access Object, within the persistence tier
HTTP	HyperText Transfer Protocol, a network protocol for specifications on how data should be transferred
CSS	Cascading Style Sheets that describe how HTML elements are to be displayed on screen

Term	Definition
UI	View section of the project to be shown to the user
API	Application Programming Interface, connection interface between computers or computer programs
MVP	Minimum Viable Product

Requirements

FundMorocco allows user creation through signup and will display an error message if the provided username is already in use. Users can log in using a username, with "admin" reserved for the site owner. This controls access to two main pages: the helper browse page and the admin browse page.

User Features: Users can view a list of goods in the inventory. This inventory can be filtered by the maximum amount available, updating the display to show only products below the user-defined threshold. Live updates are possible through a good search, showing only goods that contain the user-defined search term. Users can click on any product to access its detail page. Users can view, add to, and remove items from their donation cart. The donation cart allows users to see their selected goods and proceed to checkout to finalize their donation. Users can navigate between the Login, Browse, and Donation Cart pages at any time.

Admin Features: The admin can view the inventory, search for specific goods, and add new goods listings on their browse page. Clicking on a specific product listing redirects the admin to the good's detail page, where they can update its price and quantity.

Definition of MVP

The minimum viable product includes:

Login and logout functionality for Administrators and Customers. Functionalities such as searching for goods, adding goods to the donation cart, and checking out. Inventory management, which allows the site owner to add, remove, and update goods in the inventory. Data persistence, ensuring that the inventory, users, and user shopping carts are saved.

MVP Features

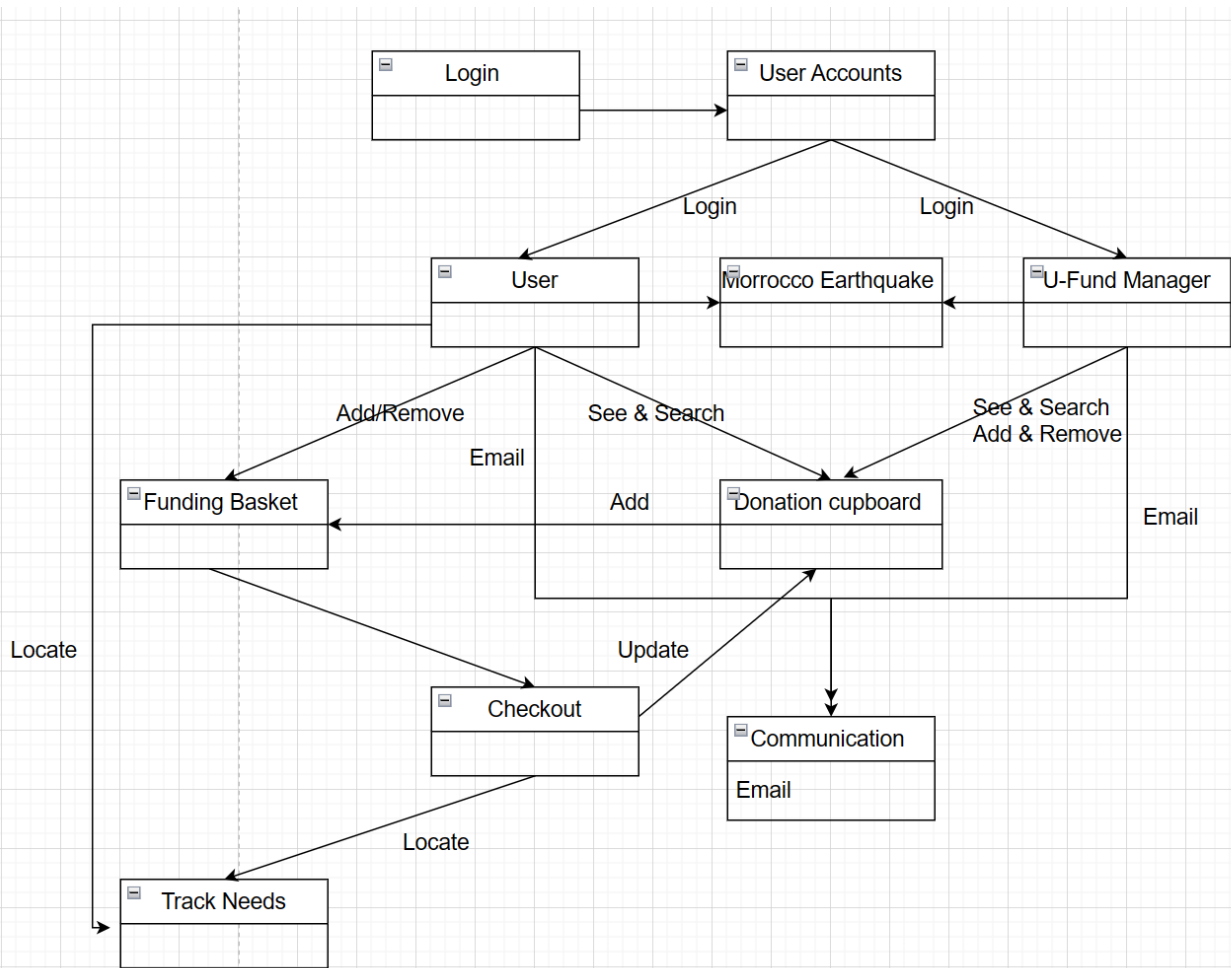
[Sprint 4] Provide a list of top-level Epics and/or Stories of the MVP.

Enhancements

[Sprint 4] Describe what enhancements you have implemented for the project.

Application Domain

This section describes the application domain.



_[Sprint 2 & 4]

FundMorocco's primary domain entity revolves around its users, which are categorized into regular users and an admin, termed as the "U-Fund Manager". Regular users access the platform to view the list of goods available for donation to aid the Morocco Earthquake relief efforts. They can add these goods to their "Funding Basket" and eventually finalize their donation through a checkout process. In addition, users can communicate via email and track the needs related to the earthquake relief. The U-Fund Manager, on the other hand, oversees the "Donation Cupboard" which houses all donated items. The manager can add, remove, or modify the list of goods in the inventory, ensuring the platform stays updated with available relief items. Communication is integral, with email mechanisms in place to facilitate updates and notifications between users and the admin.

can discuss the more important domain entities and their relationship to each other._

Architecture and Design

This section describes the application architecture.

Summary

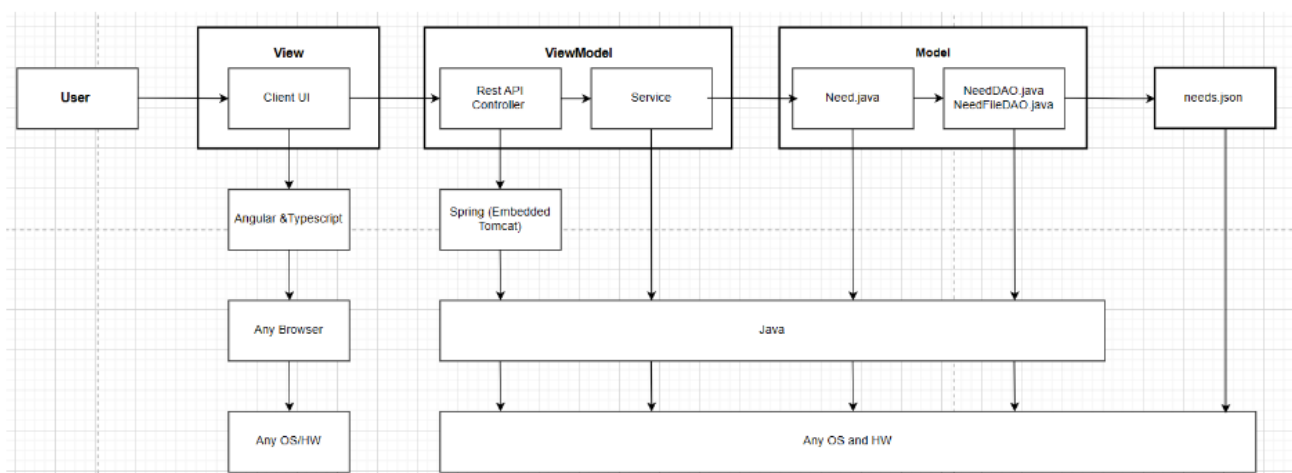
The following Tiers/Layers model shows a high-level view of the webapp's architecture. **NOTE:** detailed diagrams are required in later sections of this document. *(When requested, replace this diagram with your own rendition and representations of sample classes of your system.)*

In Storage:

- In the needs.json file, every need we create, update, and delete will be saved.

In Model:

- Need.java defines the structure of data, encapsulates logic related to that data, and includes functionality for data serialization and string formatting. The model layer represents the core of the application's data and logic.
- NeedDAO interface defines the contract and methods for interacting with the model layer, specifically Need objects, The implementation of these methods interacts with the data stage. The model and persistence layers work together to manage and manipulate data entities like 'Need'.
- NeedFileDAO in the persistence layer is responsible for managing "Need" objects using JSON file storage. It provides methods for data retrieval, storage, and modification.



The web application, is built using the Model–View–ViewModel (MVVM) architecture pattern.

The Model stores the application data objects including any functionality to provide persistence.

The View is the client-side SPA built with Angular utilizing HTML, CSS and TypeScript. The ViewModel provides RESTful APIs to the client (View) as well as any logic required to manipulate the data objects from the Model.

Both the ViewModel and Model are built using Java and Spring Framework. Details of the components within these tiers are supplied below.

Overview of User Interface

This section describes the web interface flow; this is how the user views and interacts with the web application.

When a user first opens the application, they are presented with the login page. Here, they have the choice to either log in or create an account. If they opt for the sign-up option, they are redirected to a page that prompts them for a username. They can either proceed to create their account or cancel. Choosing "Cancel" redirects the user back to the login page. If they choose "Create Account", the system will establish a new account with the specified username, log them in, and navigate them to the browse page. However, if an account with that username already exists, the user will be notified of the duplication.

When a user inputs an existing username (other than "admin") on the login page and selects the login option, they are granted access to the application and taken to the browse page. Here, they view the inventory of goods, displayed below a menu bar with options like "Login", "Browse", and "Donation Cart". There's also a search bar to find goods by name. Selecting a specific item redirects the user to a detailed page about that good, where they have the option to add it to their cart. If they select the "Donation Cart" from the menu, they can view the items currently in their cart.

However, if the user enters the username "admin" on the login page, they are directed to the admin-browse page. Here, they can view, add, or remove items from the inventory. Selecting a specific item leads them to the admin-good-detail page, allowing them to modify the item's information.

View Tier

[Sprint 4] Provide a summary of the View Tier UI of your architecture. Describe the types of components in the tier and describe their responsibilities. This should be a narrative description, i.e. it has a flow or "story line" that the reader can follow.

[Sprint 4] You must provide at least **2 sequence diagrams** as is relevant to a particular aspects of the design that you are describing. (**For example**, in a shopping experience application you might create a sequence diagram of a customer searching for an item and adding to their cart.) As these can span multiple tiers, be sure to include an relevant HTTP requests from the client-side to the server-side to help illustrate the end-to-end flow.

[Sprint 4] To adequately show your system, you will need to present the **class diagrams** where relevant in your design. Some additional tips:

- Class diagrams only apply to the **ViewModel** and **Model** Tier
- A single class diagram of the entire system will not be effective. You may start with one, but will be need to break it down into smaller sections to account for requirements of each of the Tier static models below.
- Correct labeling of relationships with proper notation for the relationship type, multiplicities, and navigation information will be important.
- Include other details such as attributes and method signatures that you think are needed to support the level of detail in your discussion.

ViewModel Tier

[Sprint 4] Provide a summary of this tier of your architecture. This section will follow the same instructions that are given for the View Tier above.

At appropriate places as part of this narrative provide **one** or more updated and **properly labeled** static models (UML class diagrams) with some details such as critical attributes and methods.

 Replace with your ViewModel Tier class diagram 1, etc.

Model Tier

[Sprint 2, 3 & 4] Provide a summary of this tier of your architecture. This section will follow the same instructions that are given for the View Tier above.

At appropriate places as part of this narrative provide **one** or more updated and **properly labeled** static models (UML class diagrams) with some details such as critical attributes and methods.

 Replace with your Model Tier class diagram 1, etc.

OO Design Principles

[Sprint 2, 3 & 4] Will eventually address upto **4 key OO Principles** in your final design. Follow guidance in augmenting those completed in previous Sprints as indicated to you by instructor. Be sure to include any diagrams (or clearly refer to ones elsewhere in your Tier sections above) to support your claims.

[Sprint 3 & 4] OO Design Principles should span across **all tiers**.

Static Code Analysis/Future Design Improvements

[Sprint 4] With the results from the Static Code Analysis exercise, **Identify 3-4** areas within your code that have been flagged by the Static Code Analysis Tool (SonarQube) and provide your analysis and recommendations. Include any relevant screenshot(s) with each area.

[Sprint 4] Discuss **future** refactoring and other design improvements your team would explore if the team had additional time.

Testing

This section will provide information about the testing performed and the results of the testing.

Acceptance Testing

[Sprint 2 & 4] Report on the number of user stories that have passed all their acceptance criteria tests, the number that have some acceptance criteria tests failing, and the number of user stories that have not had any testing yet. Highlight the issues found during acceptance testing and if there are any concerns._

Unit Testing and Code Coverage

[Sprint 4] Discuss your unit testing strategy. Report on the code coverage achieved from unit testing of the code base. Discuss the team's coverage targets, why you selected those values, and how well your code coverage met your targets.

[Sprint 2 & 4] Include images of your code coverage report. If there are any anomalies, discuss those.