

Architecture Design Document

1 Introduction

This document describes the architecture of our software product TAGC genome visualizer. First it will state the design goals and then it will go over the software architecture views. There is a glossary available at the end of the document.

1.1 Design goals

Scalability

The genome graphs or phylogenetic trees loaded into the program won't slow it down with increasing size. The system will only be limited by the amount of hard disk space available.

Reliability

There will be no user interaction that can cause the program to crash. Once started the system will run flawlessly until the user explicitly closes it.

Security

There will be no vulnerability in the program that allows others to steal the data loaded into it by the user. The data supplied and produced by the user will be stored securely in a database.

Performance

The program will respond to user input without noticeable delay. It will use an architecture and algorithms that will optimize the amount of time needed for the program to process the user's data.

Compatibility

The program will be compatible with the *.gfa* and *.nwk* formats for storing genome graph and phylogenetic tree data respectively. When supplied files in these formats the program will be able to visualize and process the data in accordance with our client's requirements. Furthermore the program will be able to run on any system that has the Java runtime, and either Google Chrome, IE or Mozilla Firefox installed.

Usability

The program will have a user interface that is intuitive and easy to learn. It will also support all the functionality that has been specified as part of our client's requirements.

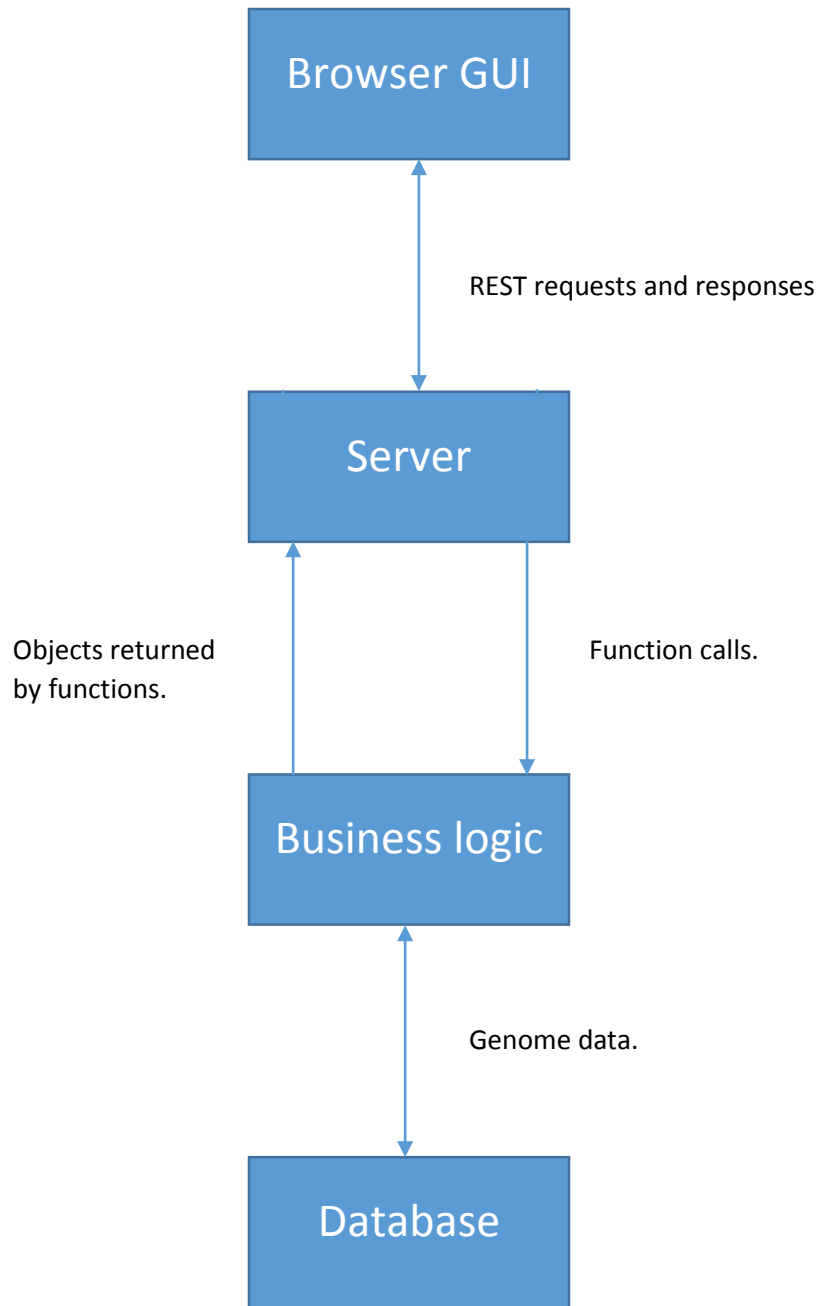
Maintainability

The architecture of our program will be designed with future updates in mind. It will be possible to update the program remotely over an internet connection in a safe and efficient way.

2 Software architecture views

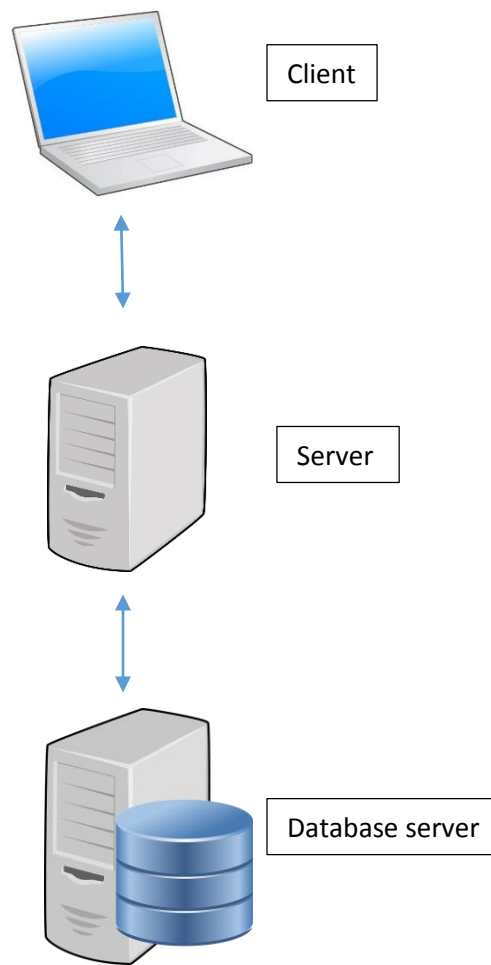
2.1 Subsystem decomposition

The user interacts with our program through a GUI displayed in his browser. Data gets exchanged between the browser and the server through a restful API. When a user causes the browser to make a REST request to be sent to the server the server then calls the appropriate functions in the business logic module. This module then either queries the database or processes the request directly. If the function has a return value it returns this to the server module. The server module then sends it in a response to the request from the browser.



2.2 Hardware/software mapping

In its simplest form the program can run as a whole on just one machine that has a screen and mouse and keyboard to interact with. However it will be possible to use the GUI through a browser on a different machine from the rest of the system and interact with it over a network or the internet. It will also be possible to connect to the database if it's located on a different machine then where the program is running.



2.3 Persistent data management

The program accepts the *.nwk* and the *.gfa* file formats. It parses these files and stores them in a database. The database then gets read whenever a user interacts with the program in a way that requires the data in the database. Data is stored and loaded in the database in such way to minimize the amount of memory needed during program execution.

2.4 Concurrency

Concurrency at the webserver is handled by the Grizzly NIO framework that the server is implemented in. This allows for multiple users to simultaneously use the program from different client machines. Concurrent data usage is going to be achieved by the use of a DBMS. We haven't decided which DBMS we will use yet.

Glossary

Genome

A genome is the complete set of DNA of an organism.

Phylogenetic tree

A tree that shows the evolutionary relationship between organisms related through their DNA.

DBMS

Acronym for database management system. A system which creates and manages databases in a secure and efficient way.

GUI

Graphical user interface. The program component responsible for what the user gets to see and user interaction.