# **Assignment 2**

**Student: Barabas Hunor** 

**Group: 30432** 

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Student: Barabas Hunor	
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## 1. Requirements Analysis

#### 1.1 Assignment Specification

This assignment involves the design and implementation of a student management system for the CS Department at TUCN.

#### **1.2** Functional Requirements

For Users, to be able to:

- Add/Update/View Client Information
- Create/View/Update/Delete Student Information
- Log in
- Process class enrollment

For Administrators (Teachers), to be able to:

- Generate Reports
- Perform CRUD operations

#### **1.3** Non-functional Requirements

Possible non-functional requirements could be:

- Security To prevent malicious students from modifying data that they should not be able to modify
- Reliability To have a system that the university can use and rely on.
- $\bullet$  Availability To have a system with an uptime as close as possible to 100% ( looking at you, sinu...)
- Usability To have an application that is simple to use for students and teachers alike.

### 2. Use-Case Model

Use case: Generate Report

Level: sub-function

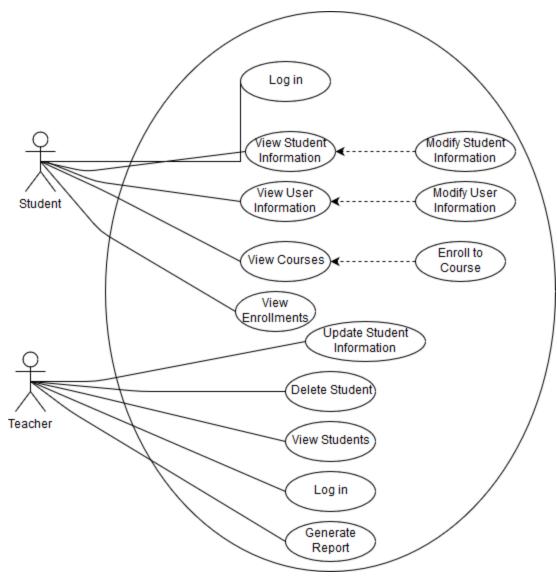
Primary actor: teacher (as Administrator)

Main success scenario:

- 1. Teacher logs in to the Administrator panel
- 2. Selects a student from the list
- 3. Specifies time interval
- 4. Presses Generate Report
- 5. After a while the report will be generated as a separate file.

#### **Extensions:**

If there is a problem in the connection with the database, the operation might fail. Otherwise, even if there is no activity a report will be generated (it will be blank, but it will be generated nonetheless).



## 3. System Architectural Design

### 3.1 Architectural Pattern Description

The utilized pattern will be the Layered Architectural Pattern. As the name suggests, our application will be structured into layers, each of them having a specific role. Higher level layers do not need to know how the layers below them perform their operations, making it easy to extend the system if need be.

#### **Presentation Layer**

Responsible for user interface logic. This layer deals with the core functionality of the system, and the communication between the UI and the database.

#### **Business Layer**

Responsible for business logic. Deals with the communication between the user interface and the database.

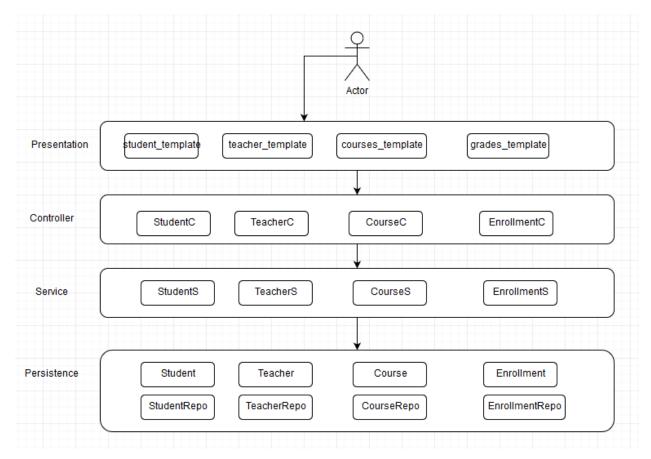
#### **Data Access Layer**

Provides access to the data.

#### **MVC**

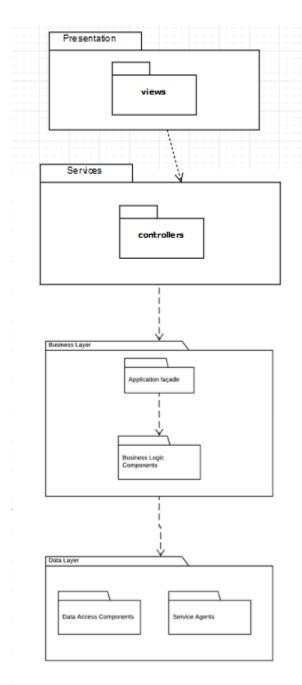
In addition, an MVC architecture will be used, thus refactoring the whole Presentation Layer. We will have a separate package for views and one for controllers, essentially creating a whole new layer, the Services Layer. This will help us separate the presentation of the UI from the application control.

### 3.2 Diagrams

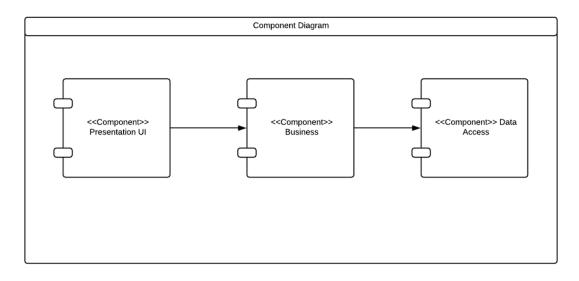


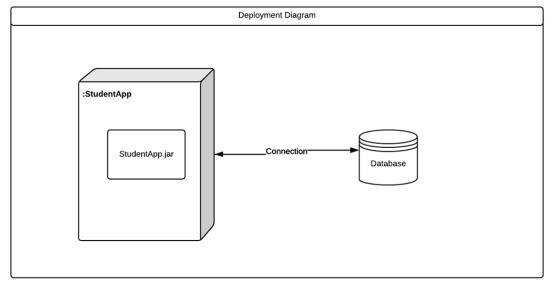
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# Conceptual Architecture of the Application

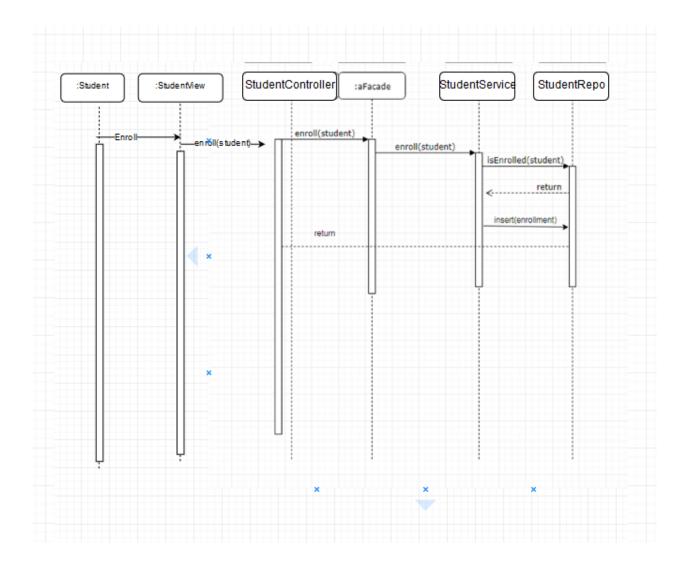


Package Diagram





# 4. UML Sequence Diagrams



# 5. Class Design

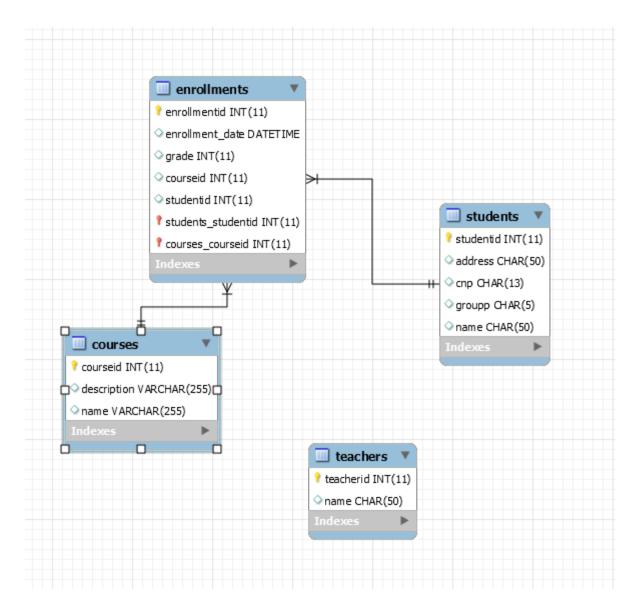
### **5.1 Design Patterns Description**

The business logic layer contains a Façade Design Pattern, which provides a unified, higher level interface for the business logic components

## 5.2 **UML Class Diagram**

## 6. Data Model

The data model consists of is slightly less complex thanks to the features of the Spring Framework (and the requirements). The users and logins tables are omitted and we are left with only 4 essential tables: enrollments, students, courses and teachers.



# 7. System Testing

The testing strategy used is unit testing. The used tool is JUnit.

# 8. Bibliography

Microsoft Application Architecture Guide - https://msdn.microsoft.com/en-us/library/ff650706.aspx

- Layered Application Diagram
- Various pieces of knowledge

Tool used for diagram creation: - Lucidchart - https://www.lucidchart.com