SWE Phase 2

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Added Requirements:

- Match doner / recipient based on proximity (distance).
- Support hospitals and blood banks share in providing / consuming blood units.
- Consumption analysis for hospitals and opposite for blood banks.
- Sort blood doner based on proximity.

System Main Components:

Account management component responsibilities:

- 1. Sign up
 - a. Validates all inputs (allowing only users with more than 18 years to create accounts).
 - b. Registers user.
 - c. Sends a verification link to the provided email address in order to confirm it.
- 2. Sign in
 - a. Validates user's credentials.
 - b. Saves user's session.
 - c. Allows user to change his password (forget password)

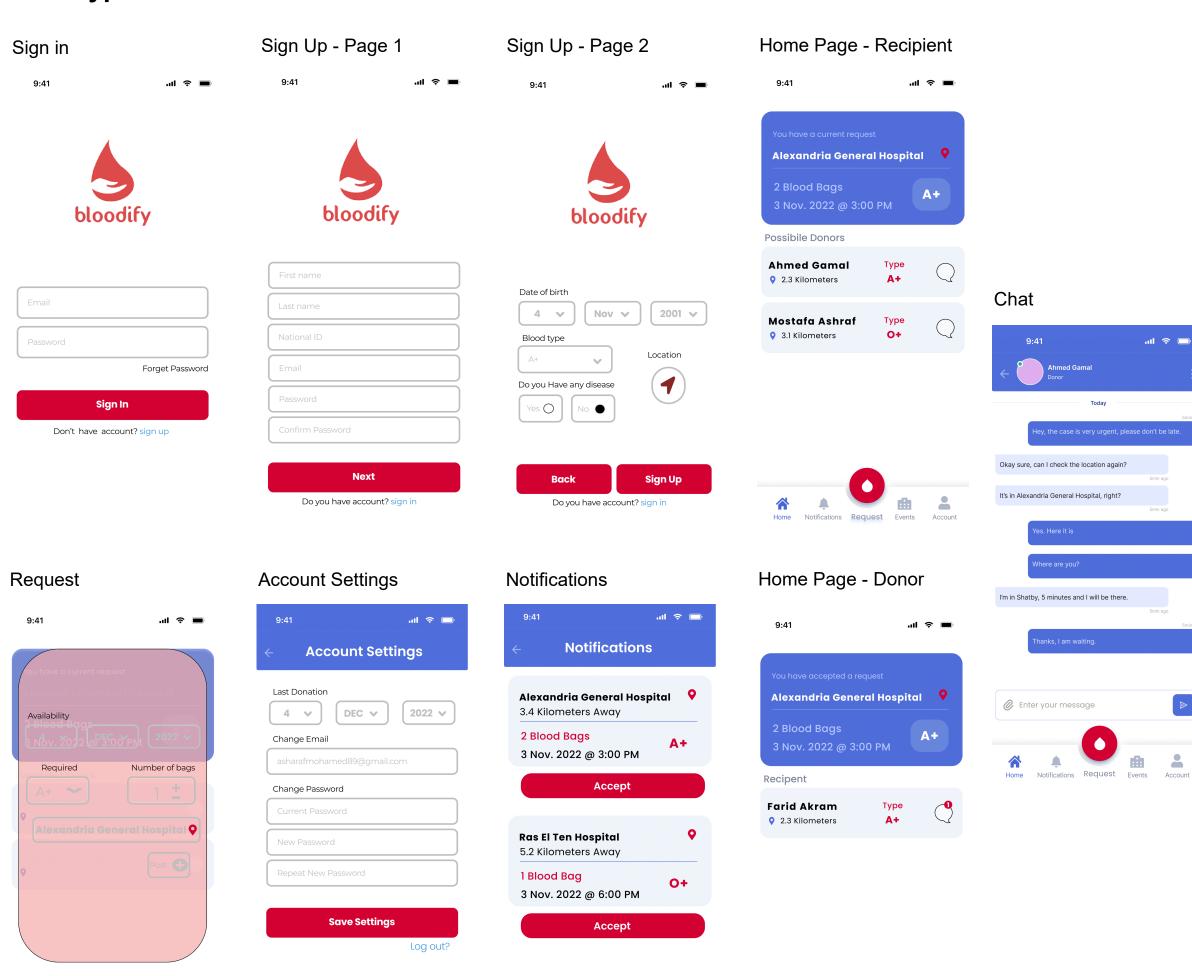
• User posts component responsibilities:

- a. Creates a post to notify nearby possible blood donors.
- b. Verify that all posts field are filled and within available ranges.
- c. If the notified user accepts the notifications, the list of allowed users will be modified, and the prioritized users given to the recipient is modified
- d. Sorts users according to their distance to donation location.
- e. Deletes the post once the last time of donation has come, or the user has collected the required number of bags.
- Messaging component responsibilities:
- a. Sends a notification to all possible donors that meet the required criteria.
- b. Sends a notification to all users within range to inform them about a new event.
- c. Allows chatting between two parties when an approval occurs, these two parties are the donor (who confirmed) and the person in need of blood.

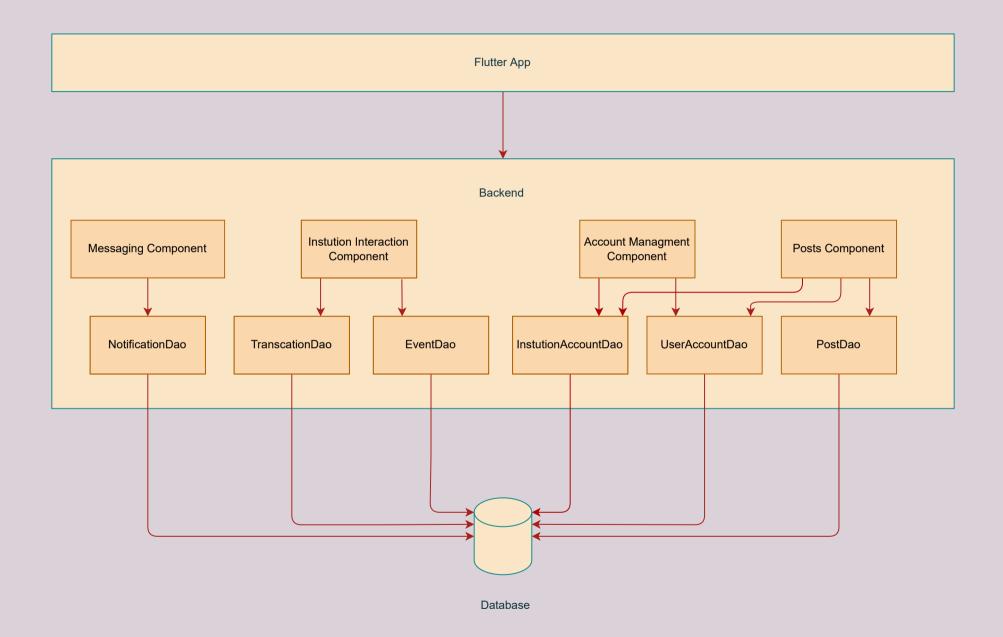
• Institution interaction component responsibilities:

- a. Create event in certain location.
- b. Issue notifications to nearby users to notify them about the event.
- c. Institutions can confirm transactions
 - i. User User transaction
 - ii. Institution User transaction
 - iii. User Institution transaction
- d. After each day, institution's inventories are saved into files.

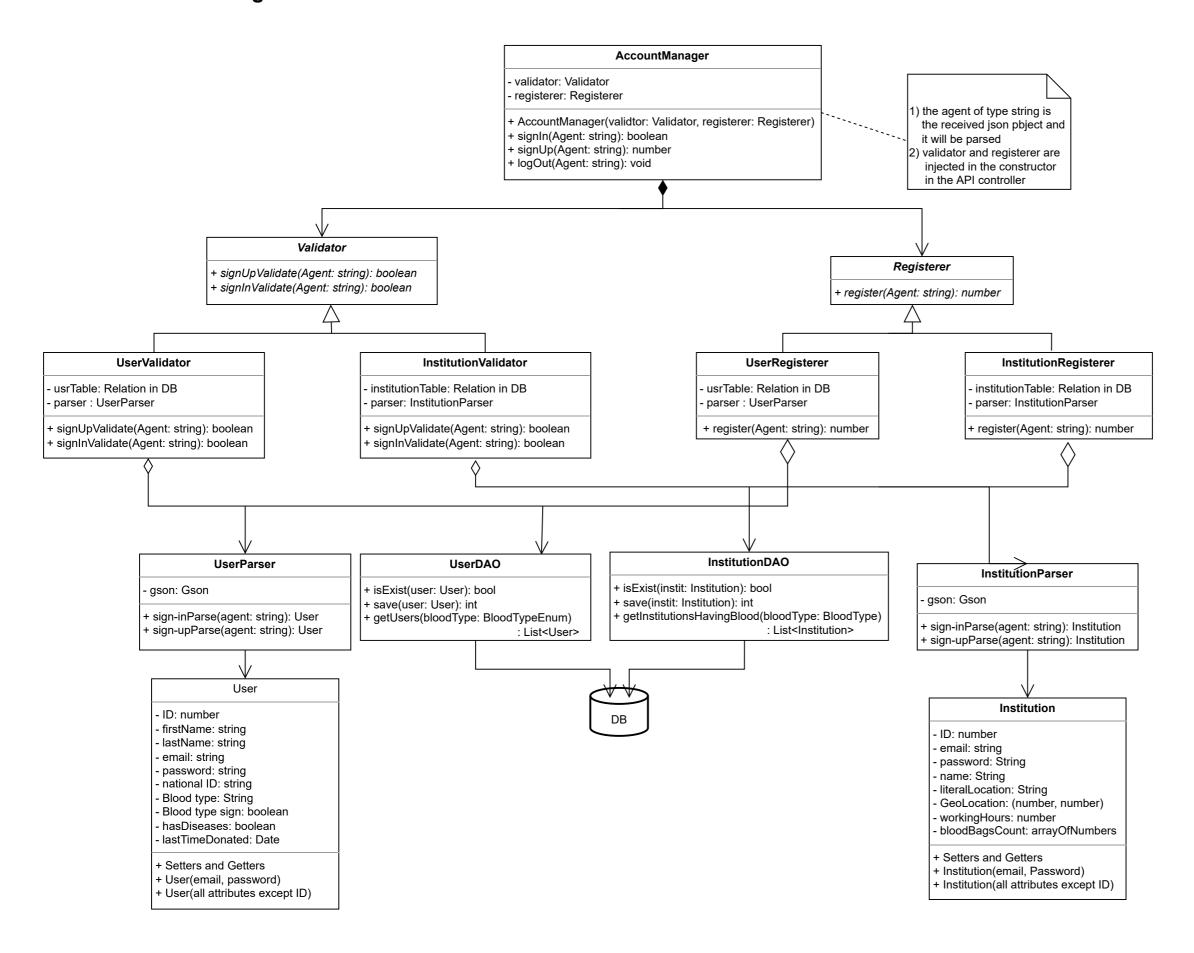
Prototype



Component Diagram



Account Managment Component Class Diagram



Used Design Patterns

- 1) Bridge / Template pattern
- 2) Chain of Responsibility within Signup
- 3) Facade pattern
- 4) Builder Pattern

Account Managment Component CRC Cards

Account Manager	
Attributes	Collaborations
Validator	Registration API
Registerer	Registerer
	Validator
'	

UserValidator and UserRegisterer	
Attributes	Collaborations
DB link	UserParser
Parser	JDBC
	User
	Account Manager
'	!

InstitutionValidator and InstitutionRegistere	
Attributes	Collaborations
DB link	InstitutionParser
Parser	JDBC
	Institution
	AccountManager

UserParser	
Attributes	Collaborations
Gson	User
	UserValidator
	UserRegisterer

InstitutionParser	
Attributes	Collaborations
Gson	Institution
	InstitutionValidator
	InstitutionRegistrer

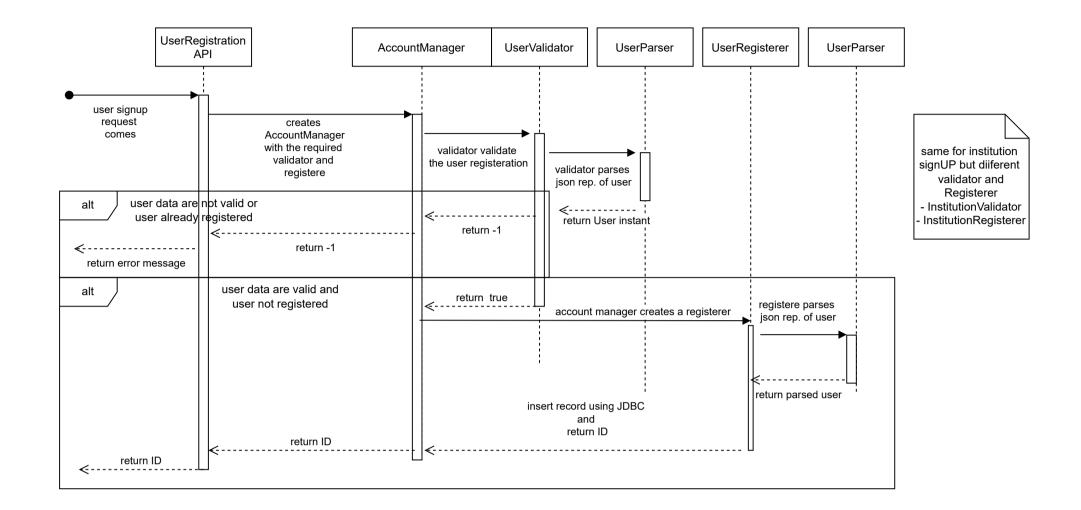
User DAO	
Responsibilities	Collaborations
Check existence of user	Database
Save user	
Get Users with certain blood type	

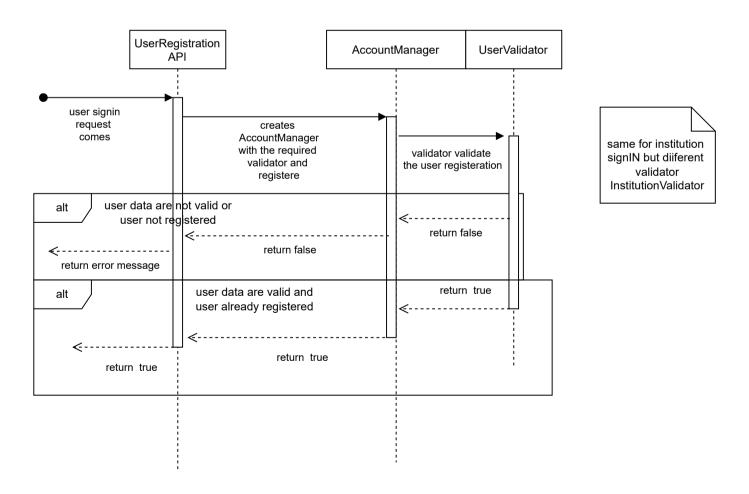
User	
Attributes	Collaborations
name	UserParser
email	UserValidator
ID	UserRegistere
BloodType	JDBC
National ID	
password	
hasDisease	
lastTimeDon	

Institution	
Attributes	Collaborations
ID	InstitutionParser
name	InstitutionValidator
email	InstitutionRegistere
password	JDBC
literalLoc.	
geo.loc.	
blood bag Count	

Institution DAO	
Responsibilities	Collaborations
Check existence of institution	Database
Save institution	
Get institution that have certain blood type	

Account Managment Component Sequence Diagram





Messaging Message ChatService Component - senderID: int - timeInfo: data & time **Class Diagram** - receiverID: int + content: string - senderID: integer - receiverID: integer + startChat(): void + sendMessage(): void + setDateAndTime(): void + endChat(): void + getDateAndTime(): void + getSenderID(): int + getSenderID(): int + getReceiverID(): int + getIsReceiverOnline(): boolea Use **NotificationService** NotificationDao - NotifcationDao -sends-+ addNotification(userID, Notification): void + createNotification() + getNotification(userID): List<Notification> + sendNotification(userID: int, Notification): void + deleteNotification(userID, Notification) + getNotifications(userID: int): List<Notification> Notification NotificationBuilder <qet>> # title: String - notification: Notification <qet>> # info: String <qet>> # target: int + addPostInfo(post: Post): Notification <<get>> # type: NotificationType + addEventInfo(event: Event): Notification + addMessageInfo(message: Message): Notification + addApproveInfo(userID: int): Notification <<Enumeration>> **NotificationType** + Match + Event + Approval

+ Message

Messaging Component CRC Cards

Chat Service		
Collaborations		
Notification Service		
Message		

Notification DAO		
Responsibility	Collaborations	
add new notification	Database	
fetch notifications of specific user		
delete notification		

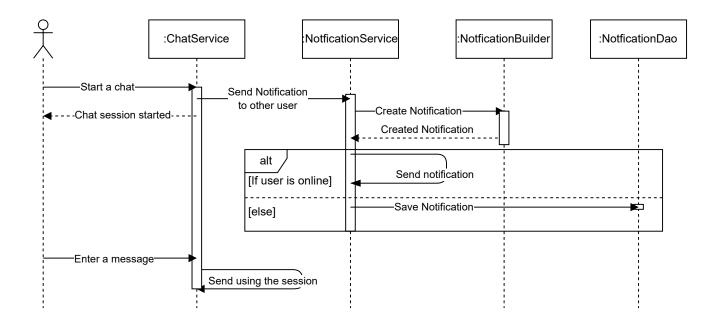
Notification Service	
Responsibility	Collaborations
sends notification	Notification Builder
gets saved notfications	Notification
	Notification DAO
gets saved notfications	1 tounoution

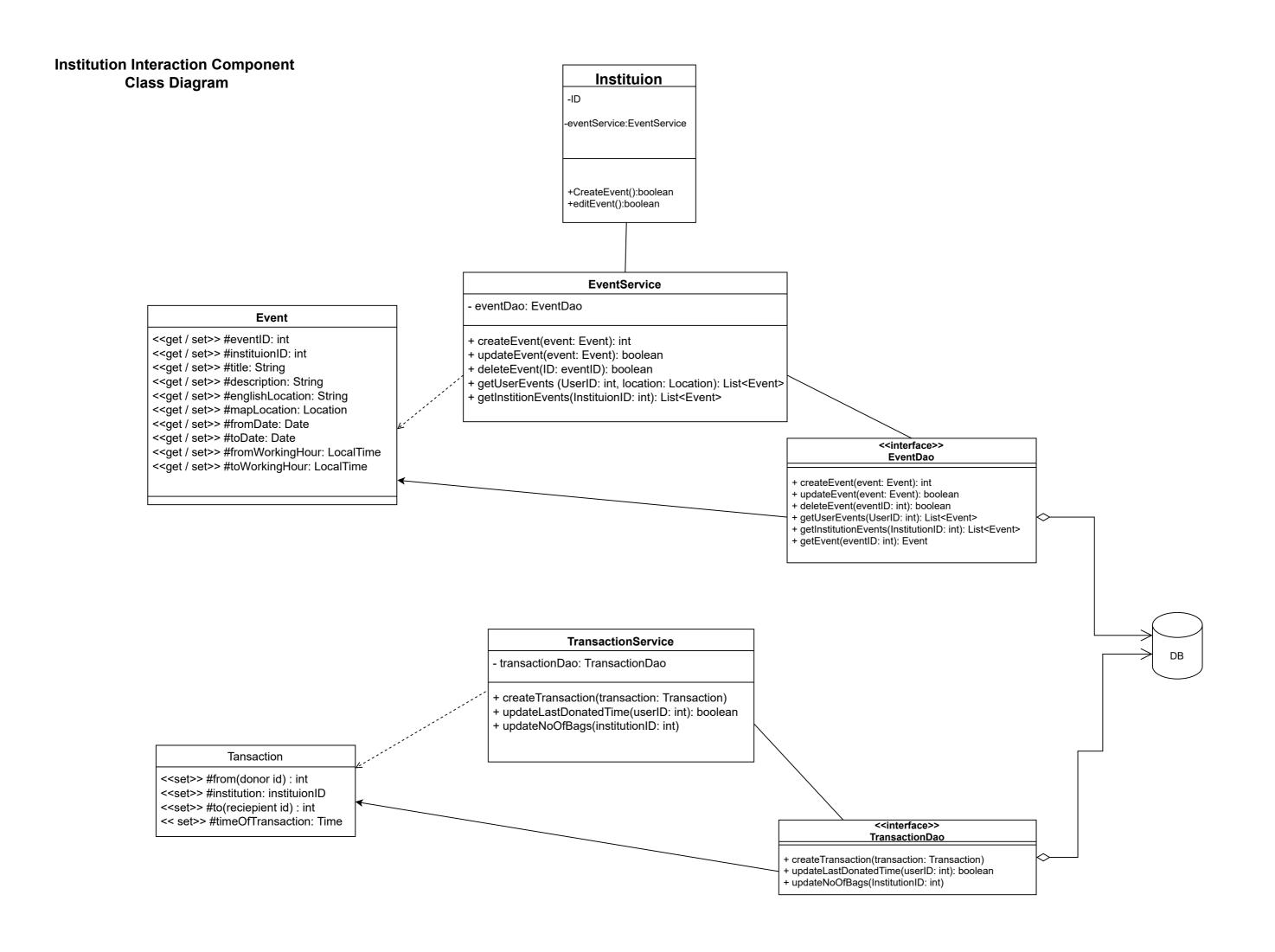
Message	
Attribute	Collaborations
date and time	
sender ID	
receiver ID	

Notification Builder	
Responsibility	Collaborations
Builds notifications based on a sepecific type	Notification

Notification	
Attribute	Collaborations
title	
info	
target ID	
type	

Messaging Component Sequence Diagram Chat, Notification Ex.





Institution Interaction Component CRC Cards

Event	
Attributes	Collaborations
eventID	
institutionID	
title	
description	
englishLocation	
mapLocation	
fromDate	
toDate	
fromWorkingHour	
toWorkingHour	

Transaction	
Attributes	Collaborations
from	
institution	
to	
timeOfTransaction	

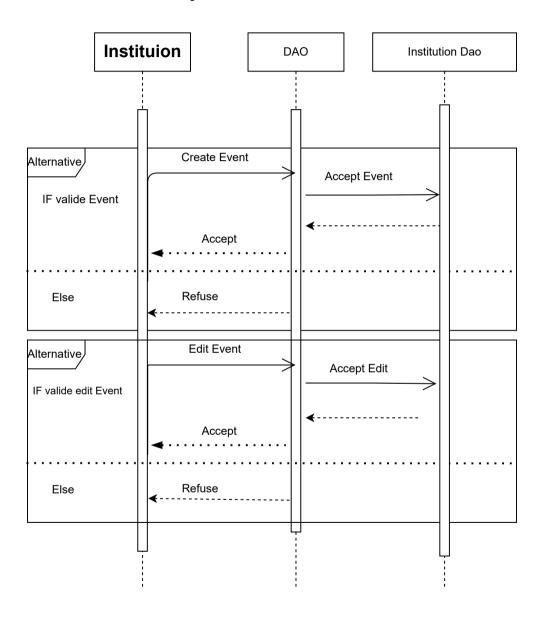
Event Service	
Responsibilities	Collaborations
Create Event	Institution
Update Event	Event
Delete Event	Event DAO
Get User Events	
Get Inst. Events	
Get Event	

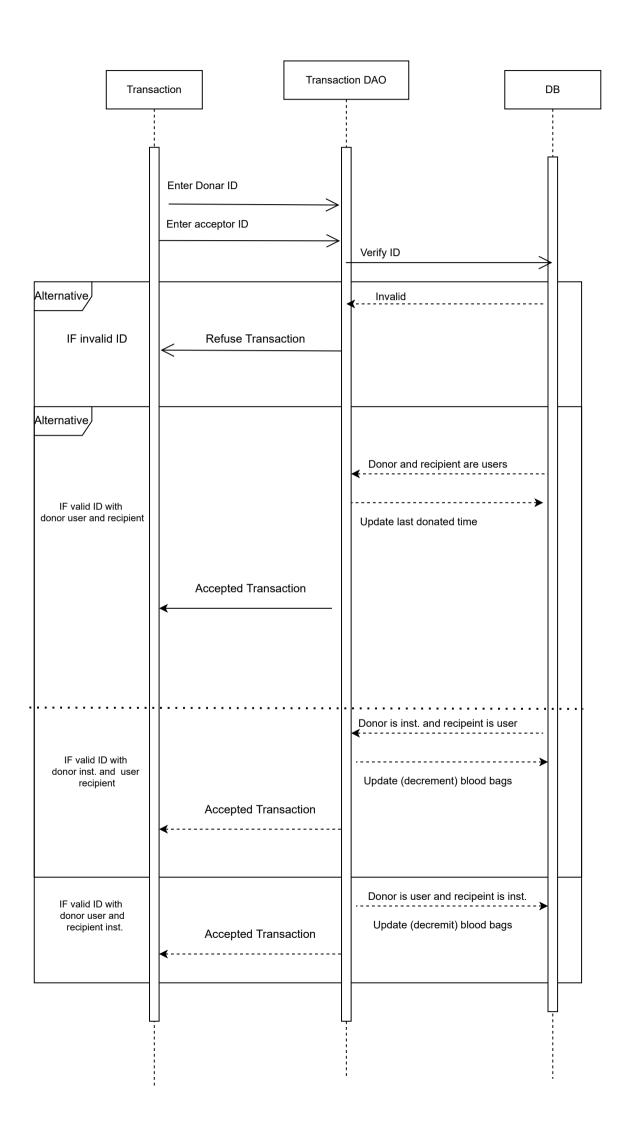
Transaction Service	
Responsibilities	Collaborations
Create transaction	Transaction
Update User's last donated time	Transaction DAO
Update number of bags in inst.	

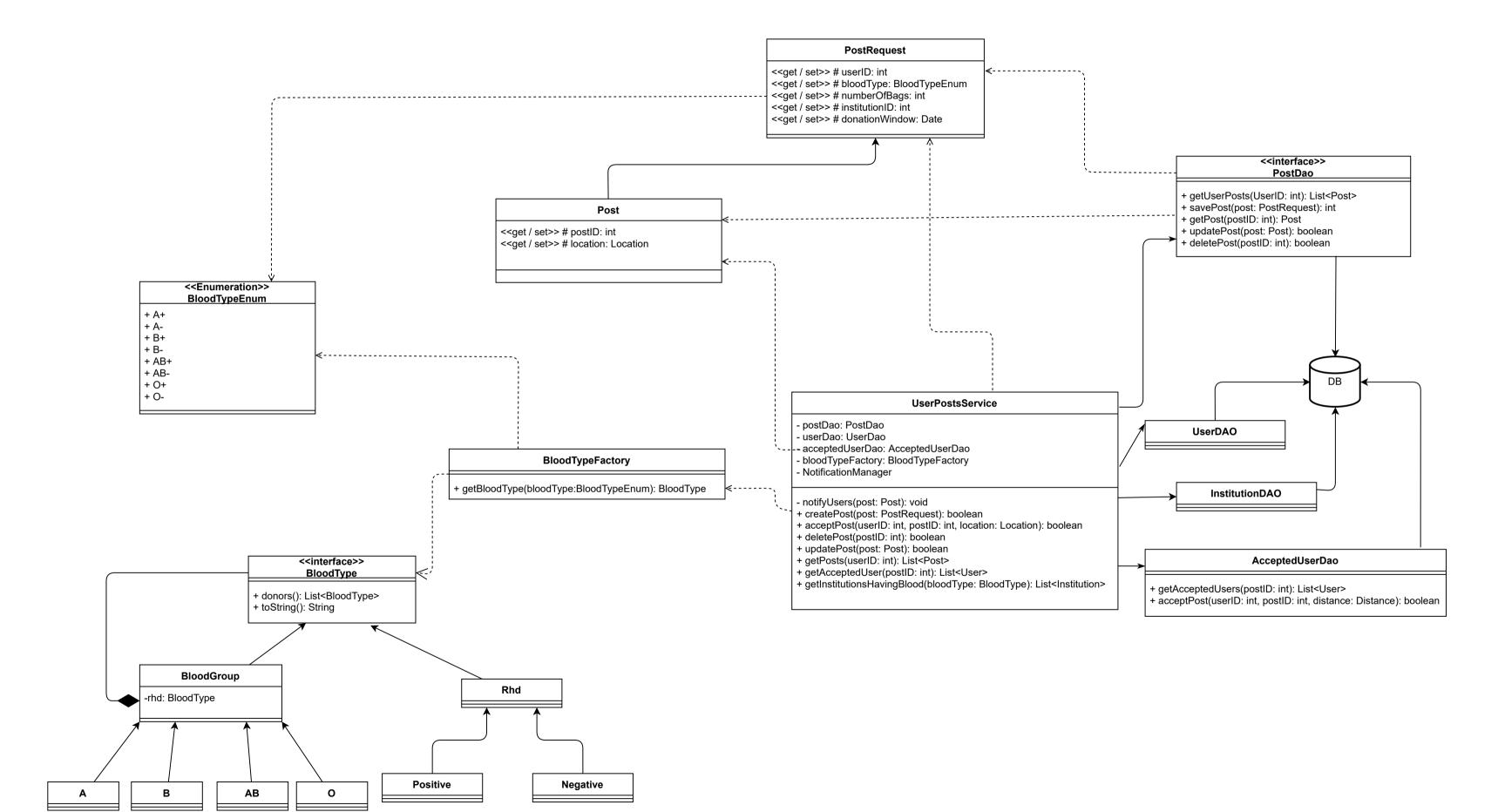
Event DAO	
Responsibilities	Collaborations
Create Event	
Update Event	
Delete Event	
Get User Events	
Get Inst. Events	
Get Event	

Transaction DAO	
Responsibilities	Collaborations
Create transaction	
Update User's last donated time	
Update number of bags in inst.	

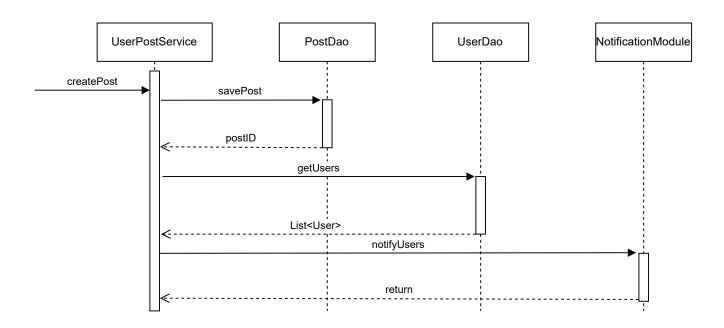
Institution Interaction Component Sequence Diagram Event Activity



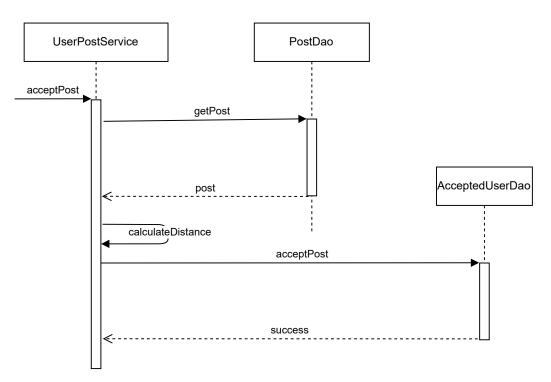




Post Component Sequence Diagram Request Activity



Post Component Sequence Diagram Accept Activity



Post Component CRC Card

User Post Service	
Responsibilities	Collaborations
Create Post	Post DAO
Update Post	User DAO
Delete Post	Accepted Users DAO
Accept Post	Blood Type Factory
Get Posts	Notification Manager
Get Accepted Users	

Accepted User DAO	
Attributes	Collaborations
Get Accepted Users	
Accept Post	

Post DAO	
Responsibilities	Collaborations
Get User Posts	
Save Post	
Get Post	
Update Post	
Delete Post	

Post	
Attributes	Collaborations
Post ID	
User ID	
Blood Type	
Number Of Bags	
Donation Window	

Blood Type Factory		
Responsibilities	Collaborations	
Get Blood Type		