

# 1. INTRODUCTION

## 1.1. Purpose

CLup aims to provide chains of stores with a reliable solution to the problem of people gathering inside and outside the shops.

To face the problem, the application focuses on its principal causes, which are the management of people inside the store, that often leads to overcrowding, the effectiveness of standard queuing systems and the way people are allowed to visit the stores. Moreover, the system aims to provide a useful tool for store managers in order to help them in administering stores and monitoring their status.

In particular, the main goals that CLup aims to achieve, summarized in the table below, are the following:

- Prevent the store from being overcrowded, in order to avoid indoor gatherings while maximizing its occupancy, by means of an access management system
- Reduce gatherings of people waiting to enter outside the store, providing a way to virtualize queues
- Provide a more efficient way to access stores, reducing the time customers waste while waiting to do it
- Help store managers in monitoring the status of the store and regulating the influx of people

More details on how CLup is supposed to fulfill these goals are in the Requirement Document.

## 1.2. Scope

During the current situation of emergency, it is fundamental to prevent contacts among people. For this reason, governments impose strict rules concerning social distancing, both for indoor and outdoor contexts.

However, crowding management inside stores like supermarkets and grocery shops could be challenging. Currently, stores limit the maximum number of people allowed, and therefore long queues arise: entering a store for a few minutes might even require hours. Moreover, customers who see a crowded store might avoid lining up to save time and prevent contact with others.

CLup fits into this context allowing customers to remotely line-up in a queue of a given store and to be notified when they should head toward it. Furthermore, it allows the customer to

book a visit for a store on a specific day and time, which grants him priority over the queued customers.

Users can interact with CLup thanks to two distinct interfaces: one is an easy-to-use application designed for the customers, while the other one is an administrative tool that allows store managers to monitor their stores and modify their parameters.

Moreover, CLup also provides physical proxies outside the stores as a fallback option for users who want to line-up but do not have access to the application.

### 1.3. Definitions, Acronyms, Abbreviations

<b>AMS</b>	Access Management System
<b>TAS</b>	Turn Announcement System
<b>CLup</b>	Also known as the system. It is the software to be developed. From a design-oriented point-of-view, the term is also used to refer to the mobile application, the administrative tool and the server all together
<b>Customer application</b>	Also known as application. It is used to access the functions provided by CLup
<b>Administrative tool</b>	The tool provided to store managers in order to administer stores
<b>Proxy</b>	The physical fallback option for customers that want to use CLup but cannot use the application. It is placed outside the store it belongs to
<b>Turn Announcement System</b>	An external system which informs customers about who has been allowed by CLup to enter the store it belongs to
<b>Access Management System</b>	An external system which regulates physical entrances and exits to the store it belongs to by interacting with CLup
<b>App-customer</b>	A customer who uses CLup functions through the application
<b>Proxy-customer</b>	A customer who uses CLup functions through the proxy
<b>User</b>	Either a customer or a store manager
<b>Long-term customer</b>	With respect to a certain store, a customer who already used CLup to visit it
<b>Current occupancy</b>	Also known as occupancy. It can be referred to the store or one of its sections. It is the number of people inside it
<b>Maximum occupancy</b>	Refers to the store or one of its sections. It is the maximum number of people allowed to be in that area

<b>Virtual queue</b>	Also known as access queue or simply queue. It represents the set of customers who lined up through the app or the proxy
<b>Line-up</b>	With respect to a customer and a store, it is the event of joining the queue
<b>Visit request</b>	A customer's request to visit a store. It can be either a line-up request or a booking request
<b>Line-up request</b>	A request made by the customer to line-up for a store
<b>Booking request</b>	A request made by the customer to book a visit to a store
<b>Visit</b>	The realization of a visit request which takes place when a customer enters the store. After the customer exits the store, we talk about <i>completed visit</i> , otherwise it is a <i>visit in progress</i> .
<b>Visit token</b>	A unique token bound to a visit request. It allows the Customer to enter and exit the store
<b>Pending request</b>	A customer's visit request that does not have a visit associated with and is not allowed to enter the store it is associated with
<b>Ready request</b>	A customer's visit request that does not have a visit associated with and is allowed to enter the store it is associated with
<b>Fulfilled request</b>	A customer's visit request that has an associated <i>visit in progress</i>
<b>Completed request</b>	A customer's visit request that has an associated <i>completed visit</i>
<b>Active request</b>	A customer's visit request that is not a completed request (thus it is either a pending, a ready or a fulfilled request)

## 1.4. Revision history

1.0 - First version of the document (10th January 2021)

## 1.5. Reference Documents

IEEE standard for Software Design Descriptions, IEEE 1016-2009

R&DD Assignment AY 2020-2021

CLup Requirements Analysis and Specification Document (RASD)

Teaching material provided by professors Matteo Rossi and Elisabetta di Nitto

## 1.6. Document Structure

The reference structure used for the document is an adapted version of the one suggested by professor Matteo Rossi of Politecnico of Milan. It is derived from the IEEE standard, which is used as a reference document (IEEE standard for Software Design Descriptions, IEEE 1016-2009).

Chapter 1 is an introduction to the software to be designed and developed and to the problem that it addresses. It presents the goals that should be achieved and an analysis of the context in which the system will be placed.

Chapter 2 defines the system architecture. It includes a view of the system components and of their interfaces, a view about the deployment choices and some views about the runtime behaviour of the system. It also explains all the other design decisions.

Chapter 3 focuses on the design of the user interfaces. It also illustrates the users interactions with the system through mockups.

Chapter 4 better details the connections between goals and requirements already mapped in the RASD, taking into account the system components identified in Chapter 2

Chapter 5 focuses on future plans about the implementation, the integration and the testing of the system components.

Chapter 6 contains a report on the effort spent by all the members of the group while writing the current document.

## 2. ARCHITECTURAL DESIGN

### 2.1. Overview

The following sections are about the architecture of CLup. In order to better understand the whole document and to make it more self-contained, some recalls from the CLup Requirements Analysis and Specification Document follow, including an updated class diagram that considers a more design-oriented point-of-view.

**Table of functional requirements**

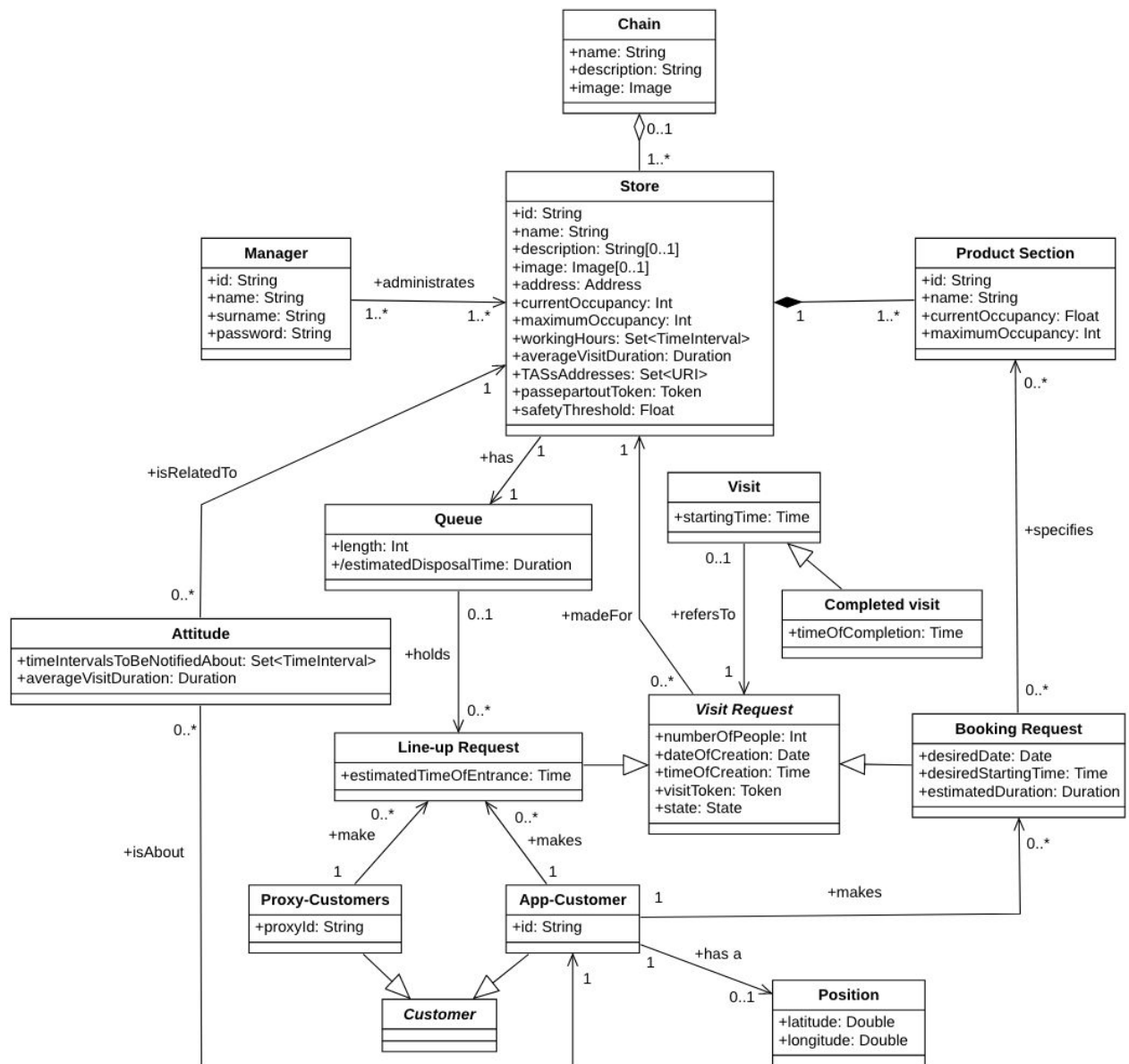
<b>R1</b>	The system shall allow managers to specify the store parameters
<b>R2</b>	The system shall allow managers to monitor entrances
<b>R3</b>	The system shall allow managers to monitor exits
<b>R4</b>	The system shall authorize accesses to the store
<b>R4.1</b>	The system shall authorize customers to enter if and only if the store would not exceed the maximum number of people allowed inside it
<b>R5</b>	The system shall provide a way to line-up in the virtual queue of the store
<b>R6</b>	The system shall provide a way to exit the queue before entering the store
<b>R7</b>	The system shall alert the app-customer when it is time to reach the store
<b>R8</b>	The system shall provide the possibility to book a time interval for visiting the store
<b>R9</b>	The system must not allow customers to book a visit in a time interval if, over its duration, bookings by other users already maximize store occupancy
<b>R9.1</b>	The system must not allow customers to book a visit in a time interval if, over its duration, bookings by other users already maximize at least one of the product sections specified in the booking request
<b>R10</b>	When booking a visit, the system shall allow customers to specify what kind of products they intend to buy
<b>R11</b>	The system shall provide the possibility to cancel a booked visit before entering the store
<b>R12</b>	While making a booking request, the system shall suggest alternative time intervals if the demand of the chosen one is too high
<b>R13</b>	While making a booking request, the system shall suggest alternative stores of the same chain if the demand for the chosen time interval in the selected store is too high
<b>R14</b>	The system shall allow managers to regulate entrances
<b>R15</b>	The system shall allow managers to regulate exits

<b>R16</b>	The system shall notify a customer when, during a specific time interval, a specified store is reaching its maximum occupancy
<b>R17</b>	The system shall keep track of the average duration of a generic visit to the store
<b>R18</b>	The system shall manage the case in which customers do not show up when it is their turn to enter the store
<b>R19</b>	The system shall inform customers when they are allowed to enter the store

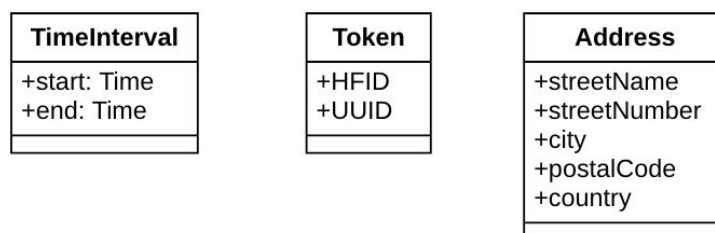
**Table of nonfunctional requirements**

<b>NF1</b>	The system, in normal operating conditions, should be able to handle all line-up and booking requests of each customer.
<b>NF2</b>	The system responses and notifications must be sent within 3 seconds from the triggering event.
<b>NF3</b>	The software should be GDPR compliant
<b>NF4</b>	CLup should provide a high degree of reliability
<b>NF5</b>	CLup should be available the 99% of the time
<b>NF6</b>	The system should be protected against malicious attacks
<b>NF7</b>	The system must be well-documented and adaptable to changes
<b>NF8</b>	The CLup customer application should be compatible with most of the smartphones currently on the market
<b>NF9</b>	CLup should be platform independent
<b>NF10</b>	The application should be easy to use
<b>NF11</b>	CLup shall give priority to booking requests over line-up requests
<b>NF12</b>	Customers can remotely line-up in a store's queue only if they are not in the queue of any store at that moment
<b>NF13</b>	Customers can book a visit to a store for a specific time interval only if they have not booked any other visit which overlaps with that time interval
<b>NF14</b>	Customers can book a visit to a store for a specific time interval only if it starts after the current queue disposal time of that store.

## Class Diagram



For the sake of simplicity and readability of the diagram, complex types of attributes are detailed below and not included in the diagram itself.



Furthermore, *Image* and *Duration* are abstract types representing respectively an image and a time duration, while *State* is an enumeration of the possible states of a request (pending, ready, fulfilled, completed).

Since the system does not provide other functions to proxy customers other than the one to make line-up requests for the store the proxy belongs to, and since proxies are not intended to

identify customers, it has been decided to consider all the customers interacting with a single proxy as the same instance of “Proxy Customers”.

Details on the attribute mentioned are provided through the following sections.

As evidenced by the following sections, CLup is modelled according to a multi-tier 3-layer architecture. The software components to be developed are the server, the mobile application and the administrative tool, which in the current document are mentioned all together as *CLup* or *system*.

### 2.1.1. Selected architectural styles and patterns

The whole system (i.e. CLup itself) is designed as a multi-tier 3-layer architecture. Thus, it allows the decoupling of presentation, logic and data layers, which are hosted on different devices.

- The **presentation layer** includes all the devices which customers and managers interact with in order to use the services offered by CLup;
- The **application (logic) layer** includes all the components needed to guarantee the complete implementation of CLup functions;
- The **data layer** includes the DBMS in charge of managing all the persistent data of CLup.

As can be seen from the class diagram, all the classes use structured data and have many associations between them. Furthermore, the persistent storage has not to deal with a huge amount of data. Hence the decision to opt for a relational database.

The application layer also includes third-part components which the system interacts with and which allow it to properly offer its services.

The only noticeable exception in the CLup 3-layer architecture is represented by the interaction between the mobile application and the NotificationService component. Indeed, the MobileApplication offers an interface, which depends on the development technology stack, that guarantees the feasibility of remote push notifications service offered by CLup. More details on this design choice are provided in Section 2.5.

The interfaces between the presentation layer and the application layer are designed according to the REST (Representational State Transfer) architectural style and are based on the HTTPS protocol. Thus, each interaction between those layers is stateless and follows a client-server approach.

Since REST applies the “separation of concerns” (SoC) paradigm, it allows an independent development and replacement of client-side logic and server-side logic as long as the interfaces are not changed.

Furthermore, this choice results in an improvement of the portability (and the freedom of implementation choices) of the user interfaces across multiple platforms, of the scalability of the system (by simplifying the server components) and of the maintainability.



Regarding the functionalities that involve the notification of app-customers, it was decided to use existing providers of remote push notifications.

No constraints concerning the provider of the push notification service (e.g. Google Firebase, Apple Push Notification service) and the one of the maps service (e.g. Google Maps, OpenStreetMap) are imposed on the developers. Thus, across the entire document, the NotificationService component and the MapsService component are considered as dependent on the chosen service provider.

While the server, the mobile application and the administrative tool are the software components to be developed:

- the proxy and the AMS are existing components that will be configured to interact with the system through the interfaces provided by CLup. Thus, they are supposed to be able to communicate with CLup over HTTPS;
- the TAS, the NotificationService and the MapsService components are existing components which CLup interacts with through the interfaces they provide. They all offer an interface through the HTTPS protocol;
- Also the DBMS component is an existing component which offers an interface to CLup. Their communication is based on TCP/IP.

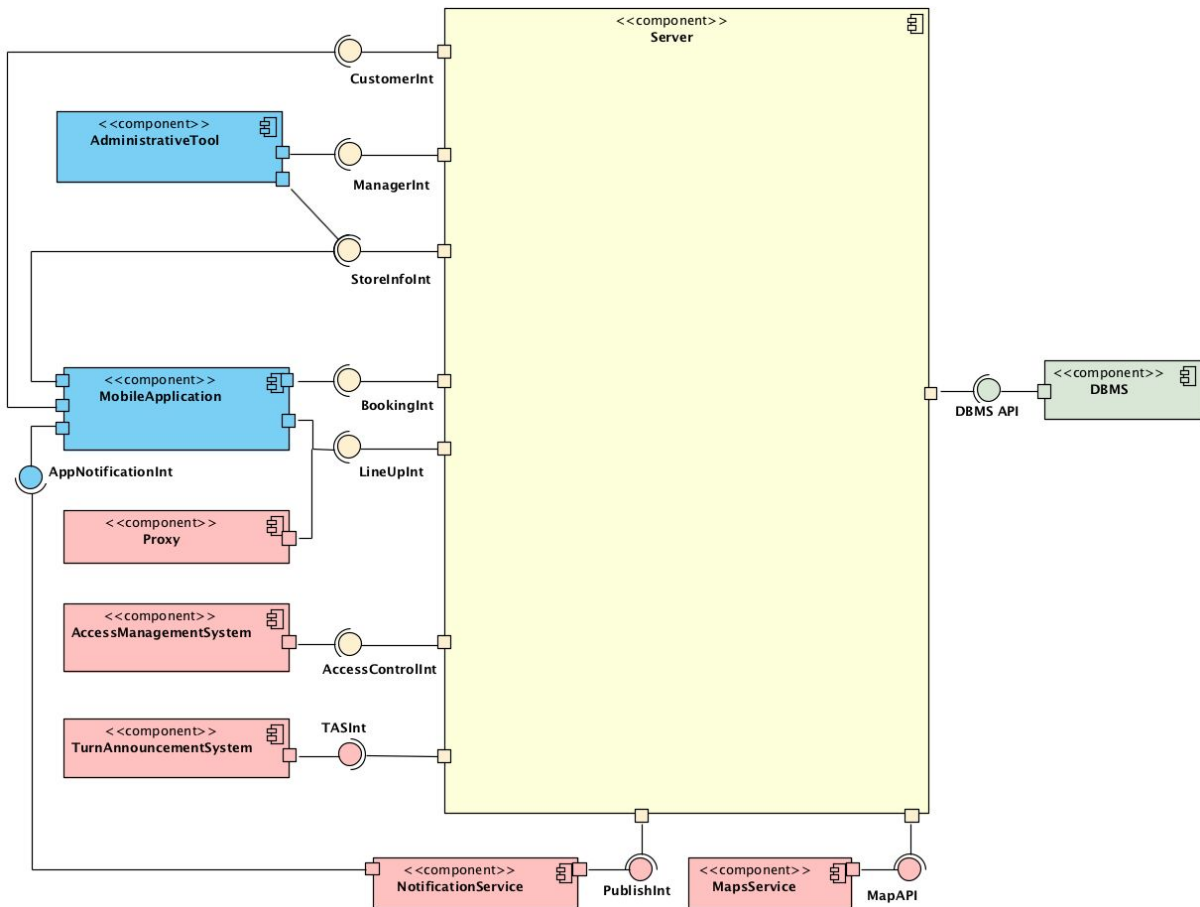
In order to reach a low level of coupling, the server internal logic has been the object of a functional decomposition into subcomponents and has been designed considering the proxy design pattern when dealing with external components. Indeed, the PushNotificationController and the MapController components act as interfaces respectively to the external NotificationService and MapsService components.

Furthermore, the DataModel component, which also acts as an interface to the data storage, represents the repository of the homonym pattern.

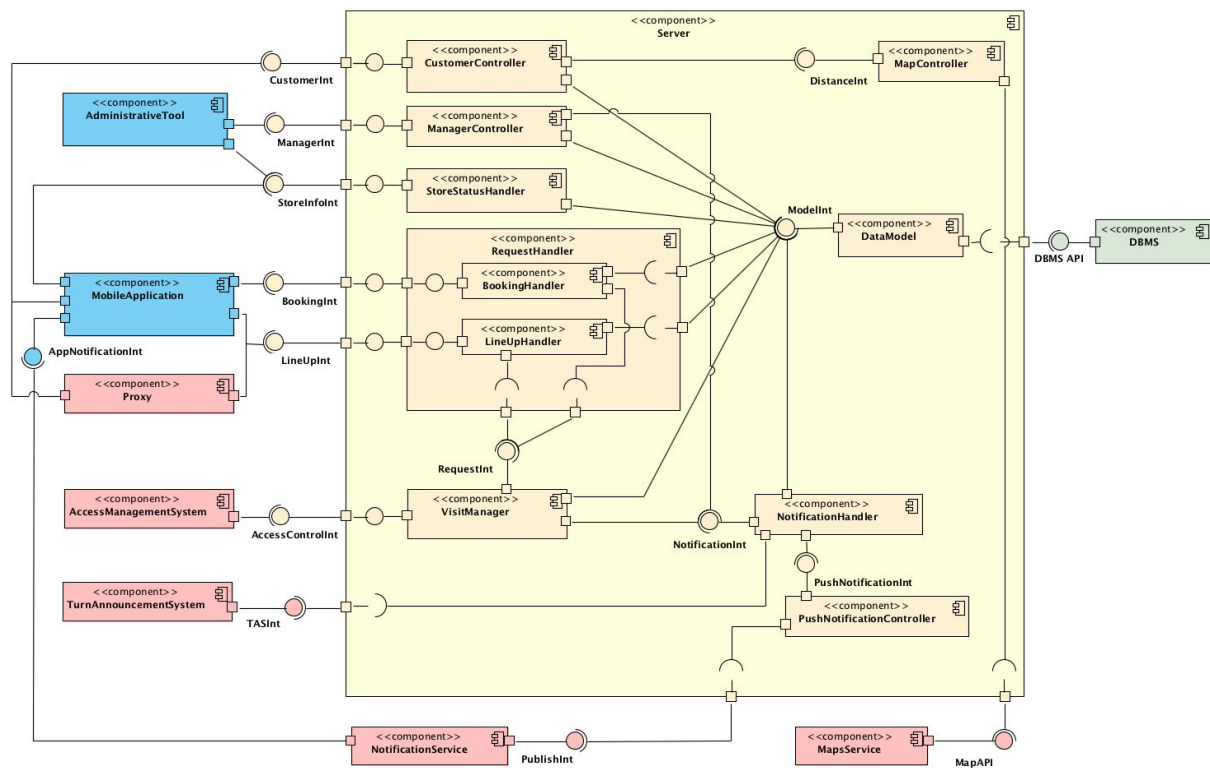
Further details on the components and on their interaction follow.

## 2.2. Component view

### 2.2.1. High-level component view



## 2.2.2. Detailed component view



## 2.2.3. Components description

### High-level components:

- **MobileApplication:** it is the smartphone application used by customers to interact with CLup. In order to allow customers to use all the functions provided by the system, it interacts with the server as a client via several interfaces. It also offers an interface to the NotificationService that allows CLup to send remote notifications to the customer.
- **AdministrativeTool:** it is the desktop application used by store managers in order to monitor and administer their stores.
- **Proxy:** it is the component that provides a fallback option to customers who cannot use the MobileApplication. Each instance of this component is associated with a single store managed by CLup and allows customers to line-up in the store's queue.
- **AccessManagementSystem:** the component in charge of letting customers enter and exit the stores with respect to their visit token . Each instance of this component is associated with a single store managed by CLup, and contacts the VisitManager via the AccessControlInterface to determine whether a customer is allowed to enter the store. It also informs CLup when the customer actually enters and exits the store, specifying how many people actually enter and exit it.
- **TurnAnnouncementSystem:** the component in charge of informing customers outside the stores when they are allowed to enter the store. Each instance of this component is associated with a single store managed by CLup and provides an interface to be notified whenever a new customer is allowed to enter the store. It can also provide

information about the store's queue disposal time, its length, or the average duration of a visit in its store.

- **NotificationService:** it is the external component which manages the dispatching of push notifications to the MobileApplication. It offers an interface to the CLup in order to collect notifications, and sends them to the MobileApplication of the receiver.
- **MapsService:** it is the external component used to perform the geospatial requests made by NotificationHandler component. It provides an interface contacted by the MapController, which mediates between the two components.
- **Server:** it is the component implementing the system logic.

#### Internal server components:

- **RequestHandler:** the component is the one in charge of collecting customers' visit requests, accepting or rejecting them, and of cancelling the same requests whenever the customer who placed them asks for it. The request handler is composed of two sub components.
  - **LineUpHandler:** the component in charge of collecting, accepting and rejecting LineUp requests made by all customers. When a request is accepted, the LineUpHandler informs the DataModel and notifies the VisitManager via its dedicated interface. The rejection is performed taking into account the status of the store they refer to, retrieved from the DataModel. This component is also the one in charge of dealing with customers' requests to cancel their previously made line-up requests, informing the DataModel and notifying the VisitManager.
  - **BookingHandler:** the component in charge of collecting, accepting and rejecting booking requests made by app-customers. It also balances out the affluence to the desired store in each time interval. To do so, when a request is placed, if the store is likely to reach its maximum occupancy in the specified time interval, before accepting it the component suggests alternative time intervals to the customer. When a request is accepted, the component informs the DataModel and notifies the VisitManager via its dedicated interface. A request is rejected taking into account the status of the store it refers to in the specified time interval, retrieved from the DataModel. When this happens, the BookingHandler is also in charge of suggesting the customer alternative time intervals or stores of the same chain in which to perform the booking. This component is also the one which deals with customers' requests to cancel their previously made booking requests, informing the DataModel and notifying the VisitManager.  
Moreover, the BookingHandler is in charge of providing customers with information about the estimated time of entrance associated with their booking request if it is the booking desired time but the customer is not allowed yet to enter the store.
- **CustomerController:** the component in charge of retrieving and providing app-customers with their information, such as their active line-up and booking requests. It also manages customers' requests to be notified about stores becoming unavailable in some specific time intervals. These time intervals can both be specified

by the customer or automatically inferred by the component, based on the previous customers' visits to the selected store. Moreover, for each app-customer, it periodically makes an estimation on the average duration of a visit in each store already visited by each app-customer.

Furthermore, it informs app-customers when they should start heading to the store they lined-up for in order to arrive on time. To do so, it periodically receives the current position of a customer and delegates the MapController component to get the time he would need in order to reach the store he lined-up for by walk and by car.

- **ManagerController:** the component in charge of handling with managers authentication and providing them with information about their profile, such as the list of stores they manage. Furthermore, it is the component in charge of allowing managers to administer their stores, modifying their relative parameters. **When it is needed to inform some customers about a performed change, it notifies their MobileApplication by contacting the NotificationHandler.** Moreover, the ManagerController component is also the one in charge of allowing store managers to add already existing managers to their stores, or even add new ones.
- **StoreStatusHandler:** this component is the one in charge of providing all the information concerning the stores managed by CLup, such as their opening time, their current occupancy, their product sections and relative occupancies, their current queue disposal time. Also, it periodically estimates and updates the average duration of a visit to each store.
- **VisitManager:** this component is the one in charge of coping with visits and visit requests to the stores managed by CLup. In fact, it regulates the order in which customers are allowed to visit the stores they made visit requests for, and also manages the situation in which customers do not show up when it is their turn. Moreover, when a visit request is in its *ready state*, it communicates this information to the NotificationHandler via its dedicated interface. The VisitManager also provides an interface to allow entrances and exits to the stores managed by CLup, by checking if given a visit token and a store the token is associated with a visit request in ready state for the selected store. In addition, this component is the one in charge of informing the NotificationHandler when a given store is likely to reach its maximum occupancy.
- **NotificationHandler:** this component is the one in charge of notifying customers when they are allowed to enter the store. When this happens, the NotificationHandler contacts the TurnAnnouncementSystem, providing it with the visit tokens of the ready requests and with other information about the store. Moreover, in case of visit requests placed by app-customers, the NotificationHandler interacts with the PushNotificationController in order to send remote push notifications to the customers' mobile application.

The NotificationHandler is also in charge of notifying app-customers whenever the stores they asked to be notified about are likely to reach their maximum occupancy in a given time interval. In fact, when a store is reaching its maximum occupancy in a certain time interval, the NotificationHandler, which has been informed by the VisitManager about that event, retrieves from the DataModel the app-customers to be notified and eventually notifies them via the PushNotificationController.

**Finally, it is in charge of notifying app-customers affected by a manager's change of some store parameters, always via the PushNotificationController.**

- **PushNotificationController:** this component is the one in charge of mediating between the system and the NotificationService. It receives requests from the NotificationHandler that include the identifier of the app-customer to be notified and the content of the notification. It then forwards the request to the NotificationService.
- **MapController:** this component is the one in charge of mediating between the system and the MapsService. In fact, it receives geospatial requests from the CustomerController component and performs them exploiting the MapsService.
- **DataModel:** this component is the one that defines the data model of the system and that manages the actual data. It also interacts with the DBMS in order to ensure data persistence. All the other components of the system interact with it in order to read and update data.

## 2.3. Component interfaces

### 2.3.1. CLup RESTful interfaces

The interfaces between the presentation layer and the application layer are designed considering the REST architectural style upon the HTTPS protocol. All the request/response bodies are encoded using the JSON format. *VALUE* is the symbolic token representing the value provided in the request/response message body.

Thus, these interfaces form a RESTful API.

#### ManagerInt

It is the interface provided by the ManagerController. It is used by the AdministrativeTool in order to allow a manager to administer his stores. Thus, all the operations initiated by a certain manager and related to a certain store are performed only if that store is administered by that manager and applied by the system when the store is closed. The interface includes:

HTTP verb	URI	Description
POST	/manager/login	<p>It allows a manager to initiate a session starting from a login. The request body has the following structure:</p> <pre>{   "id": "VALUE",   "password": "VALUE" }</pre> <p>The response body has the following structure:</p> <pre>{   "authenticationToken": "VALUE" }</pre> <p>Further details on the authentication token are provided in section 2.5.</p>
GET	/manager/{id}/logout	<p>It allows a manager to logout and to invalidate the authentication token.</p>
GET	/manager/{id}	<p>It returns the general information of the manager identified by the parameter {id} plus the basic information about the stores he manages. The response body has the following structure:</p> <pre>{   "id": "VALUE",   "name": "VALUE",   "surname": "VALUE",   "stores": [     {       "id": "VALUE",       "chain": "VALUE",</pre>

		<pre>         "name": "VALUE",         "address": "VALUE",         ...     ] }</pre>
POST	/manager/{id}/newManager	<p>It creates a new manager for a store. The manager identified by {id} is the responsible for the operation. The request body has the following structure:</p> <pre> {   "newManagerID": "VALUE",   "newPassword": "VALUE",   "name": "VALUE",   "surname": "VALUE",   "storeID": "VALUE" }</pre>
POST	/manager/{id}/addManager	<p>It adds an existing manager to a store. The manager identified by {id} is the responsible for the operation. The request body has the following structure:</p> <pre> {   "newManagerID": "VALUE",   "storeID": "VALUE" }</pre>
POST	/manager/{id}/removeManager	<p>It removes an existing manager to a store. The manager identified by {id} is the responsible for the operation. The request body has the following structure:</p> <pre> {   "managerToRemoveID": "VALUE",   "storeID": "VALUE" }</pre>
PATCH	/manager/{id}/store/{storeID}	<p>It modifies the store identified by the parameter {storeID}. The manager identified by {id} is the responsible for the operation. As detailed in section 2.5, it may have an impact on customers' visit requests. The parameters which will be modified are the ones in the request body, which admits the following parameters:</p> <ul style="list-style-type: none"> <li>• "name": "VALUE"</li> <li>• "address": "VALUE"</li> <li>• "workingHours": [       <pre>         { "start": "VALUE",           "end": "VALUE" },       ...     ]</pre> </li> <li>• "maximumOccupancy": "VALUE"</li> </ul>



		<ul style="list-style-type: none"> <li>• “<i>safetyThreshold</i>”: “VALUE”</li> </ul> <p>As detailed in section 2.5, the maximum occupancy of a store is specified (and can be modified) by the manager only when the store is not divided in product sections.</p>
PUT	/manager/{id}/store/{storeId}/addSection	<p>It adds a new section to the store identified by the parameter {storeId}. The manager identified by {id} is the responsible for the operation. The request body has the following structure:</p> <pre>{   "name": "VALUE",   "maximumOccupancy": "VALUE" }</pre> <p>The response body has the following structure:</p> <pre>{   "sectionID": "VALUE" }</pre>
PATCH	/manager/{id}/store/{storeId}/section/{sectionID}	<p>It modifies the section with id {sectionID} of the store identified by the parameter {storeId}. The manager identified by {id} is the responsible for the operation. As detailed in section 2.5, it may have an impact on customers' visit requests. The parameters which will be modified are the ones in the request body, which admits the following parameters:</p> <ul style="list-style-type: none"> <li>• “<i>name</i>”: “VALUE”,</li> <li>• “<i>maximumOccupancy</i>”: “VALUE”</li> </ul>
DELETE	/manager/{id}/store/{storeId}/section/{sectionID}	<p>It deletes the section with id {sectionID} of the store identified by the parameter {storeId}. The manager identified by {id} is the responsible for the operation. As detailed in section 2.5, it may have an impact on customers' visit requests.</p>
GET	/manager/{id}/store/{storeId}/passpartout	<p>It returns the passepartout token of the store identified by {storeId}. The manager identified by {id} is the responsible for the operation. The response body has the following structure:</p> <pre>{   "hfid": "VALUE",   "uuid": "VALUE" }</pre>

## CustomerInt

It is the interface provided by the CustomerController. It is used by the MobileApplication to interact with the system. Furthermore, it is used by the Proxy to perform its registration in the system. The interface includes:

HTTP verb	URI	Description
PUT	/customer/registerProxy	It allows the (automatic) registration of a new proxy. The request body has the following structure: <pre>{   "proxyID": "VALUE" }</pre>
PUT	/customer/registerApp	It allows the (automatic) registration of a new app-customer at the first launch of the app. The request body has the following structure: <pre>{   "appID": "VALUE" }</pre> Details about the app id in section 2.5.
GET	/customer/{id}	It returns all the active visit requests of the customer identified by {id}. The response body has the following structure: <pre>{   "line-upRequest": {     "visitToken": "VALUE",     "numberOfPeople": "VALUE",     "estimatedTimeOfEntrance": "VALUE"   },   "bookingRequests": [     {       "visitToken": "VALUE",       "numberOfPeople": "VALUE",       "desiredDate": "VALUE",       "desiredStartingTime": "VALUE",       "productSectionsNames": ["VALUE", ...]     }   ] }</pre>
POST	/customer/{id}/askForNotification	It adds the customer to the ones that want to be notified when the selected store is likely to become unavailable. The request body has then the following structure: <pre>{   "auto": "VALUE",   "store": "VALUE",   "timeIntervals": [     {       "start": "VALUE",       "end": "VALUE"     }   ] }</pre>

		<pre>{   "startingTime": "VALUE",   "endingTime": "VALUE" }, ... }</pre> <p>If the time intervals are specified by the customer, the auto parameter is set to "false". Otherwise, it is set to "true".</p>
POST	/customer/{id}/updatePosition	<p>It checks if the customer identified by the specified token should head towards the store he lined up for, according to his actual position. The request body has the following structure:</p> <pre>{   "latitude": "VALUE",   "longitude": "VALUE" }</pre> <p>The response body has the following structure:</p> <pre>{   "shallNotify": "VALUE",   "estimatedTimeWalking": "VALUE",   "estimatedTimeDriving": "VALUE" }</pre>
GET	/customer/{id}/store/{storeID}/averageDuration	<p>It returns the average duration of a visit to the selected store of the specified customer. The response body has the following structure:</p> <pre>{   "averageDuration": "VALUE" }</pre>

### StoreInfoInt

It is the interface provided by the StoreStatusHandler. It is used by the AdministrativeTool and by the MobileApplication in order to retrieve information about a store or a chain, plus the list of all the chains managed by the system. The interface includes:

HTTP verb	URI	Description
GET	/store/{id}/generalInfo	<p>It returns general information about the store identified by the parameter {id}. The response body has the following structure:</p> <pre>{   "chainName": "VALUE",   "name": "VALUE", </pre>

		<pre> "address": "VALUE", "description": "VALUE", "image": "VALUE", "currentOccupancy": "VALUE", "maximumOccupancy": "VALUE", "safetyThreshold": "VALUE", "averageVisitDuration": "VALUE", "queueLength": "VALUE", "queueDisposalTime": "VALUE", "workingHours": [   { "start": "VALUE",     "end": "VALUE" },   ... ] } </pre>
GET	/store/{id}/activeRequests	<p>It returns all the active requests associated with the store identified by the parameter {id}. The response body has the following structure:</p> <pre> {   "lineupRequests": [     { "customerID": "VALUE",       "timeOfCreation": "VALUE",       "numberOfPeople": "VALUE",       "visitToken": {         "hfid": "VALUE",         "uuid": "VALUE"       },       "state": "VALUE",       "estimatedTimeOfEntrance": "VALUE",       "startingTime": "VALUE",       "isFromProxy": "VALUE",       ...     },     ...   ],   "bookingRequests": [     { "customerID": "VALUE",       "desiredDate": "VALUE",       "desiredStartingTime": "VALUE",       "estimatedDuration": "VALUE",       "numberOfPeople": "VALUE",       "visitToken": {         "hfid": "VALUE",         "uuid": "VALUE"       },       "state": "VALUE",       "sectionsIDs": ["VALUE", ...],       "startingTime": "VALUE",       ...     },     ...   ] } </pre> <p>"isFromProxy" is a boolean value which indicates</p>

		whether the line-up request was placed using a proxy or the application
GET	/store/{id}/managers	<p>It returns the managers of the store identified by the parameter {id}. The response body has the following structure:</p> <pre> {   "managers": [     { "id": "VALUE",       "name": "VALUE",       "surname": "VALUE" },     ...   ] }</pre>
GET	/store/{id}/sections	<p>It returns the sections of the store identified by the parameter {id}. The response body has the following structure:</p> <pre> {   "sections": [     { "id": "VALUE",       "name": "VALUE",       "currentOccupancy": "VALUE",       "maximumOccupancy": "VALUE" },     ...   ] }</pre>
GET	/chainstore?city=value	<p>It returns all the available chains and independent stores in the specified city. If the city is not specified, it returns all the chains managed by CLup. The response body has the following structure:</p> <pre> {   "chains": [     { "name": "VALUE",       "description": "VALUE",       "image": "VALUE" },     ...   ],   "autonomousStores": [     { "name": "VALUE",       "description": "VALUE",       "image": "VALUE" },     ...   ] }</pre>
GET	/chain/{name}/stores?city=value	<p>It returns the name and the address of all the stores of the selected chain. If the city parameter is specified, the results are limited to the stores located in that city.</p>

		<p>The response body has the following structure:</p> <pre> {   "stores": [     { "id": "VALUE",       "name": "VALUE",       "address": "VALUE"},     ...   ] }</pre>
--	--	--

### LineUpInt

It is an interface provided by the LineUpHandler. It is used by the Proxy and by the MobileApplication in order to allow a customer to line-up for a specific store. It also allows an app-customer to delete a pending request and to check approximately how long it takes for being allowed to enter the store he lined-up for. The interface includes:

HTTP verb	URI	Description
POST	/lineup	<p>It checks if a certain line-up request is feasible and, if so, it accepts the request. The request body has the following structure:</p> <pre> {   "storeId": "VALUE",   "numberOfPeople": "VALUE",   "customerID": "VALUE" }</pre> <p>The response body has the following structure:</p> <pre> {   "validated": "VALUE",   "estimatedTimeOfEntrance": "VALUE",   "visitToken": {     "hfid": "VALUE",     "uuid": "VALUE"   } }</pre>
DELETE	/lineup/{token}	It deletes a pending or a ready line-up request which is identified by {token}

### BookingInt

It is an interface provided by the BookingHandler. It is used by the MobileApplication in order to allow a customer to request or delete a booking for a certain store. The interface includes:

HTTP verb	URI	Description
-----------	-----	-------------

POST	/booking	<p>It checks if a certain booking request is feasible and, if so, it accepts the request. The request body has the following structure:</p> <pre>{   "storeID": "VALUE",   "numberOfPeople": "VALUE",   "customerID": "VALUE",   "desiredDate": "VALUE",   "desiredStartingTime": "VALUE",   "estimatedDuration": "VALUE",   "sectionsIDs": ["VALUE", ...],   "alternativesDesired": "VALUE" }</pre> <p>The response body has the following structure:</p> <pre>{   "validated": "VALUE",   "visitToken": "VALUE",   "alternativeTimeIntervals": ["VALUE", ...],   "alternativeStores": ["VALUE", ...] }</pre> <p>Alternatives are in the response only if <i>alternativesDesired</i> parameter is true</p>
DELETE	/booking/{token}	It deletes the pending booking request identified by {token}

### AccessControllnt

It is an interface provided by the VisitManager. It is used by the AccessManagementSystem in order to check if a customer of the store it belongs to is allowed to access that store. The interface includes:

HTTP verb	URI	Description
POST	/access/request	<p>It checks if the customer associated with the token provided in the request is allowed to enter the specified store, which is the one the AMS belongs to. The request body has the following structure:</p> <pre>{   "token": "VALUE",   "store": "VALUE" }</pre> <p>The response body has the following structure:</p> <pre>{   "validated": "VALUE",   "numberOfPeople": "VALUE" }</pre>

POST	<code>/access/confirm</code>	<p>It confirms that the customer associated with the provided token has entered the store the AMS belongs to. It also specifies the actual number of people who entered the store. The request body has the following structure:</p> <pre>{   "token": "VALUE",   "store": "VALUE",   "numberOfPeople": "VALUE" }</pre>
POST	<code>/exit/request</code>	<p>It retrieves the number of people associated with the visit request in order to let them exit the store the AMS belongs to. The request body has the following structure:</p> <pre>{   "token": "VALUE",   "store": "VALUE" }</pre> <p>The response body has the following structure:</p> <pre>{   "validated": "VALUE",   "numberOfPeople": "VALUE" }</pre>
POST	<code>/exit/confirm</code>	<p>It confirms that the customer associated with the provided token has exited the store the AMS belongs to. It also specifies the actual number of people who left the store. The request body has the following structure:</p> <pre>{   "token": "VALUE",   "store": "VALUE",   "numberOfPeople": "VALUE" }</pre>

### 2.3.2. CLup internal interfaces

There are no particular constraints on the communication protocols and architectural styles of the components interfaces within the application layer. Hence, those interfaces are described as a collection of functions.

#### **NotificationInt**

It is an interface provided by the NotificationHandler. It is used by the VisitManager in order to notify a customer when it is his turn to enter the store and to inform the NotificationHandler about stores reaching their maximum occupancy in specific time intervals. The interface includes:



**notifyTurn**(token: Token)

**alertStoreAvailability**(storeId: String, timeInterval: TimeInterval)

### PushNotificationInt

It is an interface provided by the PushNotificationController. It is used by the NotificationHandler in order to send a push notification to a customer. The interface includes:

**sendPush**(appId: String, content: String)

### DistanceInt

It is an interface provided by the MapController. It is used by the NotificationHandler in order to request the estimated time needed to reach a destination from a certain position. The interface includes:

**getTimeDistance**(sourceLatitude: Double, sourceLongitude: Double, destinationAddress: String) -> (estimatedTimeWalking: Double, estimatedTimeDriving: Double)

### RequestInt

It is an interface provided by the VisitManager. It is used by the RequestHandler in order to inform the VisitManager about a new visit request. The interface includes:

**newRequest**(token: Token)

### ModelInt

It is an interface provided by the DataModel. It is used by all the components that need access to the data layer. The interface includes:

- **getChains**(city): provides all the available chains in the selected city
- **getStores**(chainName, city) provides set of stores belonging/associated to the specified chain in the specified city, if any
- **getStore**(storeId) provides the instance of the specified store, with/containing all its information
- **getQueue**(storeId) provides the instance of the queue held/belonging to the specified store, with/containing all its information
- **getVisitRequest**(visitToken): it returns the visit request identified by the provided token.
- **getCustomer**(CustomerID): it returns the Customer identified by the provided id
- **getBookings**(storeId, timeInterval) provides a set of BookingRequests already placed for the specified store whose time intervals overlap with the specified one
- **getLineUpRequest**(appId): it returns the active LineUpRequest placed by the specified app-customer, if there is any
- **getActiveRequests**(customerID): it returns all the active requests of the specified customer
- **getVisitCustomer**(token): returns the customerID of the one that made the request
- **getAverageDuration**(storeId, appId): returns the dato il customer, ottengo la sua avg\_dur nello store
- **getChain**(StoreID): returns the chain of a given store, if it exists
- **getCustomerAttitude**(appId: String)
- **getSections**(storeId: String)

- **addLineUpRequest(storeID, lineUpRequest)**: appends the line-up request in the store's queue
- **addSection(storeID: String, name: String, maximumOccupancy: Int)**
- **removeSection(storeID, sectionID: String)**
- **getManagers(storeID: String)**
- **addBooking(storeID, bookingRequest)**: adds the booking request to the set of requests of that store.
- **registerApp(appID: String)**: creates a new App-Customer instance
- **registerProxy(proxyID: String)**: creates a new Proxy-Customers instance
- **checkBookings(appID, timeInterval)**: returns true if the specified customer has placed at least one booking in the specified time interval. False otherwise
- **allowVisitRequest(token)**: changes the visit request in ready state. La deve anche levare della coda secondo voi, o va tolta quando entro? credo la seconda
- **startVisit(token)**: metti la request in fulfilled e crei una visita con quella richiesta
- **completeVisit(token)**: puts the request in completed state and also terminates the visit it is associated with
- **checkReadyRequest(token)**: checks if the request is in ready state
- **removeFromQueue(Token)**: remove the lup from the queue
- **validateCredentials(ManagerID, Password)**: checks the correspondence and generates a new authToken
- **getStores(ManagerID)** provides the instances of the stores administered by the manager
- **managerLogout(ManagerID)** invalidates the auth. token used by the manager to use CLup
- **getActiveRequests(StoreID)**
- **createManager(newManagerID: String, password: String, name: String, surname: String, storeID: String)**
- **addManager(newManagerID: String, storeID: String)**

### AppNotificationInt

It is an interface provided by the MobileApplication. It is used by the NotificationService and depends on the technology stack used for the mobile application development. A convenience function signature is:

**newNotification(content: String)**

### 2.3.3. External interfaces

As already stated in the previous sections, the TAS, the NotificationService and the MapsService offer an interface accessible through the HTTPS protocol.

### TASInt

It is the interface provided by the TurnAnnouncementSystem. It is used by the NotificationHandler to inform the TAS about the customers that are allowed to enter the store it belongs to and other information.

HTTP verb	URI	Description
POST	<code>{TASAddress}/announceTurn</code>	It announces the turn of the customer with the visit token provided in the request body and optionally deals with the other provided information. A possible request body has the following structure: <pre>{   "hfid":["VALUE", "VALUE", ...],   "queueLength": "VALUE",   "queueDisposalTime": "VALUE",   "averageVisitDuration": "VALUE" }</pre>

### PublishInt

It is the interface provided by the NotificationService. It depends on the service chosen to guarantee the feasibility of remote push notifications. A convenience HTTPS endpoint is:

HTTP verb	URI	Description
POST	<code>{NotificationServiceAddress}/publish</code>	It sends remote push notifications to the mobile application. The request and the response body depends on the chosen service

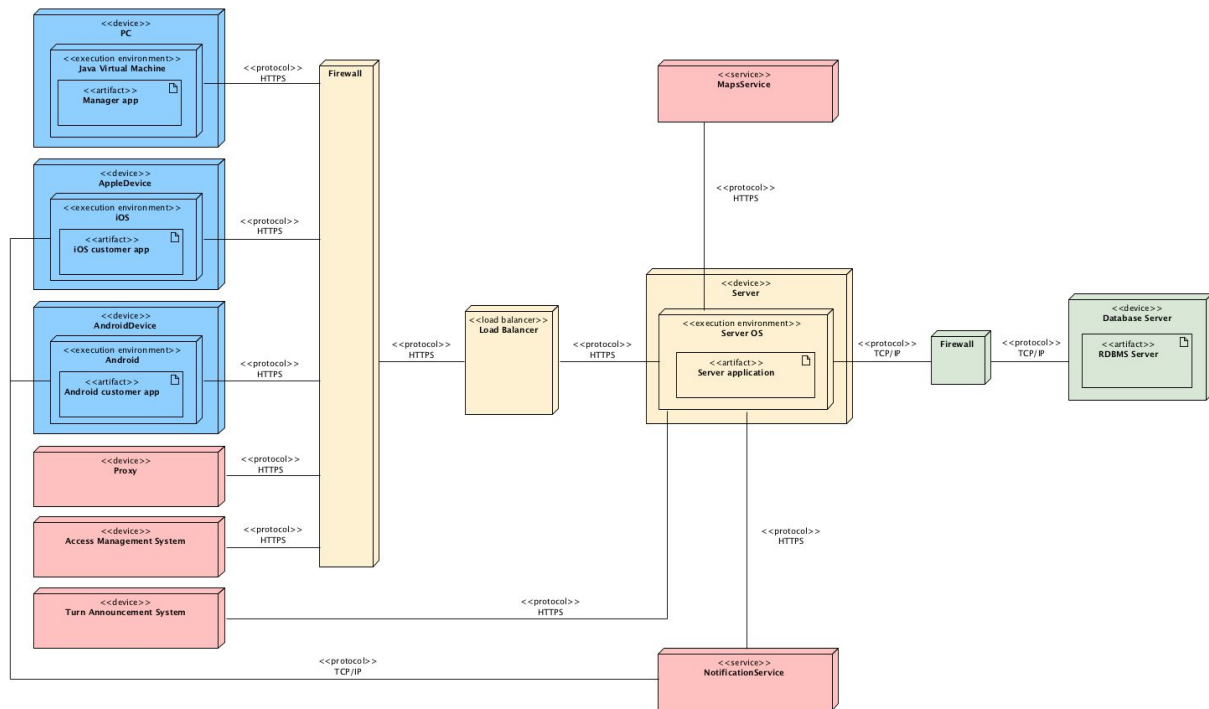
### MapAPI

It is the interface provided by the MapsService. It depends on the service chosen to guarantee the feasibility of functions that require (also intrinsically) the use of a map. A convenience HTTPS endpoint is:

HTTP verb	URI	Description
POST	<code>{MapsServiceAddress}/distance</code>	It returns the estimated time needed to reach a destination from a certain position, both by driving and by walking. The request and the response body depends on the chosen service.

The communication with the DBMS is assumed to be handled by the DataModel component. Since the DBMS interface is strictly dependent on the implementation choices and there are no constraints on it, no description is provided.

## 2.4. Deployment view



Since CLup must be able to deal with all the customers requests (NF1) and must be available the 99% of the time (NF5), the server can be replicated many times and a load balancer on the incoming requests allows the scalability of the server itself and spreads the workload between the replicas.

In order to improve the security of the system (NF6), a firewall has been added for requests incoming to the server and to the database.

Since more than the 99% of smartphones on the market run either iOS or Android<sup>1</sup>, the development of the customer mobile application focuses on these two major operating systems. Hence, also considering the flexibility introduced by a RESTful API, the complexity of some CLup functions and the differences between the two platforms, two distinct mobile applications are going to be developed, each of them optimized for the mobile OS it is meant for. In this way, the mobile application (and the final user) benefits from all the advantages of native apps, including the possibility of caching and offline use. In particular, caching can be used to reduce the overall communication and to increase performance.

Instead, since about 95% of personal computers on the market run either Windows, macOS or Linux<sup>2</sup> and all of them are capable of running a Java Virtual Machine, a single Java application is suitable to provide store managers with an administrative tool that includes all the CLup functions destined to them.

<sup>1</sup> <https://gs.statcounter.com/os-market-share/mobile/worldwide>

<sup>2</sup> <https://gs.statcounter.com/os-market-share/desktop/worldwide>

## 2.5. Other design decisions

!!!!!!!

By design, if a store is divided into product sections, its maximum occupancy is the sum of the ones of the product sections it is made by and can't be manually modified by one of its managers.

When a store closing time is reached, the queue of that store is emptied.

When a customer makes a booking request, the system tries to schedule entrances so as to allow him to enter the related store as soon as the desired time of the booking comes.

A token is made by an unique identifier (UUID), which completely identifies the token itself, and a human-friendly identifier (HFID), which is the one readable by users and used locally by each store to identify the request it is associated with and announce it through the TAS.

By design, the token UUID is provided to customers as a QR code. Thus, each proxy must be able to print QR codes and each AMS must be able to scan and read them.

Each store has its own *passepartout token*, provided as a QR code, which is a special token used by store managers to manually regulate entrances and exits.

All the interactions with and inside the system, with the exception of those passing through the ManagerInt, are not authenticated. When a manager logs in through the administrative tool, a unique authentication token is created on the server and returned to the administrative tool. Then, that token is used for HTTPS token-based authentication until it expires or until the manager logs out. Since there are no particular requirements concerning security, no constraints on further choices are introduced.

When a manager changes the working hours or the maximum occupancy of a store (if it is not divided into product sections) or of a product section, even if the changes are applied when the store is closed, future booking requests may be affected by these changes. The same may happen when deleting a product section. In fact, for example, a booking request might refer to a no more existing section or the store might not be open for the whole duration of the visit. In this case, those bookings are deleted and their customer informed through a push notification.

Each app-customer is identified by a unique id, which is binded to the application itself. That id is also known as device token or appId, since it is a unique key for the app-device combination. Thus, no manual registration or login shall be implemented for app-customer. This design decision has been taken in order to develop a completely user friendly and easy to use mobile application.

Each proxy is identified by a unique id, the proxyID, which is binded to the machine itself.

Since the system shall recognize when a customer does not show up when it is his turn (i.e. when one of his visit requests is ready), it waits a certain amount of time before allowing another customer to enter the store. In other words, if that customer does not show up before the timeout, the related visit request is deleted and the customer must make another request

in order to enter the store. By design, the timeout is of 2 minutes for booking requests and of 5 minutes for line-up requests.

If a store is divided into product sections, CLup has the advantage of being aware about where, on average, customers will be inside the store. In particular, this information is even more accurate in case of customers who specify it when booking a visit. This higher degree of awareness is exploited to better guarantee the absence of crowdings inside the stores. In fact, even if the current occupancy of a store is below its maximum at a given time, the system cannot be aware of the real time occupancy inside each product section. This could be a threat to customer safety when the number of people inside the store approaches its maximum occupancy: it could happen that, even for a small amount of time, the current occupancy of a product section overcomes its maximum allowed value. To avoid these unpleasant situations, CLup manages accesses to the stores in two different modalities: in the first one, the given store is said to be in “green zone”, while in the second one it is said to be in “yellow zone”. The modality change happens whenever the store current occupancy reaches a “safety threshold”, a parameter specified by the store manager. Details on the safety threshold and on the behaviour of the system in both modalities are provided in the relevant algorithms section.

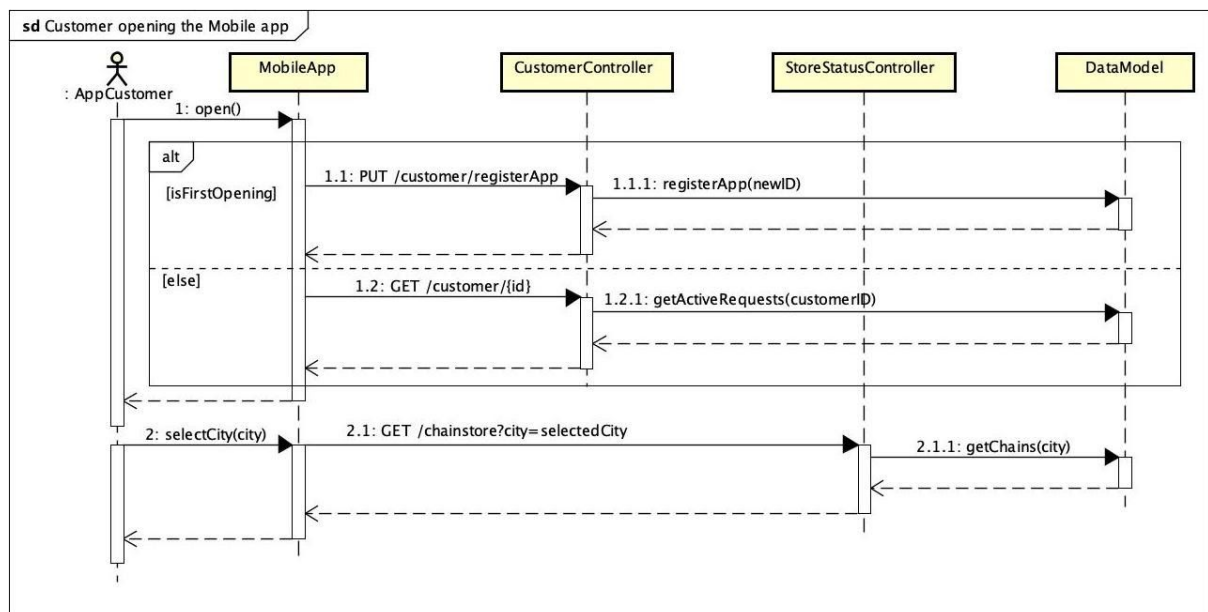
The system shall inform a customer when, according to his current position, should head towards the store. However, this information is based on an estimation of how long it takes for the customer’s turn to come. When that estimation exceeds the actual time needed, it happens that it is the customer’s turn but he is still on the way. To prevent people from gathering in front of stores waiting their turn, the timeout considered in the previous paragraph is extended by the difference between the estimated time of entrance known when sending the notification and the actual time in which the customer’s turn is announced.

## 2.6. Runtime view

In all the following diagrams it is assumed that no cache is used on the customer mobile application and that the parameters included in the requests are valid.

### Customer opening the mobile app

This sequence diagram shows the flows of events and the interactions that happen when a customer opens the mobile application. If it is the app's first launch, the app-customer id is sent to the server, allowing for its (automatic) registration. Otherwise, all the active requests of that customer are retrieved. Finally, he specifies a city, obtaining all the chains and the autonomous stores located in that city.



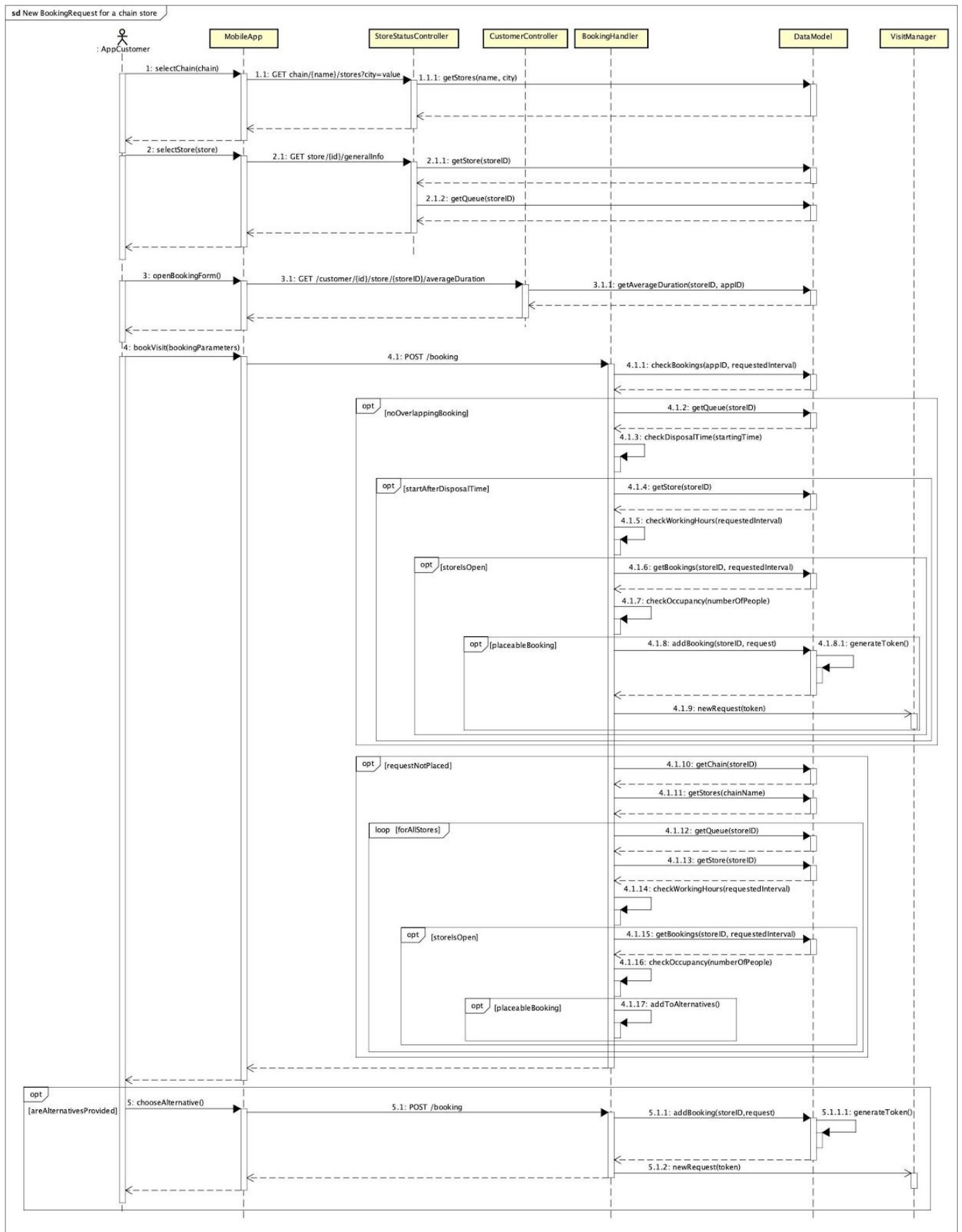
### New booking request for a chain store

This sequence diagram shows the flows of events and the interactions that happen when an app-customer wants to book a visit to a store of a chain. He chooses the chain and the store, then forwards the request specifying all the parameters of a booking request. The request is placed only if there are no existing bookings of the same customer which overlap the new one in terms of specified time interval, if it starts after the queue disposal time of the store, if the store is open for the whole estimated duration of the visit and if all the people specified can actually enter the store according to the other bookings for the same time interval.

If the request is not placed, alternative stores of the same chain and alternative time intervals for the same store are forwarded to the customer, who can choose one of them.

In this diagram it is assumed that the store is not filling up (i.e. no app customer shall be notified of this event, according to the specific CLup functionality, and if the previous conditions are matched, the booking is immediately placed and the system does not suggests alternative time intervals for the same store in order to balance out the affluence of people inside it).

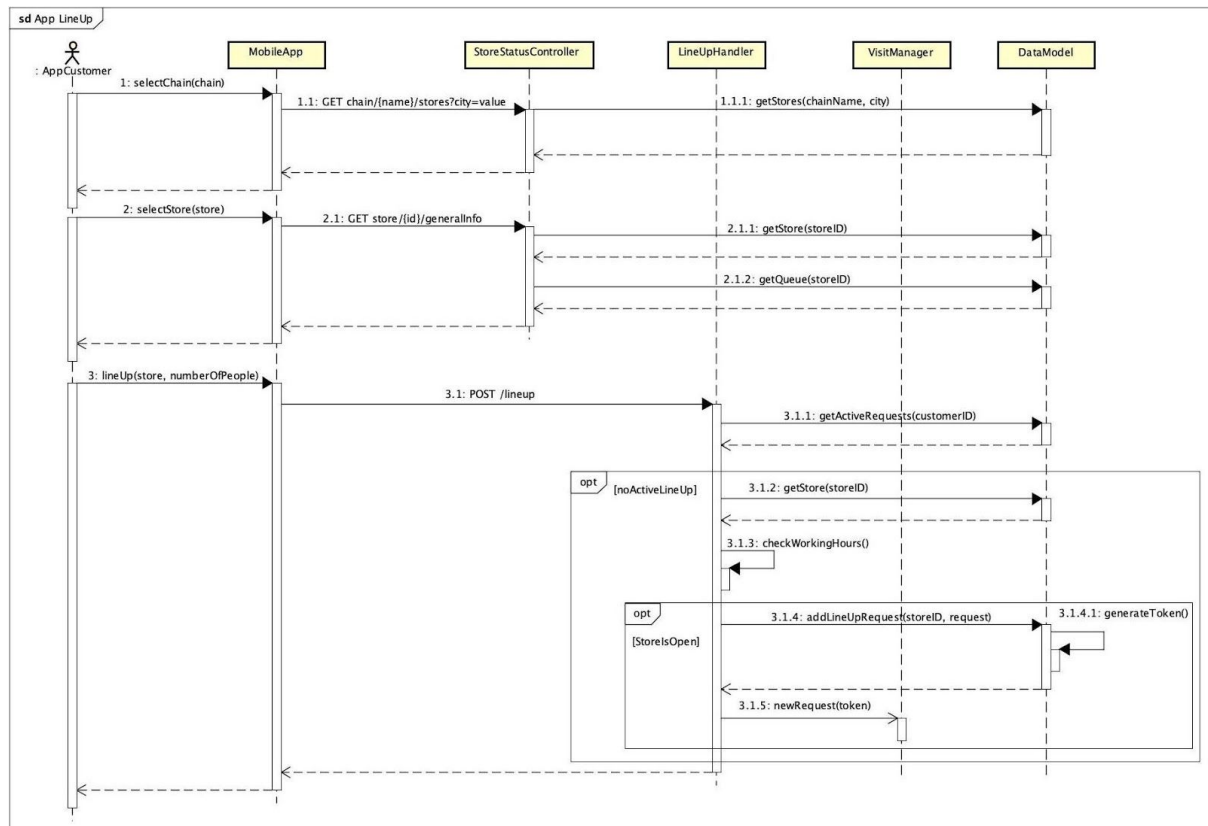




## App LineUp

This sequence diagram shows the flows of events and the interactions that happen when an app-customer wants to line-up for a store of a chain. He chooses the chain and the store. Then, he forwards the request specifying how many people are going to visit the store (including himself). If the store is open at that time and the customer is not in the queue of any other store, the request is placed.

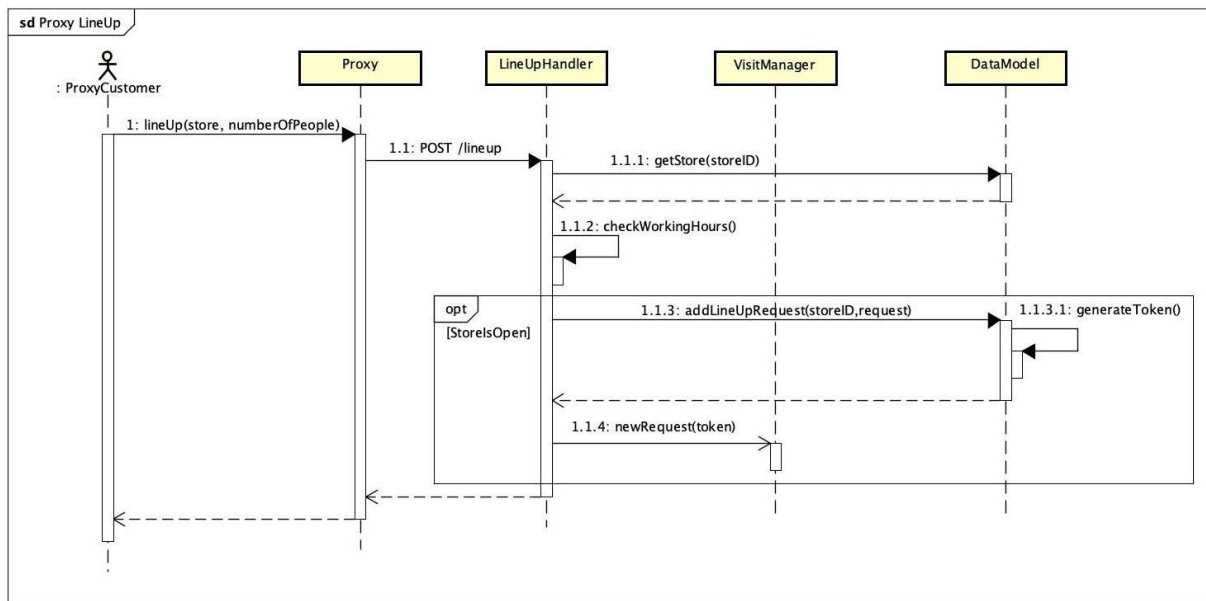
In this diagram it is assumed that the store is not filling up (i.e. no app customer shall be notified of this event, according to the specific CLup functionality).



## Proxy LineUp

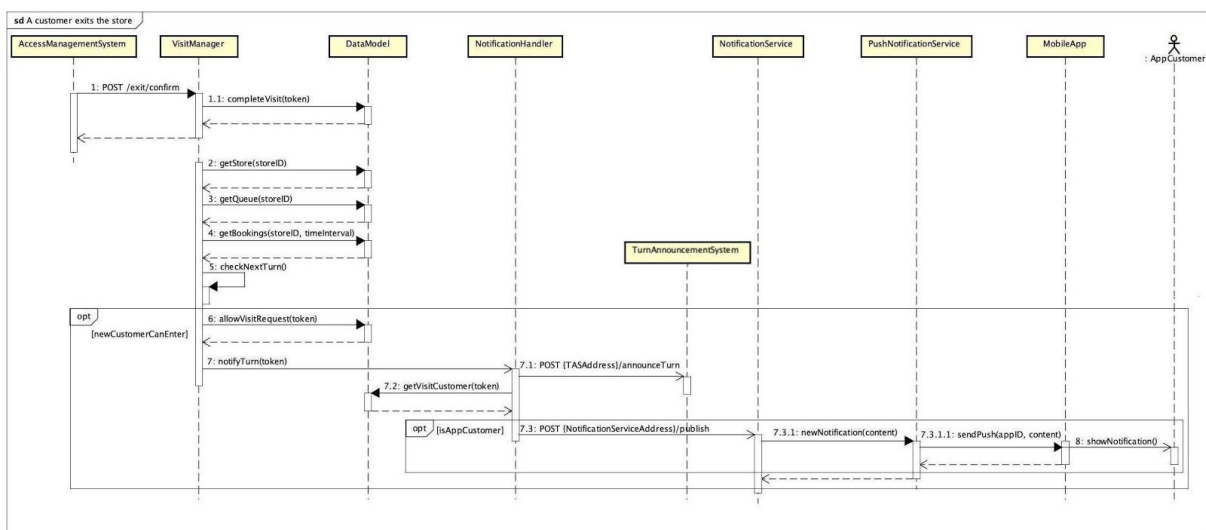
This sequence diagram shows the flows of events and the interactions that happen when a proxy-customer wants to line-up for a store. The proxy forwards the request, which is accepted if the store is open.

In this diagram it is assumed that the store is not filling up (i.e. no app customer shall be notified of this event, according to the specific CLup functionality).



## A customer exits the store

This sequence diagram shows the flows of events and the interactions that happen when a customer exits a store and another one can enter it, if so. First, the request leaving the store is marked as completed. Then, the VisitManager, considering the actual status of the store, its queue and the its pending bookings, check who is the next one who can enter the store and marks his request as ready, announcing the turn via the TAS and, in the case of an app-customer, via a push notification.

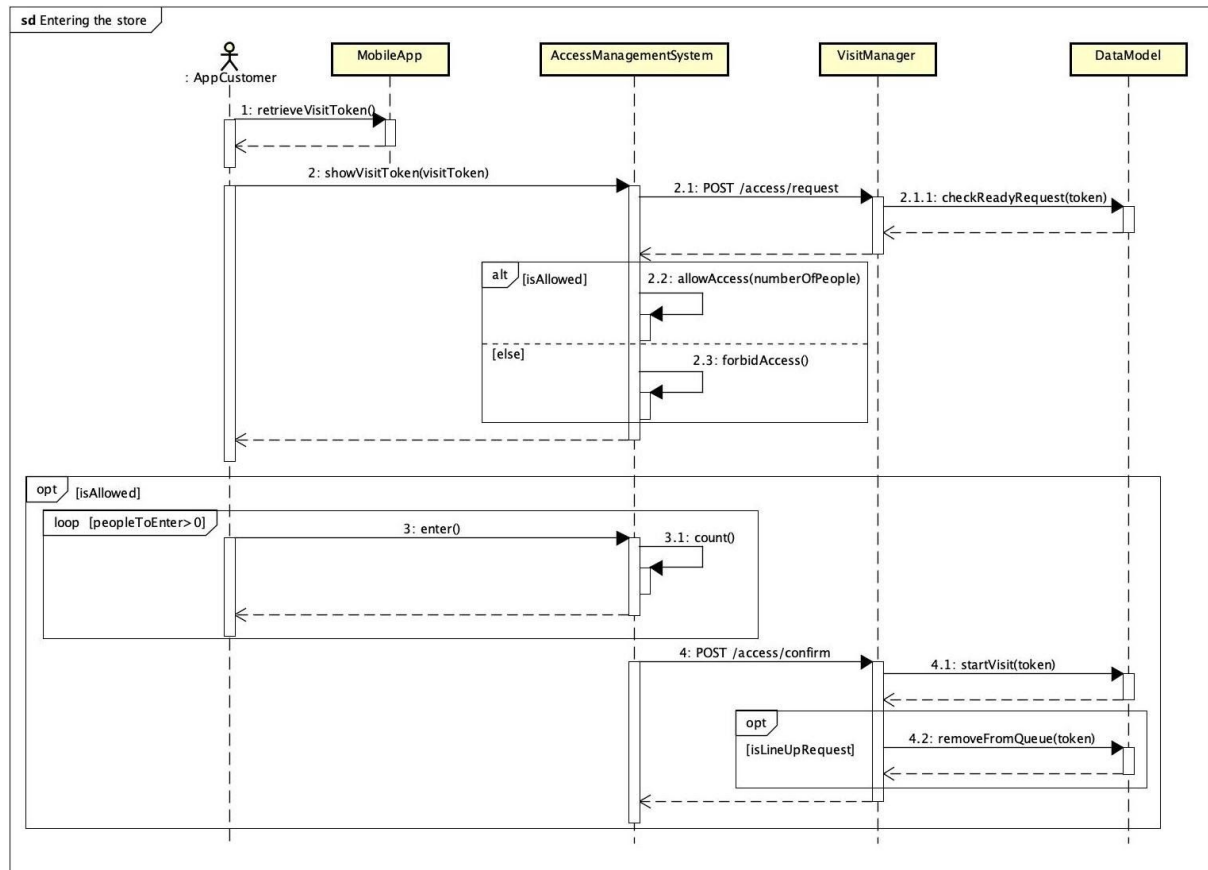


## Entering the store

This sequence diagram shows the flows of events and the interactions that happen when a customer wants to enter a store. He provides his visit token to the AMS, which forwards the access request to the server. If the request is ready, the access is granted and the AMS allows the customer to enter, counting the actual number of people entering the store (which can be

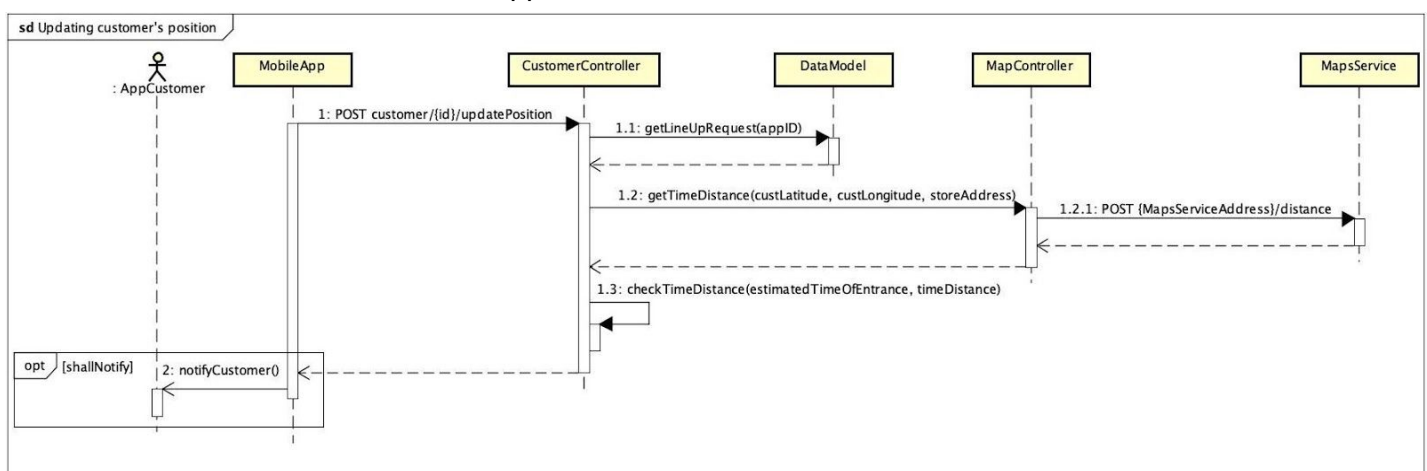
only less or equal to the number specified in the request) and forwarding this information to the server. Finally, the visit can start and, if it was a line-up request, it is removed from the queue of the store.

The sequence diagram showing the exit of a customer is analogous.



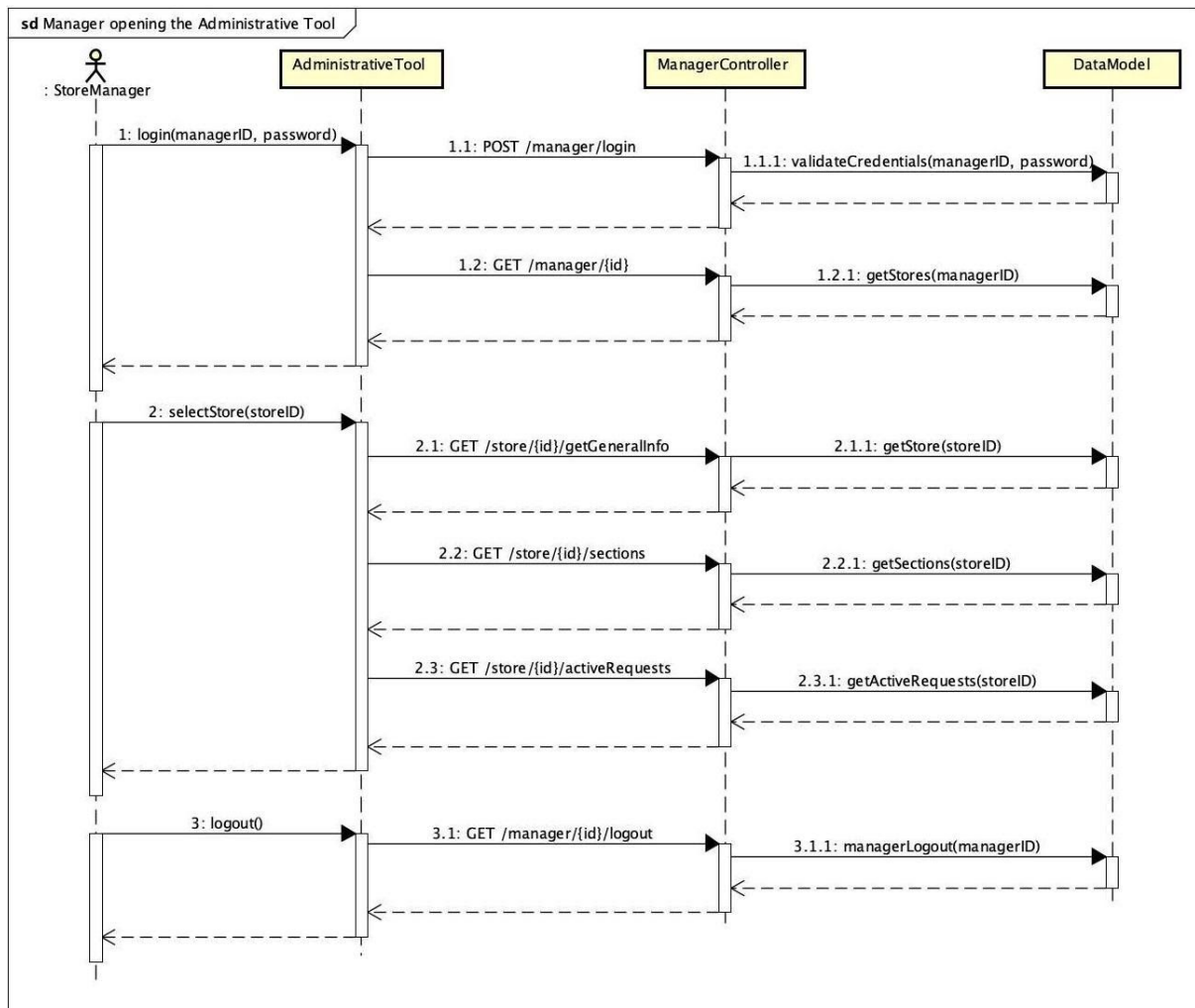
### Updating customer's position

This sequence diagram shows the flows of events and the interactions that happen when an app-customer automatically informs the system of his actual position. The system checks how long it would take for him to reach the store he lined-up for and, if he should start heading towards the store, the mobile application notifies him.



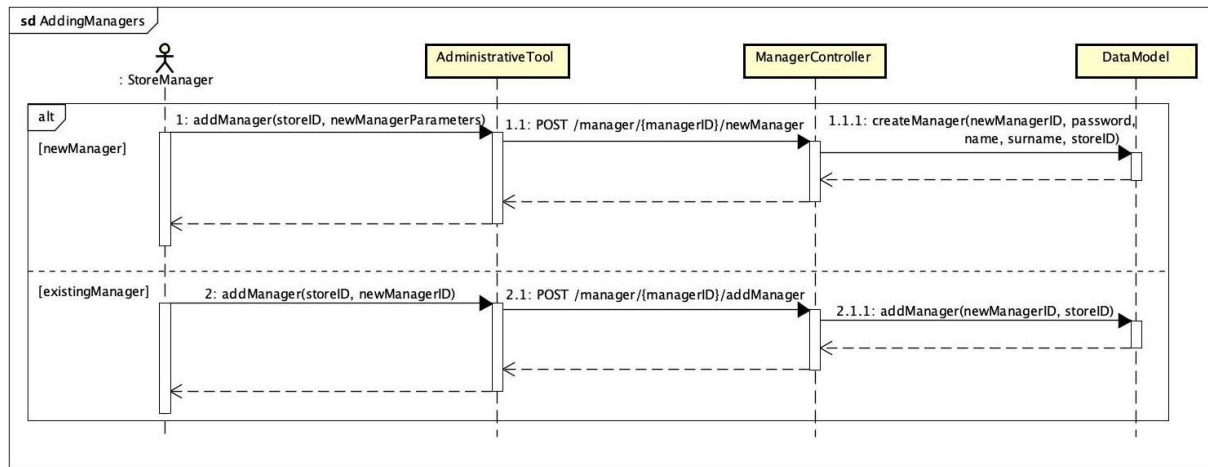
## Manager opening the administrative tool

This sequence diagram shows the flows of events and the interactions that happen when a manager opens the administrative tool. He logs in, and, if the credentials are validated, he is provided with all the information about the stores he manages. When he finishes his job, he logs out.



## Adding managers

This sequence diagram shows the flows of events and the interactions that happen when a manager wants to add another manager to one of the stores he manages (otherwise the operation is not allowed). If the manager he wants to add does not exist yet, a request of creation which includes the attributes of the new manager is forwarded to the server. If the manager he wants to add is an existing one, the new manager is added to the ones of the store.



## 2.7. Relevant algorithms

### 2.7.1. Algorithm for allowing visits: zone-division and safety threshold

The following algorithm is the one designed for determining whether a customer who placed a visit request is allowed to enter the desired store. The algorithm is executed by the VisitManager and is described by means of pseudo-code instructions, and so is not intended to provide constraints on how to actually implement it.

Given a visit request “toAllow”, it performs the following operations:

```

Store toVisit = toAllow.selectedStore
if(toVisit.currentOccupancy + toAllow.numberOfPeople <= toVisit.maximumOccupancy){
    if (toVisit has not product sections)
        toAllow.allowVisitRequest()
    else{
        if (toVisit.currentOccupancy + toAllow.numberOfPeople >
            toVisit.safetyThreshold){
            int over = toVisit.currentOccupancy +
                toAllow.numberOfPeople - toVisit.safetyThreshold
            int under = toAllow.numberOfPeople - over
            if (toAllow is LineUpRequest or (toAllow is BookingRequest and
                toAllow.specifiedProductSections is empty)){
                foreach (productSection in toVisit.productSections)
                    assert productSection.currentOccupancy + over <=
                        productSection.maximumOccupancy else {return}
                toAllow.allowVisitRequest()
            }
        }
        else{
            int sumOfMaxOccupancies = 0
            foreach (productSection in toVisit.productSections)
                sumOfMaxOccupancies += productSection.maximumOccupancy
            foreach (productSection in toVisit.productSections)

```