

# **DESIGN**

**SENG 401 - L01** 

Group: 18

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# **TABLE OF CONTENTS**

1	Arch	Architecture: Layered		
	1.1	Presentation Later	1	
	1.2	Business Layer	1	
	1.3	Persistence Layer	1	
	1.4	Database Layer	1	
	1.5	LLM Layer	2	
2	Application of SOLID Principles			
	2.1	Single Responsibility Principles (SRP)	2	
	2.2	Open/Closed Principle (OCP)	2	
	2.3	Liskov Substitution Principle (LSP)	2	
	2.4	Interface Segregation Principle (ISP)	2	
	2.5	Dependency Inversion	3	
3	B UML Diagrams		4	
	3.1	Sequence Diagrams	4	
	3.2	Activity Diagrams	6	
	3.3	Component Diagram	8	
	3.4	Relational Model Diagram	g	
4	Layout Design		10	
	4.1	Landing Page	10	
	4.2	Registration Page	12	
	4.3	Login Page		
	4.4	Profile		
	4.5	Routine Submission Form	18	

i



# **TABLE OF FIGURES**

Figure 1: D-002 Layered Architecture Diagram	1
Figure 2: D-003 Credentials Sequence Diagram	
Figure 3: D-004 Use Generator Sequence Diagram	5
Figure 4: D-005 Save Routines Sequence Diagram	5
Figure 5: D-006 Become Registered User System Activity Diagram	6
Figure 6: D-007 Submit Form System Activity Diagram	7
Figure 7: D-008 View Saved Routine System Activity Diagram	3
Figure 8: D-009 Component Diagram	3
Figure 9: D-010 Relational Model Diagram	9
Figure 10: L-001 Landing Page (Desktop)	10
Figure 11: L-002 Landing Page (Mobile)	11
Figure 12: L-003 Registration Page (Desktop)	12
Figure 13: L-004 Registration Page (Mobile)	13
Figure 14: L-005 Login Page (Desktop)	14
Figure 15: L-006 Login Page (Mobile)	15
Figure 16: L-007 User Profile (Desktop)	16
Figure 17: L-008 User Profile (Mobile)	17
Figure 18: L-009 Routine Submission Form Guests (Desktop)	18
Figure 19: L-010 Routine Submission Form Users (Desktop)	19
Figure 20: L011 Routine Submission Form (Mobile)	20



# 1 ARCHITECTURE: LAYERED

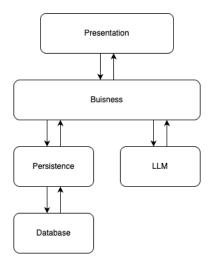


Figure 1: D-002 Layered Architecture Diagram

### 1.1 Presentation Later

- (1) The front end handles user interactions and presents the application's UI.
- (2) Communicates with the backend via APIs.
- (3) Technologies: React for dynamic user interfaces.

### 1.2 BUSINESS LAYER

- (1) Processes business logic and handles requests from the front end.
- (2) Manages data flow between the presentation layer and database layer.
- (3) Manages data flow between the presentation layer and the LLM layer.

### 1.3 Persistence Layer

(1) Manages data flow between the business layer and the database layer.

#### 1.4 DATABASE LAYER

- (1) Stores and retrieves persistent data for the application.
- (2) Technologies: PostgreSQL for relational data management.



### 1.5 LLM LAYER

- (1) Processes data input by the user and returns an output.
- (2) Technologies: Gemini-2.0-flash

## 2 Application of SOLID Principles

# 2.1 SINGLE RESPONSIBILITY PRINCIPLES (SRP)

- (1) Each class and component will have a single responsibility, ensuring better maintainability and separation of concerns.
  - (a) The User class will handle user-related attributes and profile management, while the UserAuthentication class will handle authentication logic.
  - (b) Query generation is delegated to the QueryBuilder class, which has no other external functionality or dependencies.
  - (c) The LLMAdapter interface and the GeminiAdapter do not manage query generation or response parsing; their sole responsibility is managing LLM connections.

# 2.2 OPEN/CLOSED PRINCIPLE (OCP)

- (1) Classes will be open for extension but closed for modification, ensuring new functionality can be added without altering existing code.
  - (a) New types of users (e.g., AdminUser and GuestUser) will be implemented by extending the User base class. This will ensure that UserService interacts with the User class through an abstract interface rather than modifying its logic for each new type.

# 2.3 LISKOV SUBSTITUTION PRINCIPLE (LSP)

(1) Substituting the LLMAdapter class with its concrete implementation, the GeminiAdapter, would not alter the program's correctness, as their interfaces are identical.

# 2.4 Interface Segregation Principle (ISP)

(1) Clients are not forced to implement any interface they do not use.



(2) The LLMAdapter interface holds only methods related to query response generation, and subsequent Adapters implement no other unnecessary interfaces. The LLMConnection wrapper is responsible for switching the application's LLM.

#### 2.5 DEPENDENCY INVERSION

- (1) High-level modules should not depend on low-level modules; both should depend on abstraction.
  - (a) The database connection will be managed through abstraction, ensuring the application is not tightly coupled to a specific database implementation. A singleton instance will maintain a single database connection throughout the application, reducing redundant connections and improving efficiency.
  - (b) LLM integration uses abstraction (a wrapper) instead of directly coupling to the LLM. The wrapper is initiated using a Builder Pattern, allowing flexible configuration while maintaining separation between the application and external dependencies.



# 3 UML DIAGRAMS

# 3.1 SEQUENCE DIAGRAMS

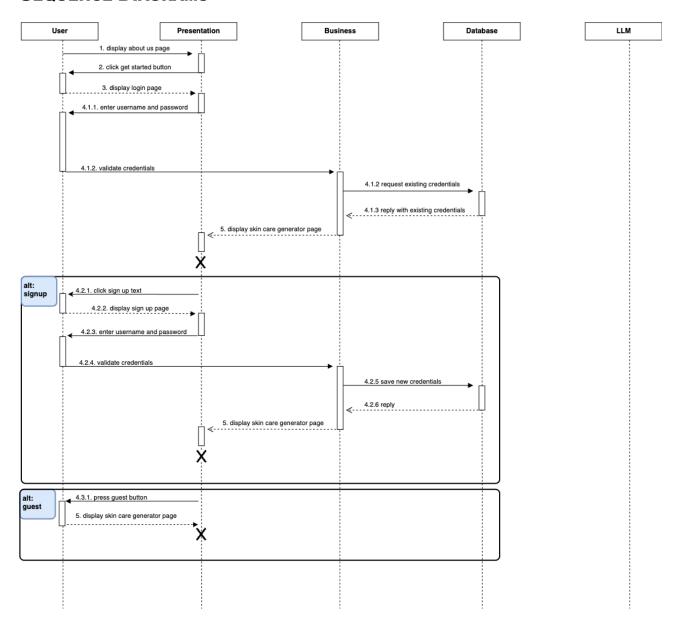


Figure 2: D-003 Credentials Sequence Diagram



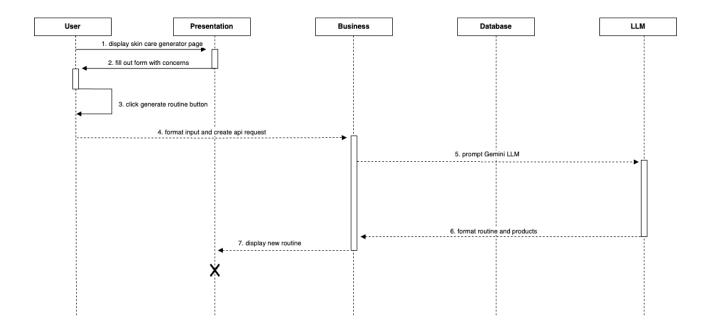


Figure 3: D-004 Use Generator Sequence Diagram

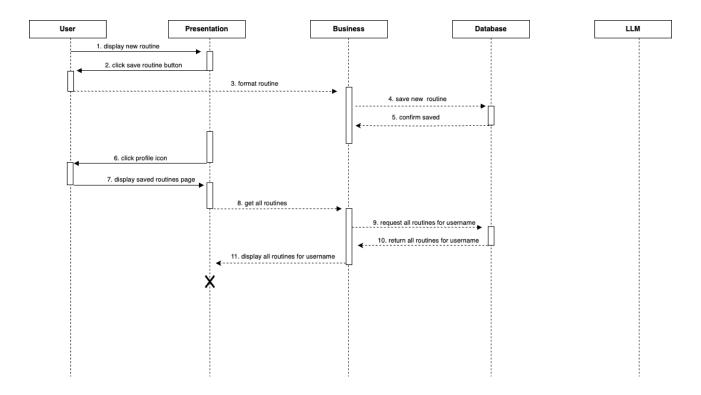


Figure 4: D-005 Save Routines Sequence Diagram



# 3.2 ACTIVITY DIAGRAMS

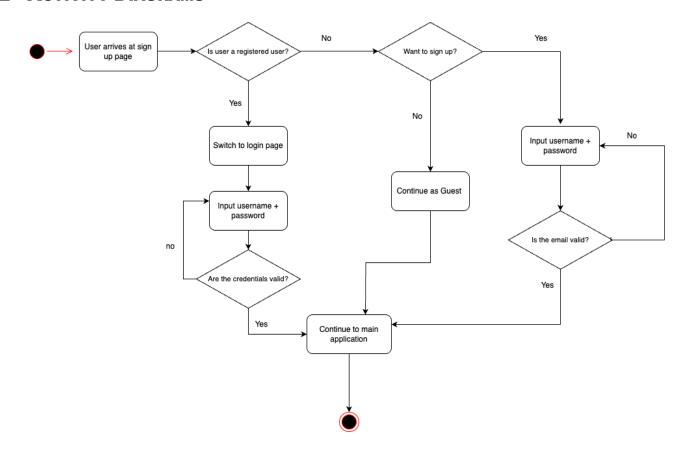


Figure 5: D-006 Become Registered User System Activity Diagram



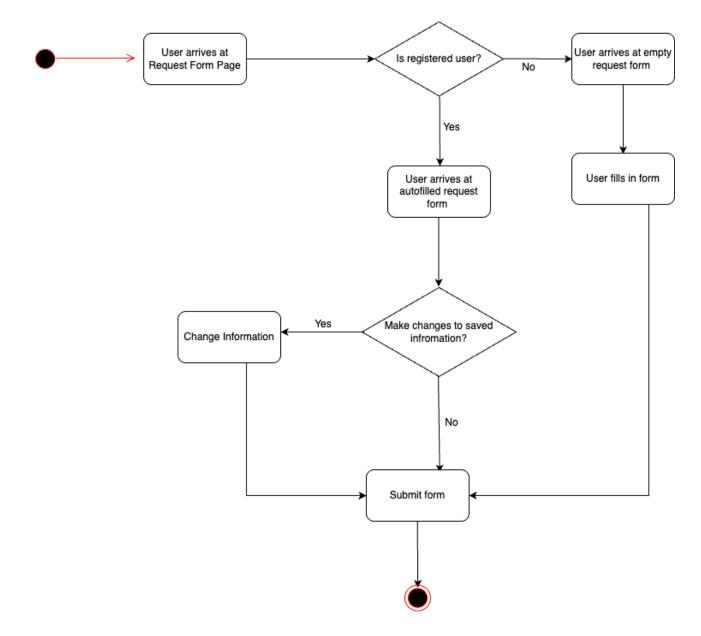


Figure 6: D-007 Submit Form System Activity Diagram



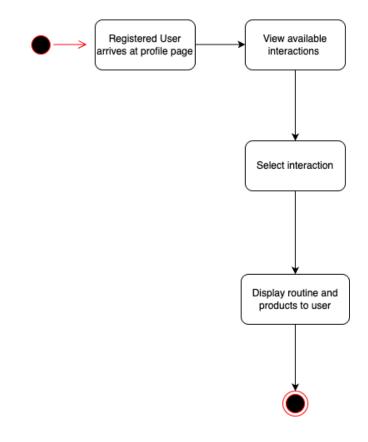


Figure 7: D-008 View Saved Routine System Activity Diagram

# 3.3 COMPONENT DIAGRAM

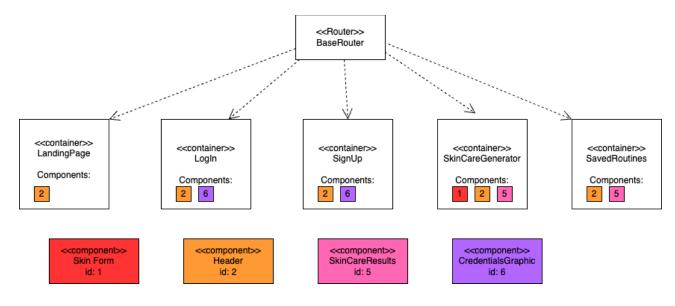


Figure 8: D-009 Component Diagram



# 3.4 RELATIONAL MODEL DIAGRAM

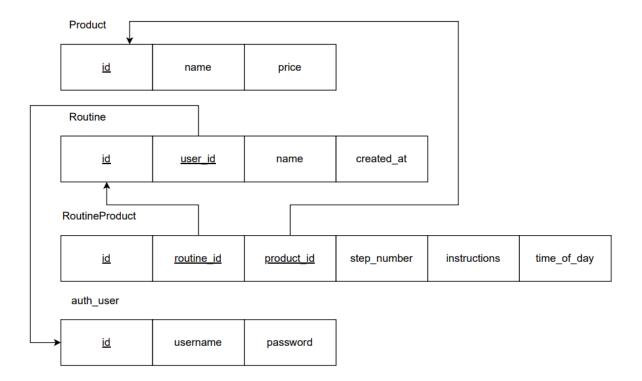


Figure 9: D-010 Relational Model Diagram



# 4 LAYOUT DESIGN

# 4.1 LANDING PAGE

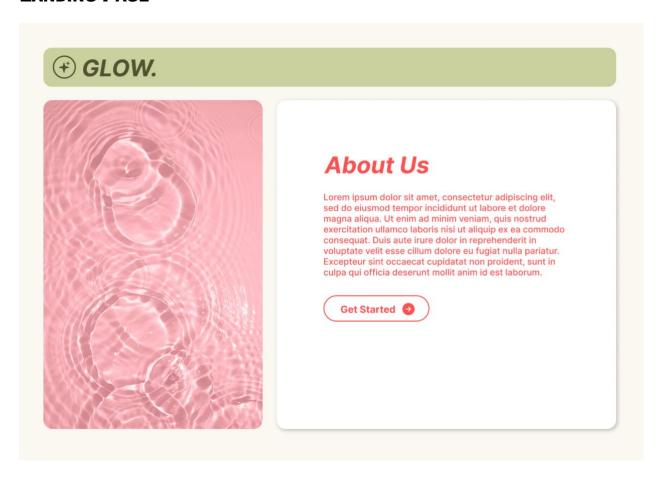


Figure 10: L-001 Landing Page (Desktop)





Figure 11: L-002 Landing Page (Mobile)



# 4.2 REGISTRATION PAGE

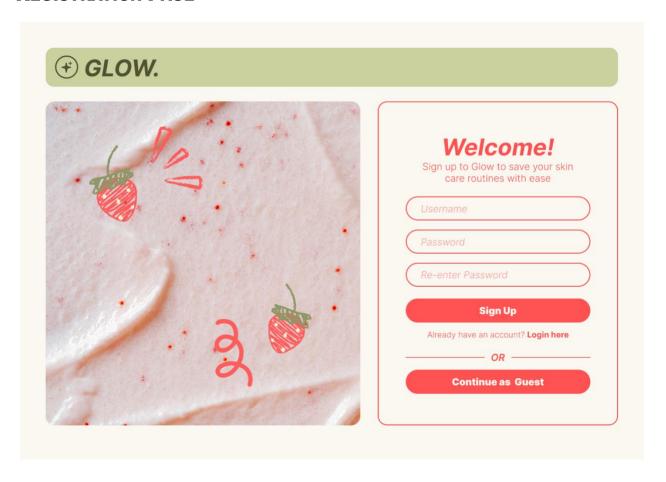


Figure 12: L-003 Registration Page (Desktop)



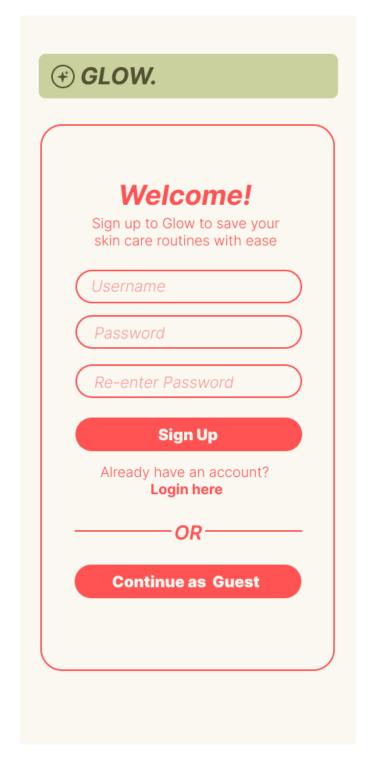


Figure 13: L-004 Registration Page (Mobile)



# 4.3 LOGIN PAGE

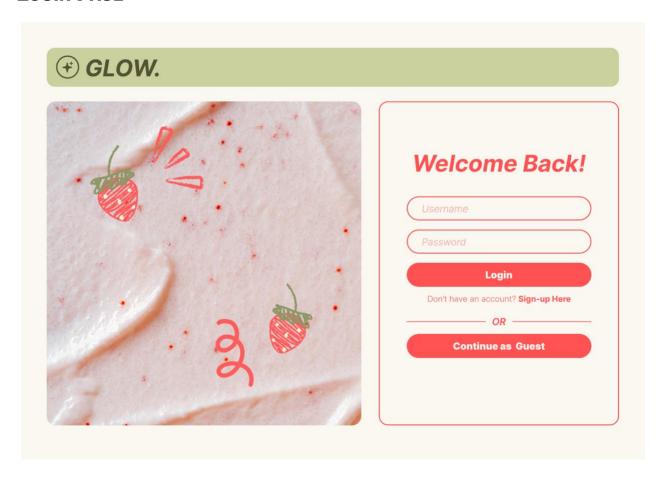


Figure 14: L-005 Login Page (Desktop)



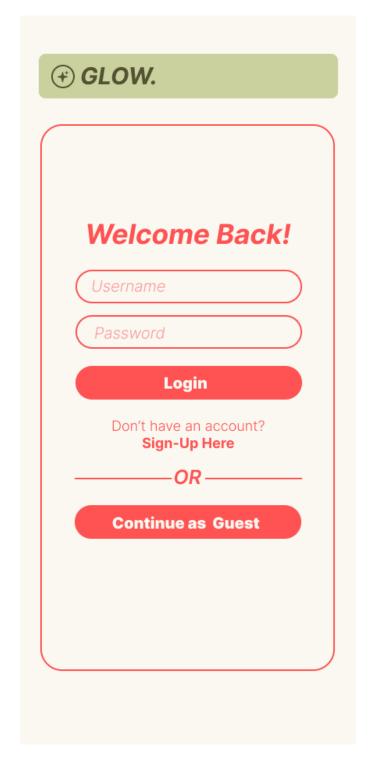


Figure 15: L-006 Login Page (Mobile)



## 4.4 PROFILE



Figure 16: L-007 User Profile (Desktop)





Figure 17: L-008 User Profile (Mobile)



### 4.5 ROUTINE SUBMISSION FORM

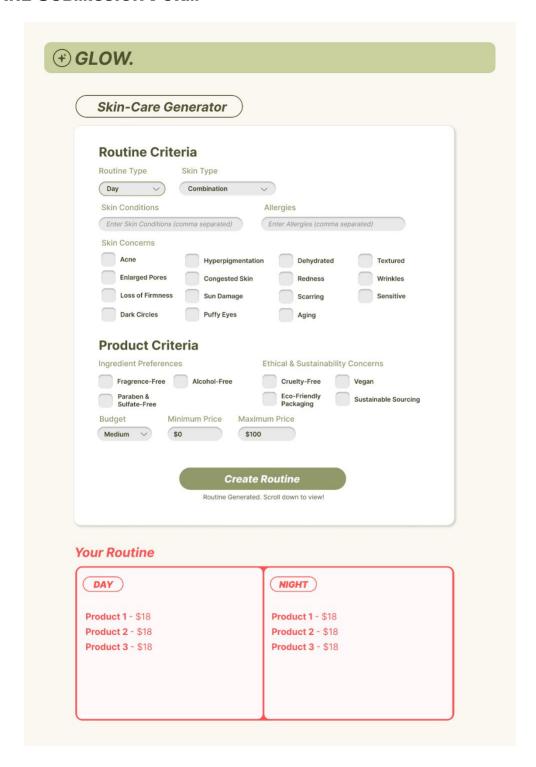


Figure 18: L-009 Routine Submission Form Guests (Desktop)



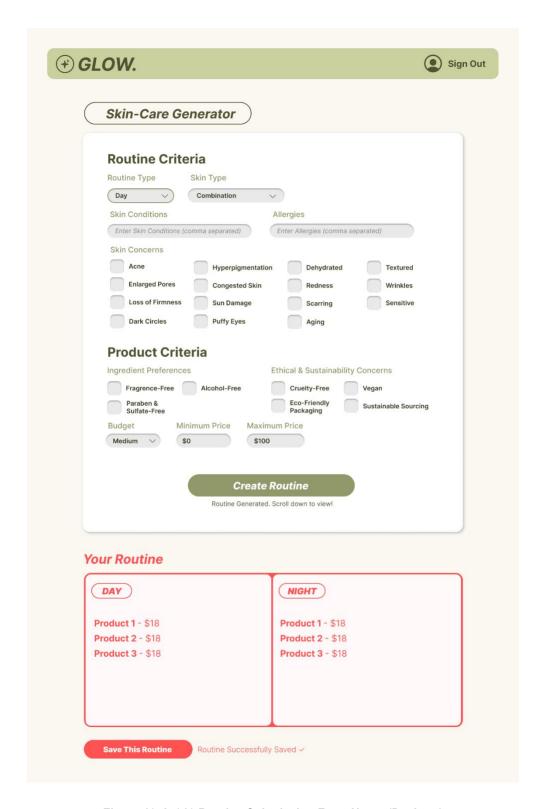


Figure 19: L-010 Routine Submission Form Users (Desktop)



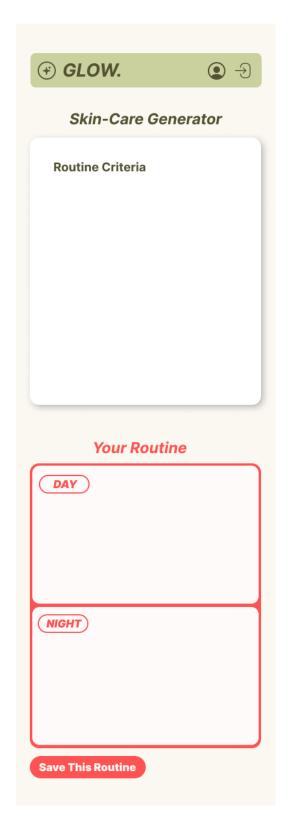


Figure 20: L011 Routine Submission Form (Mobile)