



POLITECNICO
MILANO 1863

CLup

Design Document

Simone Abelli
Stefano Azzone

Deliverable:	DD
Title:	Design Document
Authors:	Simone Abelli, Stefano Azzone
Version:	1.0
Date:	19 December 2020
Download page:	https://github.com/StefanoAzzone/AbelliAzzone
Copyright:	Copyright © 2020, Simone Abelli, Stefano Azzone – All rights reserved

Contents

1	Introduction	4
1.1	Purpose	4
1.2	Scope	4
1.3	Definitions, Acronyms, Abbreviations	5
1.3.1	Definitions	5
1.3.2	Acronyms	5
1.3.3	Abbreviations	5
1.4	Revision history	5
1.5	Reference Documents	5
1.6	Document Structure	5
2	Architectural Design	7
2.1	Overview	7
2.2	Component View	9
2.2.1	WebApp	10
2.2.2	WebServer	10
2.2.3	SmartApp	10
2.2.4	QRReader	10
2.2.5	TicketPrinter	10
2.2.6	StoreMonitor	10
2.2.7	Redirector	10
2.2.8	AccessManager	10
2.2.9	UserManager	11
2.2.10	ReservationManager	11
2.2.11	StoreManager	11
2.2.12	QueueManager	11
2.2.13	QRManager	12
2.2.14	StatisticsManager	12
2.2.15	PrinterManager	12
2.2.16	MonitorManager	12
2.2.17	NotificationManager	12
2.2.18	MapsAPI	12
2.2.19	DBMS	12
2.2.20	Additional specification	12
2.3	Deployment View	13
3	User Interface Design	14
4	Requirements Traceability	15
5	Implementation, Integration and Test Plan	16
6	Effort Spent	17
6.1	Simone Abelli	17
6.2	Stefano Azzone	17
	References	18

1 Introduction

1.1 Purpose

The purpose of this document is to provide more technical and detailed information about the software discussed in the RASD document. The Design Document is a guide for the programmer that will develop the application in all its functions. The document will explain and motivate all the architectural choices by providing a description of the components and their interaction. We will also enforce the quality of the product through a set of design characteristics. Finally we describe the implementation, integration and test planning.

The topics touched by this document are:

- high level architecture
- main components, their interfaces and deployment
- runtime behavior
- design patterns
- more details on user interface
- mapping of the requirements on the components of the architecture
- implementation, integration and test planning

1.2 Scope

CLup is a system that allows customers to line up in a virtual first in first out queue, in order to avoid overcrowding outside of stores. Customers can queue up remotely or on premise (by using a device installed outside the store). When a customer queues up remotely he/she can choose to line up immediately or to book a future visit. The system alerts customers when it is time for them to depart to reach the store. The system builds statistics on customer entry and exit in order to provide a better estimation of waiting times. The system allows the store owners to control the occupation of each of their stores. This is just a summary of all the features of the system, for a more detailed description of the software functionalities read the RASD.

1.3 Definitions, Acronyms, Abbreviations

1.3.1 Definitions

Reservation	Virtual or physical artifact used to identify the position of a customer in a queue
Queue up	Customers are lined up in a FIFO queue
Enqueued	A customer is enqueued when he has provided the system with a means of identification and requested a reservation
Authorized	A customer is authorized when he has been enqueued and is allowed temporary access to the store.
Occupation	Number of customers currently present in the store
Printer	Device that can read a social security card and print tickets that contains a progressive number and an estimate of the waiting time.
User	Either a customer or a store owner.

1.3.2 Acronyms

RASD	Requirement Analysis and Specification Document
GPS	Global Positioning System
S2B	Software to be
UI	User Interface
FIFO	First in first out

1.3.3 Abbreviations

Gn	Goal number n
Rn	Requirement number n

1.4 Revision history

Not yet defined.

1.5 Reference Documents

1. IEEE Std 830-1998 Recommended Practice for Software Requirements Specifications
2. Specification Document: R&DD Assignment A.Y. 2020/2021
3. uml-diagrams.org

1.6 Document Structure

- Chapter 1: gives an introduction about the Design Document, enumerating all the topics that will be covered. Moreover this section contains specifications such as the definitions, acronyms, abbreviation, revision history of the document and the references.
- Chapter 2: contains the architectural design choices, with an in-depth look at the high level components and their interactions. It include several views: the component view, the deployment view and the runtime view. Here are described the interfaces (both hardware and software) used for the development of the application, their functions and the processes in which they are utilized. Finally, there is the explanation of the architectural patterns chosen with the other design decisions.

- Chapter 3: this section provide an overview of how the user interfaces of the system will look like.
- Chapter 4: This chapter maps the requirements defined in the RASD to the design elements defined in this document.
- Chapter 5: here we define the plan for the implementation of the subcomponents of the system and the order in which the integration operations and their testing will be performed.
- Chapter 6: shows the effort which each member of the group spent working on the project.
- Chapter 7: includes the reference documents.

2 Architectural Design

2.1 Overview

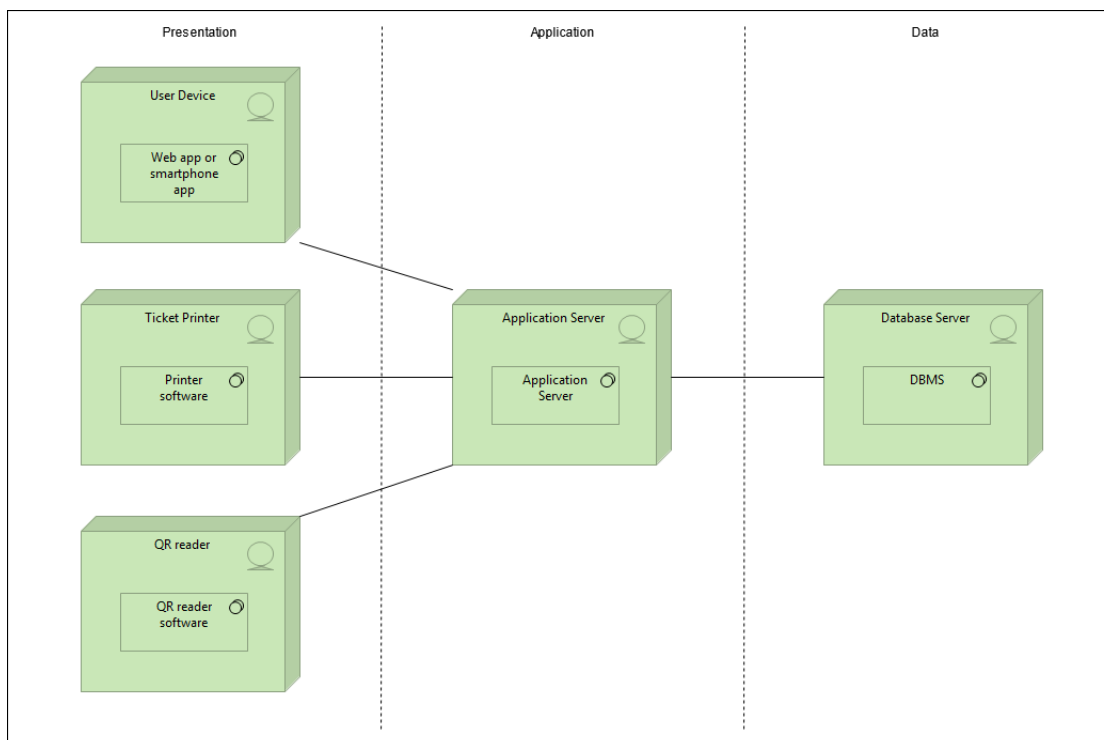
The architecture of the S2B is a distributed client-server architectural design, structured according to three logic layers:

- **Presentation level P:** manages the user interaction with the system. This layer contains the interfaces able to provide the functions of the application to the users.
To the presentation layer belong the web app, the phone application and the software on the ticket printer and on the QR reader.
- **Business logic or Application layer (A):** handles the business logic of the application and its functionalities. This layer represent the core of the application logic.
- **Data access layer (D):** manages information and data, by accessing the database.

Every logic layer can be mapped in an hardware layer.

The presentation layer is composed by the smartphone or the computer of the user, the ticket printer outside the stores, the QR reader and the turnstiles.

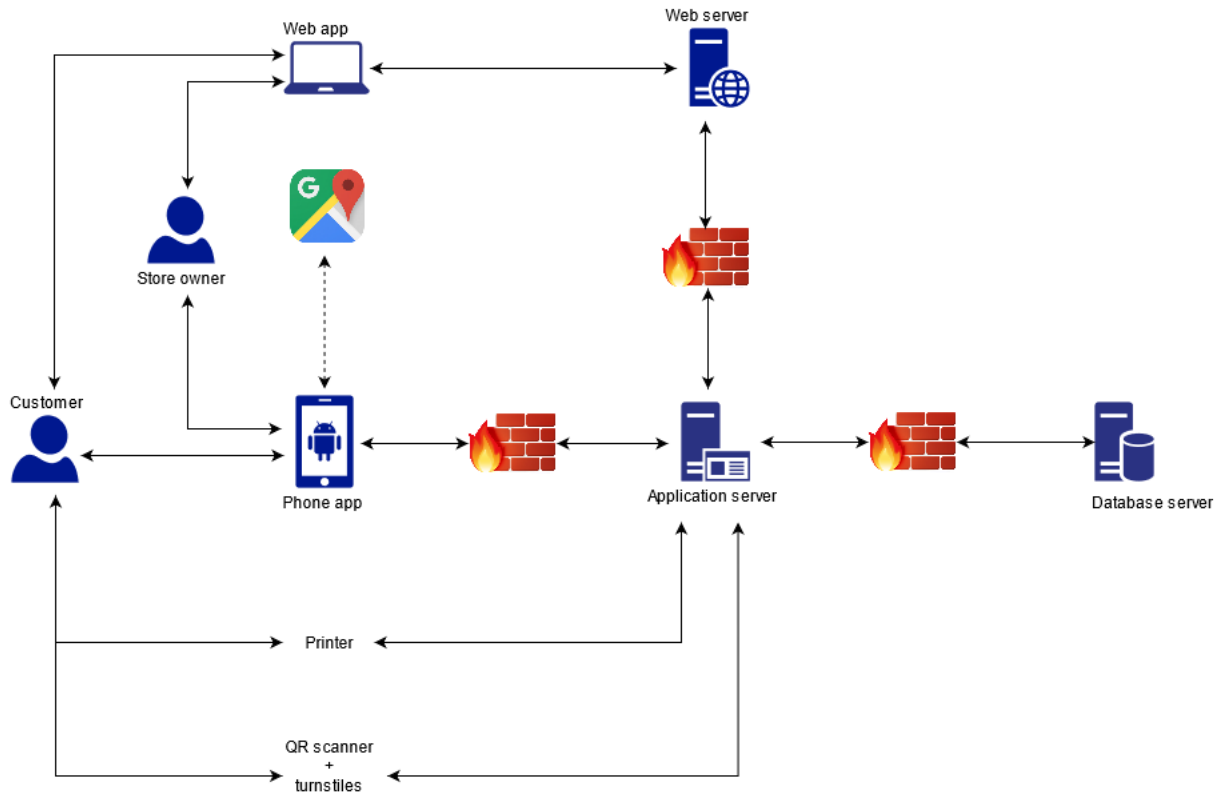
The application layer is composed by the application server. The data layer is composed by the database server.



This image shows the high level representation of the three-layer architecture, where we have all the devices used to interact with the user and their respective software, that have to connect to the application server, which is able to communicate with the database server.

Although very simple, this high level view shows how a three tier architecture can provide more flexibility to the system, splitting the server side in two logical layers. It is also very useful from a security viewpoint: in fact the data are kept separated from the user by the application layer, so that all sensitive information are protected from undesired access.

Let us now have a more in-depth look at the system architecture.



Here we can better see how each tier of the previously defined architecture is mapped in the system. The customer is capable to interact with the system in several ways: through the phone app on his smart-phone, by the web app on his computer, using the printer outside the store (in order to create an on premise reservation) or via QR scanner, which unlocks the turnstiles and validate enter and exit from the store. In order to provide an estimation of the travel time from the location of the customer to the store, the system uses the GPS technology through the Google Maps API.

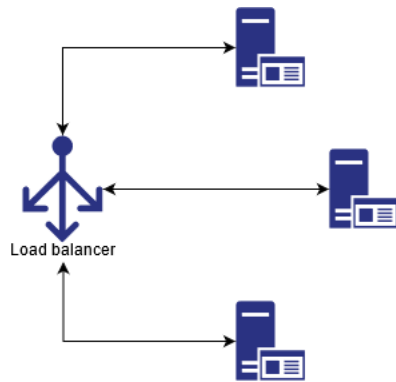
The store owner, from his/her side, can only access the system from the web app or the phone application; this is because in the role of owner he/she does not need to access the market, and use the system only to control occupation and statistics of the stores.

The web app does not communicate directly with the application server, but must traverse the web server, which provide the web pages to the browser.

The application server is protected from the outside by a first firewall, which creates a demilitarized zone for it. Then, it communicates with the database server, which contains the database management system, through a second and more restrictive firewall, that isolate the database from possible attacks. This double firewall ensures the security properties for the system.

In order to create reservations, the clients must communicate synchronously with the server, as they have no information on the queue. The application server, then communicates synchronously with the database server to retrieve information or asynchronously to store information when needed.

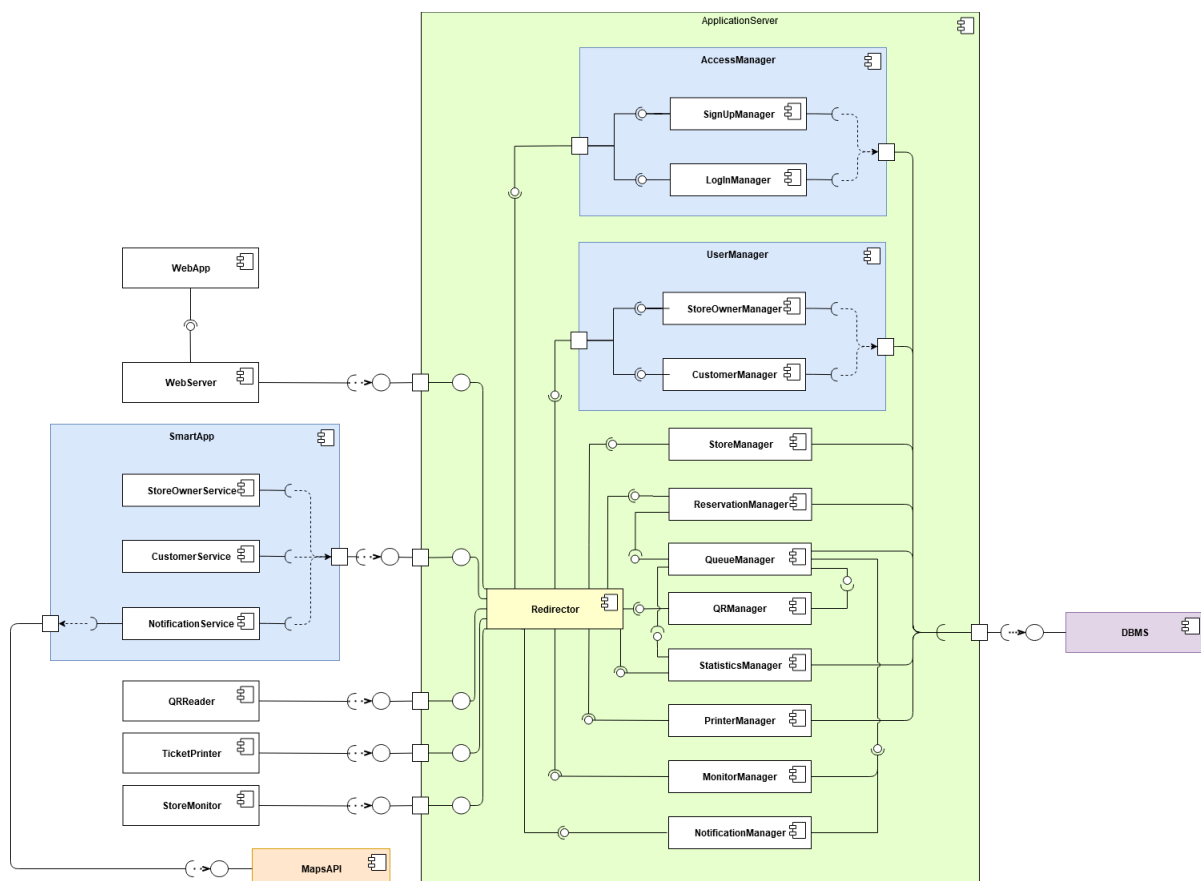
In the image above the server element must not be considered as a single machine: if so the architecture would be poorly scalable, and heavy traffic would make the system crash. To guarantee scalability we use a node replication approach, which involves the use of a node balancer which redirect the traffic between multiple servers.



This image shows an example of how this method works for the application tier: in this case the load balancer splits the work between three application servers, but of course there might be more. Moreover this approach is used also for the web server and the database server, according to the needs of the system. Until now we have used an informal view of the architecture; in the next sections we will keep deepening the architecture and its characteristics.

2.2 Component View

Here we display the main component architecture of our S2B. Since the ApplicationServer contains all the business logic, we will describe in detail the structure of its subcomponents.



2.2.1 WebApp

This component allows customer and store owners to access their respective services on a computer. It requires a WebServer.

2.2.2 WebServer

This component communicates directly with the ApplicationServer and serves web pages to implement the WebApp component.

2.2.3 SmartApp

This component allows customers and store owners to access their respective services on a smartphone, by interfacing with the ApplicationServer. It is composed of the following subcomponents:

2.2.3.1 StoreOwnerService Allows the store owner to access the functionalities that the system reserved to him/her.

2.2.3.2 CustomerService Allows the customer to access the functionalities that the system reserved to him/her.

2.2.3.3 NotificationService Periodically retrieve the waiting time from the NotificationManager and calls MapsAPI to get the time to reach the store from the current position and if it is greater or equal to the waiting time it notifies the customer.

2.2.4 QRReader

This component reads user provided QRcodes and sends them to the ApplicationServer, thus enabling authentication for turnstiles.

2.2.5 TicketPrinter

This component accepts a user document and after having validated it through the ApplicationServer, it prints a reservation ticket with a QR.

2.2.6 StoreMonitor

This component updates periodically calling the ApplicationServer, which provides it with the number of the last authorized reservation, thus notifying customers in front of the store when they can enter.

2.2.7 Redirector

This component provides an external interface for the previously described components, and allows them to communicate with the components that are located within the ApplicationServer, that we describe below.

2.2.8 AccessManager

This component allows users to connect to the services, via sign up and login.

2.2.8.1 SignupManager This component allows customers and store owners that provide a valid identification document to register to the service, thus gaining access to its functionalities, provided that they log in. It is called through WebApp or SmartApp, and needs to access the DBMS to search for existing users with same identification document (to avoid duplication), and to create a new user.

2.2.8.2 LoginManager This component allows customers and store owners to log in the service, thus gaining access to its functionalities. It is called by WebApp and SmartApp components, and needs to access the DBMS to verify user credentials against the stored ones.

2.2.9 UserManager

This component allows users to change their profile.

2.2.9.1 StoreOwnerManager This component is accessed through WebApp or SmartApp and allows store owners to edit their credentials (obtained during sign up process), thus it needs access to DBMS.

2.2.9.2 CustomerManager This component is accessed through WebApp or SmartApp and allows customers to edit their credentials (obtained during sign up process), thus it needs access to DBMS.

2.2.10 ReservationManager

This component is accessed through WebApp or SmartApp by customers and allows them to send a reservation for a specific store, to delete an existing reservation, or to view status of non expired reservations (QR code, position in queue, status) by accessing QueueManager. It needs to access DBMS to retrieve the list of the departments of the store that the reservation targets and, in case of an immediate reservation, to verify that the store is open at the current time. It needs access to DBMS also to fetch the list of user reservation along with their information, and to delete them if required. Whenever a customer creates a reservation it is saved into the database.

2.2.11 StoreManager

This component is accessed through WebApp or SmartApp, and allows store owners to view owned stores, add new stores, delete existing stores or update information of existing stores, such as the list of departments and their respective maximum occupation. It needs to access the DBMS to execute the previous functions.

2.2.12 QueueManager

This component contains the information about the people that are currently waiting to enter the store and those that are already inside it.

It is accessed by the ReservationManager to add or remove a reservation from a queue of a specific store. It is also accessed by the QRManager whenever an authorized customer wants to view the QR and when he/she enters or exits the store. Finally it is accessed by NotificationManager and MonitorManager respectively in order to get the list of the customers currently waiting and the number of the last authorized customer.

It needs access to DBMS to update the status of each reservation and entry and exit times. It checks periodically the number of customers currently present and the maximum occupation for every store and computes an estimated time that customers have to wait before gaining authorization to enter a specific store if such store has already reached maximum occupation.

This component accesses StatisticsManager to improve the computation of the time a customer needs to wait before being authorized to enter the store.

2.2.13 QRManager

This component accesses QueueManager whenever a customer needs to view a QR for a reservation: if a QR has already been generated for that reservation it is returned to QRManager, otherwise it is generated by QRManager and sent to QueueManager. When QRReader reads a QR code from a customer it calls QRManager, that accesses QueueManager to check that the reservation is existing and authorized, and if so it send the entry/exit time to the QueueManager and returns the QRReader the permission to unlock turnstile.

2.2.14 StatisticsManager

This component is accessed by QueueManager to improve the estimate of the time that a customer needs to wait before being authorized to enter a specific store. This component is accessed by a store owner through WebApp or SmartApp to visualize statistics. This component accesses the DBMS periodically to obtain the data with which to generate the statistics, and to save such statistics.

2.2.15 PrinterManager

This component allows the store owner with WebApp or SmartApp to register a TicketPrinter. This component also allows customer identification through TicketPrinter by validating a provided identification document. This component needs to access the DBMS to register or unregister instances of TicketPrinter.

2.2.16 MonitorManager

This component allows to update periodically a StoreMonitor. It retrieves from the QueueManager the number of the last authorized reservation.

2.2.17 NotificationManager

This component is accessed by the NotificationService to retrieve the wait time. This component periodically accesses the QueueManager to get this information.

2.2.18 MapsAPI

This component accesses an external mapping service (i.e. GoogleMaps) to compute the estimated time to reach the store from the current position of the device with the selected means of transport.

2.2.19 DBMS

This component is the DataBase Management System accessed by the ApplicationServer to perform create/read/update/delete operations on the DB.

2.2.20 Additional specification

For what concerns the smartphone application, it is a thick client: in fact beside the presentation logic, it contains a small part of the application logic. Indeed, the phone app can check the validity of the information inserted by the user when creating a reservation and, more importantly, it checks when it is time to notify the customer about its turn to reach the store, based on the position of the device and the position of the store (received by the server). It is important that the phone app does this computations, because the position of the customer, necessary to know how long will it take to go to the market, can only be detected by the end device.

The web app, of course, is instead a thin client, because, being it a browser application, will only work on the presentation logic, to show the interface to the user.

In order to guarantee the reliability of the system, both the web servers and the application servers must be replicated, so that in case of one of them goes down the application can still work.

The load balancer, that in one of the previous diagram has been represented as a single component, may become overloaded by the requests. To prevent this it must be replicated too.

2.3 Deployment View

The following image shows the deployment diagram of the system by presenting the distribution (deployment) of software artifacts to the nodes, i.e. the deployment targets.

3 User Interface Design

4 Requirements Traceability

5 Implementation, Integration and Test Plan

6 Effort Spent

Provide here information about how much effort each group member spent in working at this document. We would appreciate details here.

6.1 Simone Abelli

Introduction	2.5
Overview	5
Component view	3.5

6.2 Stefano Azzone

Introduction	2.5
Overview	3.5
Component view	6

References

- **drawio.org** was used to draw diagrams
- **alloy.mit.edu** was the reference for alloy model
- **uml-diagrams.org** was the reference for uml diagrams