
Lab3

for

TransitEase

Version 3 approved

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Nanyang Technological University

08/10/24

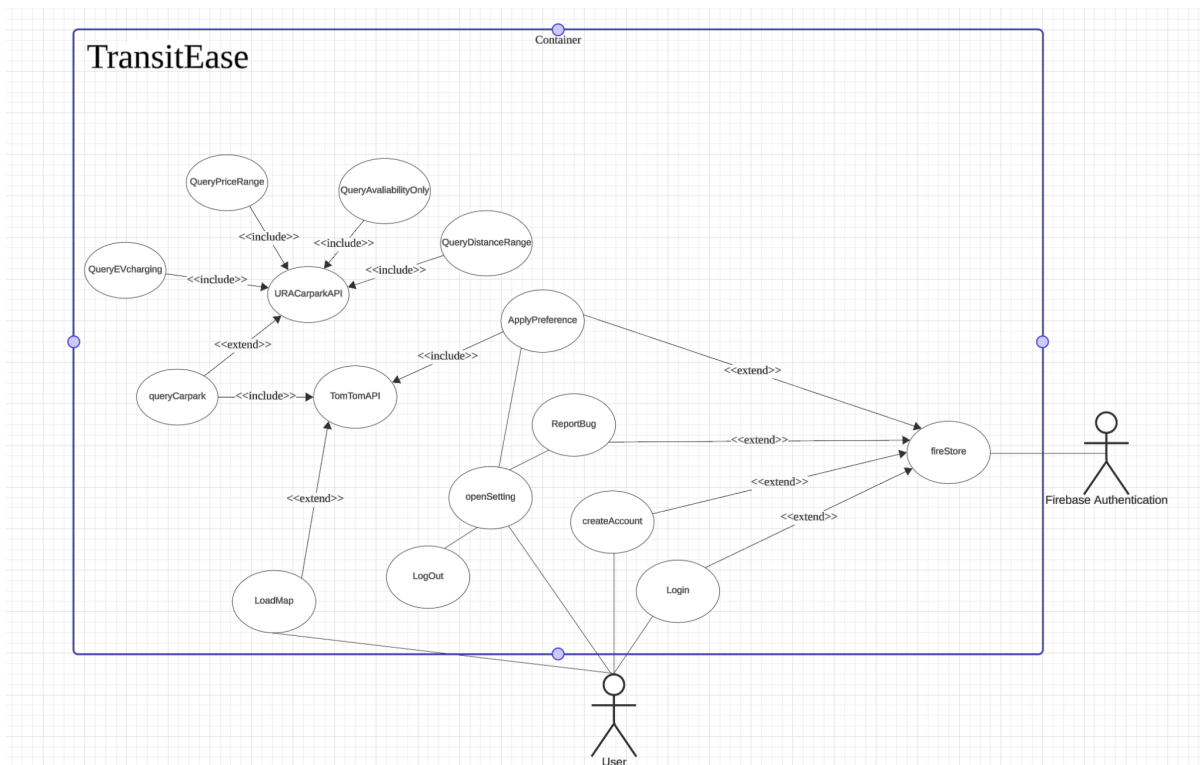
Revision History

Name	Date	Reason For Changes	Version
Ashwin			3.0
Dave			3.0
Jonathan			3.0
Goh Jun Heng			3.0

1. Table Of Contents

1. Table Of Contents	1
2. Complete Use Case Diagram	2
3. Use Case Descriptions	3
4. Design Model	11
4.1. Class Diagram	
4.2. System Architecture	
4.3. Dialog Map	
4.4. Sequence Diagrams	
4.4.1. Login	
4.4.2. createAccount	
4.4.3 ReportBug	
4.4.4 ApplyPreference	
4.4.5 LogOut	
5. Key Design Issue	11
6. Application Skeleton	11

2. Complete Use Case Diagram



3. Use Case Descriptions

1. LogInEmail

Use Case ID:	1		
Use Case Name:	LogInEmail		
Created By:	Dave Goh	Last Updated By:	Dave Goh
Date Created:	17/09/24	Date Last Updated:	17/09/24

Actor:	User
Description:	Allows users to log in using an existing account via email credentials.
Preconditions:	The user must have already registered an account.
Postconditions:	The user gains access to the app's main interface upon successful login.
Priority:	High
Frequency of Use:	1
Flow of Events:	1. User selects "Login with Email" in the user interface.

	<ol style="list-style-type: none"> User enters an email and password. System validates credentials with Firebase authentication. Users are granted access upon successful authentication.
Alternative Flows:	NIL
Exceptions:	<ol style="list-style-type: none"> Incorrect password. Username does not exist.
Includes:	Firebase authentication API
Special Requirements:	Integration with Firebase Authentication.
Assumptions:	User has already created an account before.
Notes and Issues:	None

2. LoginWGoogle

Use Case ID:	2		
Use Case Name:	LoginWGoogle		
Created By:	Ashwin Suresh	Last Updated By:	Ashwin Suresh
Date Created:	17/09/24	Date Last Updated:	17/09/24

Actor:	User
Description:	Enables users to log in using their Google account credentials.
Preconditions:	The user must have a valid Google account.
Postconditions:	The user gains access to the app's main interface upon successful login.
Priority:	High
Frequency of Use:	Once per session
Flow of Events:	<ol style="list-style-type: none"> User selects "Login with Google" in the user interface. User is prompted to grant app permissions to access their Google account.

	3. System authenticates user via Google authentication. 4. User logs in successfully.
Alternative Flows:	NIL
Exceptions:	User denies app permission to access their Google account.
Includes:	
Special Requirements:	Integration with Google Authentication.
Assumptions:	User has a valid and accessible Google account.
Notes and Issues:	None

3. CreateAccount

Use Case ID:	3		
Use Case Name:	CreateAccount		
Created By:	Ashwin Suresh	Last Updated By:	Ashwin Suresh
Date Created:	17/09/24	Date Last Updated:	17/09/24

Actor:	User
Description:	Allows new users to create an account using their email.
Preconditions:	The email must not be registered in the system.
Postconditions:	A new account is created, and the user can log in with their credentials.
Priority:	High
Frequency of Use:	Typically used once by new users
Flow of Events:	User selects "Create Account" in the user interface. User enters a valid email, password, and confirms the password. System checks for existing account using Firebase API. Account is created successfully if email is unique.

Alternative Flows:	NIL
Exceptions:	<ol style="list-style-type: none"> 1. Email already exists. 2. Passwords do not match.
Includes:	Firebase API
Special Requirements:	Integration with Firebase.
Assumptions:	<ol style="list-style-type: none"> 1. User provides a valid email. 2. User inputs matching passwords.
Notes and Issues:	None

4. LoadMap

Use Case ID:	4		
Use Case Name:	LoadMap		
Created By:	Ashwin Suresh	Last Updated By:	Ashwin Suresh
Date Created:	17/09/24	Date Last Updated:	17/09/24

Actor:	User
Description:	Loads the map interface showing the user's current location.
Preconditions:	User must have granted location permissions.
Postconditions:	The map displays the user's location.
Priority:	High
Frequency of Use:	Every time the map is loaded
Flow of Events:	<ol style="list-style-type: none"> 1. User is prompted to grant location permission if not already granted. 2. User grants permission. 3. Map is loaded and centred on the user's current location.

	4. User's location is indicated on the map.
Alternative Flows:	NIL
Exceptions:	User denies location permission. No network connectivity.
Includes:	TomTomAPI
Special Requirements:	Location permission must be granted
Assumptions:	The user has internet access
Notes and Issues:	None

5. QueryNearbyCarpark

Use Case ID:	5		
Use Case Name:	QueryNearbyCarpark		
Created By:	Dave Goh	Last Updated By:	Dave Goh
Date Created:	17/09/24	Date Last Updated:	17/09/24

Actor:	System
Description:	Queries and displays nearby car parks based on the user's location.
Preconditions:	Network connectivity and location permissions are granted.
Postconditions:	The user can view nearby car parks with details.
Priority:	High
Frequency of Use:	Frequently used when searching for parking.
Flow of Events:	<ol style="list-style-type: none"> 1. System queries URA Carpark API for nearby carpark information based on the user's location. 2. Car Parks are displayed on the map in proximity to the user's location.

	3. Car Park information such as distance, rate, EV charging capability, and capacity are displayed.
Alternative Flows:	NIL
Exceptions:	<ol style="list-style-type: none"> 1. No network connectivity. 2. Location permissions are not granted.
Includes:	<ol style="list-style-type: none"> 1. URA Carpark API 2. TomTom API
Special Requirements:	Integration with URA and TomTom APIs.
Assumptions:	User has internet access.
Notes and Issues:	None

6. ReportBug

Use Case ID:	6		
Use Case Name:	ReportBug		
Created By:	Ashwin Suresh	Last Updated By:	Ashwin Suresh
Date Created:	17/09/24	Date Last Updated:	17/09/24

Actor:	User
Description:	Allows users to submit a bug report.
Preconditions:	User must be logged in.
Postconditions:	Bug report is saved in the database for review.
Priority:	High
Frequency of Use:	Used occasionally.
Flow of Events:	<ol style="list-style-type: none"> 1. User navigates to the settings menu.

	<ol style="list-style-type: none"> 2. User selects the "Report Bug" option. 3. User enters the bug description in a text field. 4. User submits the bug report. 5. Report is stored in the database.
Alternative Flows:	NIL
Exceptions:	<ol style="list-style-type: none"> 1. Text field contains invalid characters. 2. Report exceeds 1000 characters. 3. No network connectivity.
Includes:	Firebase API
Special Requirements:	Integration with Firebase.
Assumptions:	User has internet access.
Notes and Issues:	None

7. ApplyPreferences

Use Case ID:	7		
Use Case Name:	ApplyPreferences		
Created By:	Dave Goh	Last Updated By:	Dave Goh
Date Created:	17/09/24	Date Last Updated:	17/09/24

Actor:	User
Description:	Allows users to modify their app preferences.
Preconditions:	Users must be on the preferences page.
Postconditions:	Changes are saved to the user's profile in the database.
Priority:	High
Frequency of Use:	Used frequently to adjust preferences.

Flow of Events:	<ol style="list-style-type: none"> 1. User navigates to the preferences page. 2. Users modify their preferences. 3. System updates the changes in the user database.
Alternative Flows:	NIL
Exceptions:	No network connectivity.
Includes:	None
Special Requirements:	None
Assumptions:	User has internet access
Notes and Issues:	None

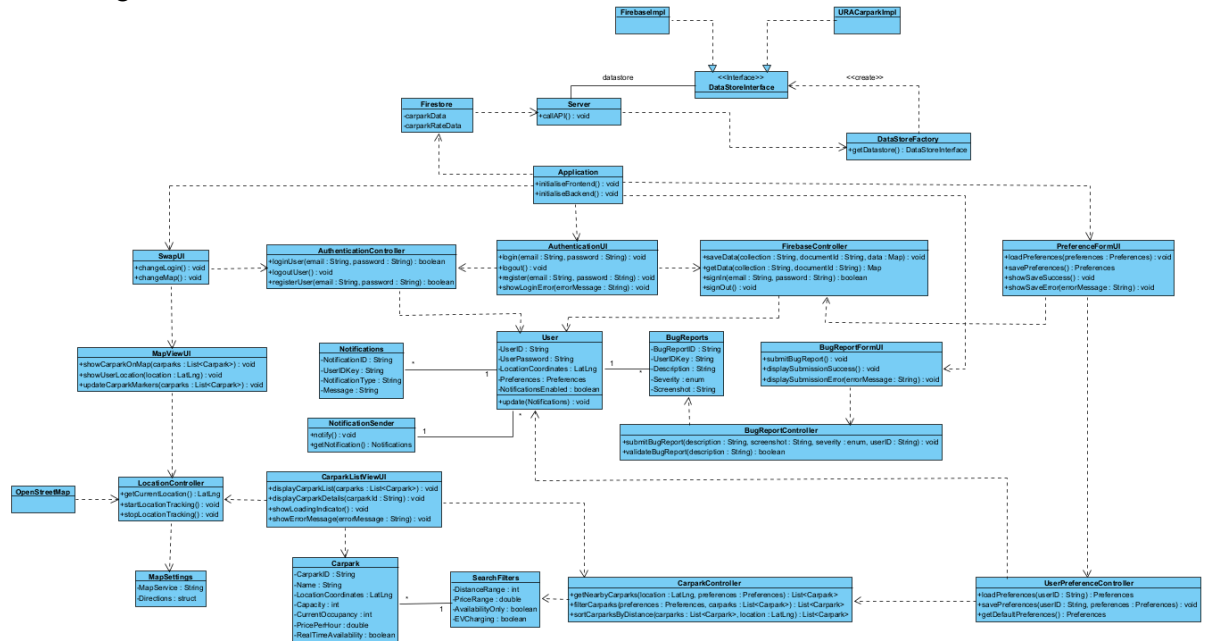
8. Logout

Use Case ID:	8		
Use Case Name:	Logout		
Created By:	Dave Goh	Last Updated By:	Dave Goh
Date Created:	17/09/24	Date Last Updated:	17/09/24

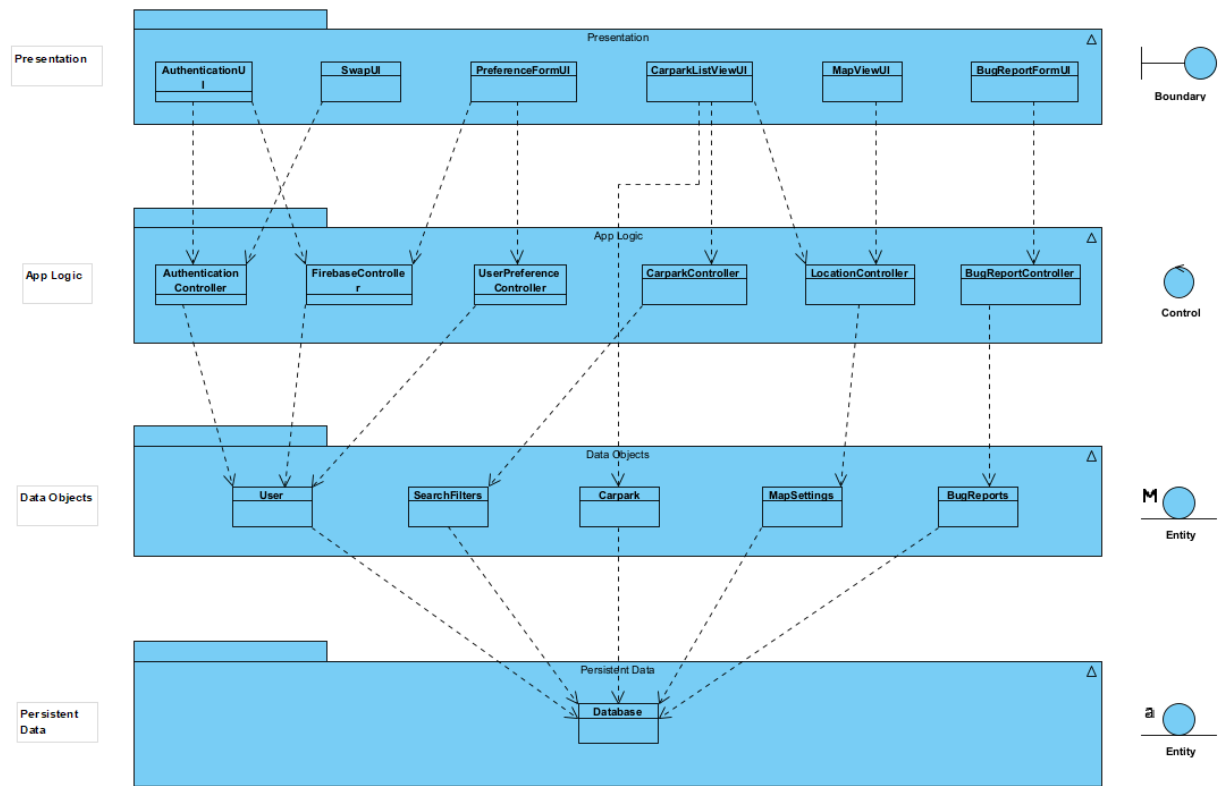
Actor:	User
Description:	Logs the user out of the app.
Preconditions:	The user must be logged in.
Postconditions:	User is redirected to the login screen.
Priority:	High
Frequency of Use:	Frequently used at the end of a session.
Flow of Events:	<ol style="list-style-type: none"> 1. User selects "Logout." 2. Application logs out the user and redirects them to the login page.
Alternative Flows:	NIL
Exceptions:	No network connectivity.
Includes:	None
Special Requirements:	None
Assumptions:	None

4.Design Model

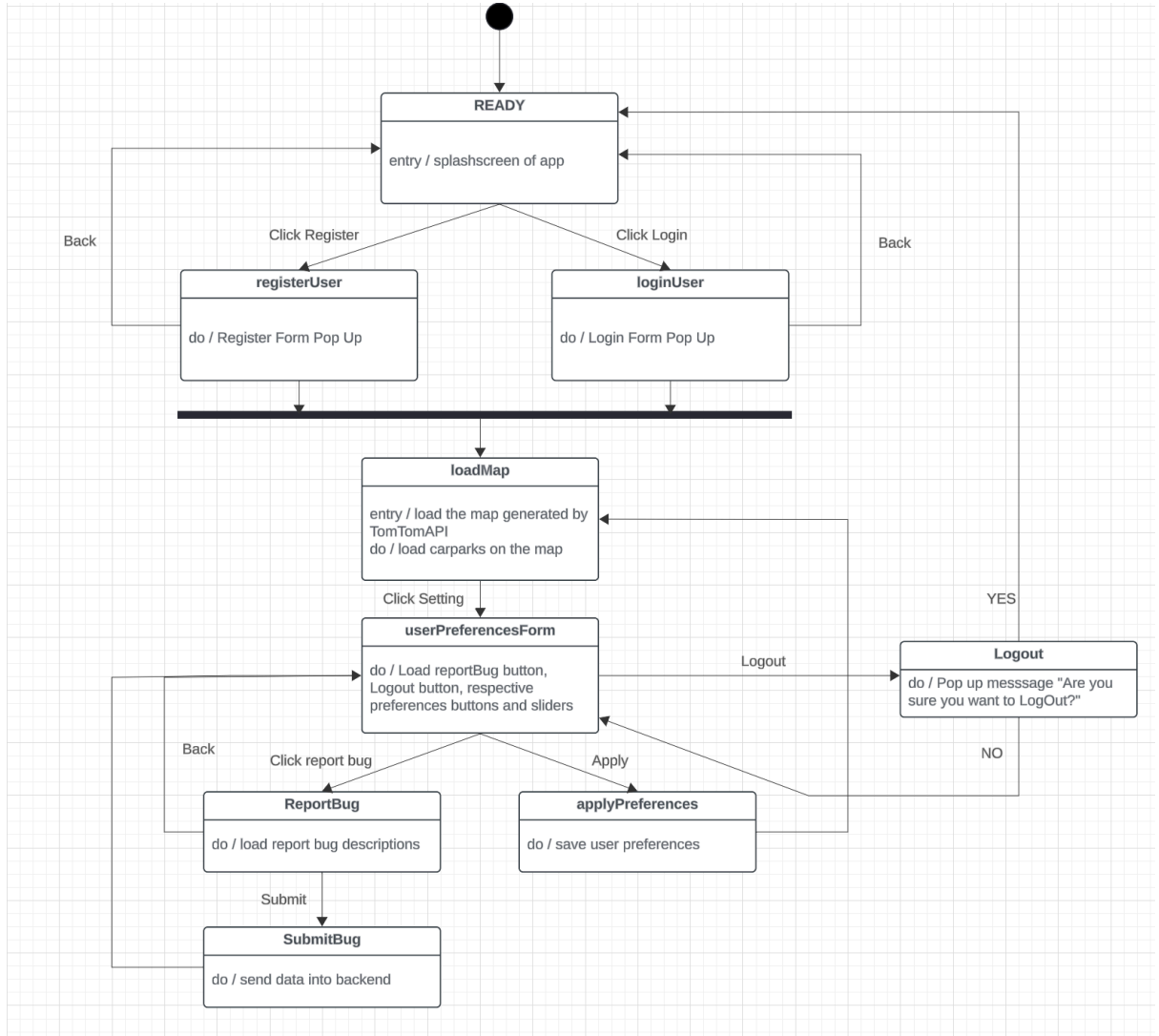
4.1 Class Diagram



4.2 System Architecture

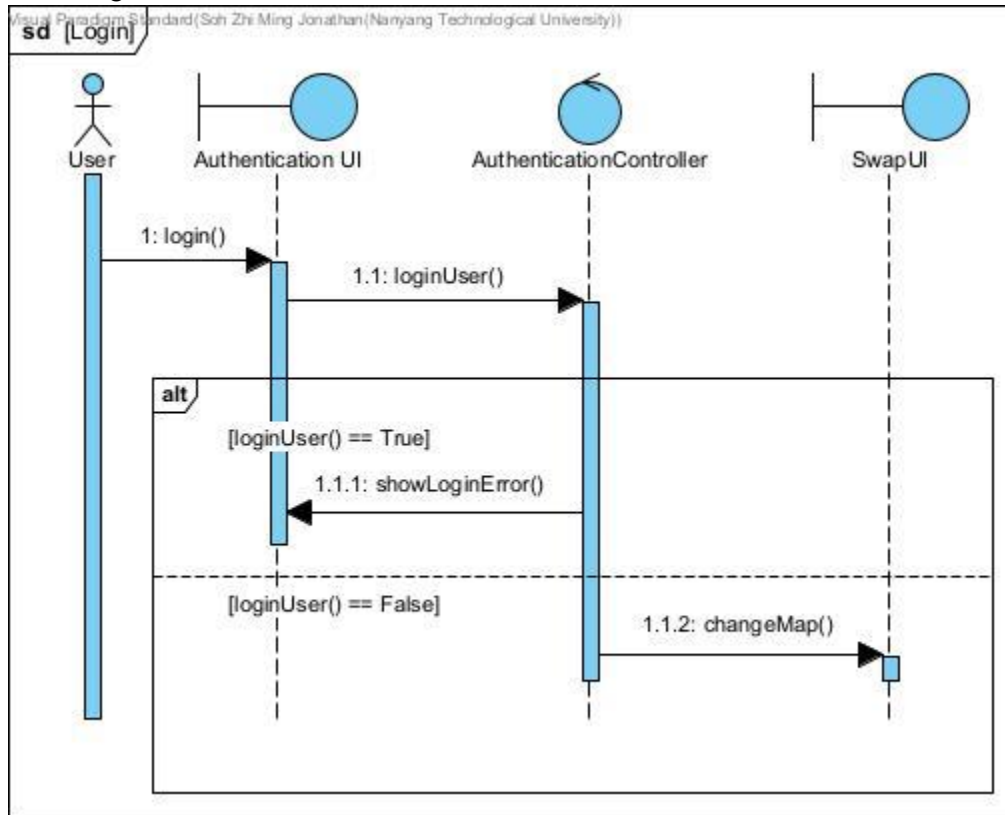


4.3 Dialog Map

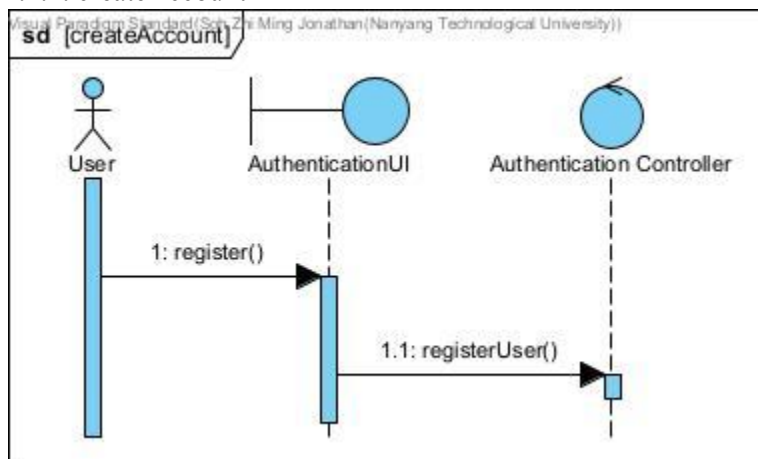


4.4 Sequence Diagram for Use Cases

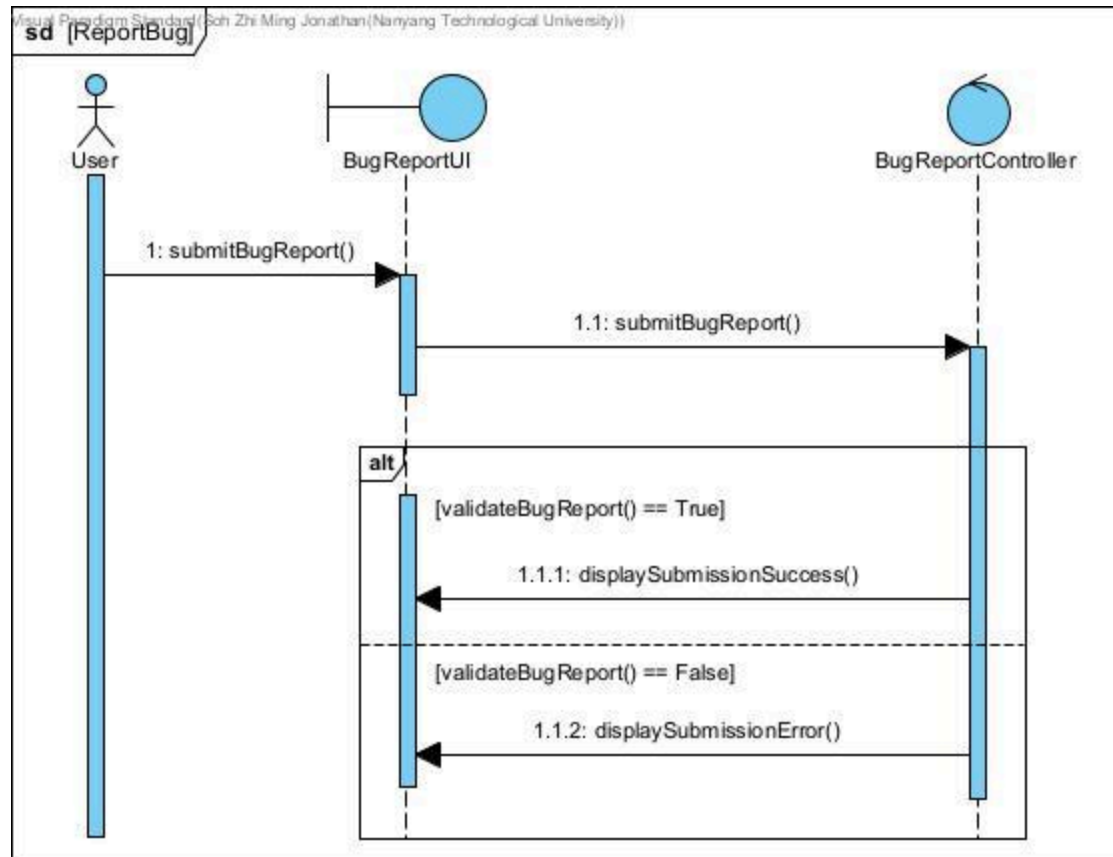
4.4.1. Login



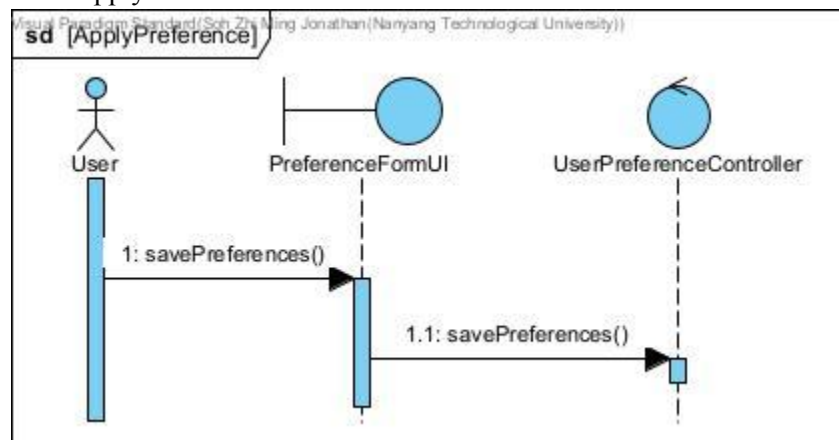
4.4.2. createAccount



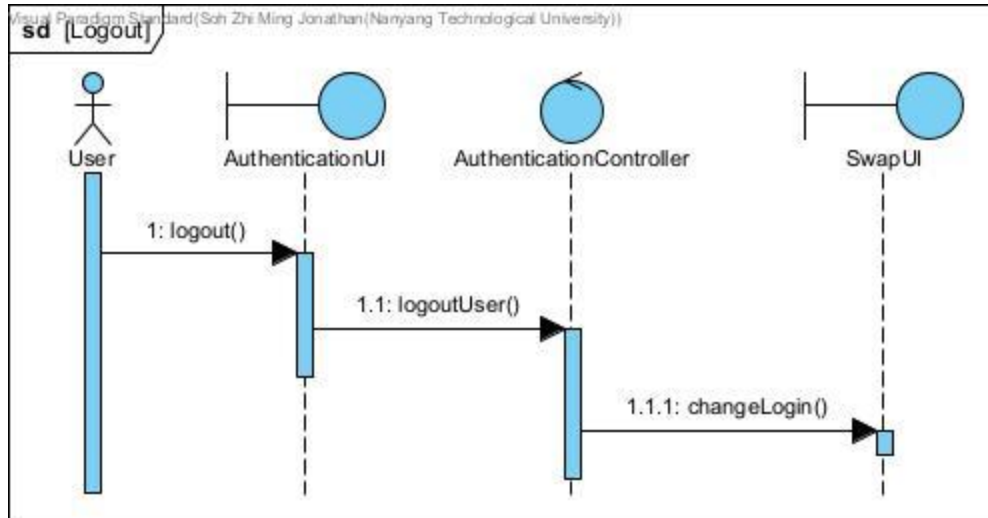
4.4.3 ReportBug



4.4.4 ApplyPreference



4.4.5 LogOut



5.Key Design Issue

In the Design Model, two new design patterns were added: The Factory Pattern and the Observer Pattern with a Push-Update Notification mechanism.

The Factory Pattern was implemented to add backend capabilities of the Application

The Observer Pattern was implemented in the Notification system, as a NotificationSender class was added to provide capabilities to send notifications to users (observers). The Push mechanism was preferred here because

6. Application Skeleton

