@ Dream IT	Project ProxStat- Gestion	Architecture technique Architecture applicative
Latest update : 10/01/2013	Spec Recherche Etude	Current doc version : 1.0

Document présentation

Description

Ce document a pour objectif de décrire et expliquer l'architecture technique, applicative ainsi que le choix des technologies et frameworks pour le projet ProxStat-Gestion.

Document certification

	Name	Fonction	Date livraison
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Decidor	MASCOT Melody CRASKE Antoine	Responsable Documentation Chef de projet	

Document Version history

Version	Date	Change Summary	Change Author
1.0	10 / 01 / 2013	Initialisation du document	DJEBIEN Tarik



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Architecture technique

Typologie serveur requis

Nombre d'environnements avec schéma

OS

Protocoles de communication

Architecture applicative

Diagramme de package UML

Structure projet

Choix IDE

<u>Déploiement</u>

Gestion logs

Gestion cycle de vie projet

Architecture - technologies et frameworks

Langages sur les différentes couches

Choix frameworks

Proposition intégration frameworks



Architecture technique

Typologie serveur requis

- Un serveur de Base de donnée avec un SGBD PostGreSQL 9.2
- Un serveur d'application Apache Tomcat v 7.0

Nombre d'environnements

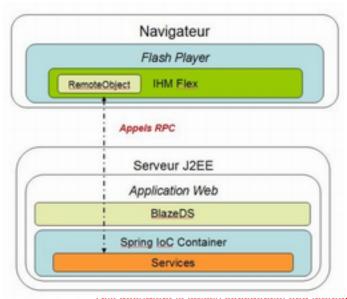
- Un environnements de développement en local
- Un environnement de production sur les serveurs de l'université

OS

- Dekstop : Windows, Mac os X, Linux
- Browsers : IE, FireFox, Chrome, Safari
- Mobile Smartphone : Android >= 2.1, IOS >= X.X ??

Protocoles de communication

HTTP, REST?, SOAP?, RPC



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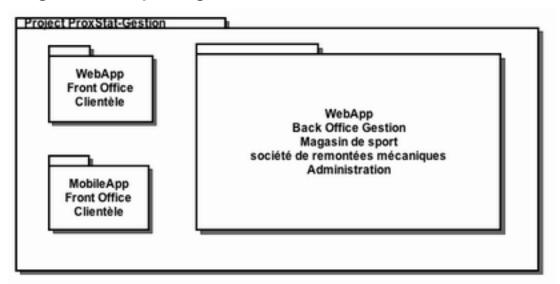
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Architecture applicative

Diagramme de package UML



Structure projet

WebApp BO:

- com.proxstat.bo.model.services
- com.proxstat.bo.model.services.impl
- com.proxstat.bo.model.dao
- com.proxstat.bo.model.dao.impl
- com.proxstat.bo.model.domain
- com.proxstat.bo.model.dto
- com.proxstat.bo.util
- com.proxstat.bo.controller
- com.proxstat.bo.constants
- com.proxstat.bo.exception
- com.proxstat.bo.soa.ws
- com.proxstat.bo.soa.ws.impl

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WebApp FO:

- com.proxstat.fo.commands
- com.proxstat.fo.config
- com.proxstat.fo.mediators
- com.proxstat.fo.messages
- com.proxstat.fo.models
- com.proxstat.fo.views

MobileApp FO Android:

- com.proxstat.mobile.app.activities
- com.proxstat.mobile.app.customviews
- com.proxstat.mobile.app.adapters
- com.proxstat.mobile.app.parsers
- com.proxstat.mobile.app.utils
- com.proxstat.mobile.app.models
- com.proxstat.mobile.app.listener

MobileApp FO IOS: ???

Choix IDE

- Eclipse JUNO
- Android Developer Tools Build: v21.0.1-543035
- Adobe Flash Builder 4.5
- XCode + Interface Builder

Déploiement

• Jenkins?

Gestion logs

Serveur JEE : Log4j

• Client Android: android.util.Log

Client Web : trace()

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Gestion cycle de vie projet

• Maven, JUnit, Selenium, Sonar

Architecture - technologies et frameworks

Langages et technologies sur les différentes applications

- WebApp BO
 - Serveur : Java EE version "1.6.0_37"
 - Client : JSP + JSTL + HTML5 + AJAX
- WebApp FO
 - Client: MXML et ActionScript 3 OU Full JAVA OU HTML5 + SOAP/REST with JS
- MobileApp FO Android :
 - Client : Java SE + XML
- MobileApp FO IOS :
 - Client: Objective-C 2.0

Choix frameworks

- WebApp BO
 - Serveur :
 - Spring 3 (IOC, WebService, RPC, MVC, Security, AOP, Batch, Scheduler, mail)
 - JPA with Hibernate (Mapping ORM, très puissant et intégration avec Spring adapté)
 - Client: JQuery (simple, ajax et multi-browsers) + JQuery UI (composant + Animation)
- WebApp FO
 - Client : Flex 4.5 (multi-browsers et orienté service) + Parsley (IOC, SpringLike for Flex) OU GWT 2.5 (full java, multi-browsers, concurrent de Flex)
- MobileApp FO Android :
 - Client : rien pas de fwk (Spring Android existe mais selon moi c'est trop lourd)
- MobileApp FO IOS :
 - Client: Cocoa Touch

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Proposition intégration frameworks

• Tout au début car cela sera de plus en plus difficile avec le temps.