



# TrackMe

**Requirements Analysis and Specification Document  
Design Document**



# Goals

- **G3.1:** Allow third parties to access information of specific individuals (through an identifier).
- **G3.2:** Allow third parties to access anonymized information of groups of individuals.
- **G3.3:** Allow third parties to subscribe to new information of a specific individual and to receive it.
- **G4.1:** Guarantee elderly users to receive an immediate assistance by an ambulance in case of high risk disease.



# Domain Assumptions

- **D5-D6-D7:** the parameters periodically received by users' devices and the provided personal information and clinical data are assumed to be correct.
- **D8-D9-D10-D11:** users' devices support the mobile application, the GPS technology, sensors to retrieve health parameters and they can communicate through the internet.
- **D12-D13:** the Ambulance Dispatching System is always available and, in case of emergency, all relevant data are correctly reported to it.



# Requirements

- **R13-R14:** the system must accept and anonymise only those sampling searches that return at least 1000 results.
- **R15-R16:** if a user accepts a requests, the system must allow the third party to access user's data and it must notify the third party whenever new data are available.
- **R17-R18-R19:** the AutomatedSOS service is automatically activated during the registration process for elderly users and the system must notify the Ambulance Dispatching System as soon as possible when it is needed, sending all relevant data.



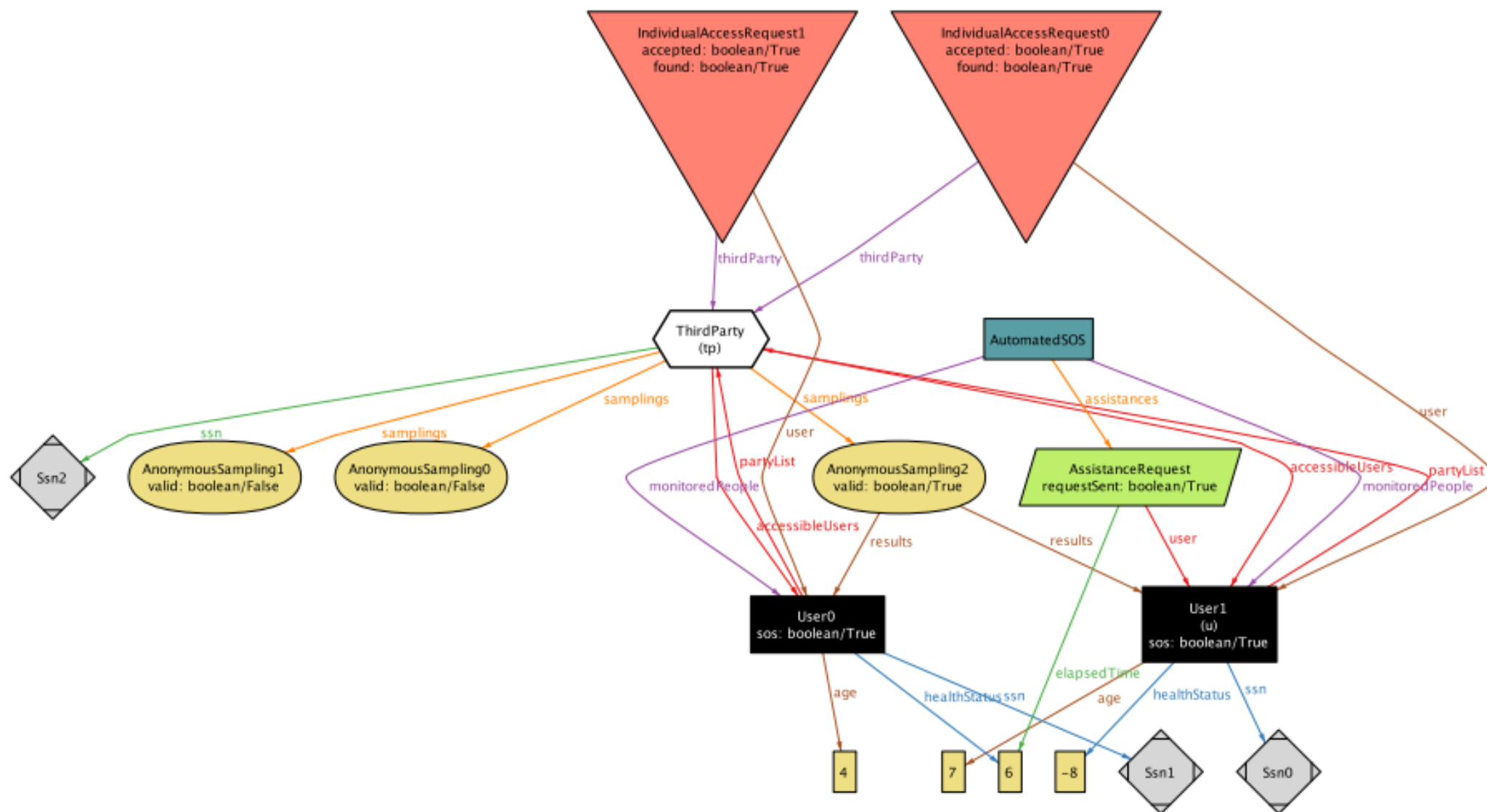
# Relevant Use Case

<b>NAME</b>	Accept Request
<b>ACTOR</b>	User
<b>GOALS</b>	[G3.1]
<b>ENTRY CONDITION</b>	The User has received an access request from a Third Party
<b>EVENTS FLOW</b>	1. The User receives a request from a Third Party 2. The User clicks on "Accept" button
<b>EXIT CONDITIONS</b>	The User has successfully accepted the request and the Third Party can access to his/her data
<b>EXCEPTIONS</b>	None

<b>NAME</b>	Subscription to User's Data
<b>ACTOR</b>	Third Party
<b>GOALS</b>	[G3.3]
<b>ENTRY CONDITION</b>	The User has accepted Third Party's access request
<b>EVENTS FLOW</b>	1. Third party clicks on "Subscribe to User's new data" button 2. Third party confirms the subscription
<b>EXIT CONDITIONS</b>	The Third Party has successfully subscribed to new User's data
<b>EXCEPTIONS</b>	None

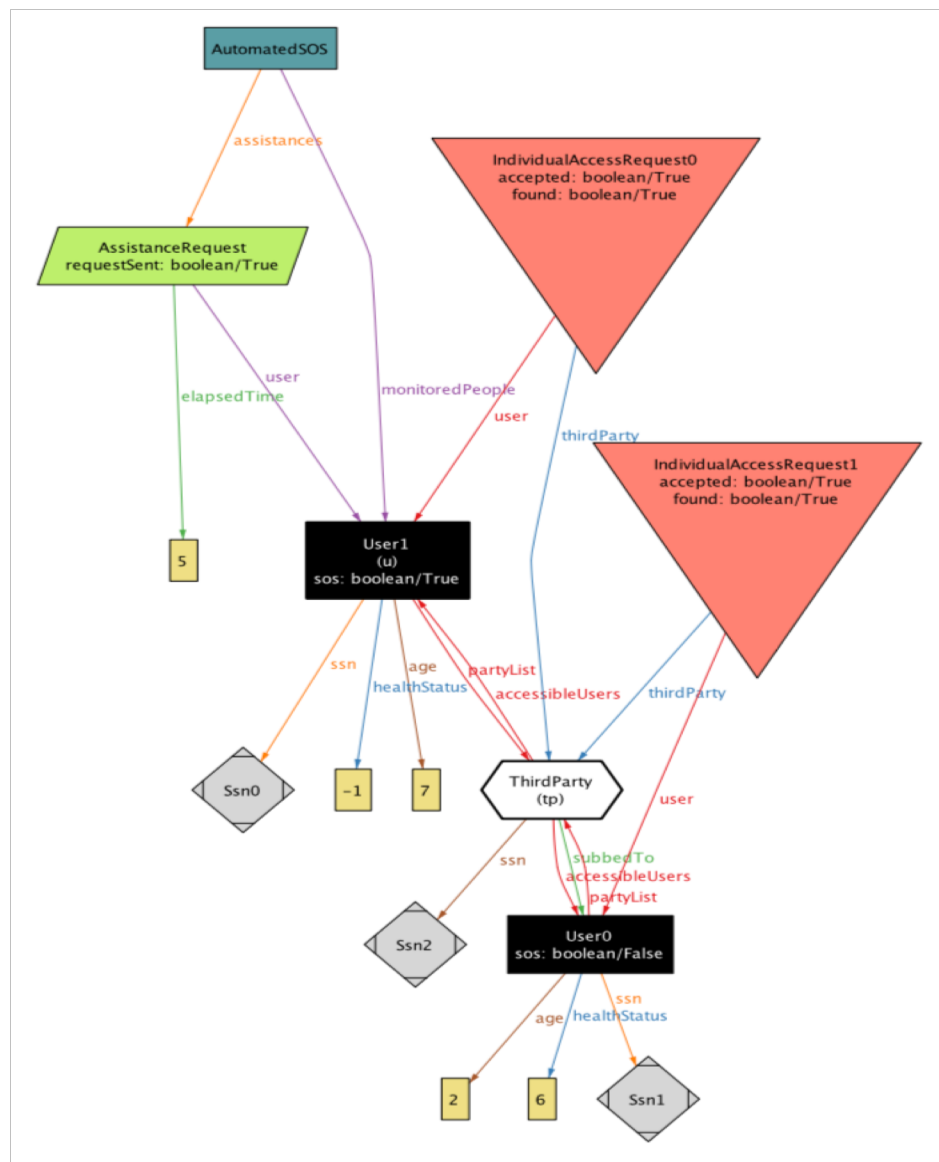


# Alloy (1)





# Alloy (2)

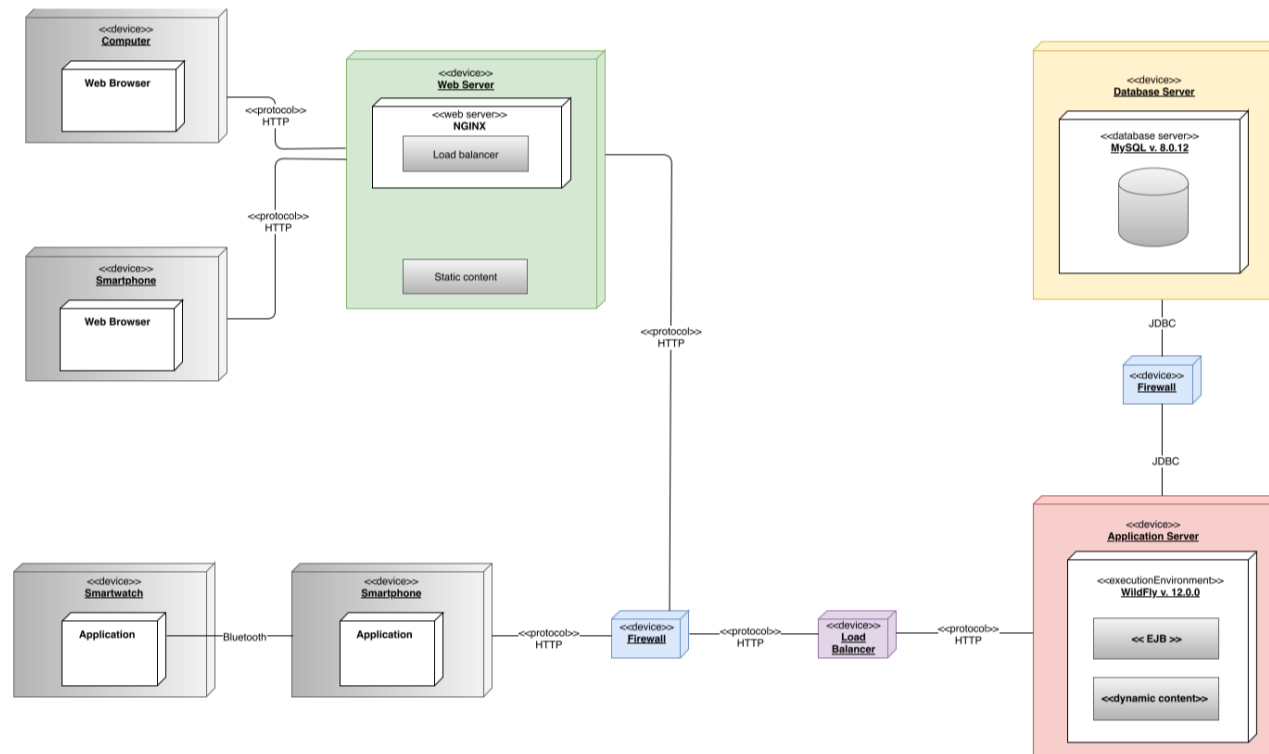




# Architectural Styles

The Application is based on a 4 tier Architecture

- **Tier 1:** the Client (thin), including the Web Application (run by Web Browser) and the Mobile Application (run by smartphone and smartwatches)
- **Tier 2:** the Web Server (NGINX)
- **Tier 3:** the Application Server (it creates Web Apps and the environment in which they can be run)
- **Tier 4:** the Database Server on which the DBMS is running

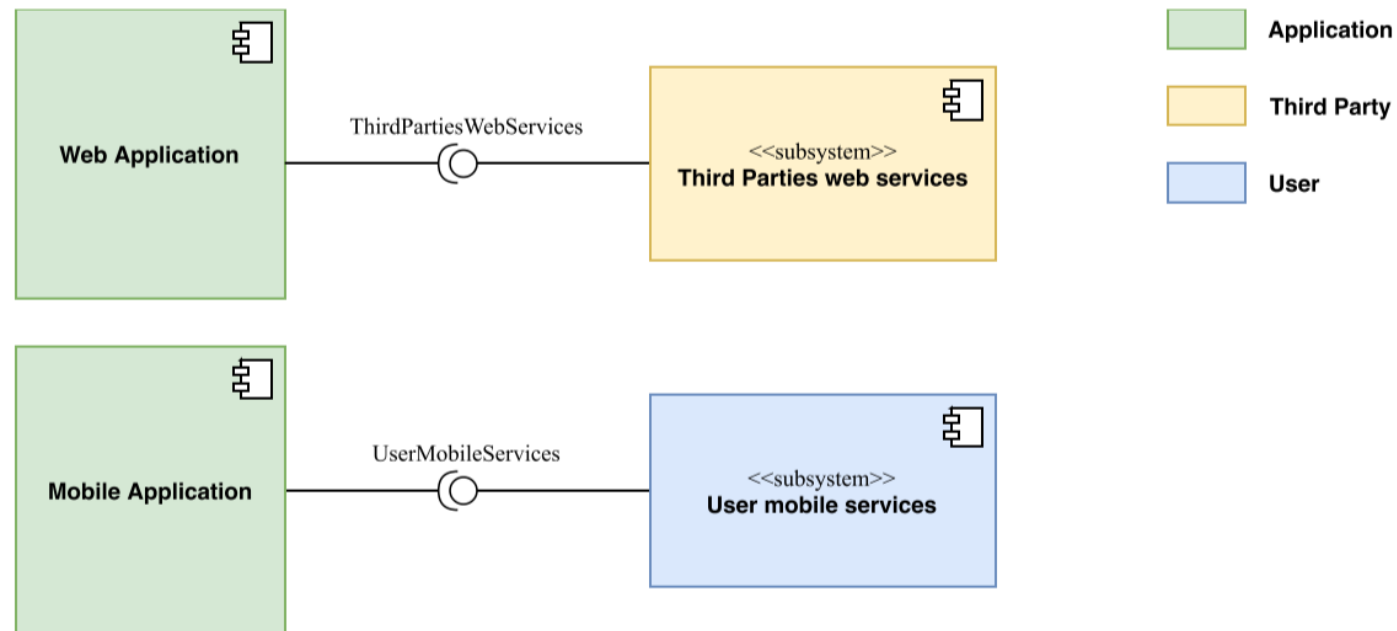






# System Components and Interfaces

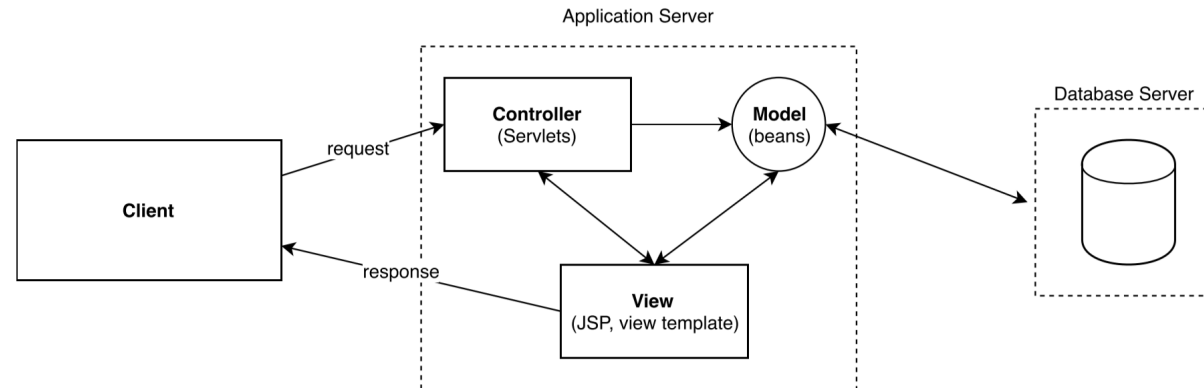
- The Client side is composed by two components, **Web Application** and **Mobile Application**, referring to the following services: **ThirdPartiesWebServices** and **UserMobileServices**.
- The Server side is composed of two main components, **Third Parties web services** that will provide functionalities aiming to fulfill third parties needs and **User mobile services** that will provide an interface to User in order to manage his own profile, check information about his health status, accept/reject requests, etc.





# Design Patterns

- **Model-View-Controller:** the main key of this pattern is to create a separation between the User Interface (View), the data (Model) and the response and validity checking of the User's input (Controller)



- **Observer and Observable:** Observable objects changes are observed by Observer objects and such changes are notified to the User, updating the UI. Also useful to monitor users' health status in an automatic way
- **Façade Pattern:** this pattern supports loose coupling. We emphasize the abstraction and hide complex details by exposing a single interface instead of multiple ones



# Other Design Decisions

- For what concerns the Mobile App, we decided not to provide a cross-platform application.
- Doing so the developed applications can guarantee a better performance during their execution and a better user experience.
- Furthermore, native applications guarantee their optimal integration with one another and with the entire ecosystem (referring for example to an Apple Watch paired to an iPhone device).



# Implementation, Integration and Test Plan (1)

The implementation of our system will be done component by component and module by module, according to a bottom-up approach that will facilitate a high deployment coverage in early phases.

System components can be grouped up as follows:

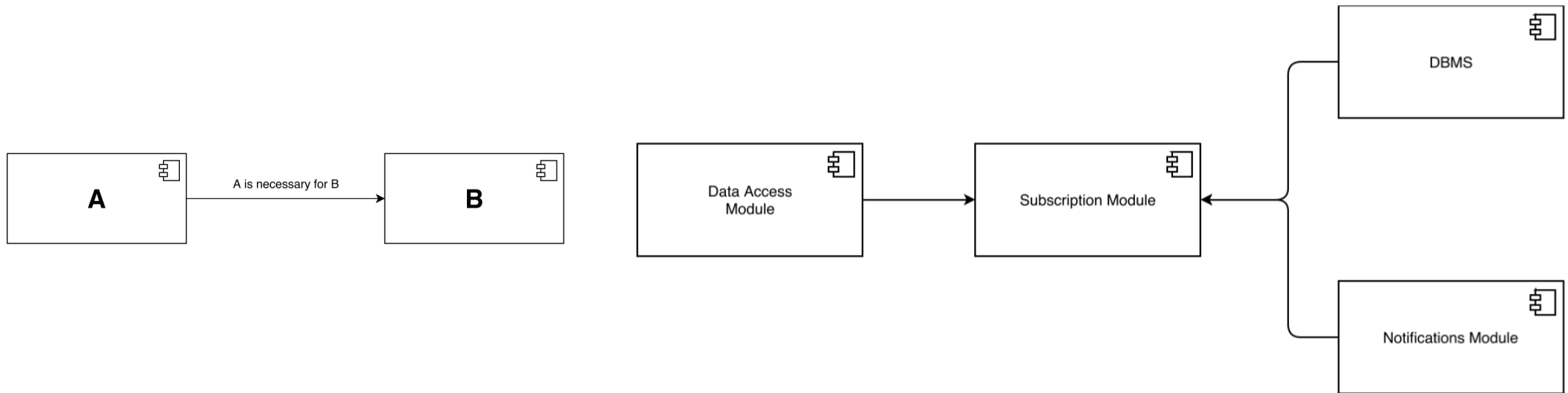
- **Model:** this component is the first one that must implemented since all the parts of the Application Server will be using its elements and it allows user services to communicate with the DBMS
- **User Mobile Services:** this component is the most complex and important one due to its functionalities of providing all the services necessary for the User
- **Third Party Web Services:** likewise the previous module, its functionalities provide all the services necessary for the Third Parties



## Implementation, Integration and Test Plan (2)

The system is composed by the components previously described and will be integrated as follows:

- Integration of the components with the DBMS
- Integration of the components with external services
- Integration of the components of the Application Server
- Integration of the Client side with the Application Server





## Implementation, Integration and Test Plan (3)

- We opted to use a bottom-up approach for the testing phase
- In the very first place we will start by integrating those components that do not depend on other ones in order to work properly, or those who depend on already developed components (such as external API's).
- After all the single components are tested, we will end up by the subsystems the previous components take part of.
- This allows us to begin to test a component or a subsystem as soon as it's finished (or near completion), allowing us to (partially) parallelize the development phase and the testing phase.