Grupp26

Architecture specification 0.1

Cloudio

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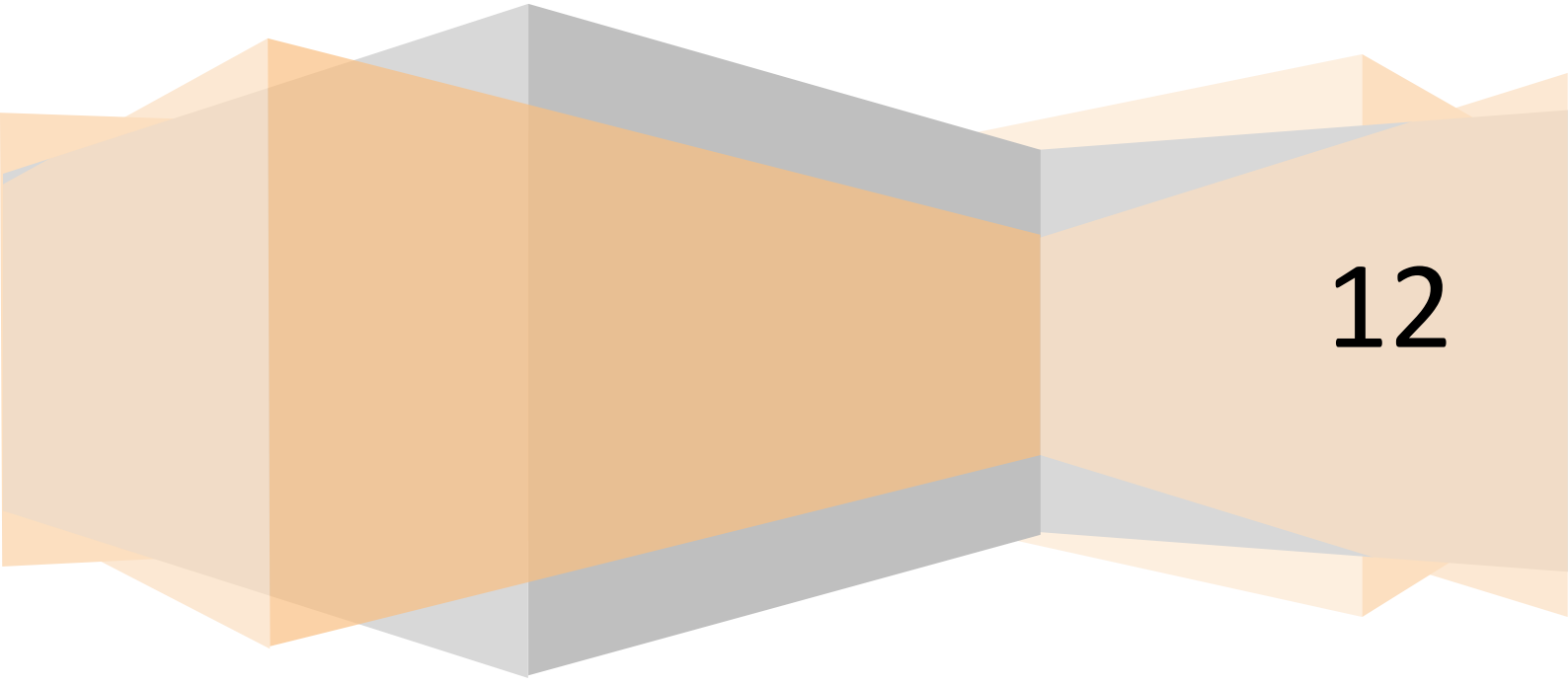

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1 Introduction

1.1 Purpose of this document

This design document aims to provide support for new developers in understanding the purpose and role of the core components in the application. It outlines application module structure as well as intramodular and intermodular communication flow.

1.2 Document scope

The scope of this document is limited to classes that participate in the communication flow between the different modules. It does not mention resource classes or adapter classes for view module components.

1.3 Terminology

TBA.

2 Architecture overview

2.1 Application block diagram

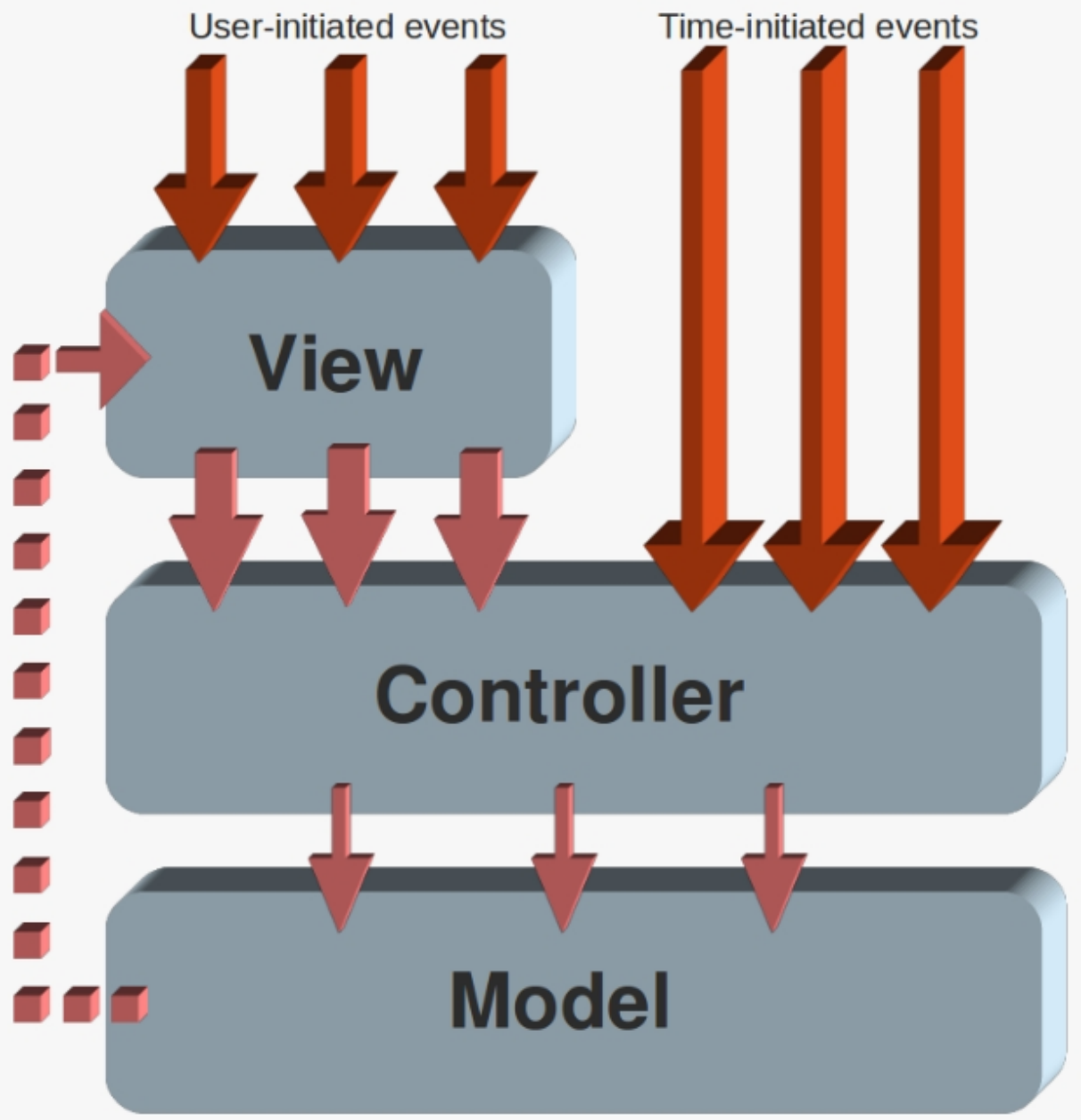

Figure 1 - Architecture block diagram. Darker arrows denote root sources for events that enter the application while brighter hue arrows depict information flow between application components.

The two main sources that trigger change within the application are user-initiated events and time-initiated events, as depicted in figure 1. User-initiated events constitute all forms of interaction with user controls contained in the view module such as buttons, seek bars and lists, while time-initiated events are triggered by threads contained in different parts of the controller module. In its original state the application is only susceptible to user-initiated events until the

user selects a book to play. User-initiated events are discussed in more detail in the following part.

2.2 View module

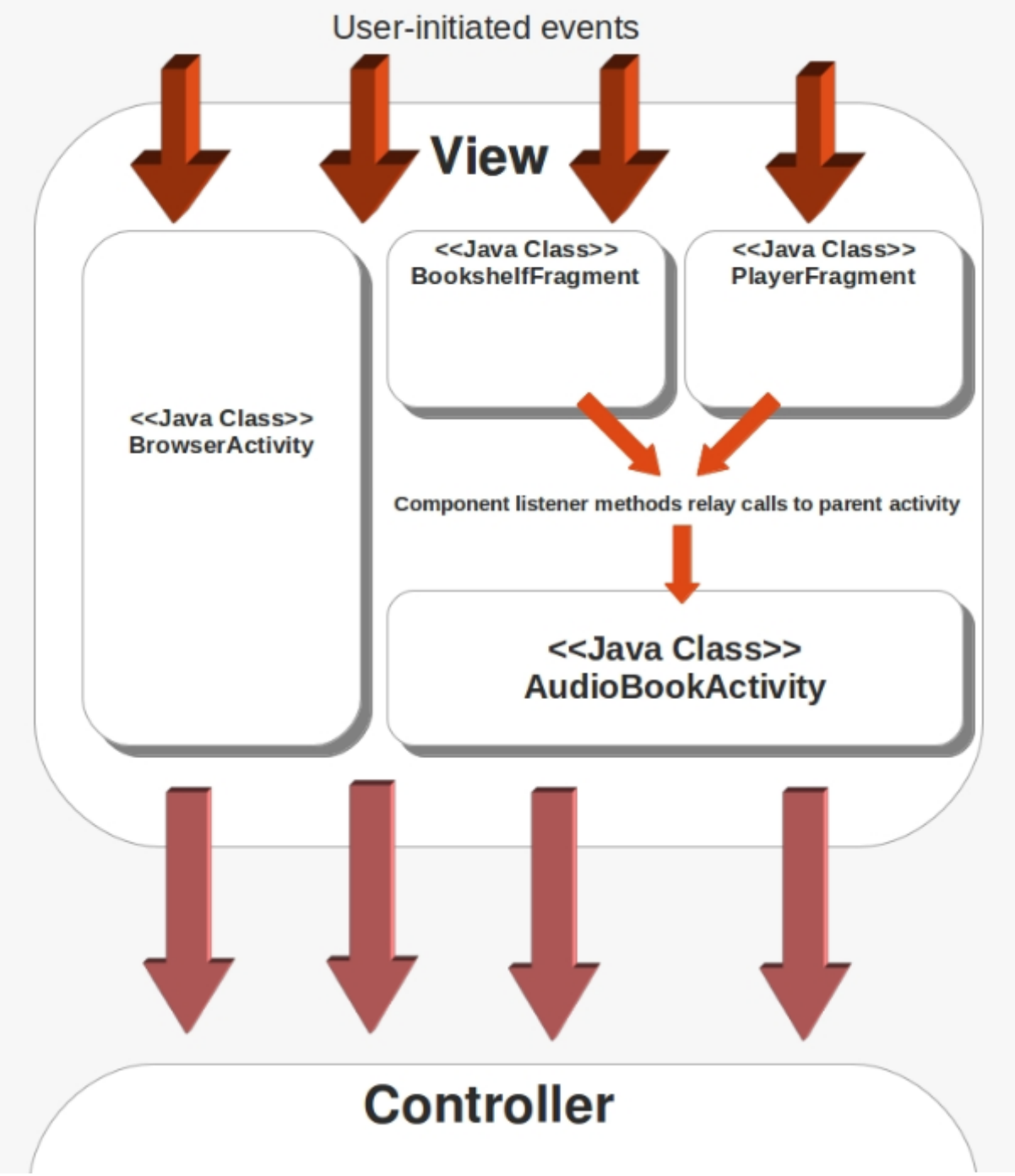

Figure 1.1 - Event information flow chart for the view module of the application.

The application contains three classes that provide elements that the user can interact with. As depicted in figure 1.1 above, these are *BrowserActivity*, *BookshelfFragment* and *PlayerFragment*. Depending on which of these component classes the user interacts with, events can either be relayed through a parent fragment container (*AudioBookActivity*) as in the case with the fragment classes, or be directly translated into a method call in the controller module as with the

BrowserActivity class. This way, each user-initiated interaction with a graphical component is indirectly mapped to a method call in a controller class, as depicted in figure 1.2.

2.3 Controller module

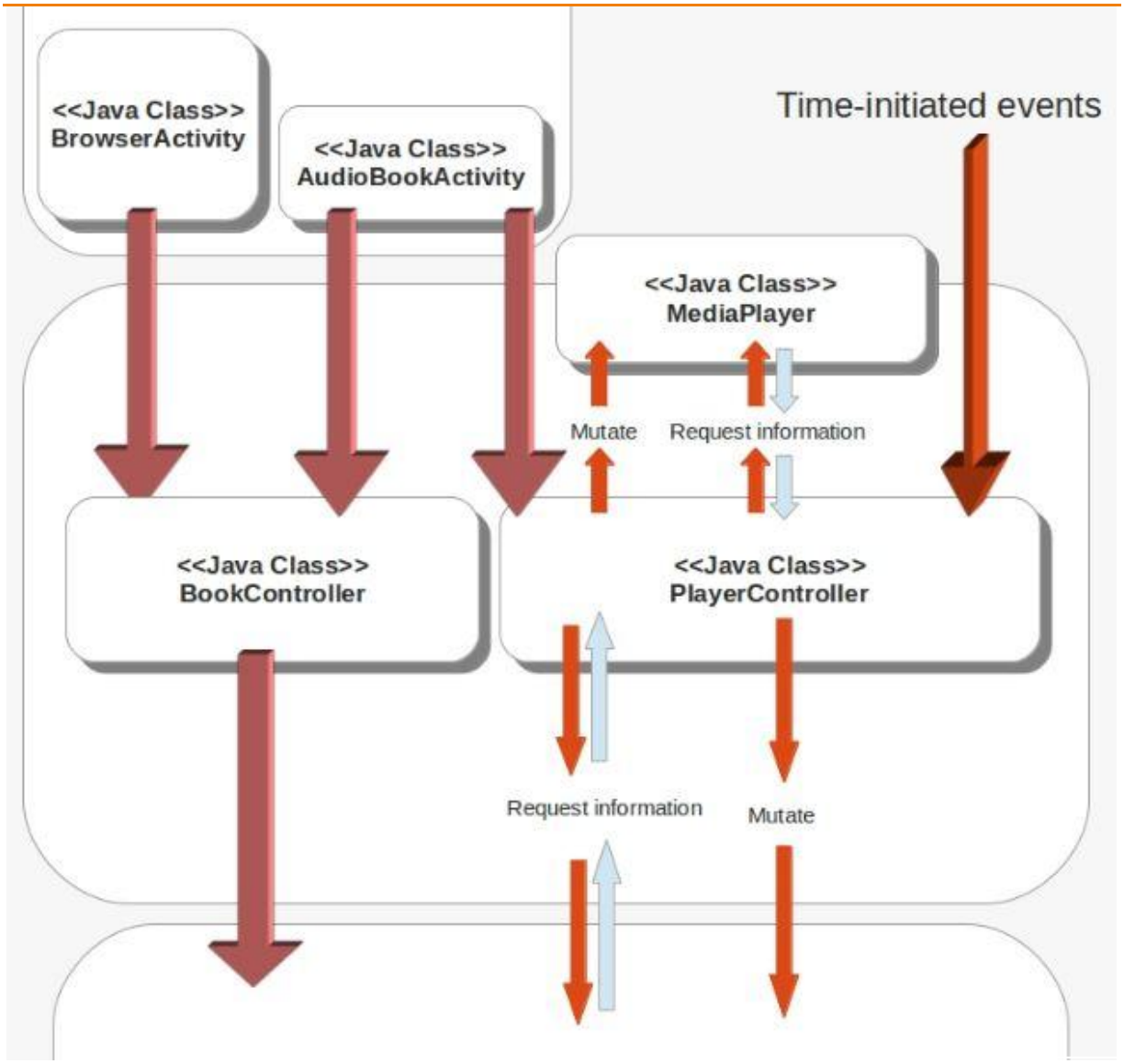

Figure 1.2 - Event information flow chart for the controller module of the application.

The main purpose of classes contained in the controller module is to... more TBA, until then: Lorem ipsum.

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2.4 Model module

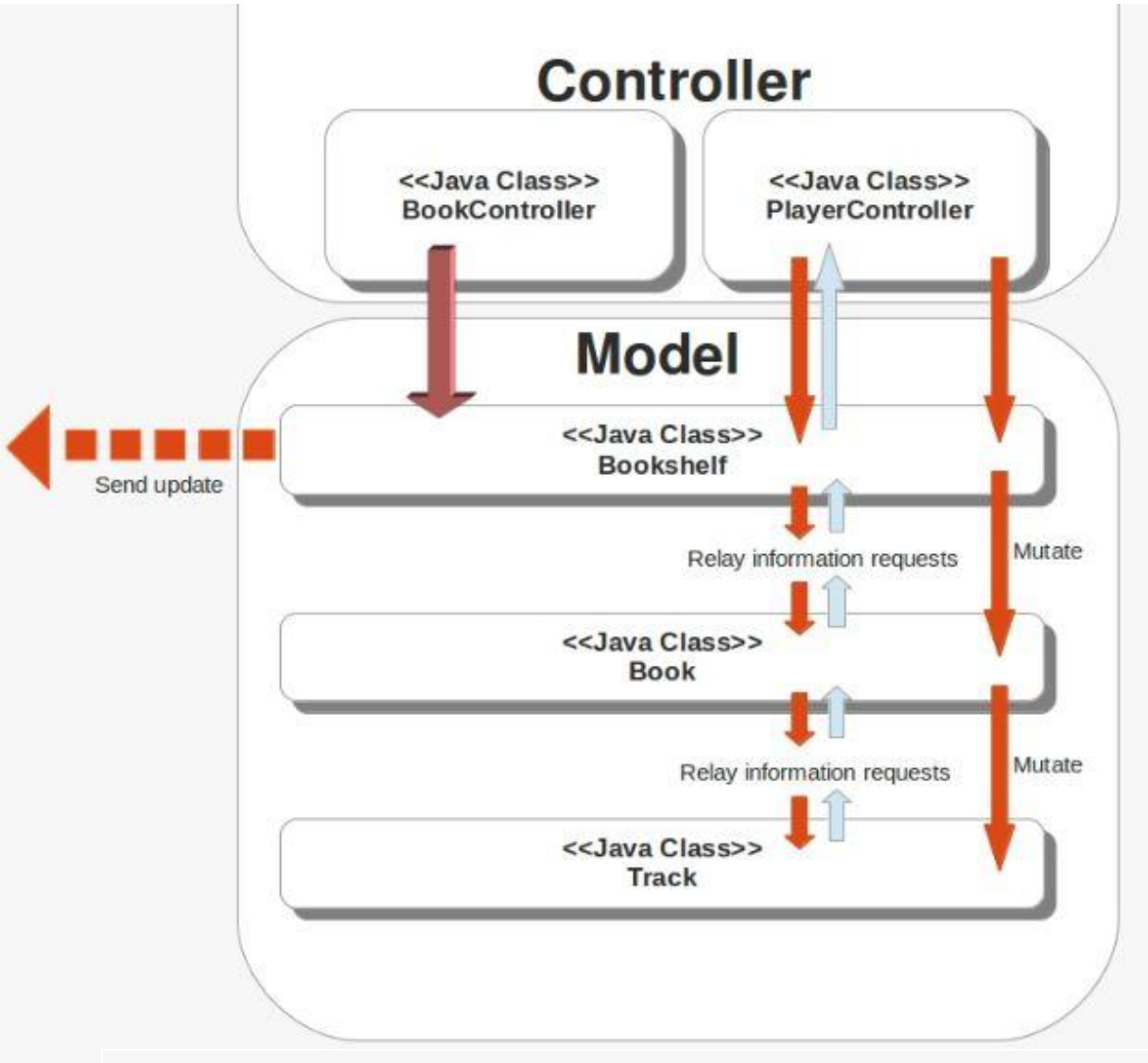

Figure 1.3 - Information flow chart for core classes in the model module of the application.

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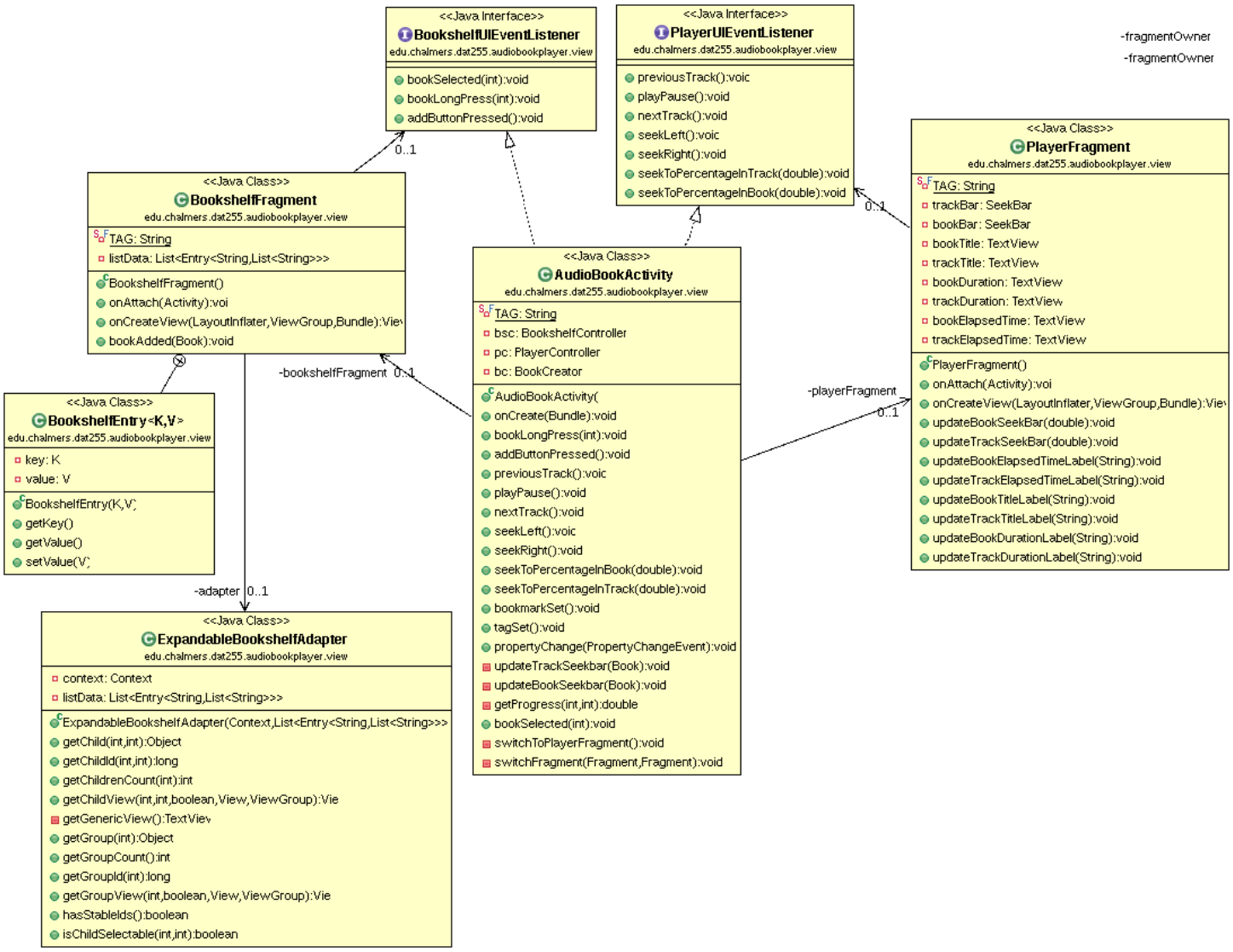
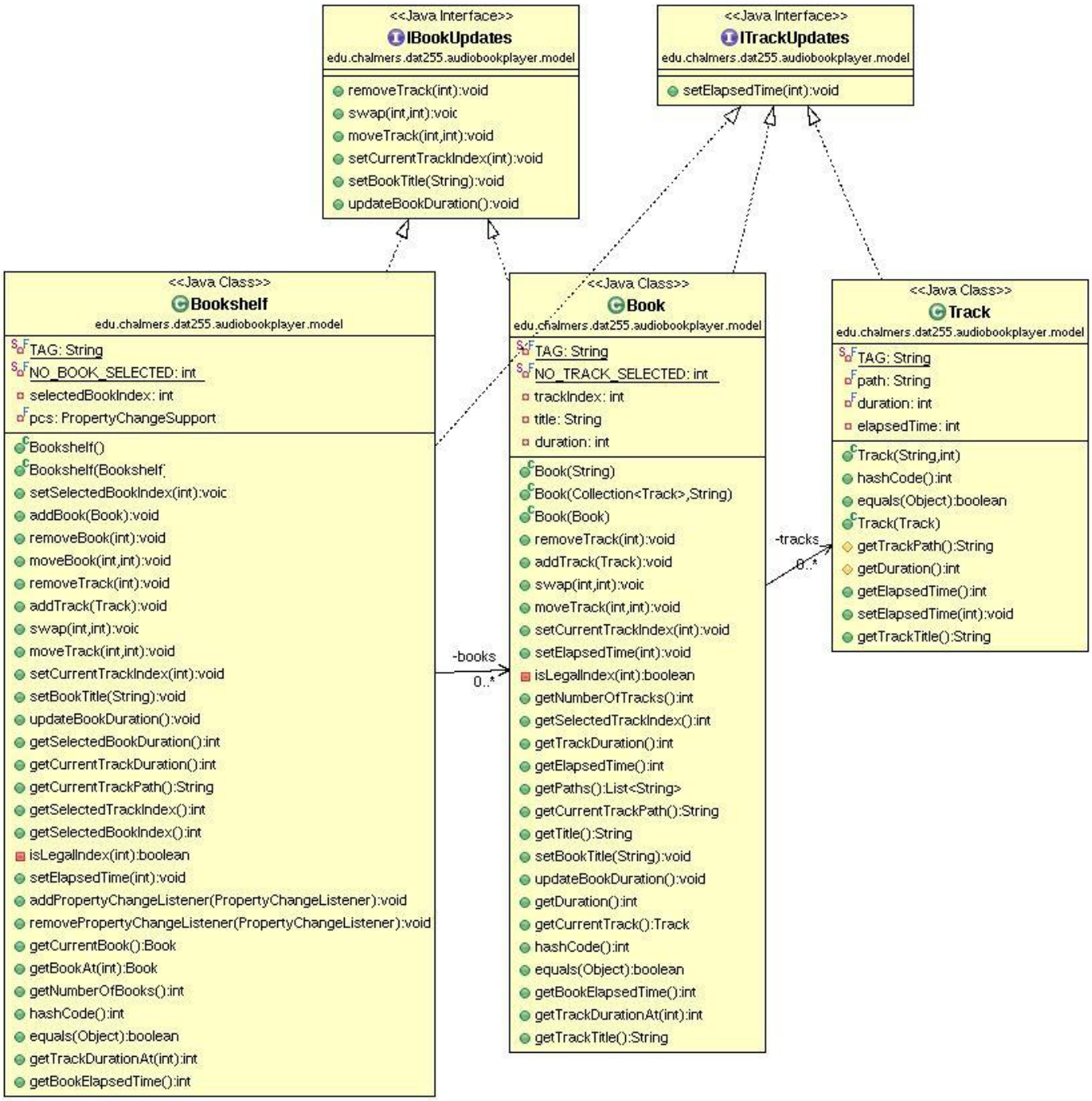
3.0 UML-diagrams

3.1 View module UML



3.2 Controller module UML

3.3 Model module UML



3.4 Complete application UML

See appendix 1.