# System Design - CSCC01 Sprint 2

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#### Changes

#### CRC Cards

- 1) Added variables and methods to MainController
- 2) Added variables and methods to Itinerary
- 3) Added variables and methods to ItineraryItem
- 4) Added variables and methods to Event
- 5) Added variables and methods to Transportation
- 6) Added variables and methods to User
- 7) Added variables and methods to GoogleMaps
- 8) Added Time card

#### System Design

1) Changed database from SQL to MongoDB

MainController		
<ul> <li>Can get an itinerary</li> <li>Can view an itinerary</li> <li>Can add an event to an itinerary</li> <li>Can edit the time of an event</li> <li>Can edit the location of an itinerary</li> <li>Can change the budget for an itinerary</li> <li>Can change the radius for an itinerary</li> <li>Can change the transportation type(s) for an itinerary</li> <li>Can log in a user</li> <li>Can register a user</li> </ul>	<ul><li>Itinerary</li><li>GoogleMaps</li><li>User</li></ul>	

ltinerary		
Knows its start time	GoogleMaps	
Knows its end time	ItineraryItem	
Knows its home		
Knows its location		
Knows its maximum distance		
Knows its activities		
Knows its budget		
Knows its schedule		
Knows its visited events		
Knows its method of transportation		
Can get the next event in the schedule		
Can get its schedule		
Can get its start time		
Can get its end time		
Can get its home		
Can get its location		
Can get its maximum distance		
Can get its activities		
Can get its budget		
Can set its start time		
Can set its end time		
Can set its home		
Can set its location		
Can set its maximum distance		
Can set its activities		
Can set its budget		
Can set its schedule		
Can set its method of transportation		
Can get its visited events		
Can get its method of transportation		
Can get the amount remaining in the budget		
Can get its current time		
Can get the remaining distance		
Can add an event		
Can delete an event		

	ltineraryltem	Transportation, Event
Knows its type		
Knows its title		
Knows its price		
Knows its start time		
Knows its end time		
<ul> <li>Knows its expected length</li> </ul>		
• Can get its type		
• Can get its title		
• Can get its price		
<ul> <li>Can get its start time</li> </ul>		
<ul> <li>Can get its end time</li> </ul>		
<ul> <li>Can get its expected length</li> </ul>		
• Can set its type		
• Can set its title		
Can set its price		
• Can set its start time		
Can set its end time		

	Event	ltineraryltem
Knows its location		
Knows its activity		
Knows its rating		
Knows its image		
Knows its description		
Knows its id		
Can get its location		
Can get its activity		
Can get its rating		
Can get its image		
Can get its description		
Can get its id		
Can set its location		
Can set its activity		
Can set its rating		
Can set its image		
Can set its description		
Can set its id		
Can calculate its score		

Transportation	ltineraryltem
<ul> <li>Knows its distance</li> <li>Knows its icon</li> <li>Knows its subtitle</li> <li>Can get its distance</li> <li>Can get its icon</li> <li>Can get its subtitle</li> <li>Can set its distance</li> </ul>	
<ul><li>Can set its icon</li><li>Can set its subtitle</li></ul>	

GoogleMaps		
Knows its key		
Can get its transportation		
Can get its possible events		
Can filter events by price		
Can obtain a price level for an event		
Can get the time for an event		
Can get its visited events		
Can create an event		
Can get its key		
Can set its key		

User		
	Event     ItineraryItem	
Can get its itinerary		

#### Time • Knows its year • Knows its month Knows its day • Knows its hour • Knows its minute • Knows whether it is in the past or future (positivity) • Can check if it is less than another time Can convert itself to minutes • Can add itself to another time • Can find the difference between itself and another time Can convert itself to a string • Can get its year • Can set its year • Can get its month Can set its month • Can get its day • Can set its day Can get its hour • Can set its hour • Can get its minute • Can set its minute Can get its positivity • Can set its positivity

# Software Architecture Design

