

Pisa University  
  
  
TASK 1  
LARGE-SCALE AND MULTI-STRUCTURED DATABASES

**“*PisaFlix” project documentation***  
academic year 2019-2020  
  
  
  
  
stefano petrocchi, Andrea Tubak, Francesco Ronchieri, Alessandro Madonna

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# Analysis Document

## Introduction

Have you ever found yourself in a gloomy day? Everyone is at home, no one knows what to do and time seems to slow down. That’s the perfect time for a movie! If you live within the Pisan suburb and you want to enjoy the best experience, PisaFlix is what you need.

PisaFlix is a platform in which you’ll find all of the information regarding movies and cinemas in the Pisa area. It gives you the possibility to know which cinema is available, which film you could watch and at what time all of the projections are due. PisaFlix has also a comment section both for cinemas and movies. This allows people to express their opinion, and, by doing so, providing others some really valuable information. Everyone who’s still unsure about what to do next will receive a great deal of help by this functionality. We believe PisaFlix offers a complete package of services, that will have a huge impact on the quality of the decisions made by our customers. Proving you everything you need to have a well informed choice is not only our goal, but also a pleasure.

## Requirements

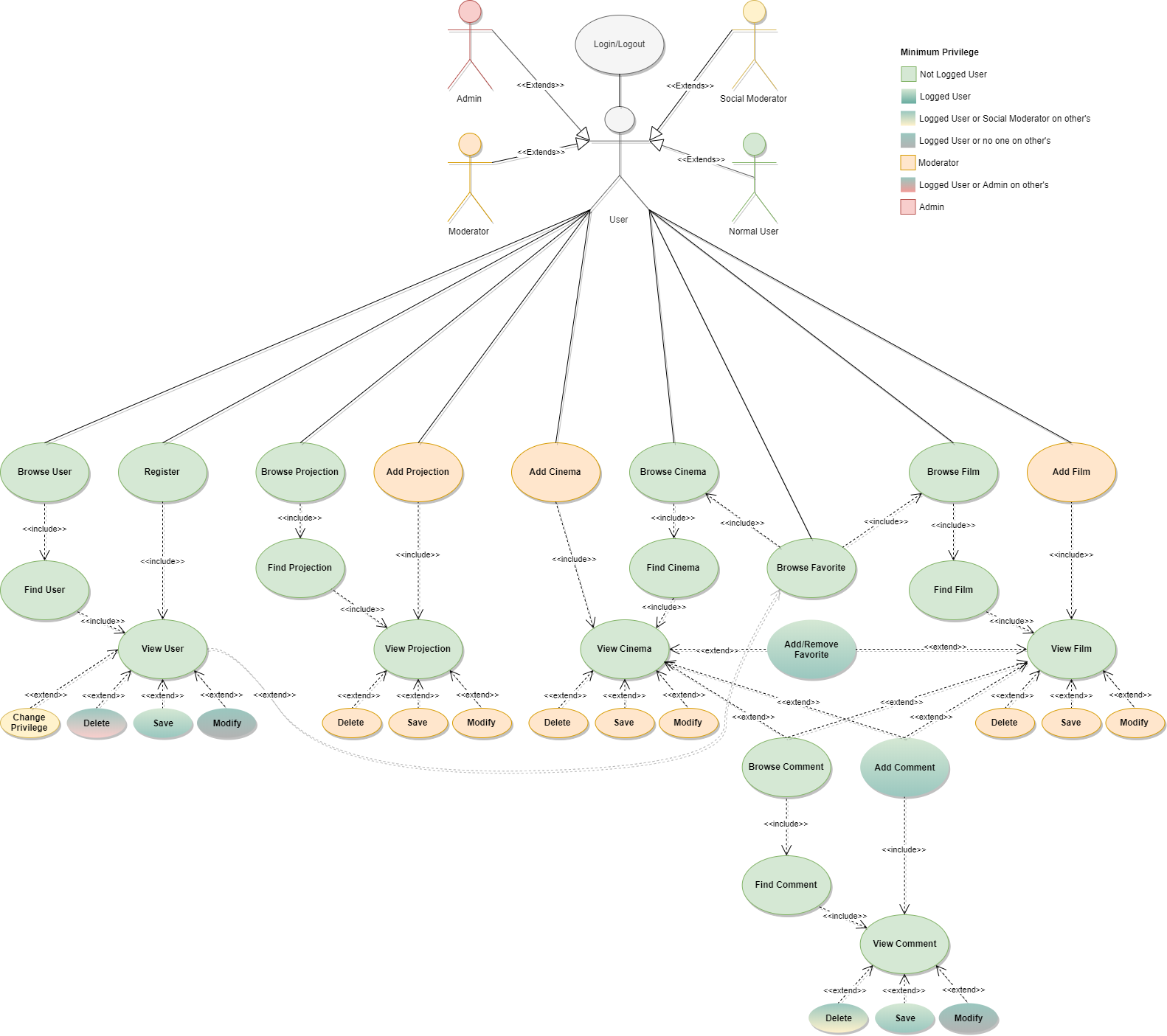
### Functional

1. *Users* can **view** the list of **Movies/Cinemas** available on the platform.
2. *Users* can **view** the specific information about a *Movie* (es. category, publish date ecc…).
3. *Users* can **view** the specific information about a *Cinema* (es. Name, Address).
4. *Users* can **view** the *Projections* scheduled in a *Cinema*.
5. *Users* can **view** the *Projections* scheduled for a *Film*.
6. *Users* can **register** an account on the platform.
7. *Users* can **log in** as *Normal users* on the platform in order to do some specific operations:
   1. If logged a *Normal user* can **add/remove to favorite** a *Movie/Cinema*.
   2. If logged a *Normal user* can **view** a *favorites*.
   3. If logged a *Normal user* can **comment** a *Movie*/*Cinema* and express his opinion about it.
   4. If logged a *Normal user* can **change** a *Movie* *Comment* that he expressed before or delete it.
   5. A *Normal user* can **modify/delete** his account.
8. *Users* can **log in** as *Social moderator* that can do all operation of a *Normal user* plus:
   1. If logged as *Social moderator*.
   2. If logged as *Social moderator* can **delete** others users comments.
   3. If logged as *Social moderator* can **recruit** other *Social moderator* giving his same privileges level or below.
9. *Users* can **log in** as M*oderator* that can do all operation of a *Social moderator* plus:
   1. If logged an *Moderator* can **add/delete/modify** a *Movie/Cinema/Projection*.
10. *Users* can **log in** as*Admins* that can do all operation of a M*oderator* plus:
    1. If logged an *Admin* can **delete** other user’s account.

### Non-Functional

1. The systems must be on 24/24.
2. The system must support hundred of concurrent access.
3. The response time must be in the order of 1-10 ms.
4. The password must be protected and stored encrypted for privacy issues.

## Use Cases Diagram



## Class Diagram



## Database Main Entities Diagram



# Project Document

## Software Architecture

The aim of this project is to build up the platform PisaFlix, a MySQL relational Database was chosen to store all the informations about movies, cinemas, users etc.

The Database has the following structure

### E-R DIAGRAM

Immagine che contiene screenshot

Descrizione generata automaticamente

**NOTE**: in the table *film/cinema\_has\_comment* the field *idComment* must be UNIQUE, the tables were made in order to make Hibernate work properly

Users instead can use a java application with a GUI for using all functionalities of the platform (register, see movies list etc…)

The client Application it’s made in Java using JavaFX framework for the GUI and Hibernate JPA for implementing data persistence

### GUI – MVC

The graphic user interface was build follow the software design pattern of Model View Controller

**Model** (PisaFlixServices)

The central component of the pattern. It is the application's dynamic data structure, independent of the user interface. It directly manages the data, logic and rules of the application.

The model is responsible for managing the data of the application. It receives user input from the controller.

**View** (FXML files)

All the graphic components (Pages, Buttons).

**Controller** (Contollers linked to FXML files)

Accepts input and converts it to commands for the model or view.

The controller responds to the user input and performs interactions on the data model objects. The controller receives the input, optionally validates it and then passes the input to the model.

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Descrizione generata automaticamente

## SOFTWARE Classes

### ENTITIES

In the next pages we will describe all classes presents in the application.

Let’s start with the main entities, but since they are self explanatory we will not see them in details.

Immagine che contiene testo, mappa

Descrizione generata automaticamente

The only interestring thing is that inside of java file there are directives for Hibernate in order to perform Queries on the database, let’s see an example

With @Entity we annunce to hibernate our entity film, specify the name of database table @Table(name = "Film") after that, we map each class field with the equivalent on the database:

let’s explain **private** Integer idFilm; the directive @Id specify that the field it’s part of the primary key, @GeneratedValue(strategy = GenerationType.IDENTITY) tells us that if not set will be generate automatically and i twill be unique, @Basic(optional = **false**) tells that that field can’t be null and at the end @Column(name = "idFilm") we map the field with respectivie field in the database table.

The other fields are used to map relationship with other entities, we will take as example **private** Set<User> userSet which is used to store all users who put as favourite the film.

The directives @JoinTable and @JoinColumn explain how to make the join with the database table, with @OneToMany(fetch = FetchType.EAGER) we specify the type of relationship and setting fetch = FetchType.EAGER, we tell to hibernate that when retrive a film automatically retrive all users that put the film into their fauvorite.

1. //file Film.java
2. @Entity
3. @Table(name = "Film")
4. **public** **class** Film **implements** Serializable {
6. **private** **static** **final** **long** serialVersionUID = 1L;
8. @Id
9. @GeneratedValue(strategy = GenerationType.IDENTITY)
10. @Basic(optional = **false**)
11. @Column(name = "idFilm")
12. **private** Integer idFilm;
14. @Basic(optional = **false**)
15. @Column(name = "title")
16. **private** String title;
18. @Basic(optional = **false**)
19. @Column(name = "publicationDate")
20. @Temporal(TemporalType.DATE)
21. **private** Date publicationDate;
23. @Lob
24. @Column(name = "description")
25. **private** String description;
27. @JoinTable(name = "Favorite\_Film", joinColumns = {
28. @JoinColumn(name = "idFilm", referencedColumnName = "idFilm")}, inverseJoinColumns = {
29. @JoinColumn(name = "idUser", referencedColumnName = "idUser")})
30. @ManyToMany(fetch = FetchType.EAGER)
31. **private** Set<User> userSet = **new** LinkedHashSet<>();
33. @ManyToMany(mappedBy = "filmSet", fetch = FetchType.EAGER, cascade = CascadeType.ALL)
34. @OrderBy
35. **private** Set<Comment> commentSet = **new** LinkedHashSet<>();
37. @OneToMany(mappedBy = "idFilm", fetch = FetchType.EAGER, cascade = CascadeType.ALL)
38. **private** Set<Projection> projectionSet = **new** LinkedHashSet<>();
40. //GETTERS AND SETTERS
41. }

### DB-Manager

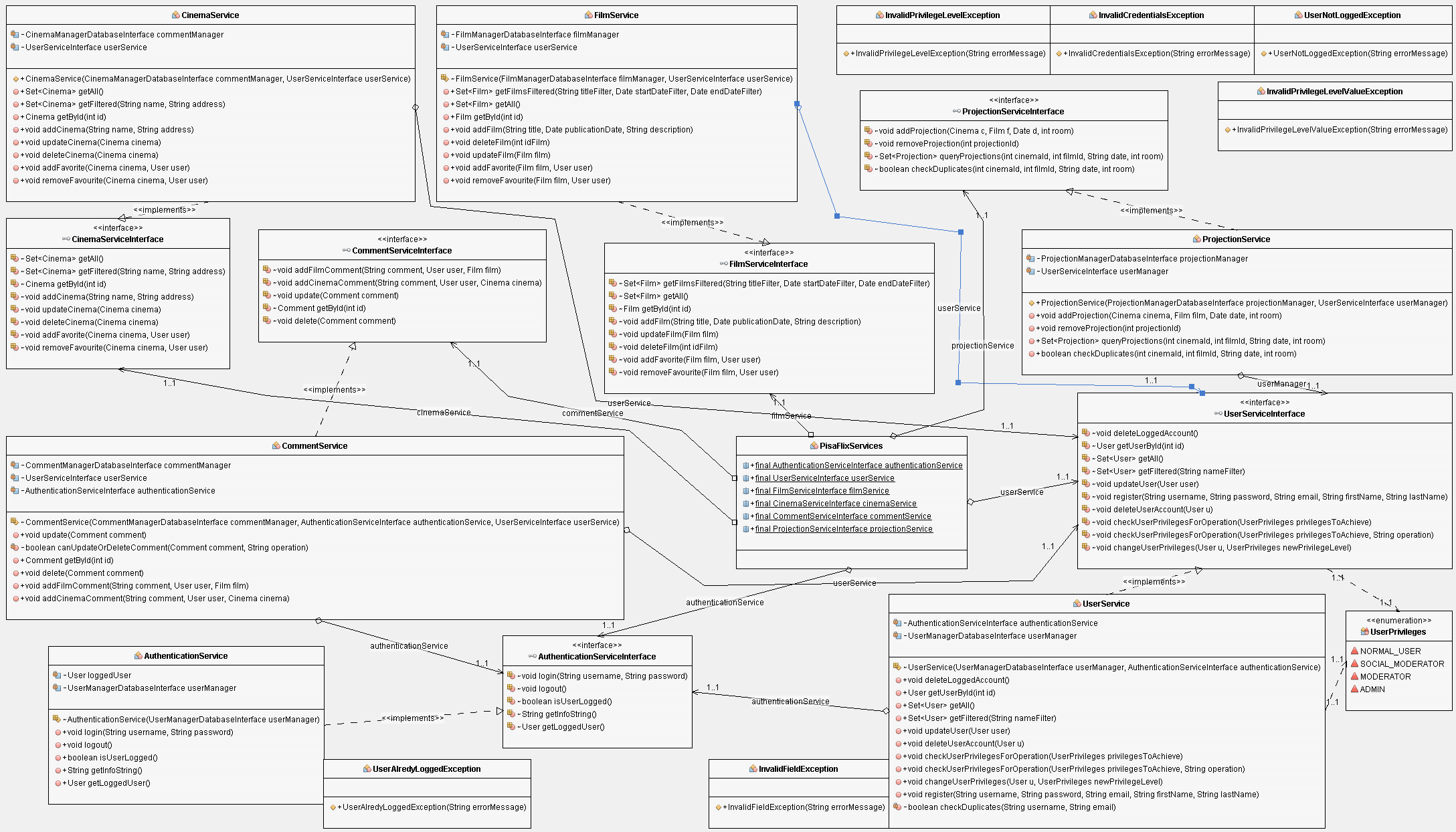
Immagine che contiene testo, screenshot

Descrizione generata automaticamenteLet’s se now the structure of DBManager

All the menagers are implementented following the software design pattern of **singleton pattern** which restricts the instantiation of a manager to one "single" instance, Also the EntityFactoryManager used by Hibernate and managed in the DBManager class it follows this design pattern.

* **DBManager** is an utility class, it’s a static class that contains all the other manager specific to certain operations, the other managers are accessible trought the public members of the class, it automatically inizialize all the managers on first call and the method DBManager.Stop() must be called at the end of the application in order to close the factorty manager of hibernate.
* **UserManagerDatabaseInterface** it’s the interface which defines the basic operation that any user manager should have (independent from the technology)
  + User **getById**(int *userId*);
  + void **create**(String *username*, String *password*, String *firstName*, String *lastName*, String *email*, int *privilegeLevel*);
  + void **updateFavorites**(User *user*);
  + void **delete**(int *userId*);
  + void **clearCinemaSetAndFilmSet**(User *user*);
  + void **update**(User *u*);
  + void **update**(int *userId*, String *username*, String *firstName*, String *lastName*, String *email*, String *password*, int *privilegeLevel*);
  + Set<User> **getAll**();
  + Set<User> **getByUsername**(String *username*);
  + Set<User> **getByEmail**(String *email*);
  + boolean **checkDuplicates**(String *username*, String *email*);
  + Set<User> **getFiltered**(String *nameFilter*);
* **UserManager** implements **UserManagerDatabaseInterface** and is in charge of manage all CRUD operation with the database for the users, all function are self-explanatory by the name except for:
  + **getFiltered**(String *nameFilter*) which search and returns all users who have “*nameFilter*” in the username, if *nameFilter* is not set the filter it’s not taken into consideration and returns all users.
* **FilmManagerDatabaseInterface** it’s the interface which defines the basic operation that any film manager should have (independent from the technology)
  + Film **getById**(int *filmId*);
  + Set<Film> **getAll**();
  + void **create**(String *title*, Date *publicationDate*, String *description*);
  + void **update**(int *idFilm*, String *title*, Date *publicationDate*, String *description*);
  + void **delete**(int *idFilm*);
  + void **clearUserSet**(Film *film*);
  + void **updateFavorites**(Film *film*);
  + Set<Film> **getFiltered**(String *titleFilter*, Date *startDateFilter*, Date *endDateFilter*);
* **FilmManager** implements **FilmManagerDatabaseInterface** and is in charge of manage all CRUD operation with the database for the movies, all function are self-explanatory by the name except for:
  + **getFiltered**(String *titleFilter*, Date *startDateFilter*, Date *endDateFilter*) which search and returns all movies which have “*titleFilter*” in the title and the pubblicationDate it’s between “*startDateFilter”* and “*endDateFilter*”, if some filter is not set the filter it’s not taken into consideration, if all filter are not set it returns all movies.
* **CinemaManagerDatabaseInterface** it’s the interface which defines the basic operation that any cinema manager should have (independent from the technology)
  + void **create**(String *name*, String *address*);
  + Cinema **getById**(int *cinemaId*);
  + Set<Cinema> **getFiltered**(String *nameFilter*, String *addressFilter*);
  + void **delete**(int *idCinema*);
  + void **clearUserSet**(Cinema *cinema*);
  + void **update**(int *idCinema*, String *name*, String *address*);
  + Set<Cinema> **getAll**();
  + void **updateFavorites**(Cinema *cinema*);
* **CinemaManager** implements **CinemaManagerDatabaseInterface** and is in charge of manage all CRUD operation with the database for the cinemas, all function are self-explanatory by the name except for:
  + **getFiltered**(String *nameFilter*, String *addressFilter*)which search and returns all cinemas which have “*nameFilter*” in the name and the “*addressFilter”* in the address, if some filter is not set the filter it’s not taken into consideration, if all filter are not set it returns all cinemas.
* **ProjectionManagerDatabaseInterface** it’s the interface which defines the basic operation that any projection manager should have (independent from the technology)
  + void **create**(Date *dateTime*, int *room*, Film *film*, Cinema *cinema*);
  + void **delete**(int *idProjection*);
  + void **update**(int *idProjection*, Date *dateTime*, int *room*);
  + Set<Projection> **getAll**();
  + Projection **getById**(int *projectionId*);
  + Set<Projection> **queryProjection**(int *cinemaId*, int *filmId*, String *date*, int *room*);
  + boolean **checkDuplicates**(int *cinemaId*, int *filmId*, String *date*, int *room*);
* **ProjectionManager** implements **ProjectionManagerDatabaseInterface** and is in charge of manage all CRUD operation with the database for the projections, all function are self-explanatory by the name except for:
  + **queryProjection**(int *cinemaId*, int *filmId*, *String* *date*, int *room*)which search and returns all projections for cinema specidied by “*cinemaId*” and the film specified by “*filmId”* it also take in consideration the date specidied by “*date”* and the room specified by “*room”* , if some field is not set the field it’s not taken into consideration, if all fields are not set it returns all projections.
* **CommentManagerDatabaseInterface** it’s the interface which defines the basic operation that any comment manager should have (independent from the technology)
  + void **createFilmComment**(String *text*, User *user*, Film *film*);
  + void **createCinemaComment**(String *text*, User *user*, Cinema *cinema*);
  + void **update**(Comment *comment*, String *text*);
  + void **delete**(int *idComment*);
  + Comment **getById**(int *commentId*);
* **CommentManager** implements **CommentManagerDatabaseInterface** and is in charge of manage all CRUD operation with the database for the comments, all function are self-explanatory so we will not see them in details.

### PISAFLIX-Services

Let’s se now the structure of PisaFlixServices

The PisaFlixServices follows the same structure of DBManager, all single services follows the singleton software design pattern explained before

* **PisaFlixServices** is an utility class, it’s a static class that contains all the other manager specific to certain operations, the other services are accessible trought the public members of the class, it automatically inizialize all the services on first call.
* **UserPrivileges** it’s an enumeration class which map the user privileges
  + NORMAL\_USER -> level 0 of DB
  + SOCIAL\_MODERATOR -> level 1 of DB
  + MODERATOR -> level 2 of DB
  + ADMIN -> level 3 of DB
* **AuthenticationServiceInterface** it’s the interface which defines the basic operation that any authentication service should have (independent from the technology)
  + we will see the methods in detail in the class which implement it
* **AuthenticationService** implements **AuthenticationServiceInterface** and is in charge of manage the authentication procedure of the application, it use **UserManagerDatabaseInterface** in order to operate with database and obtain datas
  + void **login**(String *username*, String *password*) if called with valid credentials it makes the log in and saves the users information in a local variable opening a kind of session, it may trhow *UserAlredyLoggedException*if called with an already open session or *InvalidCredentialsException* if called with invalid credentials
  + void **logout**() it close the session deleting user information stored in the local variable
  + boolean **isUserLogged**() it checks if the user is logged and give back the results
  + String **getInfoString**() it provides some text information of the current session (ex. “logged as Example”
  + User **getLoggedUser**() get the information of the loggedUser
* **UserServiceInterface** it’s the interface which defines the basic operation that any user service should have (independent from the technology)
  + we will see the methods in detail in the class which implement it
* **UserService** implements **UserServiceInterface** and is in charge of manage all operations that are specific for users, in order to work properly it use an **UserManagerDatabaseInterface** to exchange datawith the DB anda **AuthenticationServiceInterface** for ensure a correct session status dempending by the operation that we want perform
  + Set<User> **getAll**() returns all the users in the DB
  + User **getUserById**(int *id*) returns a specific user identify by his ID
  + Set<User> **getFiltered**(String *nameFilter*) search and returns all users who have “*nameFilter*” in the username, if *nameFilter* is not set the filter it’s not taken into consideration and returns all users.
  + void **updateUser**(User *user*) updates an user in the database with new information specidy by its parameter
  + void **register**(String *username*, String *password*, String *email*, String *firstName*, String *lastName*) it register a new user in the database, if some field It’s not valid it throws *InvalidFieldException* specify also the reason why it was thrown
  + void **checkUserPrivilegesForOperation**(UserPrivileges *privilegesToAchieve*, String *operation*) checks if the logged user has the right privileges in order to do an operation, it does do nothing if he has them, otherwise it throws throws *InvalidPrivilegeLevelException*, it may also throw *UserNotLoggedException* if called without an active session, the field operation it used just to print the operation that we would like to perform in the error message.
  + void **checkUserPrivilegesForOperation**(UserPrivileges *privilegesToAchieve*) it just call **checkUserPrivilegesForOperation**(UserPrivileges *privilegesToAchieve*, String *operation*) with a default text for the “*operation"* field
  + void **changeUserPrivileges**(User *u*, UserPrivileges *newPrivilegeLevel*) allows the logged user to change the privileges of an user (it can also be itself) it throws *UserNotLoggedException* if called with no user logged, or *InvalidPrivilegeLevelException* if the logged user can’t change the privileges of the target user;
  + void **deleteUserAccount**(User *u*) allows the logged user to delete an user (it can also be itself) it throws *UserNotLoggedException* if called with no user logged, or *InvalidPrivilegeLevelException* if the logged user can’t delete the target user;
  + void **deleteLoggedAccount**() it just call **deleteUserAccount**(User *u*) with the user logged as parameter.
* **FilmServiceInterface** it’s the interface which defines the basic operation that any film service should have (independent from the technology)
  + we will see the methods in detail in the class which implement it
* **CinemaServiceInterface** it’s the interface which defines the basic operation that any cinema service should have (independent from the technology)
  + we will see the methods in detail in the class which implement it
* **CommentServiceInterface** it’s the interface which defines the basic operation that any comment service should have (independent from the technology)
  + we will see the methods in detail in the class which implement it
* **ProjectionServiceInterface** it’s the interface which defines the basic operation that any projection service should have (independent from the technology)
  + we will see the methods in detail in the class which implement it

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