SIMVA-SoS Design Document

1. ABOUT SIMVA-SoS

1.1. MOTIVATION

There are 15 cafeterias/restaurants and hundreds of menus in the KAIST. Many people in the KAIST have to choose where to eat, and what to eat, but they don‟t know how delicious the menus over there even this is the everyday life. Let us see “the Gil-dong‟s story”.

1.2. GOALS

This is Information Website for customers and supervisors of the KAIST cafeterias. The most remarkable feature of this website is "AUTOMATION"; collecting information automatically about the KAIST cafeterias from not only „ARA-food‟ board, but also „Social Networking‟ as internet personal blogs. Also, in order to build new ways to share information and communicate with cafeteria supervisors, this website would service various functions like Evaluation, Searching, Showing updated and gathered information, etc to users. User can get suggested menus from this service.

1.3. FEATURE LIST

This System provides major functions to users.
Ex) Collecting information, Evaluation, Searching Listing, Suggestion

2. ARCHITECTURE DESIGN

2.1. ARCHITECTURE DIAGRAM

2.2. ARCHITECTURE DESCRIPTION

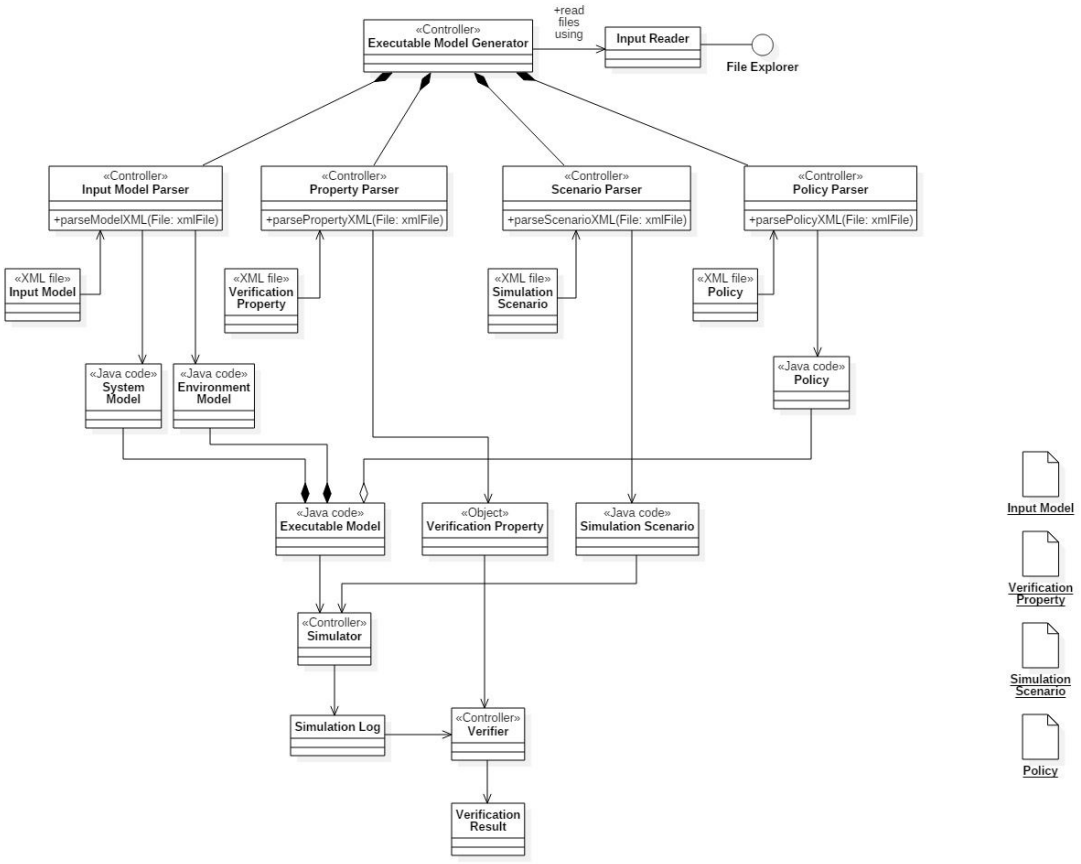
The system is composed of five main components: model, view, controller, database interface, and Internet. The architecture of the system is easily understood by watching the diagram above. The „Controller‟ consists of 7 modules: ShoppingCart Manager, Spam Filter, Searcher, Dish/Cafeteria/Diet Manager, Board Management System, Crawler/Analyzer, RSS Feeder. Each module manipulates data in Model like ShoppingCart, Comment/Review, Dish/Cafeteria/Diet, and Board/Article, in Database, or in Internet. For example, Crawler/Analyzer mines data from Internet, and analyze it. Then it makes reviews for Dish automatically. Board Management System controls Board/Article, and Comment. Finally, Controller passes data to View, and View show users what they want to see.

3. CLASS DESIGN

3.1. CLASS DIAGRAM

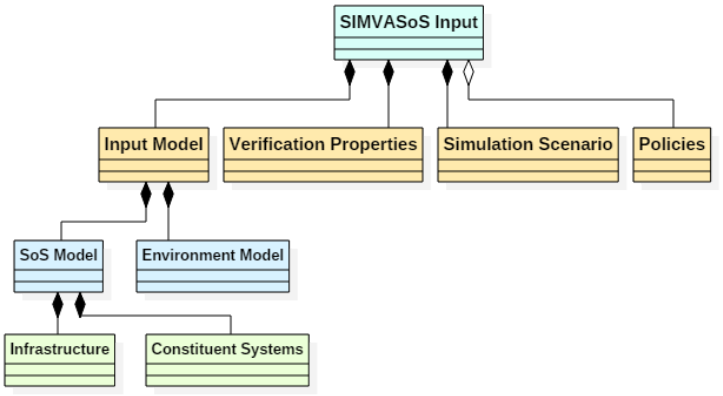
3.1.1. Executable Model Generation

(1) Controller

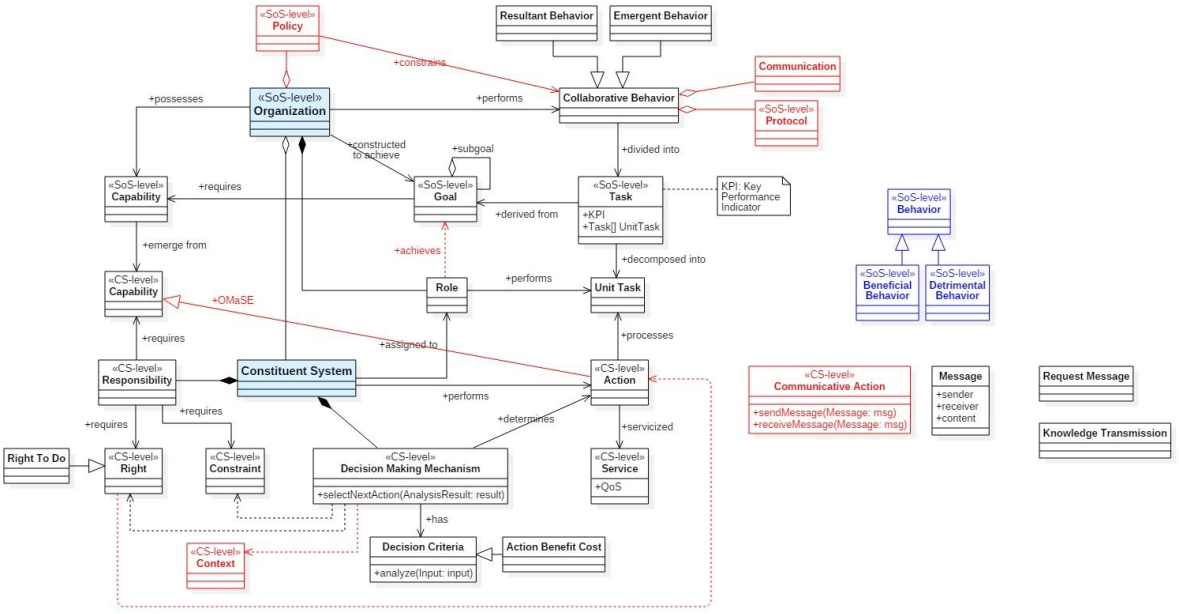


(2) Models

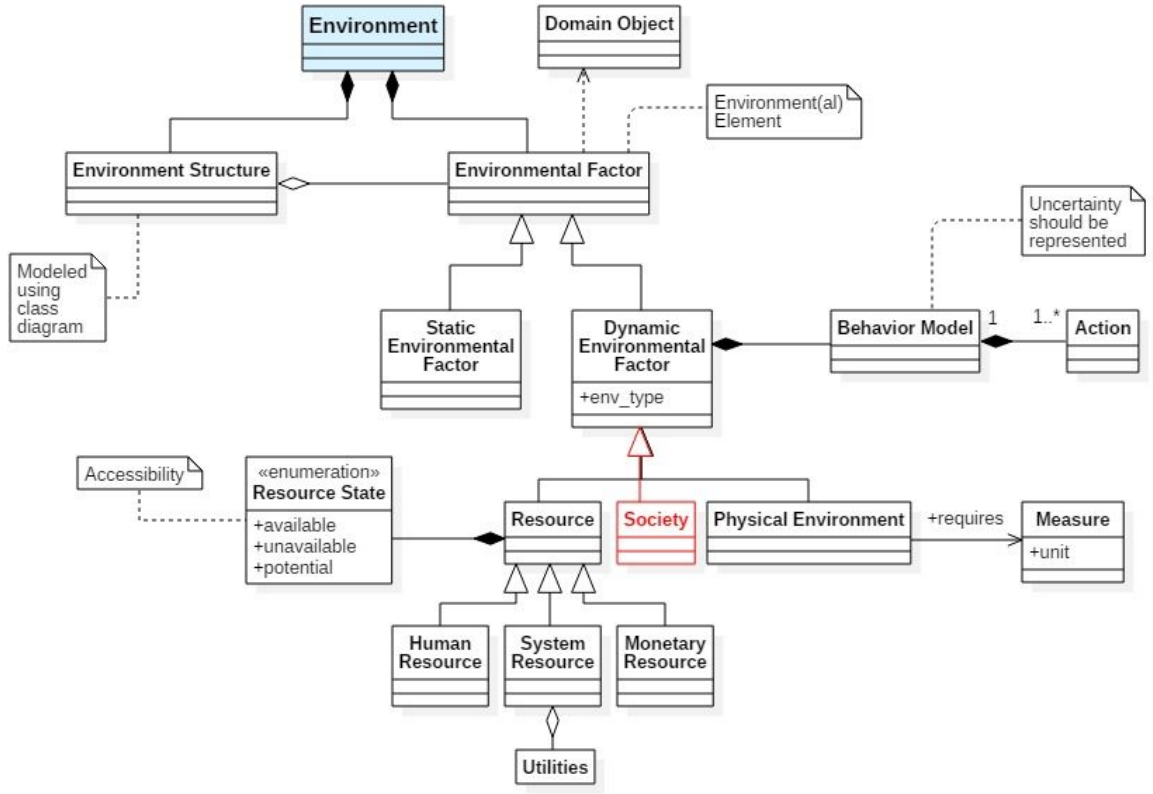
Overview



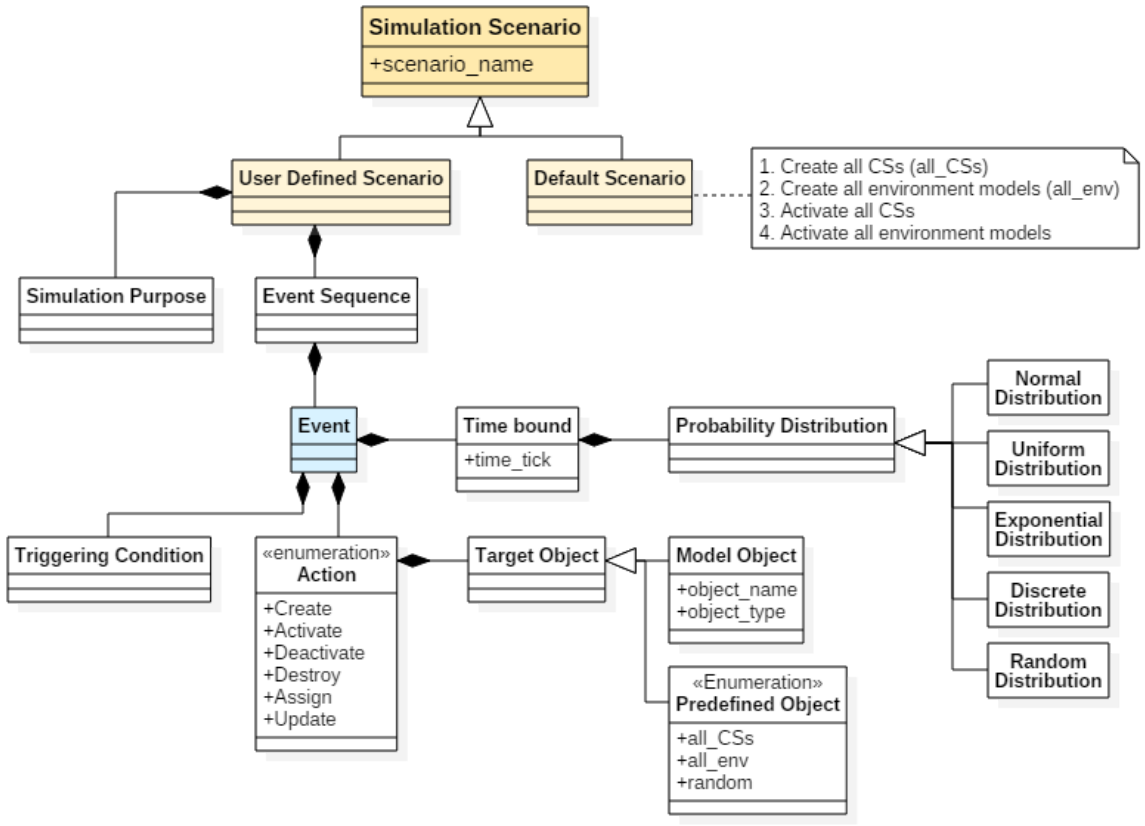
A. Organization & Constituent Systems



B. Environment



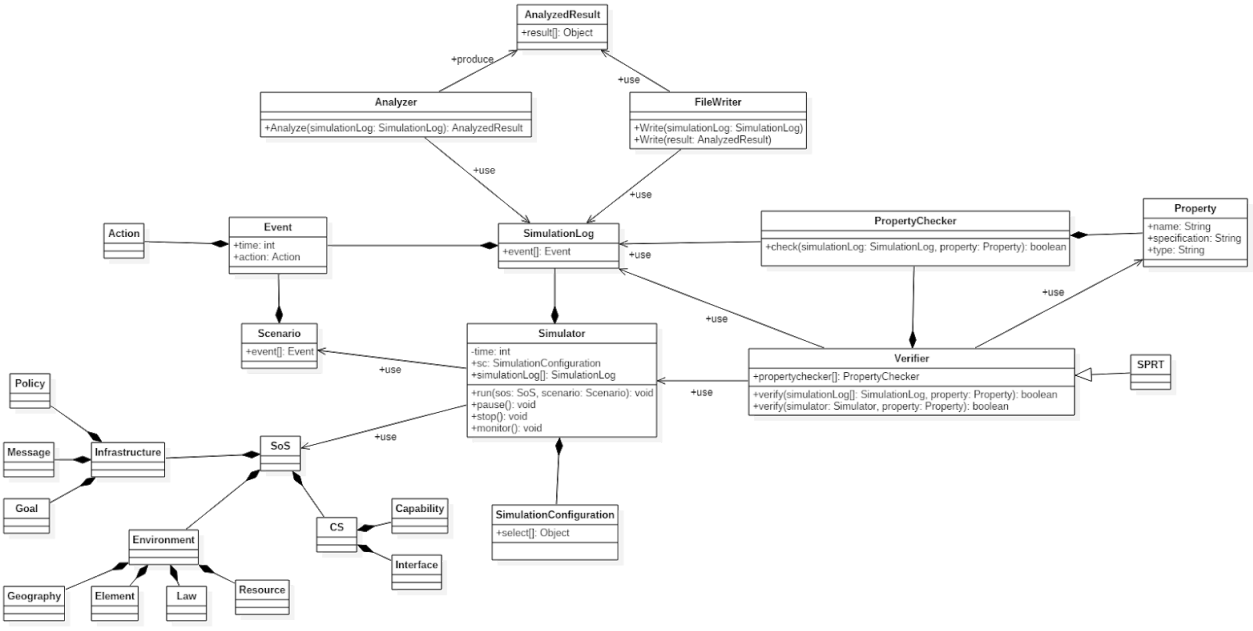
C. Simulation Scenario



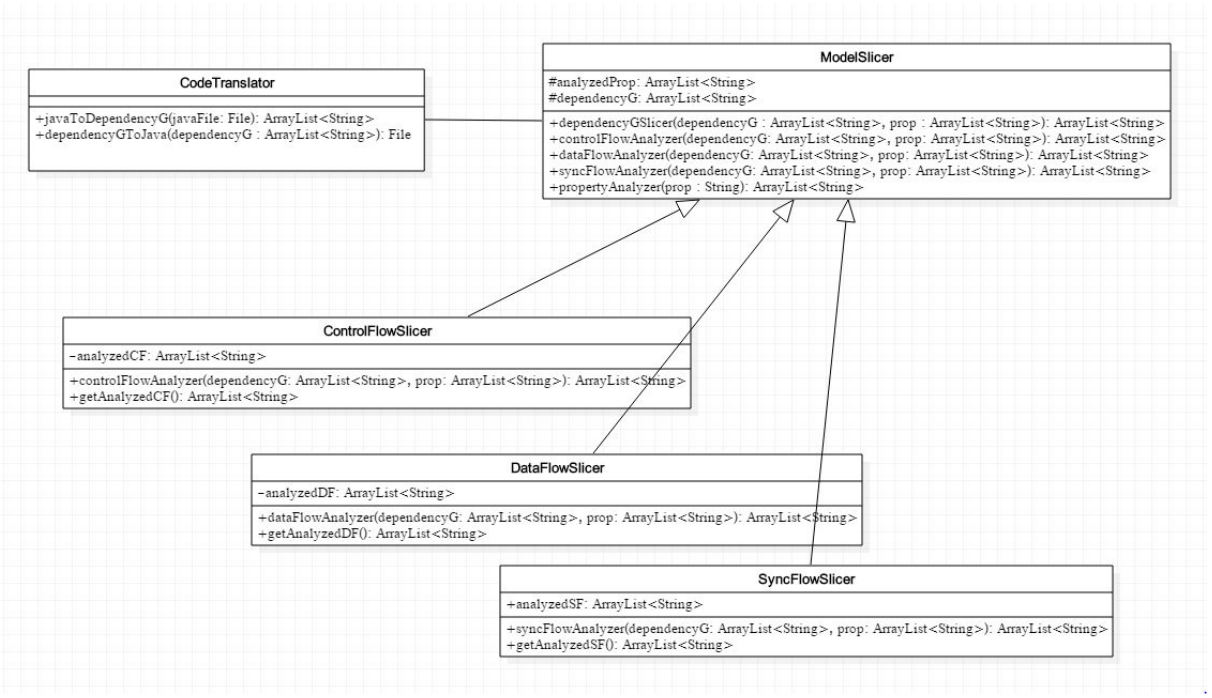
3.1.1.1. todo

3.1.2. S&V

3.1.2.1. todo



3.1.3. Slicing



3.2. CLASS DESCRIPTION

The concepts of pattern come from MVC architectural pattern.
(We assumed that all attributes in classes have getter and setter method, so we omit all getting and setting method from class description.). Also we are going to use open-source program in order to use board.

4. SEQUENCE DIAGRAM

5. HUMAN INTERFACE DESIGN