System Design Document

J.U.S.T.I.C.E.

Judgment Utility Space Time Intensive Crime Evaluator

Client

Michael Smolyak

Team 1 - Aequitas

Gregory Mayer Andrew McLamb Arjun Saini Nicholas Sorauf

4/6/2018

JUSTICE System Design Document

Table of Contents

1. Introduction	<u>Page</u> 3
1.1 Purpose of This Document1.2 References	3
2. System Architecture	3
2.1 Architectural Design2.2 Decomposition Description	3 3
3. Persistent Data Design	3
3.1 Database Descriptions	3
4. Requirements Matrix	4
Appendix A – Agreement Between Customer and Co	ontractor 5
Appendix B – Team Review Sign-off	
Appendix C – Document Contributions	

1. Introduction

1.1 Purpose of This Document

The purpose of this document is to describe the design of the JUSTICE web application.

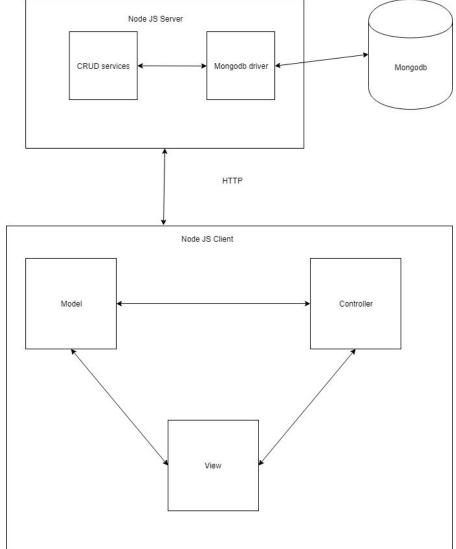
1.2 References

1. JUSTICE System Requirements

2. System Architecture

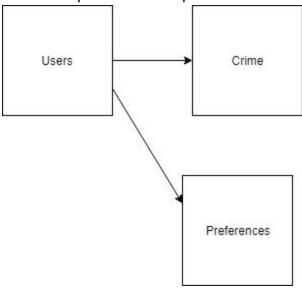
2.1 Architectural Design

J.U.S.T.I.C.E. component diagram

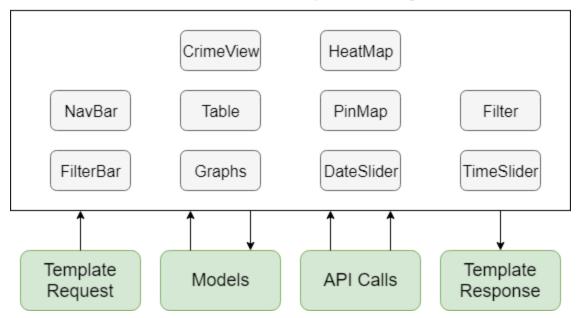


The application will run on two linux servers. One of them will host Mongodb to store the data for the application. The other will be a NodeJS server that will interface with the mongodb to send the data in a visualized form to the clients browser. NodeJS Client will be hosted on a server for the client's computer to interact with. Clients must have OS for a computer available that can run Firefox or Chrome properly to access the application.

2.2 Decomposition Description



JUSTICE View Decomposition Diagram



3. Persistent Data Design

3.1 Database Descriptions

The database will be a MongoDB that will store one entity that will have CrimeCode, Location, Description, Inside/Outside, Weapon, Post, District, Neighborhood, Longitude, Latitude, Location1 (Latitude, Longitude), Premise (Type of Location). The database will filter and sort the data before sending it to the NodeJS sever where it will be sent to the users view.

User Crime

Username Password RegisterDate LastLoginDate Preferences

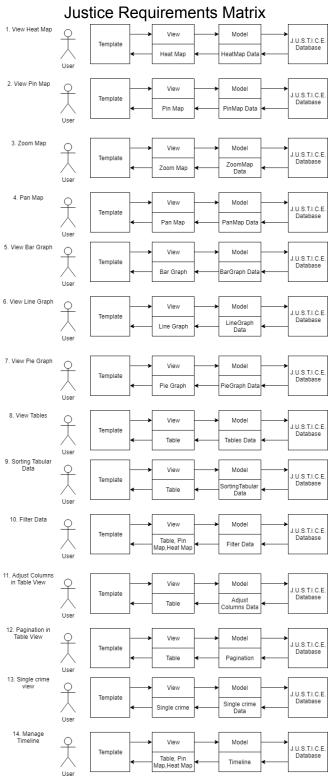
Preferences

Favorite View
Favorite Date Range
Favorite Time Range
Favorite Map Type
Favorite Chart Type
Favorite Filters

CrimeDate
CrimeTime
CrimeCode
Location
Description
Inside/Outside
Weapon
Post
District
Neighborhood
Longitude
Latitude
Location1
Premise
Total Incidents

4. Requirements Matrix

Please refer to the System Requirements Specification for details regarding the corresponding use cases.



Appendix A – Agreement Between Customer and Contractor

Client

The customer agrees to a crime visualization system that allows the user to filter data in a variety of forms (maps, graphs, tables) relative to a chosen time frame. See System Requirements Specification for more information.

When future changes to this document occur a drafted new document shall be created. An electronic copy of both versions will be presented to the client for review. Upon approval, the draft will be finalized and signed off by both parties.

Name		Date
	Print	
Name		Date
	Signature	
Team		
Name		Date
	Print	
Name		Date
	Signature	
Name		Date
	Print	
Name		Date
	Signature	
Name		Date
	Print	
Name		Date
	Signature	
Name		Date
	Print	
Name		Date
	Signature	

Appendix B - Team Review Sign-off

This document has been collaboratively written by all members of the team. In addition, all team members have reviewed this document and agree on both the content and the format. Any disagreements or concerns are addressed in team comments below.

Team		
Name		Date
	Print	
Name		Date
	Signature	
Comments		
Name		Date
	Print	
Name		Date
	Signature	
Comments		
Name		Date
	Print	
Name		Date
	Signature	
Comments		
Name		Date
	Print	
Name		Date
	Signature	
Comments		

Appendix C – Document Contributions

Gregory Mayer created the requirements matrix and wrote the information for the architectural design and database description sections. Andrew McLamb formatted the document. Nicholas Sorauf created the view decomposition diagram.