Design Document

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Contents

Introduction

1.1 Purpose

In this document we aim to provide a description for the architecture and design of MyTaxiService. This document is targeted towards the future developers of the system.

1.2 Scope

The application will be developed using a client-server paradigm. The server-side application must recognize an user (either an unregistered guest, a passenger or a taxi driver), and accordingly signal the client the available actions. The server-side application must manage the city-wide taxi deployment, by the means explained in the RASD document[1] The client-side application must show a UI The application must implement a report system, in order to incentive a good behaviour of the users involved

1.3 Definition, Acronymus, Abbreviation

1.4 Reference Documents

1.5 Document Structure

[1]see reference documents

Architectural Design

2.1 Overview

The distributed application is composed by a server side, and a client one. The client side interacts with users (or guests), showing the correct activity, and send requests to the server sdie, when needed. The server side manages requests comeing from the client side, and notify the users (or the guests) involved in the requests.

2.2 High level components and their interaction

The client side is composed by a set of activity composed by one or more actions and displayed through the user interface. The client side has also an interface that manage that manage the interaction with the server. The server side has a controller for each connected client, that manages the requests comeing from the users (or guests), taking data from the ride manager. It also sends messages to the clients in order to resolve the requests. The controller interacts with the clients through a network interface.

2.3 Component view

2.3.1 Client

2.3.2 Server

2.4 Runtime view

2.5 Component interfaces

2.6 Selected architectural styles and patterns

2.7 Other design decisions

Algorithm Design

User Interface Design

Requirements Traceability

References