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| Martin Rule, Lane Cotgrove, James Bayliss |
| Motion Project |
| Feature 2.1 Create Connection to Server |

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| Lane Cotgrove & Martin Rule  8/21/2012 |

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## 1. Overview

This feature will create the connection between the Avateering Client and the server architecture. This connection will be used within the next feature to receive data from the server. The first stage of this feature will be prompting the user for all information required to connect to their server. From there, that information will be used to register with their server and the user will be prompted about a successful connection.



## 2. Feature team

For the design of this feature we are using the following team members.

Martin Rule – Project Manager, Developer  
Lane Cotgrove – Lead developer  
James Bayliss – Developer/Tester

## 3. Sequence diagram



1. This is where information required for the connection is gathered from the user using the UI.

2. The information gathered is then passed to the network model.

3. Server information gathered is then used to set up a new connection to the relevant server. The network model then registers with the server.

4. The success or failure of this connection is then passed back to the network model

5. Then passed back to a relevant section of the user interface.

## 4. Refined object model



## 5. Class and method prologues

## 5.1 Class Prologue’s

//---------------------------------------------------

// @Name: NetworkModel

// @Author: Lane - PeePeeSpeed

// @Inputs: string - url, string queue

// @Outputs: NULL

//

// @Desc: Class constructor for NetworkModel

//---------------------------------------------------

## 5.2 Method Prologue’s

//---------------------------------------------------

// @Name: attemptConnection

// @Author: Lane - PeePeeSpeed

// @Inputs: string url, string queue

// @Outputs: NULL

//

// @Desc: Attempts to create a connection

// to the server for data transfer.

//---------------------------------------------------

//---------------------------------------------------

// @Name: validateAddress

// @Author: Lane - PeePeeSpeed

// @Inputs: string address, string queue

// @Outputs: Boolean

//

// @Desc: Used to check if the user has

// prefixed 'http://' to the web

// address for connectivity.

//---------------------------------------------------

## 6. Testing

For this feature, we will test the connection by using a local server, it will return successful if a connection is able to be created, or else it will fail, and the connection will not be completed. We will test to see if a connection can be created to an external server.

## 7. Design inspection

Design inspection was performed by Martin Rule, Lane Cotgrove and James Bayliss.  
  
Advisor inspection was performed by Andrew Eales on the 27th September 2012.

## 8. References

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