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| Software Design & Implementation |
| Project Design |
| Group 30 |

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## Tables

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## Introduction

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# Use Case Diagrams:

## Introduction:

#### Figure 1.1 (Login)

This diagram shows the login process. It assumes that the user is valid and will use their credentials to log in. The credentials introduced by the user are then validated by the database.

## Figure 1.2 (Send Message)

A user attempts to send a message, the system will first need to validate their connection to ensure that the target user is online and connected to the broker.

* If the user is online:
  + The source message is sent, and the source chat history is updated
  + The target user is notified, and the target user’s chat history is also updated
  + The chat histories on both ends are updated within the database
* If the user is offline:
  + The source message is stored within the database temporarily
  + The source user’s connection is then repeatedly checked until they are confirmed to be online
  + Once the source user is online, their message is then sent to the target user, and the following stages mentioned above occur

#### Figure 1.3 (Make Room)

The diagram shows the process that occurs when a user makes a new room. The user is assumed to be Admin as by making a room the user becomes that Room’s Admin by default. The new room is made, and the database is updated. The Admin then has the option to add users to room and make these users moderators. The Admin can also make channels in the room. Whenever any changes are made the database is updated.

****Login includes the input login credentials. Input login credentials includes authorise credentials. Authorise credentials extends to valid password. Authorise credentials also extends to invalid password.

Figure 1.1: Login Use Case

Figure . LOGIN USE CASE

****Source user actor is associated with the send message use case. Send Message includes validate connection. Validate connection extends to user offline. User offline includes store message. Store message includes update database. It also includes validate connection. Validate connection also extends to user online. User online includes update logs. Update logs includes update database. Update database is associated with the Database actor. User online includes notify contact. User online also includes update chat. Receive message includes update chat. Receive message also includes notify contact. Target User actor is associated with the receive message use case.

Figure 1.2: Send Message Use Case

Figure . SEND MESSAGE USE CASE

Admin actor is associated with make room use case. Make room use case includes update database. Update database is associated with the database actor. Make room extends to create channel. Create channel includes update database. Make room also extends to add user. Add user is associated with the user actor. Add user also extends to make moderator. Make moderator is associated with the moderator actor. The admin is a child of the moderator.

Figure 1.3: Make Room Use Case

Figure . MAKE ROOM USE CASE

# Activity Diagrams:

## Introduction:

#### Figure 2.1 (Login)

In this scenario, the User attempts to login into the application by inputting the User credentials (i.e., Username and Password). The credentials are then authenticated against the existing credentials within the database.

* If the password is valid, the user gets access to their user space
* If the password is invalid, the user is notified of their credentials being incorrect and are asked to try again.

#### Figure 2.2 (Send Message)

The activity diagram covers the flow of events required to send a message. The user triggers an event when sending a new message using the application. The source user’s status is validated to ensure they are connected to the broker. If the source user is offline, the message is temporarily stored in the database. The application keeps checking the status of the users every 10 seconds. Once the source user's connection is established as being online, the system retrieves any messages that are stored in the database. A queue of messages to be sent is created and messages are ordered accordingly in a first in, first out fashion. A fork then occurs for several activities to run concurrently, such as notifying the target user that a new message has been received, updating chat logs, and updating the chat history itself. Once these are all completed, they merge back to end the 'send message' activity.

#### Figure 2.3 (Make Room)

The activity diagram shows the process that occurs when a user makes a new room. First, the user is promoted to room Admin. The Admin is then given the option to add a user to the room. If they do, they are then given the option to make the user a moderator. Regardless of if they make the new user moderator or not, the Admin is given the option of adding a user again, looping back. Once the Admin has finished adding users, they are then given the option to add a channel to the room. If they choose yes, they can add the channel and then the option is given again, the same as when adding users. The database is then updated, and process concludes.

While the add user and add channel options should not be unique to this process, they are still part of the process for making a new room and should be given immediately.



Figure . Login Activity Diagram

#### Figure 2. 1: Login Activity Diagram

The login activity is initiated. User inputs their username and password. Control flow points to a decision node to check credentials combination against database. If credentials match the control flow logs the user into their own space. Control flow points to activity final node and stops all control flows. If credentials do not match control flow notifies user of incorrect credentials. Control flow then asks the user to re-enter their credentials. The control flow then loops back to the input username and password activity.



Figure 2.2: Send Message Activity Diagram

Figure . SEND MESSAGE ACTIVITY DIAGRAM

The send message activity is initiated. The control flow points to the send a message through the chat activity. Control flow moves then moves onto a decision node to check user’s connection. If the user is offline, the control flow moves to the store message in database activity. Control flow then loops back to check user connection. If the user is online, the control flow moves to the retrieve any stored messages activity. It then flows to create a queue of messages to be sent. Control flow forks at this point to run three activities concurrently, update the chat, update the chat log file, and notify the receiver. The control flow merges back and points to the activity final node and stops all control flows.

The make room activity is initiated by User. User is made Admin of room. Control flow moves to a decision node to ask whether to add a user to the room. If yes, the user is added to the room. Then, another decision node asks whether to make that user a moderator. If yes, user is made a moderator. Control flow loops back to add user decision node. If no to moderator option, user control flow loops back to add decision node. If no more users to add, control flow moves to another decision node asking to add a channel. If yes, the channel is added. Control flow then loops back to the add channel decision node. If no, database is updated. Control flow moves to activity final node.

Figure 2.3 Make Room Activity Diagram

Figure . MAKE ROOM ACTIVITY DIAGRAM

# Class Diagram



Figure . Class Diagram

### Figure 3.1: Class Diagram

#### User

The User class contains each unique person’s information, they have key functions to obtain and change the information. Note that the UserID can never be changed however the other information can.

#### Admin/Moderator

The Moderator class contains the functions needed to add and remove users as well has obtain the details of the moderator. The admin class is the same as the moderator, but they can add and remove Moderators as well as change who the Admin is.

#### Room

The room class contains channels and the information about the purpose of the room and its current members.

#### Channel

The Channel class is the main functionality of the program it contains the functions to send messages and subscribe and unsubscribe to the channels as well as meta data about the channel such as its name.

#### Message

The Message class contains the text and files sent by users into channels, this class contains the time it was sent where it was sent to and the contents. They will inherit Media class if a user chooses to send a file

Relationships

#### Admin (1) Administers Room (1)

The admin class contains the functions used to administer the Room, there can be only one admin for each room.

#### Moderator (\*) Moderates Room (1..\*)

The Moderator class has all the functions to add/remove users and moderate said users there can be no moderators or many and a moderator may have several rooms under their control. The power to be a moderator is controlled by the room administrator.

### User (1) Is a member of Room(1…\*)

A user is able to be a member of none or many rooms however a room must have one member who must also be the administrator the administrator is able to remove other and add others but not themselves unless they decide to delete the room.

#### Room(1) Contains Channel(1..\*)

One room must have at least one channel (the default channel is named ‘General’) The first channel created can change its name but it cannot be deleted. More rooms can be created but must have different names.

#### Message(\*) Has Channel(1)

There can be an infinite number of Messages however these messages can only be assigned to one channel. E.g you can send the same message content to many channels but these must be unique classes.

#### User(1) Sends Message(\*)

One user can create/send an infinite number of messages, however the message sender can only be one unique User.

# Sequence Diagrams

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# Component Diagrams

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# FSM Diagrams

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# Communication Diagrams

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# Deployment Diagrams

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# GUI Mock-up

### Figure 9.1 (GUI Mock-up)

The GUI mock-up outlines the essentials of the application’s basic functionality and user interface. It displays how various elements of the GUI would be laid out in the final version of the app, and provides an idea of the application may function.



Figure . GUI Mock-up

This GUI Mock-up shows how the basic user interface of the application should look. Inspiration was taken from research into other popular messaging applications, such as Slack and Discord. (1) All the users’ available chatrooms are shown on the leftmost column on the screen. (2) All the available text channels for the currently selected server are displayed next to that, the channels can be named and grouped. (3) At the bottom of that column, the user can access their profile and application settings, as well as change their status. (4) The main, middle section of the screen displays the contents of the currently selected text channel. The user can send via the input bar at the bottom, and messages that are sent and received are displayed in the main area. The user can scroll through messages using the scroll bar and can search through message history using the search function at the top. (5) On the rightmost column, all the users in the currently selected chatroom are displayed, grouped by their status.

### Libraries

The following libraries will be used to complete this project:

##### QT DESIGNER 5.15

Qt Designer will be used for **GUI** design.

<https://doc.qt.io/qt-5/qtdesigner-manual.html>

##### Paho MQTT

Paho MQTT will be used for **Message Passing** between the server and the client devices.

##### Github

Github will be used for **GIT** project management.

##### STL library

The STL library will be used for **data structures**.

##### Doxygen

Will be used to automatically create **documentation** for the program from the **source files**.

##### Eclipse Papyrus

Papyrus will be used for the **UML design** of the program.

##### Boost

Boost will be used for **file Management.**

##### Trello

Trello will be used for **workflow management**.

##### Code Together

Code together will be used for group collaboration.

# Conclusion

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