Group Project, Specification

SFWR ENG 2XB3 - Group 14

April 2, 2018

The purpose of this document is to povide a description of the classes/modules we have decided to use in our application, and explain why we have decomposed the application into these classes. We have included a UML class diagram showing a static representation of our application classes and the relationship between classes.

Also, for each class, a description of the interface (public entities) as well as a description of the syntax is provided.

Contractor Module

Template Module

Contractor

Uses

N/A

Syntax

Exported Types

Contractor = ?

Exported Access Programs

D	T	
Routine name	In	Out
Contractor	String, Stri	Contracto
Contractor	String, String, String	Contracto
isActive		\mathbb{B}
getLicenseNumber		\mathbb{Z}
getAddress		String
getContractorName		String
getCity		String
getState		String
getSpecialty		String
CompareTo	Contractor	\mathbb{Z}
avgReview	Map	String

Semantics

State Variables

business Name: String license Number: String

address: String city: String state: String zip: String

number: String specialty: String

contractorName: String

activeLicense: \mathbb{Z}

State Invariant

None

Assumptions

The constructor Contractor is called for each object instance before any other access routine is called for that object. The constructor cannot be called on an existing object.

Access Routine Semantics

Contractor(Name, License, address, city, state, zip, number, specialty, contractorName, acLicense):

- transition: businessName, licenseNumber, address, city, state, zip, number, specialty, contractorName, Name, License, address, city, state, zip, number, specialty, contractorName, acLicense
- output: out := self
- exception: None

contractor(city1,state1,specialty1):

- transition: city, state, specialty := city1, state1, specialty1
- exception: None

isActive():

• output: $out := (activeLicense = 1) \Rightarrow True|False$

getLicenseNumber():

• output: out := licenseNumber

getAddress():

• output: out := address

getContractorName():

```
• output: out := businessName

getCity():

• output: out := city

getState():

• output: out := state

getSpecialty():

• output: out := specialty

compareTo(that):

• output: out := \neg(self.getActive() = that.getActive()) \Rightarrow ((self.getActive() = True) \Rightarrow 1|False)

avgReview(map):

• output: out := \neg(self.getActive() = that.getActive()) \Rightarrow ((self.getActive() = that.getActive())) \Rightarrow ((self.getActive() = that.getActive()))
```

 $True) \Rightarrow 1|False)$

Search Module

Template Module

Search

Uses

Contractor DataReader Reviews

Syntax

Exported Types

N/A

Exported Access Programs

Routine name	In	Out	Exceptions
search	seq of Contractor, Contractor, String	seq of Contractor	IOException

Semantics

State Variables

N/A

State Invariant

None

Assumptions

N/A

Access Routine Semantics

search(Contractors, Contractor, filename):

```
• output: out := \{c : Contractor | c \in Contractors : ((c.getCity() = Contractor.getCity()) \land (c.getState() = Contractor.getState()) \land (c.getSpecialty() = Contractor.getSpecialty()) | c.getSpecialty() = General) \Rightarrow c\}
```

• exception: None

Sort Module

Template Module

Sort

Uses

Contractor DataReader Reviews

Syntax

Exported Types

N/A

Exported Access Programs

Routine name	In	Out	Exceptions
sort	seq of Contractor		
isSorted	seq of Contractor	\mathbb{B}	

Semantics

State Variables

N/A

State Invariant

None

Assumptions

N/A

Access Routine Semantics

isSorted(Contractors):

• output: out := $\forall (i : \mathbb{N} | i \in [0..|Contractors|-2] : (Contractors[i].compareTo(Contractors[i+1]) <= 0)$

• exception: None

sort(Contractors):

- output: out := $Contractor^n$ such that $\forall (c: Contractor | c \in Contractors : \exists (b: Contractor | b \in B: b.compareTo(c) = 0 \land count(c, Contractors) = count(b, B))) \land isSorted(B)$
- exception: None

Local Funtions

```
count(a, A) : Contractor \times Contractor^n

count(a, A) \equiv +(i : \mathbb{N}|i \in [0..|A|-1] \land A[i].compareTo(a) = 0 : 1)
```