

***“PowerEnjoy”***

*Project Management Document*

**Version 1.0** *(11/12/2016)*

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# **INTRODUCTION**

## Purpose

This document aims to provide design-level technical details on the architecture of PowerEnjoy, the mobile application of car sharing that we are going to implement.

It is addressed mainly to developers and stakeholders with at least some technical knowledge about architectural design and implementation.

The document will first analize high level components and give an overall description of the architecture. Those components will be then “unpacked” and described more precisely with a top-down approach, as well as the way they interact with each other. The document will analize:

* High level architectures and the identification of the tiers
* Adopted design patterns
* Main components and their interaction
* Runtime behaviour with some UML diagrams & implementation pseudocode

## Scope

PowerEnjoy is a car-sharing service thought for the city of Milan based on a mobile application with a single category of users.

The system allows clients to reserve, or directly identify, and use available electric-powered cars in the area around the client’s GPS position or around an address inserted manually. In case of reservation, if the client does not identify the car within 1 hour from the reservation it is deleted and he is charged with a fee of 1€. Then the car becomes available again to other clients.

In order to use the application, clients have to register to the system, in particular they have to provide an e-mail address, biographical data and a valid driving license. On the other side, the system provides clients a personal PIN, with which they access to the system and are allowed to interact with car.

Clients are charged at the end of every ride and the payment is done with one of the supported payment methods that must be specified during the registration process and it can be modified in every moment.

In addition, the system defines different discounts and overcharges for every ride, as a result of particular client’s behaviours (more informations are included in the Glossary session).

The system has the purpose of providing an efficient and environment-friendly alternative to public transportation to people who don’t have to cover long-distance travels and don’t want to (or cannot) use personal vehicles.

**Definitions, Acronyms, Abbreviations**

1. **API**: Application Program Interface, it exposes a set of public methods used to make two different systems communicating with each other
2. **BLL**: Business Logic Layer, is the central layer of the three-tier architecture. It’s represented by the central server and its components
3. **CL**: Client Layer, is the first level of the three-tier architecture. It’s represented by the Client, Cars and the Assistance Team
4. **DBMS**: Database Management System
5. **DD**: Design Document
6. **DL**: Data Layer, is the third and last level of the three-tier architecture. It’s represented by the DBMS
7. **E-Mail Gateway**: it’a service used by the central server to send emails to clients
8. **JDBC Driver**: is a native Java connector used by the central server to comunicate with any relational DBMS
9. **HTTP**: HyperText Transfer Protocol, application-level protocol for exchanging information on the web, in a client-server arhitecture
10. **MQTT**: MQ Telemetry Transport, application-level protocol with a public-subscribe pattern
11. **RASD**: Requirements Analisys and Specification Document
12. **REST**: REpresentational State Transfer
13. **RESTful**: Web Service based on a REST architecture
14. **Top-Down approach**: is a descriptive model based on an iterative analisys, starting from a more generic and high level rappresentation of an architecture. At every iteration, the model is divided into more specific components which are also analized and divided.
15. **UML**: Unified Modeling Language, a graphic language used to represent different aspects (static, dynamic, architectural, behavioural..) of a specific software.
16. **URL**: Uniform Resource Locator
17. **UX**: User Experience

## Reference Documents

* Assignments+AA+2016-2017.pdf
* Examples documents:
  + Sample Design Deliverable Discussed on Nov. 2

## Document Structure

**Introduction**: the section explains the purpose of the document and underlines the main differents between DD and the RASD.

**Architecture Design**:

1. Overview: shows the overall architecture from an high level point of view.

2. Component view: provides an high level diagram and a more detailed one, explaining the purpose of the most important components and the interaction between tiers

3. Deploying view: this section shows the components that must be

deployed to have the application running correctly.

4. Runtime view: sequence diagrams are represented in this section to

show the course of the different tasks of our application

5. Component interfaces: this section presents the most important interfaces between components

6. Selected architectural styles and patterns: this section explain the

architectural choices taken during the creation of the application

**Algorithms Design**: this section describes the most critical parts via some algorithms written in pseudocode.

**User Interface Design**: this section presents the user experience explained through an UX diagram.

**Requirements Traceability**: this section aims to explain how goals identified in the RASD are satisfied with the usage of design components.

# PROJECT SIZE, COST AND EFFORT ESTIMATION

In the next section we will at first present a valuation of the expected size of the PowerEnjoy project (expressed in SLOC), then an estimate of the cost and the required effort, using the following approaches:

* Function Points for the size estimation, based on each functionality that the business logic of the application has to offer and the corresponding lines of code to be written in order to correctly implement it;
* COCOMO II approach for the cost and the required effort, taking into account that we find ourselves into a Post-Architecture case of analysis

## Size estimation: function points

|  |  |  |  |
| --- | --- | --- | --- |
|  | Data Elements | | |
| Record Elements | 1-19 | 20-50 | 51+ |
| 1 | Low | Low | Avg |
| 2-5 | Low | Avg | High |
| 6+ | Avg | High | High |

(Mettere alter tabelle)

### Internal Logic Files (ILFs)

In this paragraph we will describe the Internal Logic Files on which the PowerEnjoy data structure is based on in order to be able to implement all the functionalities it offers. We will focus in particular in the description of their complexity, to justify the amount of FPs we decided to apply to every single ILF.

1) Client

### External Interface Files (EIFs)

The only external data source myTaxiService relies on is represented by the Mapping Service.

The interaction between the core system and the remote service provider happens through a RESTful API and data can be returned in JSON or XML format. The results have then to be processed before they can be used as part of our computation.

There are two main kind of interactions:

• Given the coordinates of two locations, get an estimate of the time that is necessary to drive from one to the other

• Given an address, get the correspondent pair of coordinates (reverse geocoding)

On the client side, the mapping service is also used to retrieve the graph- ical representation of the city map to be displayed on the smartphone of the taxi driver.

Given the complexity of the interaction and the amount of data that is retrieved, it is reasonable to classify this logic file as a complex one.

In this section we will explain the interaction between PowerEnjoy and some sets of data provided by other independent applications/providers. In particular our system relies on two main external services, the *Mapping Service* and the *Payment Service Provider*. The information retrieved through the interaction between the system and these components sometimes need a certain amount of analysis and processing in order to be useful in our system. There may be situations in which the complexity of some of those interactions needs to be considered in a proper way, taking into account the dimension of the data exchanged and the amount of business logic required to process it. The list of the interactions is the following:

**Mapping Service:**

* City Map Retrieval:

This information is requested for the displaying of the city map on the user’s mobile application. The operation of retrieving is quite simple, because it requires just the user position or an address, but the amount of data returned is high and needs some logic to be forwarded to the client. Thus, we decided to assign a high complexity value.

### External Inputs (EIs)

The assistance team handles every help request, as well as cars malfunctions and recharge issues. This information is provided to the assistance team by the central server (except for client help requests made directly with phone call), and the team has also the responsibility of storing and managing data retrieved by clients about the specific issue. In order to achieve that goal, assistance team’s terminals are equipped with a dedicated software for central server interaction.

The last component the central server interacts with is the Database system, with which communicate synchronously to store and retrieve the whole managed data.

### External Inquiries (EQs)

The assistance team handles every help request, as well as cars malfunctions and recharge issues. This information is provided to the assistance team by the central server (except for client help requests made directly with phone call), and the team has also the responsibility of storing and managing data retrieved by clients about the specific issue. In order to achieve that goal, assistance team’s terminals are equipped with a dedicated software for central server interaction.

The last component the central server interacts with is the Database system, with which communicate synchronously to store and retrieve the whole managed data.

### External Outputs (EOs)

The assistance team handles every help request, as well as cars malfunctions and recharge issues. This information is provided to the assistance team by the central server (except for client help requests made directly with phone call), and the team has also the responsibility of storing and managing data retrieved by clients about the specific issue. In order to achieve that goal, assistance team’s terminals are equipped with a dedicated software for central server interaction.

The last component the central server interacts with is the Database system, with which communicate synchronously to store and retrieve the whole managed data.

### Overall estimation

The assistance team handles every help request, as well as cars malfunctions and recharge issues. This information is provided to the assistance team by the central server (except for client help requests made directly with phone call), and the team has also the responsibility of storing and managing data retrieved by clients about the specific issue. In order to achieve that goal, assistance team’s terminals are equipped with a dedicated software for central server interaction.

The last component the central server interacts with is the Database system, with which communicate synchronously to store and retrieve the whole managed data.

## COST AND EFFORT ESTIMATION: COCOMO II

### Scale Drivers

The assistance team handles every help request, as well as cars malfunctions and recharge issues. This information is provided to the assistance team by the central server (except for client help requests made directly with phone call), and the team has also the responsibility of storing and managing data retrieved by clients about the specific issue. In order to achieve that goal, assistance team’s terminals are equipped with a dedicated software for central server interaction.

The last component the central server interacts with is the Database system, with which communicate synchronously to store and retrieve the whole managed data.

### Cost Drivers

The assistance team handles every help request, as well as cars malfunctions and recharge issues. This information is provided to the assistance team by the central server (except for client help requests made directly with phone call), and the team has also the responsibility of storing and managing data retrieved by clients about the specific issue. In order to achieve that goal, assistance team’s terminals are equipped with a dedicated software for central server interaction.

The last component the central server interacts with is the Database system, with which communicate synchronously to store and retrieve the whole managed data.

### Schedule estimation

The assistance team handles every help request, as well as cars malfunctions and recharge issues. This information is provided to the assistance team by the central server (except for client help requests made directly with phone call), and the team has also the responsibility of storing and managing data retrieved by clients about the specific issue. In order to achieve that goal, assistance team’s terminals are equipped with a dedicated software for central server interaction.

The last component the central server interacts with is the Database system, with which communicate synchronously to store and retrieve the whole managed data.

### Effort equation

The assistance team handles every help request, as well as cars malfunctions and recharge issues. This information is provided to the assistance team by the central server (except for client help requests made directly with phone call), and the team has also the responsibility of storing and managing data retrieved by clients about the specific issue. In order to achieve that goal, assistance team’s terminals are equipped with a dedicated software for central server interaction.

The last component the central server interacts with is the Database system, with which communicate synchronously to store and retrieve the whole managed data.

### Schedule estimation

The assistance team handles every help request, as well as cars malfunctions and recharge issues. This information is provided to the assistance team by the central server (except for client help requests made directly with phone call), and the team has also the responsibility of storing and managing data retrieved by clients about the specific issue. In order to achieve that goal, assistance team’s terminals are equipped with a dedicated software for central server interaction.

The last component the central server interacts with is the Database system, with which communicate synchronously to store and retrieve the whole managed data.

# SCHEDULE

# RESOURCE ALLOCATION

This sequence diagram describes the procedure of registration into our application.

Once opened the app from the mobile phone, the user is asked to insert his account credentials. If the user doesn’t have an account yet, he has the possibility to enter in the registration section and insert his email address and driving license number. In the system both these information MUST be unique (a person can have only one account), so the system performs a verification in the database about the uniqueness of the data.

If data are unique, the system generates a unique code (PIN) and sends it back to the user. From that moment the PIN is the only way to the user to effectively identify cars.

In case the information is not unique, the user is notified that there is already an account using that email address or driving license number.

# RISK MANAGEMENT

Concerns future happenings

Involves hange in mind, opinion, actions, places etc..

Involves choice

Brainstorm:

* Other application on the market (already existing)
* Loss of external software (e.g. Google Maps, SMS gateway, Payment Methods)
* People leaving (difficult in this case, but heavy impact if happening)
* Change in available car zone

2 Tables:

1)

|  |  |  |  |
| --- | --- | --- | --- |
| Code | Risk | Probability | Effect |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

2)

|  |  |
| --- | --- |
| Code | Solution |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

# EFFORT SPENT

## Giorgio Marzorati

29/11/2016 - 3h

04/12/2016 - 3h

05/12/2016 - 2h

08/12/2016 - 3h

09/12/2016 - 4h

10/12/2016 - 3h

11/12/2016 - 2h

## Aniel Rossi

29/11/2016 - 3h

04/12/2016 - 3h

05/12/2016 - 2h

08/12/2016 - 3h

09/12/2016 - 5h

10/12/2016 - 3h

11/12/2016 - 1h

## Andrea Vaghi

29/11/2016 - 3h

01/12/2016 - 2h

02/12/2016 - 3h

04/12/2016 - 1h

05/12/2016 - 2h

06/12/2016 - 1.30h

07/12/2016 - 1h

08/12/2016 - 3h

09/12/2016 - 1h

10/12/2016 - 5h

11/12/2016 - 3h

# CHANGELOG

V1.0 - First release