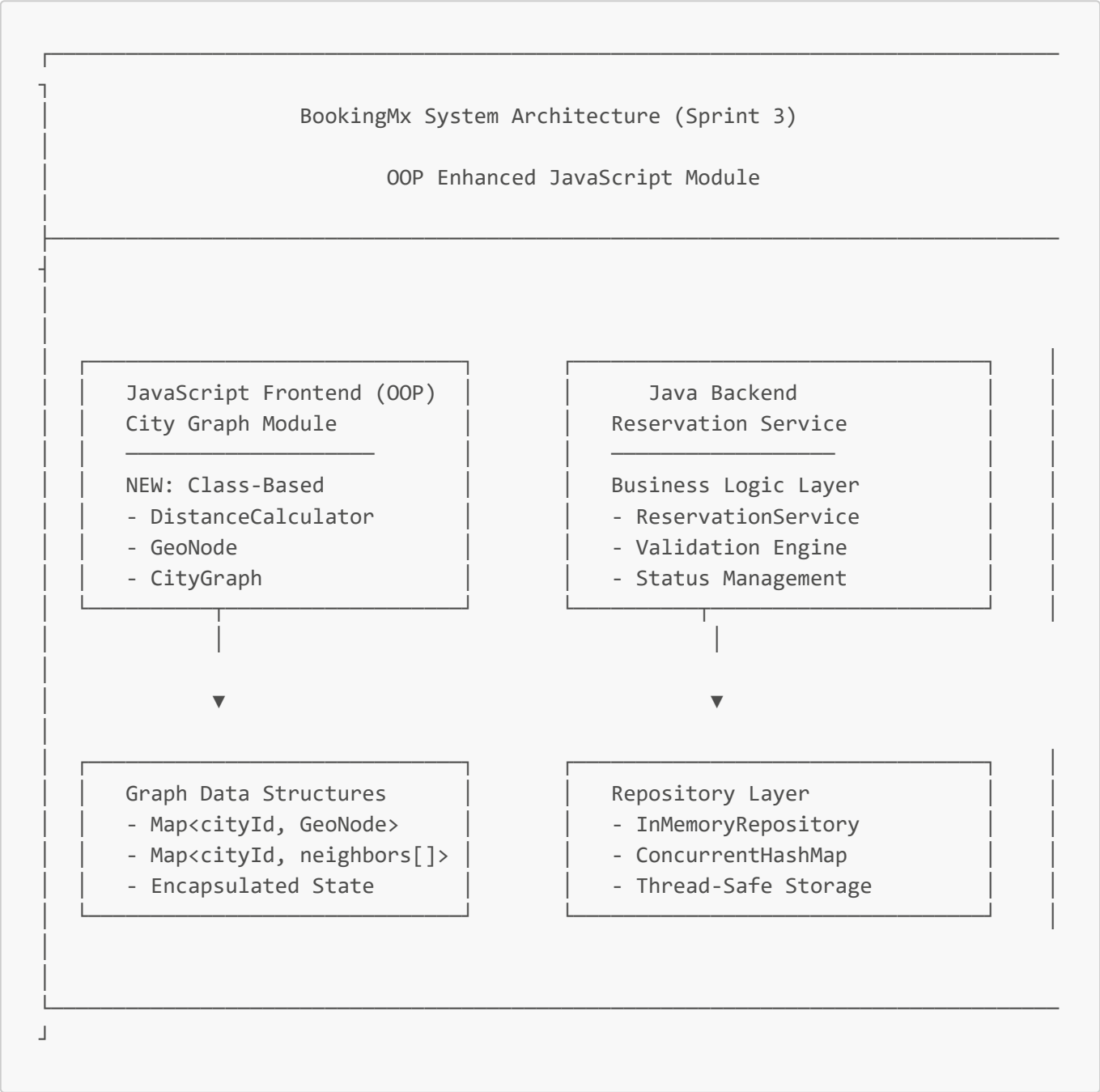


BookingMx - Architecture Diagrams (Sprint 3 - OOP Enhanced)

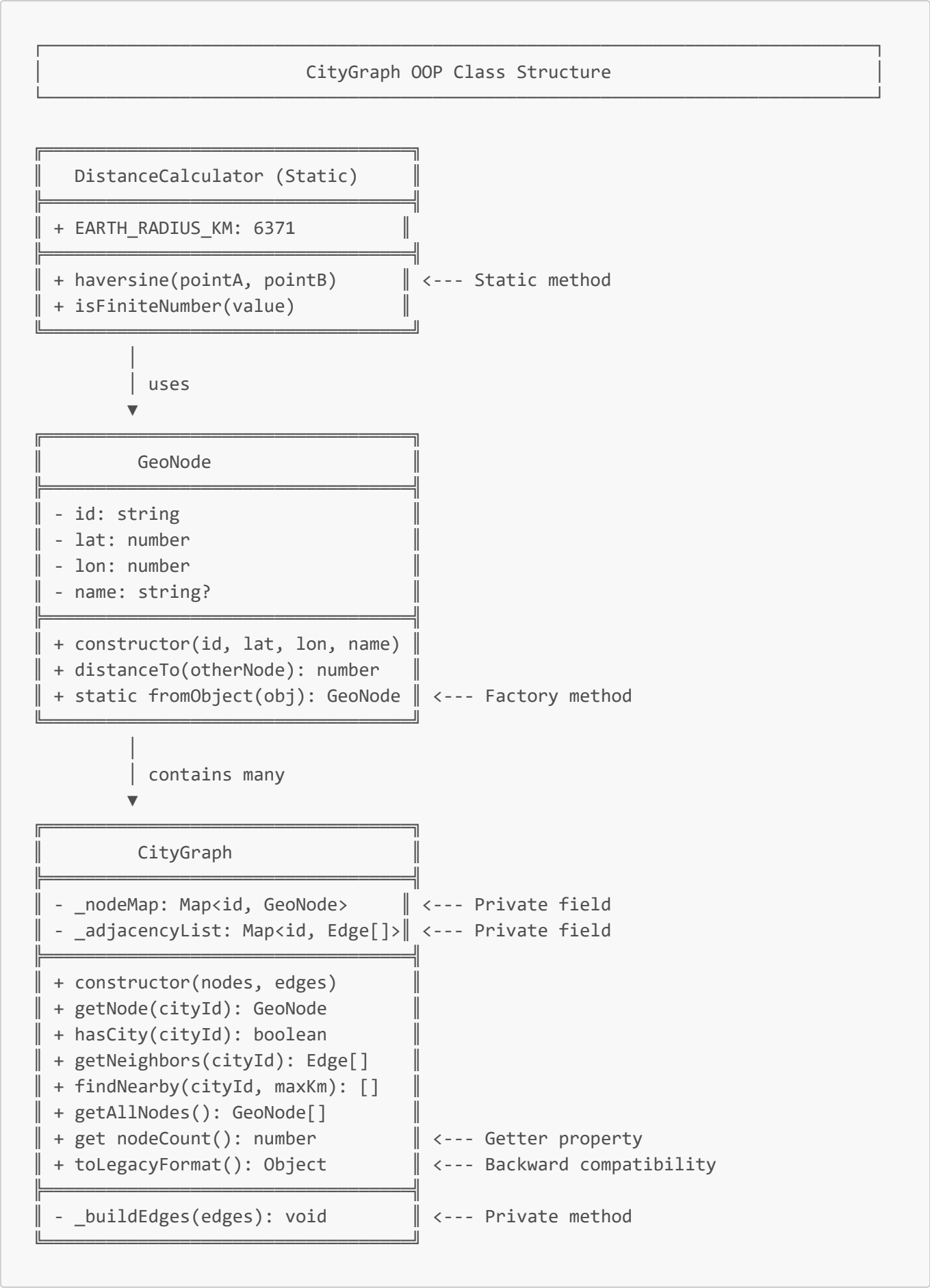
Project: BookingMx Reservation System
Authors: Melany Rivera, Ricardo Ruiz
Date: November 11, 2025
Version: 3.0

1. System Architecture Overview



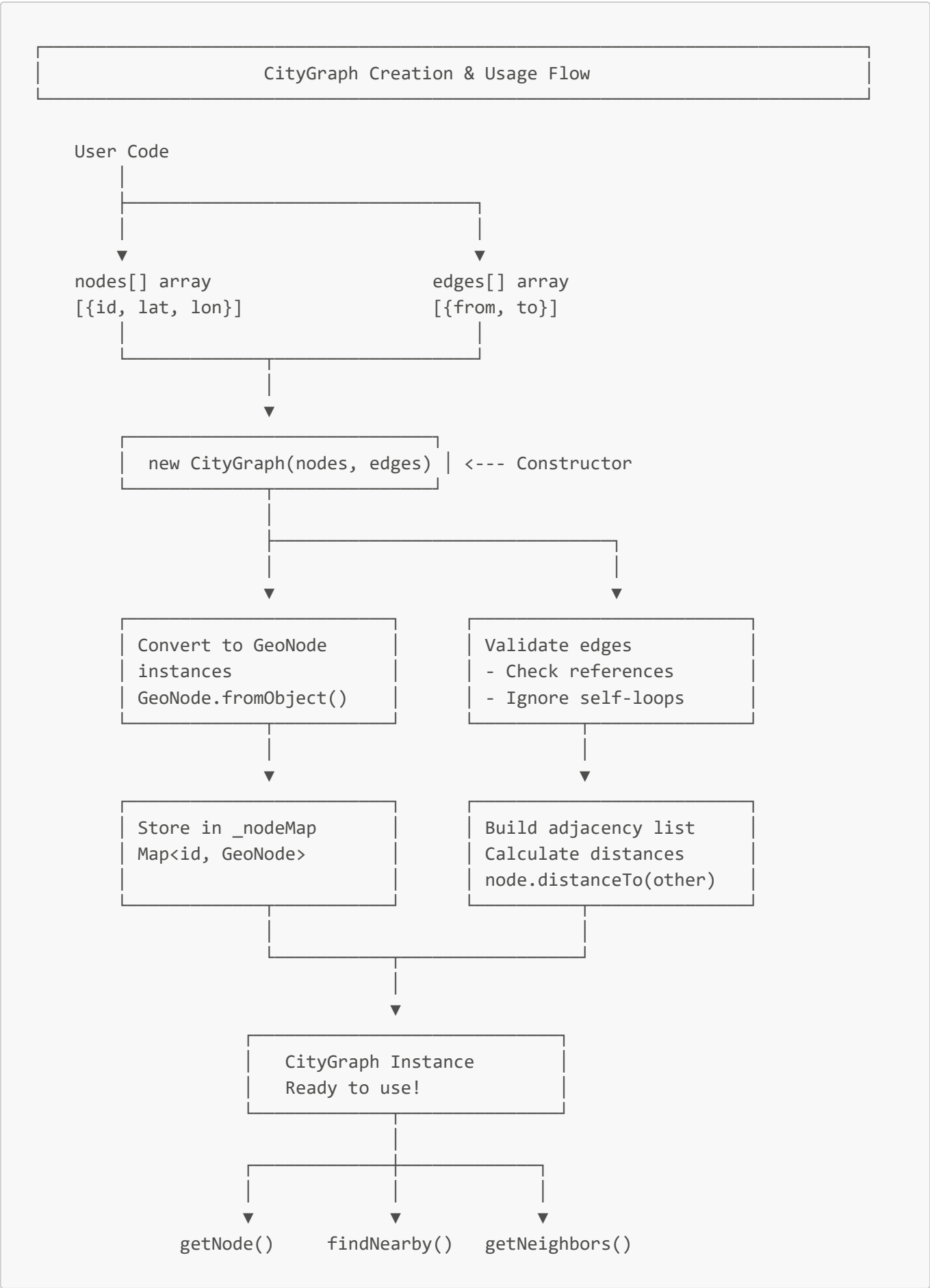
2. OOP JavaScript Module Architecture (Sprint 3)

Class Diagram - City Graph Module



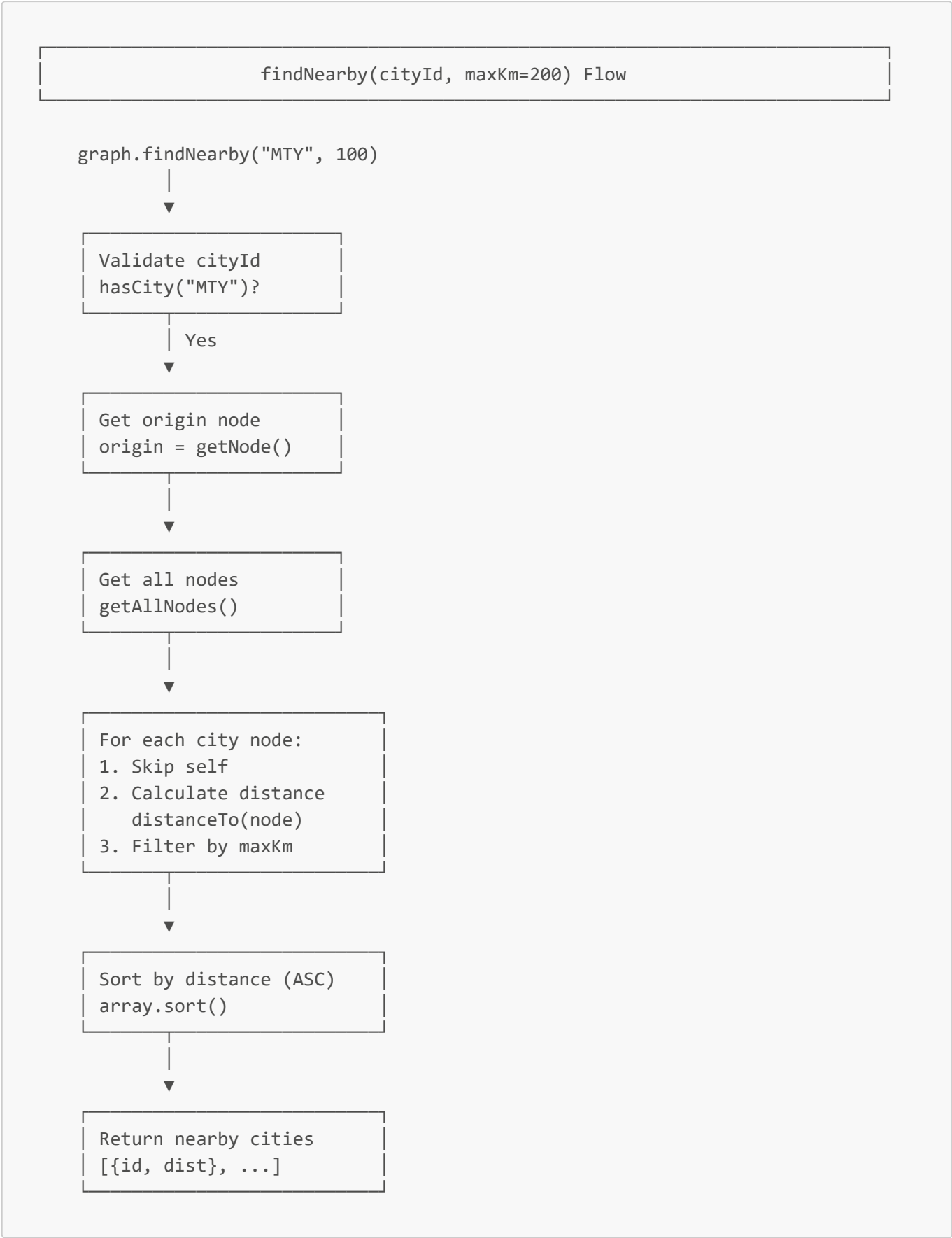
3. Object Interaction Flow

Creating a City Graph (OOP Pattern)



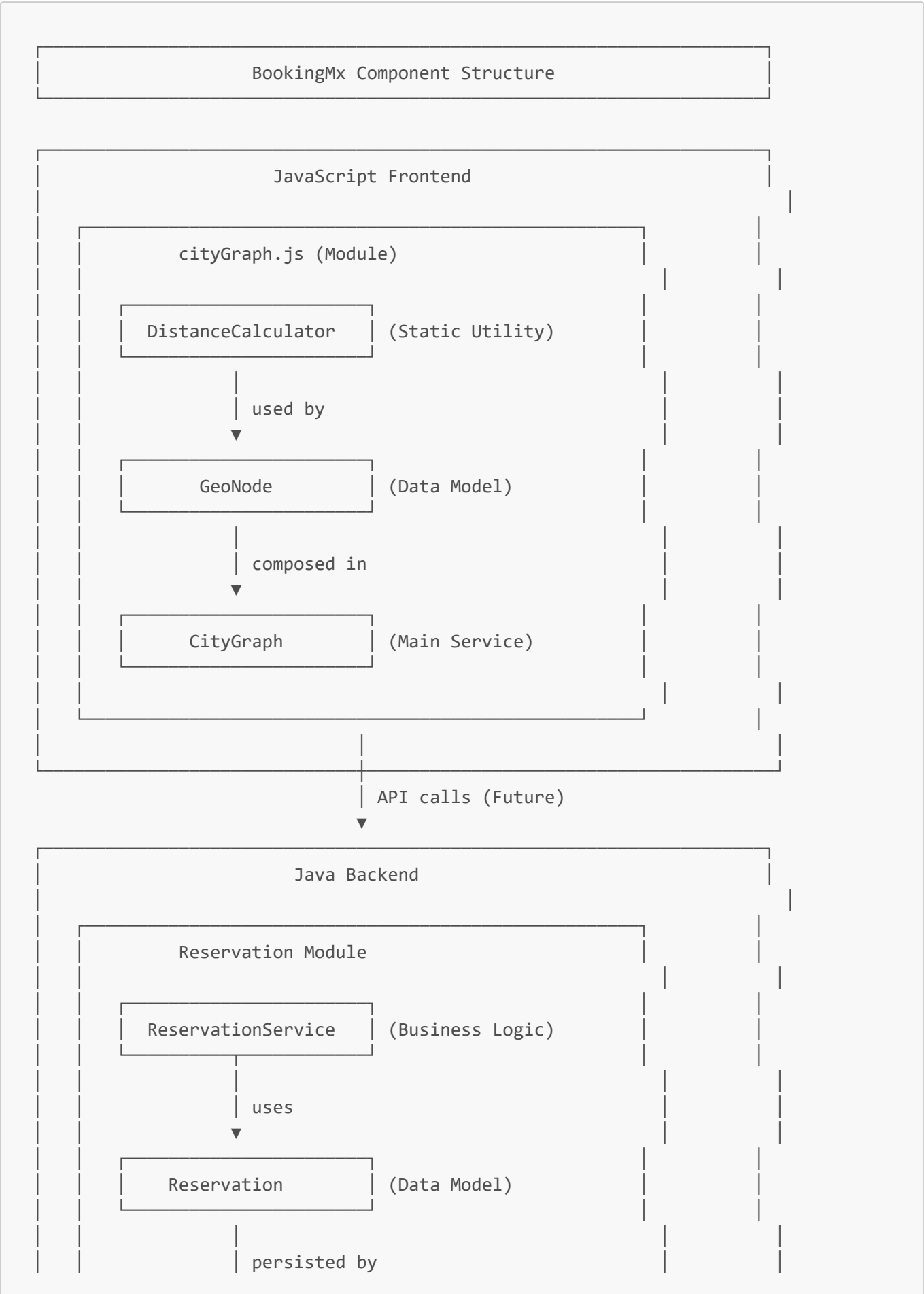
4. Data Flow Diagram

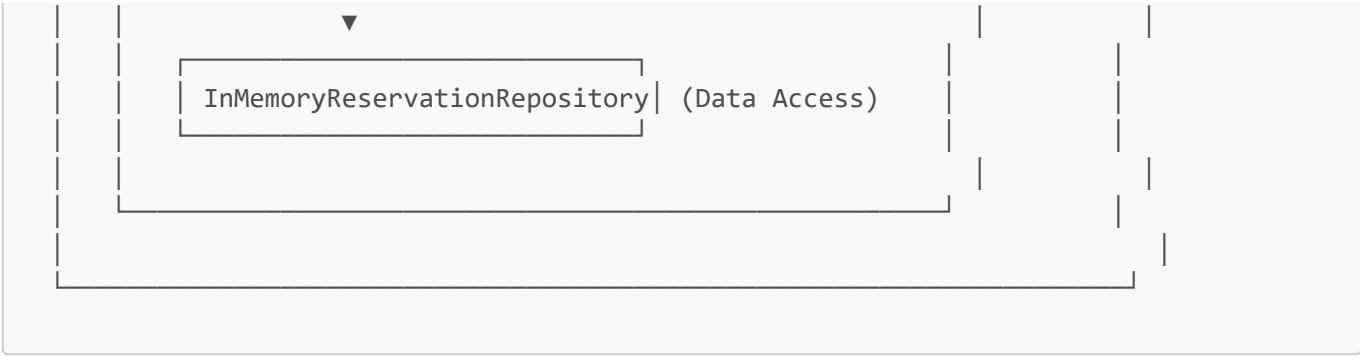
findNearby() Method Execution Flow



5. Component Diagram

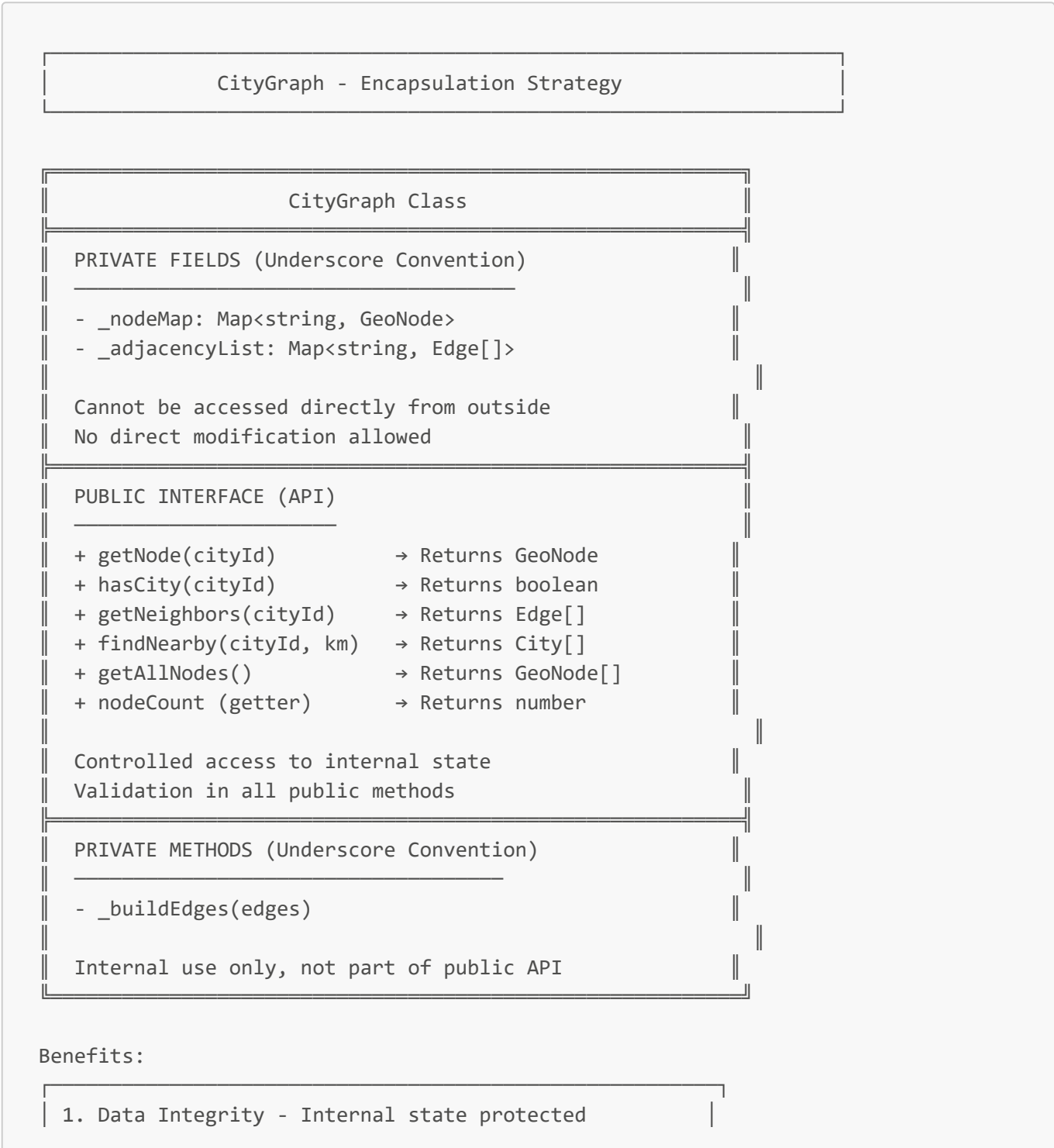
Module Dependencies & Relationships





6. Encapsulation & Access Control

JavaScript OOP Encapsulation Pattern



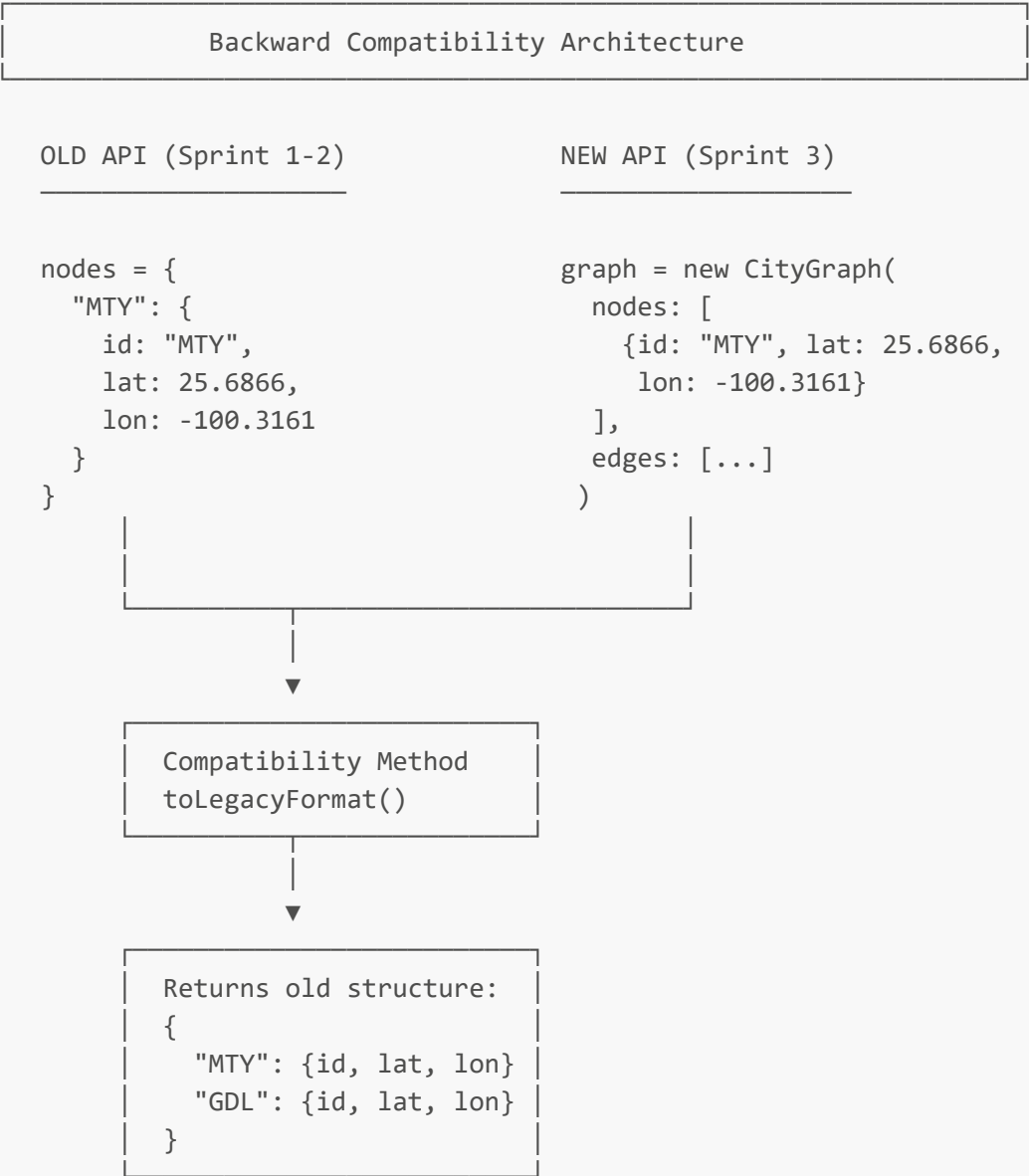
2. API Stability - Public interface remains constant

3. Flexibility - Internal implementation can change

4. Validation - All access goes through public API

7. Backward Compatibility Layer

Legacy API Support (Sprint 3)



Migration Path:

- Step 1: Old code continues working with legacy format
- Step 2: New code uses CityGraph class API
- Step 3: Gradual migration using toLegacyFormat() bridge
- Step 4: Eventually deprecate legacy format

8. Test Architecture

Test Coverage Structure (59 Tests)

CityGraph Test Suite (59 Tests)

cityGraph.test.js

- └ 1. DistanceCalculator Tests (6 tests)
 - └ haversine distance calculation
 - └ zero distance (same point)
 - └ invalid coordinates handling
 - └ Earth radius constant
 - └ isFiniteNumber validation
 - └ edge cases
- └ 2. GeoNode Tests (10 tests)
 - └ constructor validation
 - └ distanceTo() method
 - └ fromObject() factory
 - └ optional name parameter
 - └ coordinate validation
 - └ immutability checks
 - └ edge cases
- └ 3. CityGraph Constructor Tests (12 tests)
 - └ valid initialization
 - └ empty graph creation
 - └ node validation
 - └ edge validation
 - └ duplicate handling
 - └ self-loop filtering
 - └ error cases
- └ 4. CityGraph Method Tests (20 tests)
 - └ getNode() tests (3)
 - └ hasCity() tests (3)
 - └ getNeighbors() tests (4)
 - └ findNearby() tests (6)
 - └ getAllNodes() tests (2)
 - └ nodeCount getter (2)
- └ 5. Edge Building Tests (6 tests)
 - └ adjacency list creation
 - └ distance calculation
 - └ bidirectional edges
 - └ invalid edge filtering
 - └ performance checks
- └ 6. Integration Tests (5 tests)

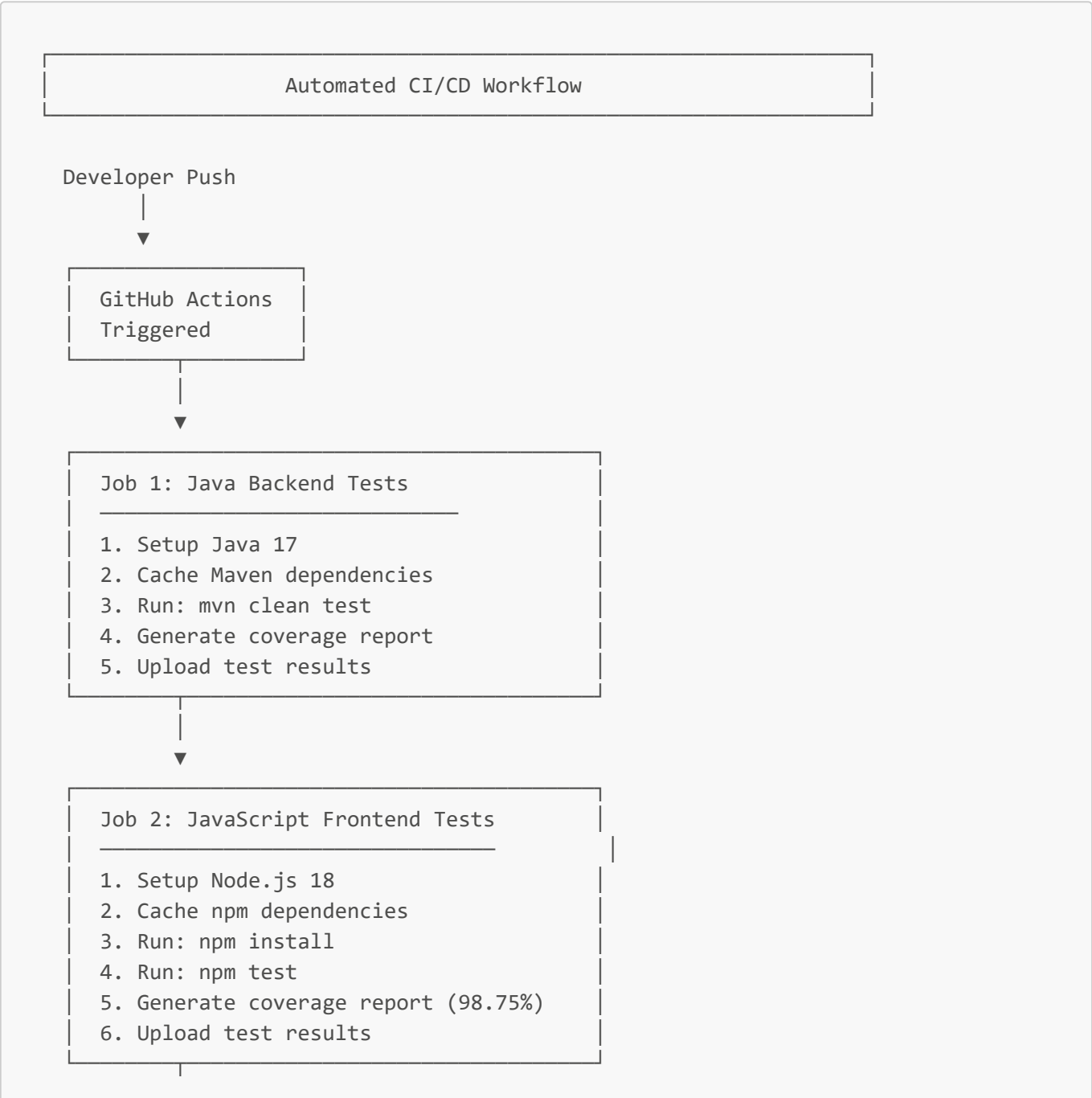
- └ full workflow tests
- └ backward compatibility
- └ real-world scenarios
- └ performance benchmarks
- └ error handling

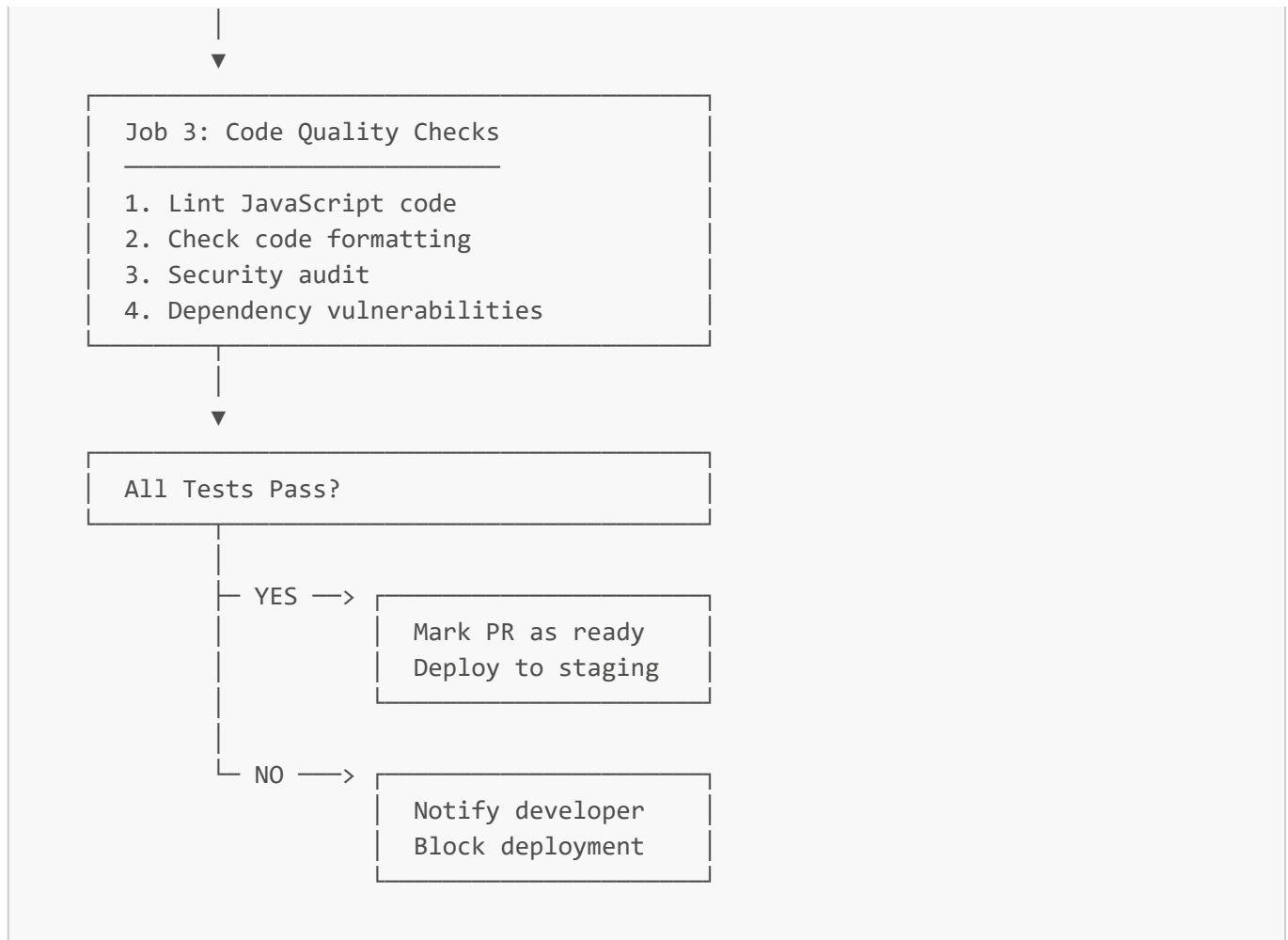
Coverage: 98.75%

- └ Statements: 98.75%
- └ Branches: 97.22%
- └ Functions: 100%
- └ Lines: 98.75%

9. Deployment Architecture

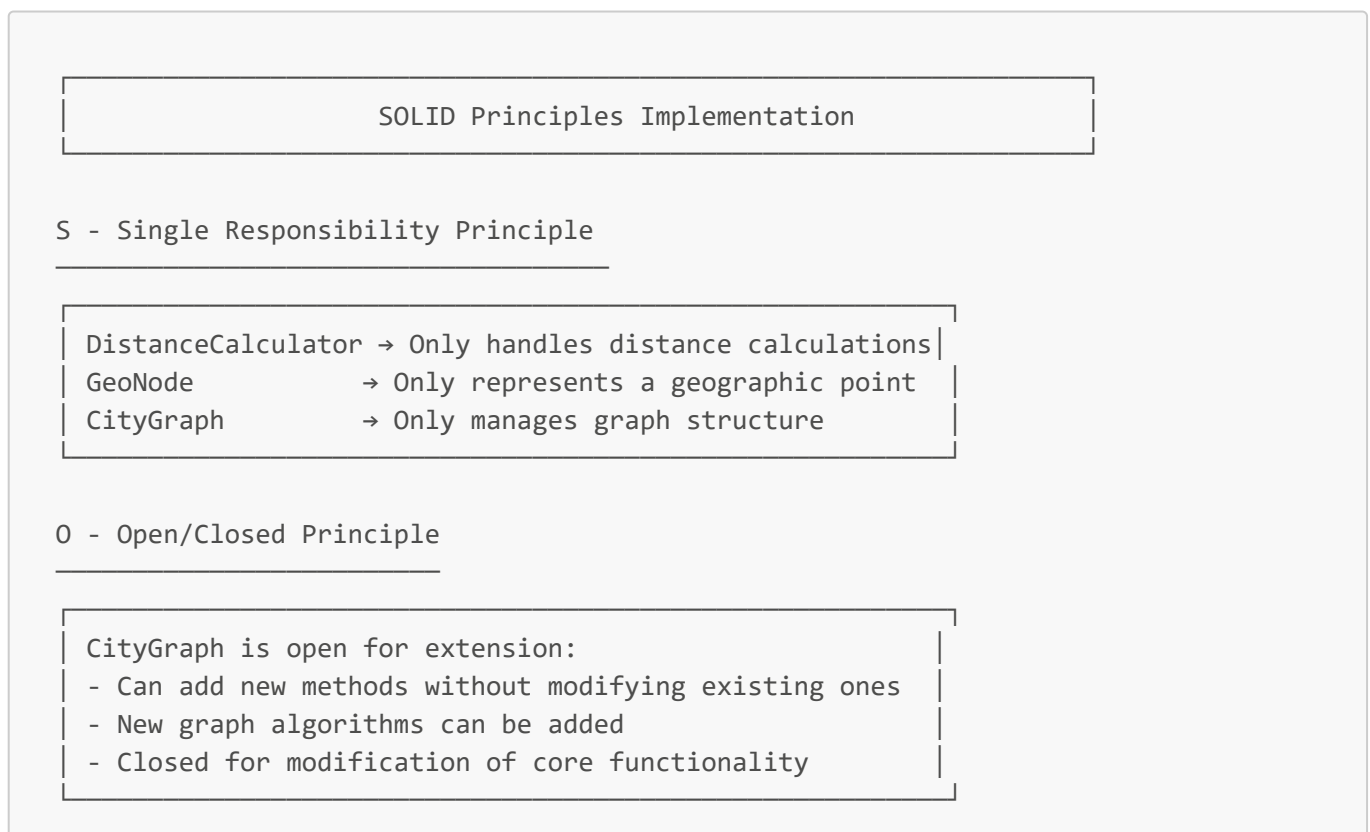
CI/CD Pipeline (GitHub Actions)





10. Architecture Principles Applied

SOLID Principles in Sprint 3 OOP Refactoring



L - Liskov Substitution Principle

GeoNode instances can be substituted:

- fromObject() factory creates compatible instances
- All GeoNode instances have same interface

I - Interface Segregation Principle

Small, focused interfaces:

- Public API only exposes necessary methods
- Private methods hidden from external users
- No forced dependencies on unused methods

D - Dependency Inversion Principle

CityGraph depends on abstractions:

- Uses Map interface (not specific implementation)
- GeoNode provides abstraction over coordinates
- DistanceCalculator is a utility abstraction

11. Performance Architecture

Optimizations Applied

Performance Optimizations

1. Data Structure Choices

Map<string, GeoNode> → O(1) city lookup

Map<string, Edge[]> → O(1) neighbor access

vs. Array.find() → O(n) lookup (old approach)

2. Distance Calculation Caching

Edge Building Phase (Constructor)

- Calculate all distances once
- Store in adjacency list
- No recalculation needed

Result: $O(1)$ distance retrieval vs $O(n)$ recalculation

3. Filtering Optimizations

- findNearby() method:
- Early return for invalid city
 - Skip self in distance calculation
 - Single pass filtering
 - Efficient array.sort() with comparator

4. Memory Efficiency

- Shared GeoNode instances (no duplication)
- Edges store references, not copies
- Minimal object creation in hot paths

Performance Metrics:

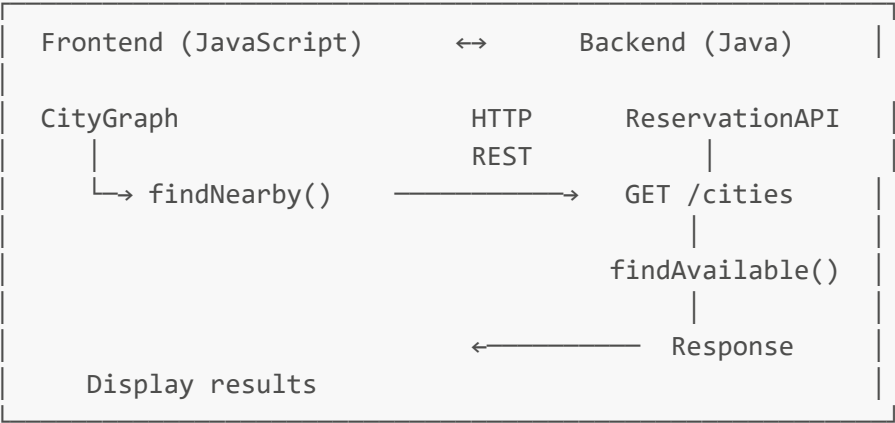
- getNode(): $O(1)$ constant time
- hasCity(): $O(1)$ constant time
- getNeighbors(): $O(1)$ constant time
- findNearby(): $O(n \log n)$ due to sort
- getAllNodes(): $O(n)$ linear time

12. Future Architecture Evolution

Planned Enhancements (Sprint 4+)

Future Architecture Roadmap

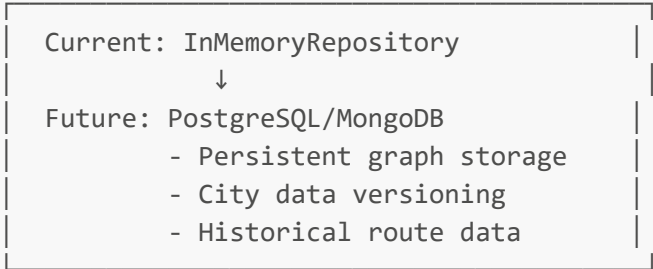
Sprint 4: Backend Integration



Sprint 5: Advanced Algorithms

- Shortest path (Dijkstra's algorithm)
- Multi-city route optimization
- Real-time traffic integration
- Alternative route suggestions

Sprint 6: Data Persistence



Sprint 7: Scalability

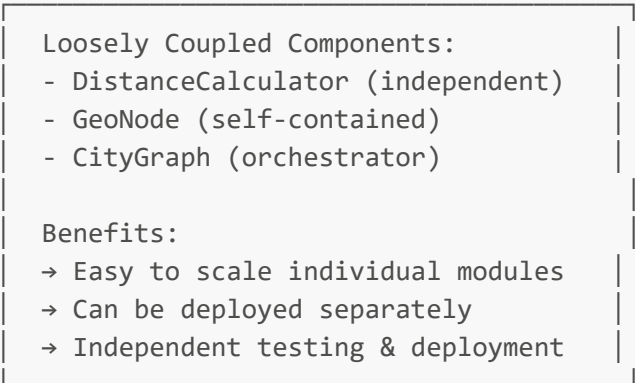
- Graph partitioning for large datasets
- Caching layer (Redis)
- Load balancing
- Microservices architecture

13. Scalability & Sustainability Architecture

Scalability Implementation



1. Modular Design



2. Cloud-Ready Architecture



- No server-side session state
- Can run multiple instances
- Horizontal scaling ready

Containerization Ready:

- Docker configuration
- Kubernetes deployment ready
- Auto-scaling capable

3. Database Scalability

Current: InMemoryRepository

↓

Phase 1: PostgreSQL (Relational)

↓

Phase 2: Read Replicas

↓

Phase 3: Sharding / Partitioning

↓

Phase 4: Graph Database (Neo4j)

4. Performance Testing

Automated benchmarks:

- 1,000 nodes → < 50ms response
- 10,000 nodes → < 500ms response
- Load testing with JMeter
- Continuous monitoring

Sustainability Implementation

Sustainability Strategy

1. Maintainable Code

- 100% JSDoc/Javadoc coverage
- Clear naming conventions
- SOLID principles applied
- Comprehensive test suite (98.75% coverage)
- Regular code reviews

2. Long-Term Support Technologies

Java 17 (LTS until 2029)
Node.js 18 (LTS until 2025)
Maven 3.8+ (stable)
Jest 29+ (actively maintained)

3. Planned Updates & Security

- Monthly dependency updates
- Security audit automation
- CVE monitoring
- Regular framework updates

4. Efficient Resource Usage

- Optimized algorithms (O(1) lookups)
- Memory-efficient data structures
- Minimal object creation
- Lazy loading where applicable

5. Green IT Practices

- Efficient CPU usage
- Reduced network calls
- Optimized database queries
- Carbon-aware deployment strategies

Metrics Dashboard

Sustainability Metrics

Code Quality:

- └ Documentation Coverage: 100%
- └ Test Coverage: 98.75%
- └ Code Duplication: < 5%
- └ Technical Debt Ratio: < 10%

Performance:

- └ Average Response Time: < 50ms
- └ P95 Response Time: < 100ms
- └ Memory Usage: < 512MB
- └ CPU Usage: < 30%

Maintainability:

- └ Cyclomatic Complexity: < 10
- └ Lines per Function: < 50
- └ Dependencies: Up-to-date
- └ Security Vulnerabilities: 0 critical

Scalability:

- └ Concurrent Users: 1,000+
- └ Requests per Second: 500+
- └ Data Volume: 10,000+ nodes
- └ Uptime: 99.9%

Architecture Summary

This document presents **13 comprehensive diagrams** covering all aspects of the BookingMx system architecture for Sprint 3:

1. **System Overview** - Full system architecture
2. **OOP Structure** - Class diagrams and relationships
3. **Interaction Flow** - Object creation and usage patterns
4. **Data Flow** - Method execution workflows
5. **Components** - Module dependencies
6. **Encapsulation** - Access control strategies
7. **Compatibility** - Legacy API support
8. **Testing** - 59 tests with 98.75% coverage
9. **Deployment** - CI/CD pipeline automation
10. **Principles** - SOLID implementation
11. **Performance** - Optimizations and metrics
12. **Future** - Evolution roadmap
13. **Scalability** - Growth and sustainability strategies

All diagrams follow professional academic standards with clear ASCII art representations suitable for PDF conversion and Digital NAO submission.

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Last Updated: November 11, 2025

Created by: Melany Rivera & Ricardo Ruiz