

DESIGN

SENG 401 - L01

Group: 18

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1 ARCHITECTURE: LAYERED

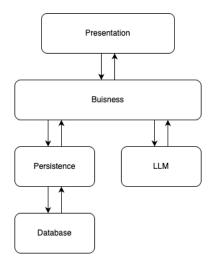


Figure 1: D-002 Layered Architecture Diagram

1.1 Presentation Later

- (1) 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.

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 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 depends on abstraction (a wrapper) rather than directly on the LLM, ensuring flexibility and maintainability and preventing tight coupling between core and external logic.



3 UML DIAGRAMS

3.1 SEQUENCE DIAGRAMS

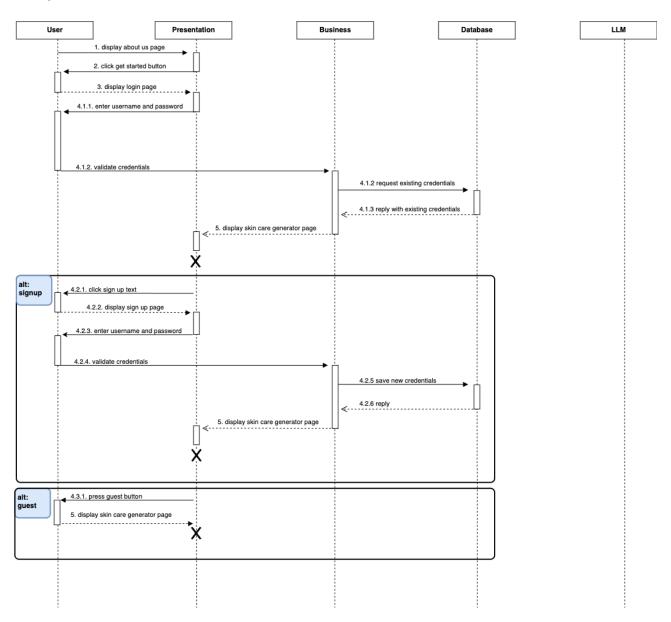


Figure 2: D-003 Credentials Sequence Diagram



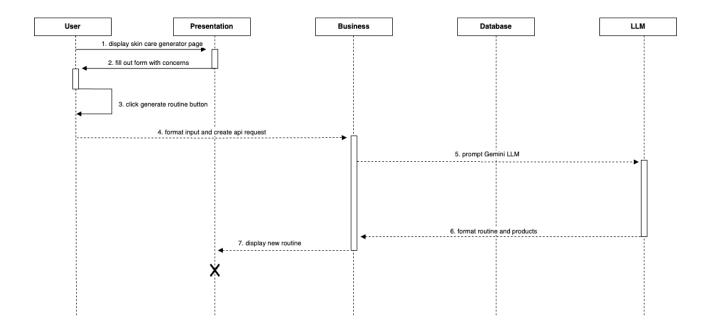


Figure 3: D-004 Use Generator Sequence Diagram

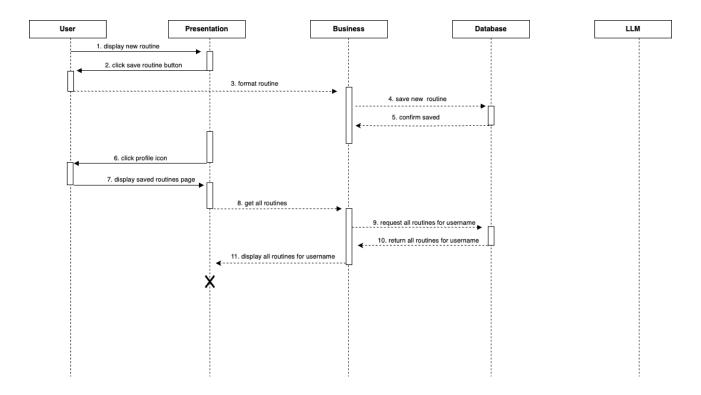


Figure 4: D-005 Save Routines Sequence Diagram



3.2 ACTIVITY DIAGRAMS

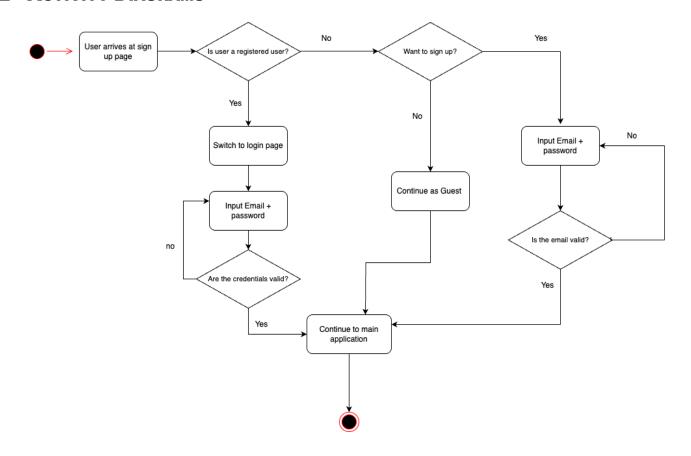


Figure 5: D-006 Become Registered User System Activity Diagram



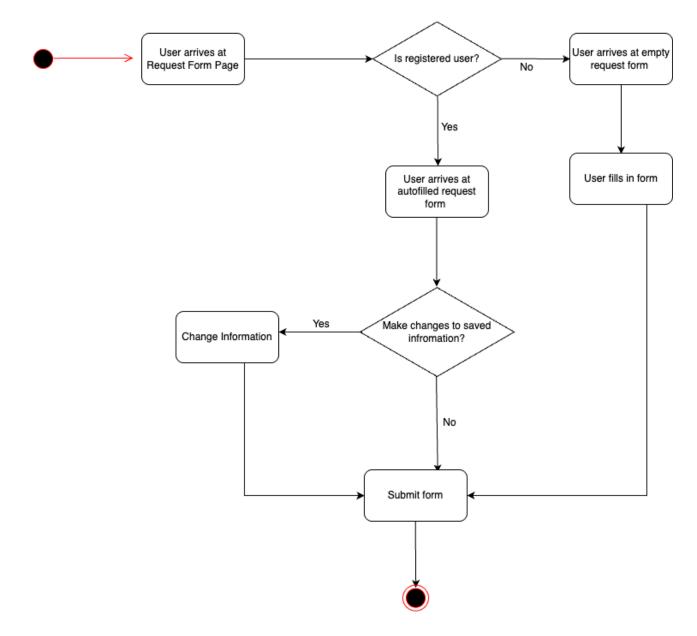


Figure 6: D-007 Submit Form System Activity Diagram



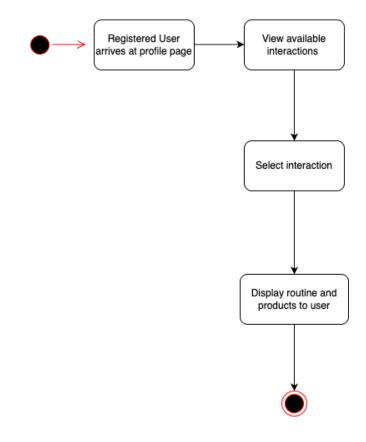


Figure 7: D-008 View Saved Routine System Activity Diagram

3.3 COMPONENT DIAGRAM

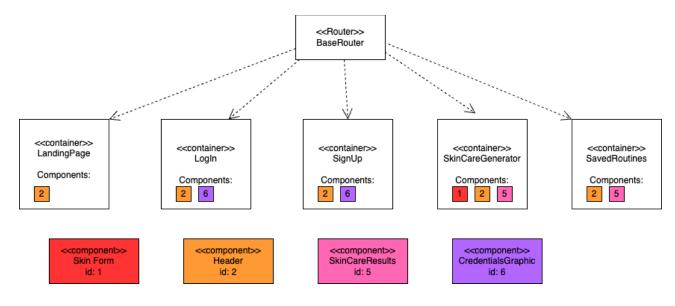


Figure 8: D-009 Component Diagram



3.4 RELATIONAL MODEL DIAGRAM

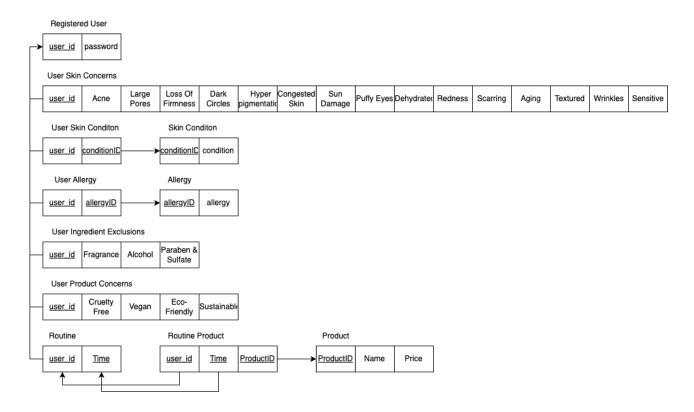


Figure 9: D-010 Relational Model Diagram



4 LAYOUT DESIGN

4.1 LANDING PAGE

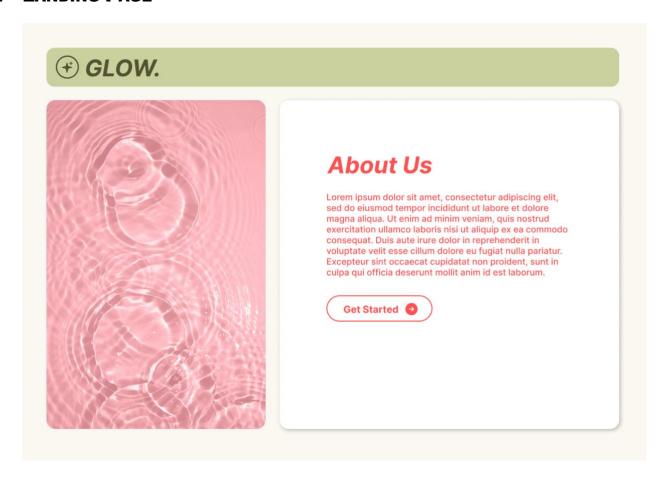


Figure 10: L-001 Landing Page (Desktop)



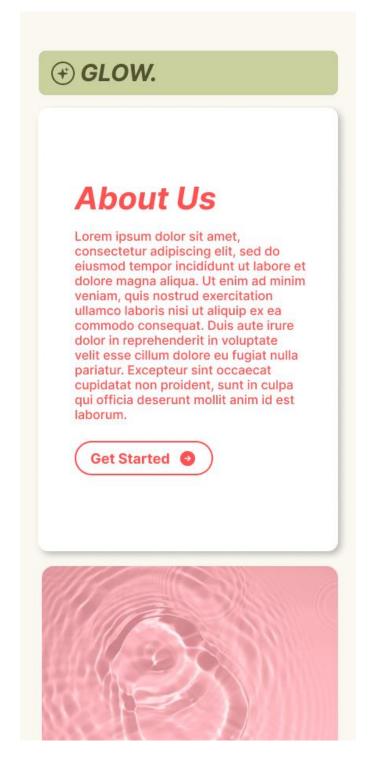


Figure 11: L-002 Landing Page (Mobile)



4.2 REGISTRATION PAGE

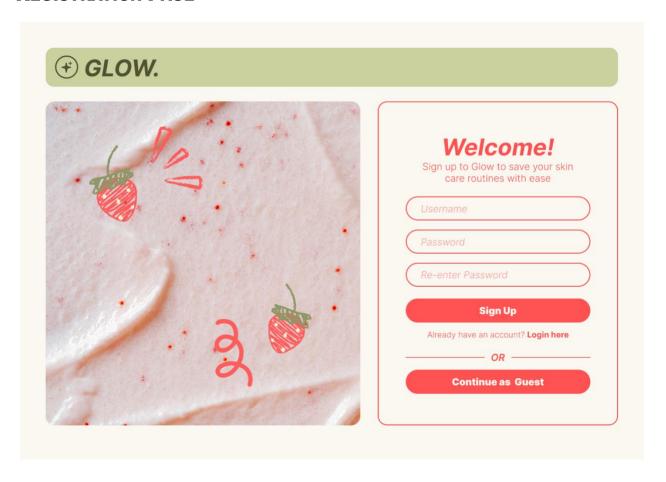


Figure 12: L-003 Registration Page (Desktop)



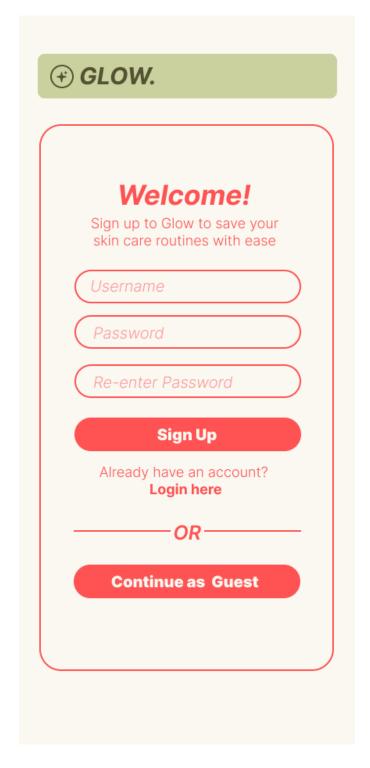


Figure 13: L-004 Registration Page (Mobile)



4.3 LOGIN PAGE

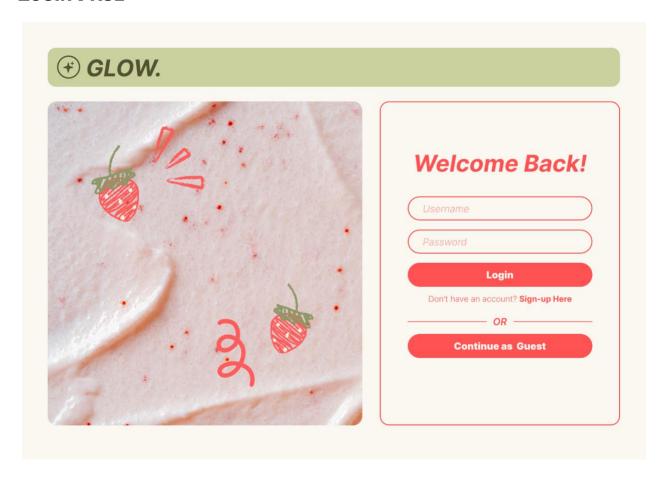


Figure 14: L-005 Login Page (Desktop)



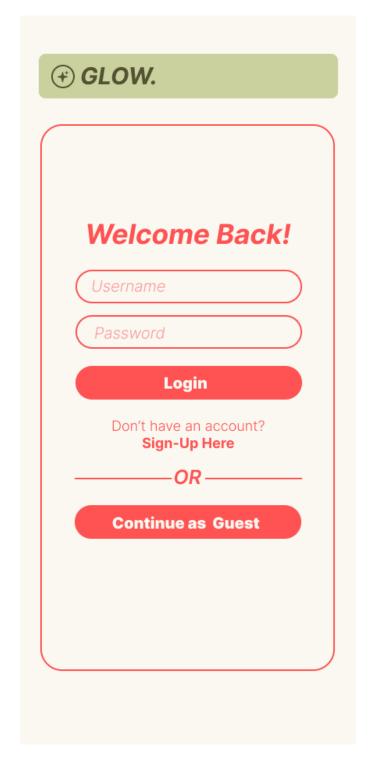


Figure 15: L-006 Login Page (Mobile)



4.4 PROFILE

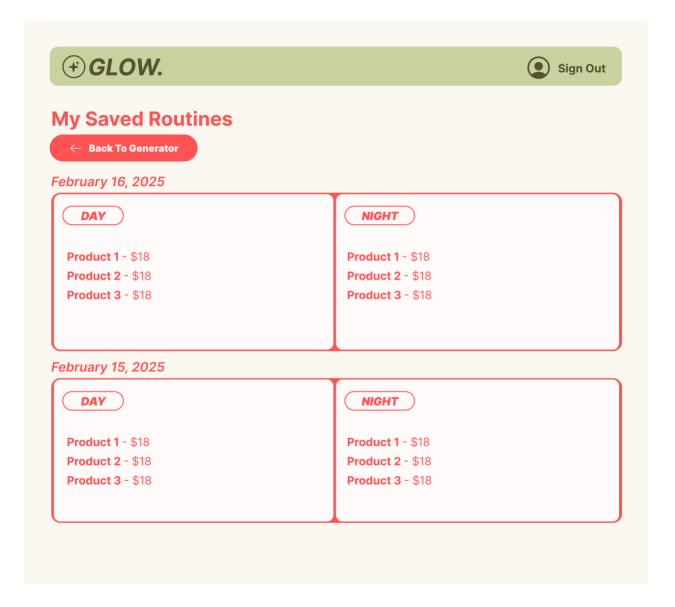


Figure 16: L-007 User Profile (Desktop)





Figure 17: L-008 User Profile (Mobile)



4.5 ROUTINE SUBMISSION FORM

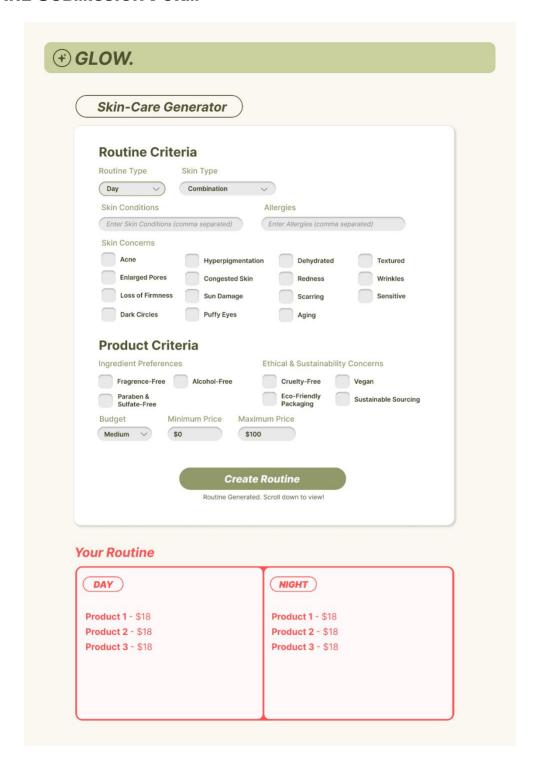


Figure 18: L-009 Routine Submission Form Guests (Desktop)



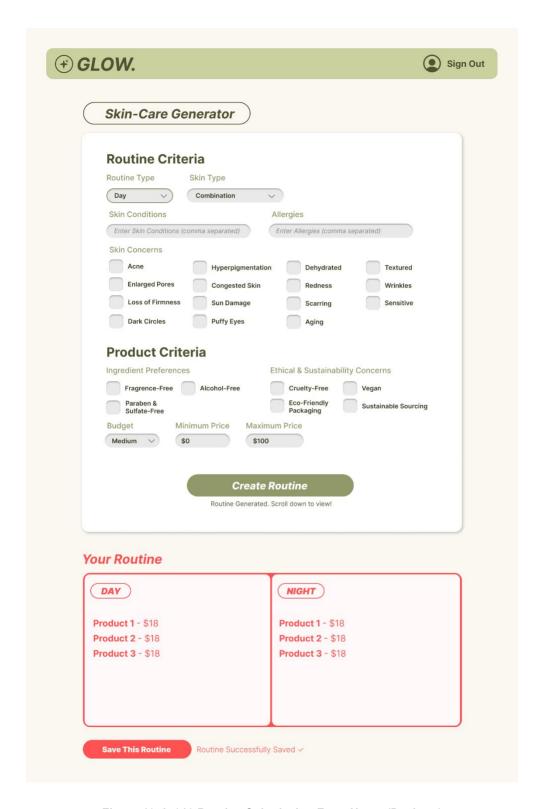


Figure 19: L-010 Routine Submission Form Users (Desktop)



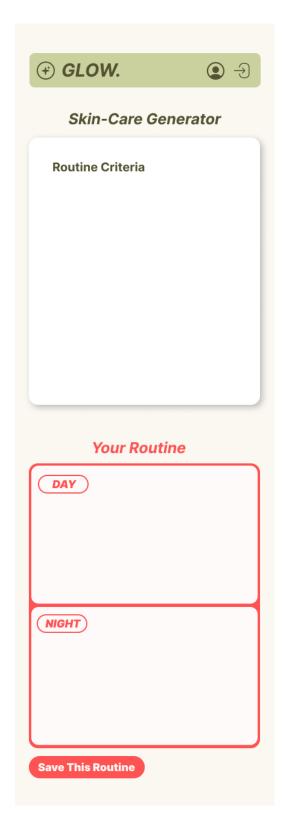


Figure 20: L011 Routine Submission Form (Mobile)