POLITECNICO
MILANO 1863

Travlendar+ project

Design Document

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Contents

List of Figures

List of Tables

1 Introduction

1.1 Purpose

1.2 Scope

1.3 Definitions, Acronyms, Abbreviation

1.4 Revision History

1.5 Reference Documents

1.6 Document Structure

2 Architectural Design

2.1 Overview

We need to design a system in which the user asks to the system to store an appointment and calculate the best path from a starting location to the appointment location.
Since this interaction between user and system can be summarize as:

1. User request a service to the system.
2. System responds to the user with the requested service.

Based on this, we decide to use a client-server architectural approach.

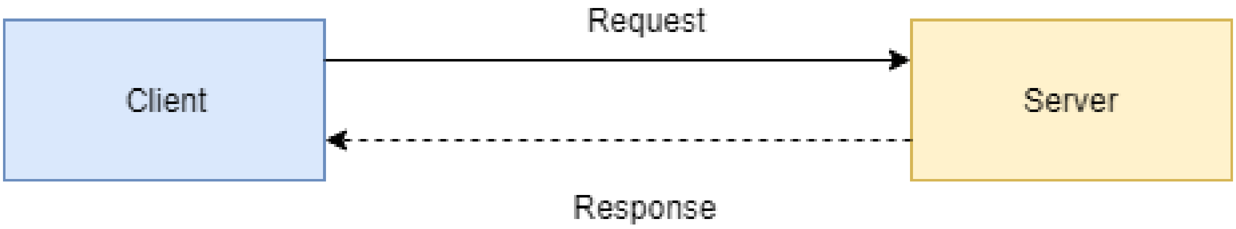

Figure 1: Client Server architecture

Furthermore, the system can be divided into three different subsystems: the presentation layer, the application layer and the data layer as we can see in Figure 2. Additional information are in subsection 2.6.

2.2 Component View

2.3 Deployment View

2.4 Runtime View

2.5 Component Interfaces

2.6 Selected architectural styles and patterns

2.7 Other design decision

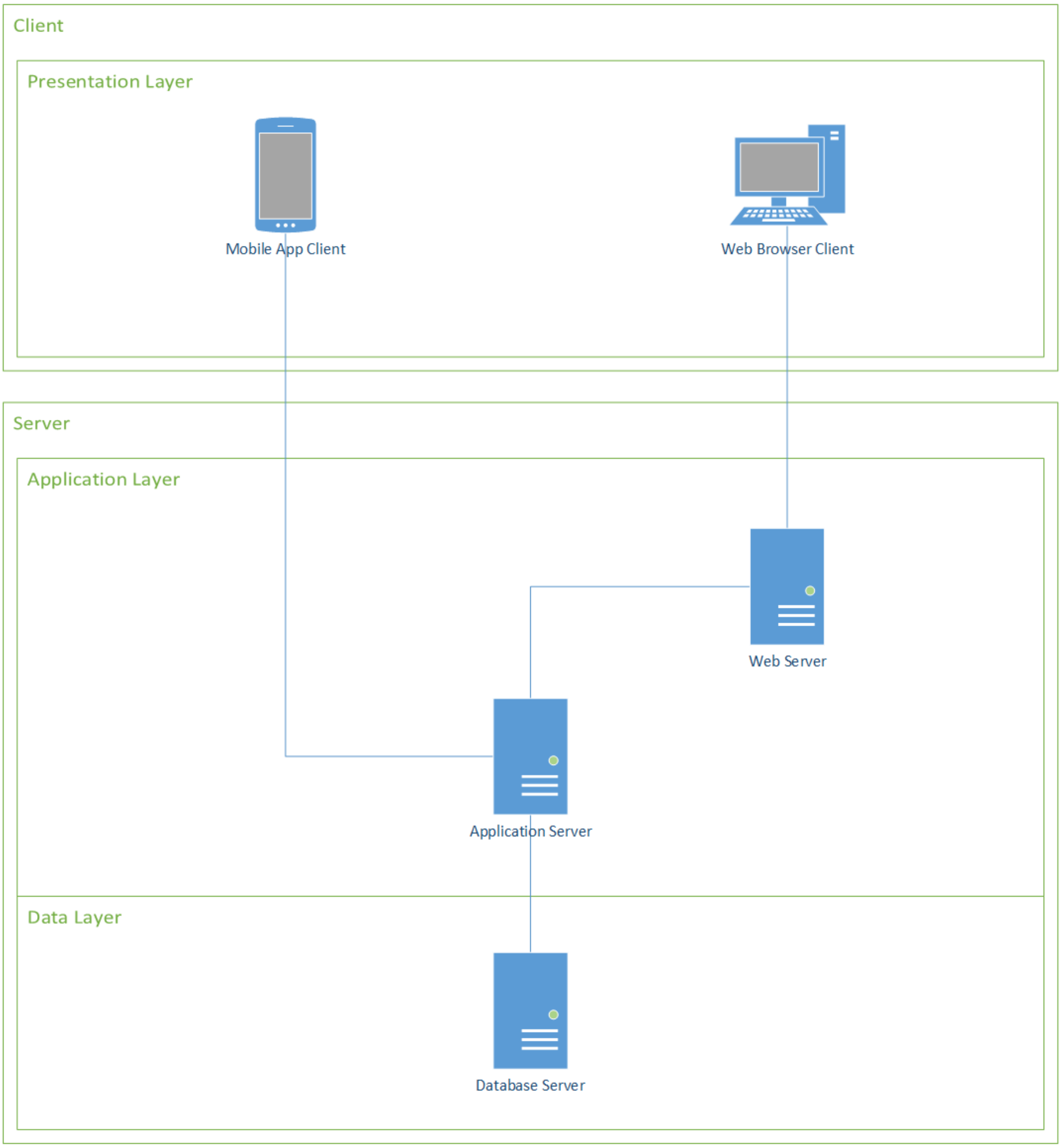

Figure 2: Overview of the system architecture

3 Algorithm Design

Algorithm

4 User Interface Design

4.1 UserInterfaces

5 Requirements Traceability

5.1 requirements traceability

6 Implementation, Integration and Test Plan

6.1 implementation

7 Appendix

7.1 Effort Spent

7.2 References