

Design Document

STUDENTS & COMPANIES

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Academic Year: 2024–2025



Deliverable Information

Deliverable: DD

Title: Design Document

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Version: 1.0

Date: 22-December-2024

Download page: https://github.com/JieCver1/BonfantiChen

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1 Introduction

A. Purpose

The purpose of this document is to provide a detailed description of Student&Companies. It will help developers to implement the required system features and it should provide the customer with a clear description of the system, allowing him to verify that it meets the specified requirements.

B. Scope

Student&Companies is a platform that connects students, companies, and universities to facilitate the internship research, announcement and selection process. The platform provides services such as internship announcements, profile management, a recommendation system, interview management, and performance feedback. The platform is designed to be user-friendly and easy to use for students, companies, and universities. It is a web-based application that can be accessed from any device with an internet connection.

C. Definition, acronyms, abbreviations

C.1. Definitions

- Student: A person who is looking for internships.
- Company: An organization which wants to announce internship opportunities to students.
- University: An educational institution that is related to students and their internships.
- User: A generic term for students, companies, and universities who use the platform.
- Candidate: A term for students whose applications are selected and that will take

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part in the interview process.

• Internship: A opportunity offered by companies to students to gain practical experience in a real job environment.

- CV: Curriculum Vitae, a document that contains all necessary information about students to be able to apply for internships.
- **Recommendation:** A suggestion made by the platform to students and companies based on statistical analyses and keyword searches.
- Interview: A questionnaire form, that can be followed by an external meeting between students and companies, to evaluate the student preparation and make him understand what the company is looking for.
- **Feedback:** Helpful information written by students and companies about their internship experiences to improve a performance of the two parties.
- Notification: A message sent by the platform to inform students and companies about important events, such as new internship offers, matching CVs, interview results etc.
- **Interview:** A meeting between students and companies to decide an assignment of the internship offer.
- Platform: The Students&Companies (S&C) system that provides the services to students, companies, and universities about internships.
- **Keyword:** A significant word or tag used to describe content, such as the skills, experiences, and preferences of students and companies.
- Comment: The text that is written by students and companies to provide feedback or complaints about their internship experiences.
- Complain: A text that expresses dissatisfaction, issues, or annoyance about the internship experiences. It will be treated as a synonym of feedback in this document.

C.2. Acronyms

• S&C: Students&Companies

• CV: Curriculum Vitae

• **UI**: User Interface

• **UX**: User Experience

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- API: Application Programming Interface
- HTTPS: Hypertext Transfer Protocol Secure
- TLS: Transport Layer Security
- **REST:** Representational State Transfer

C.3. Abbreviations

- CO: Company
- ST: Student
- UNI: University

D. Revision History

E. Reference Documents

• Assignment RDD AY 2024–2025.

F. Document Structure

This document is structured as follows:

- Section 1: Introduction
- Section 2: Architectural Design
- Section 3: User Interface Design
- Section 4: Requirements Traceability
- Section 5: Implementation, Integration, and Test Plan
- Section 6: Effort Spent

The time spent by each group member on each task will be registered in this section.

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It will be used to present the effort dedicated by each member and to present the progress of the development of the project.

• Section 7: References

The other references that not include in the reference documents will be added in this section.

2 Architectural Design

A. Overview

S&C will be developed as a multi-tiered, client-server architecture, as shown in Figure 2.1. The system will be divided into three main layers: the presentation layer, the application layer, and the data layer. The presentation layer will be responsible for managing the user interface and the user interaction. The application layer will be responsible for managing the application logic. The data layer will be responsible for managing the data storage and the data access.

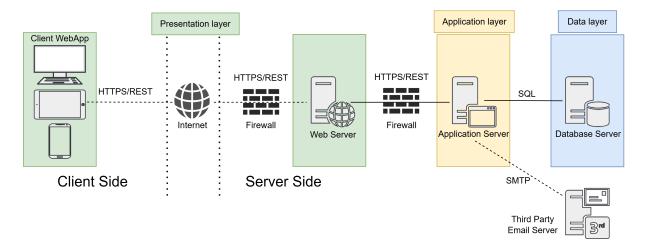


Figure 2.1: S&C architectural overview

In the following paragraph we describe each tier presented in Figure 2.1: and what layer it deploys:

Client Side

• Web App: It is the user interface. It will be responsible for managing the user interaction. This means that it will be responsible for hosting part of the presentation layer.

Server Side

- Firewall: It will be responsible for managing the security of the system, by filtering the incoming and outgoing traffic and restricting the access based on predefined rules. It will be placed between the Web Server and the Internet and between the Application Server and the Web Server. In this way, the web server will reside in a DMZ (Demilitarized Zone), while the application server will resides in a protected internal network.
- Web Server: It serves as a gateway between the client and the application server (backend). It will be responsible for hosting part of the presentation layer. For example, it will be responsible for serving the web pages to the client, handling requests routing to the application server, managing load balancing, and handling security.
- Application Server: It will be responsible for managing the application logic. This means that it will host the application layer. For example, it will be responsible for pressing the client requests, execute the business logic, and coordinates with the database and email server.
- Database Server: It will be responsible for managing the data storage and the data access. This means that it will host the data layer. For example, it will be responsible for storing and retrieving the application data, and executing the database queries.
- Mail Server: It will be responsible for managing the email communication. This means that it will be responsible for sending emails to the users. It is triggered by the application server.

The Figure 2.1 also shows how the tiers interact with each other. The Web App interacts with the Web Server through HTTPS/REST requests; the Web Server interacts with the Application Server through HTTPS/REST calls; the Application Server interacts with the Database Server through SQL queries; and the Application Server interacts with the Mail Server through SMTP requests.

B. Components view

B.1. High-level components and interactions

B.2. Low-level components and interactions

- C. Deployment view
- D. Component interfaces
- E. Runtime view
- F. Selected architectural styles and patterns
- G. Other design decisions



3 User Interface Design



4 Requirements Traceability



5 | Implementation, Integration and Test Plan



6 Effort Spent



7 References