Blood Bank

Analysis and Design Document

Student: Danila Vlad-Mihai

**Group: 30432**

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 04/04/2018 | 1.0 | Preliminary domain model, architectural design and deployment diagram | Dănilă Vlad-Mihai |
| 25/04/2018 | 1.1 | Design model, data model | Dănilă Vlad-Mihai |
| 14/05/2018 | 1.2 | Design patterns added, required changes made | Dănilă Vlad-Mihai |
| 15/05/2018 | 1.3 | Data model updated | Dănilă Vlad-Mihai |

Table of Contents

I. Project Specification 4

II. Elaboration – Iteration 1.1 4

1. Domain Model 4

2. Architectural Design 4

2.1 Conceptual Architecture 4

2.2 Package Design 5

2.3 Component and Deployment Diagrams 6

III. Elaboration – Iteration 1.2 6

1. Design Model 6

1.1 Dynamic Behavior 6

1.2 Class Design 7

2. Data Model 8

3. Unit Testing 8

IV. Elaboration – Iteration 2 8

1. Architectural Design Refinement 8

2. Design Model Refinement 8

V. Construction and Transition 8

1. System Testing 8

2. Future improvements 8

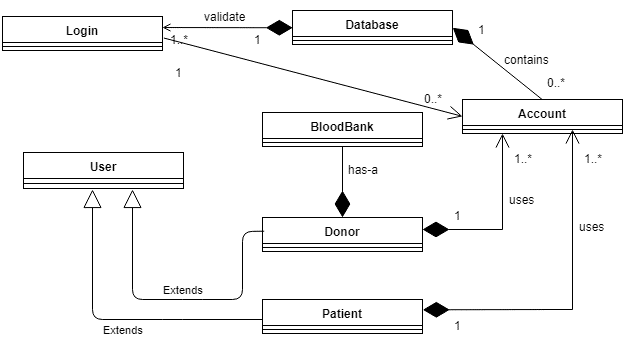
VI. Bibliography 8

# Project Specification

The Blood Bank project is a system whose intent is to create an windows-based tool designed for people involved or willing to be involved in blood transfusion events.

# Elaboration – Iteration 1.1

# Domain Model



# Architectural Design

## Conceptual Architecture

For this system, the Layers Architectural Pattern is going to be used. We will group the logical functionalities of the application from the technical point of view as follows: Presentation Layer, Business Layer and Data Layer. This division is performed to increase maintainability, readability, reusability and to minimize the number of overlapping functionalities across the entire application.

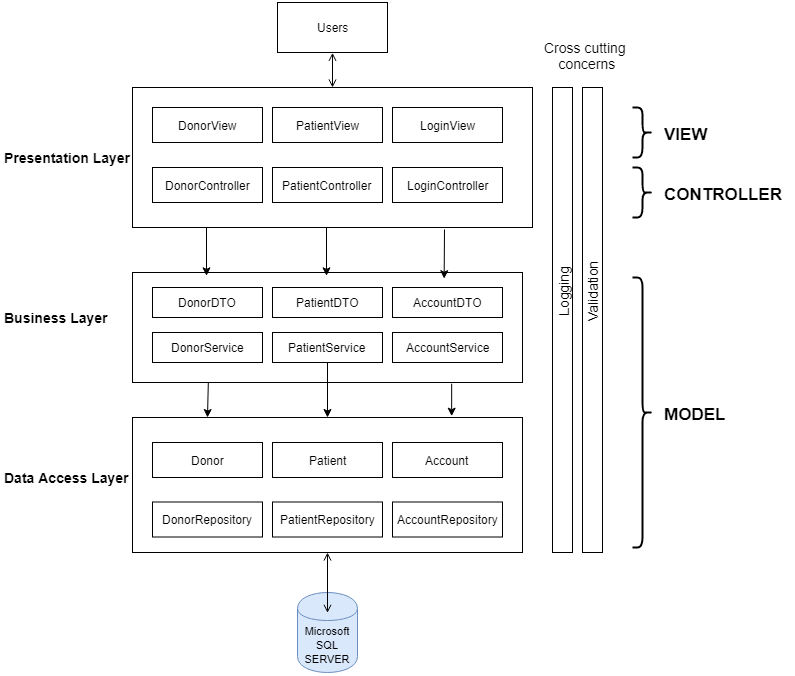
Presentation Layer: provides the application’s user interface.

Business Layer: implements the business functionality of the application.

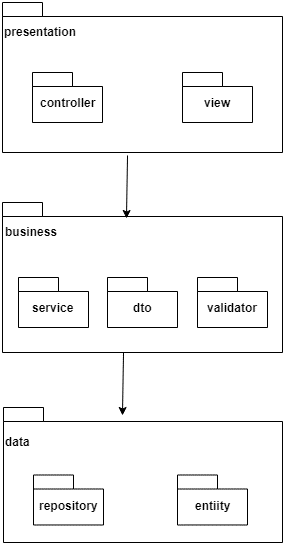
Data Layer: provides access to database.

MVC (Model-View-Controller) architectural pattern will also be used to divide the system intro three interconnected parts:

* Model represents the data and business logic of the application.
* View module is responsible to display data i.e. it represents the presentation.
* Controller module acts as an interface between view and model. It intercepts all the requests i.e. receives input and commands to Model / View to change accordingly.



## Package Design



## Deployment Diagram

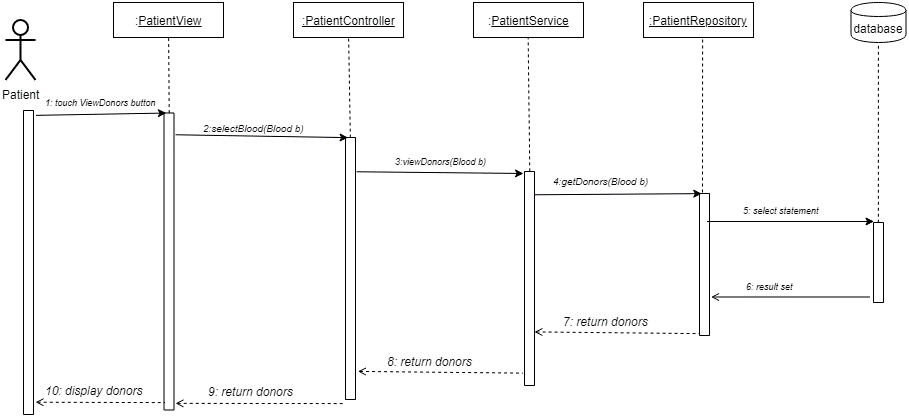
# 

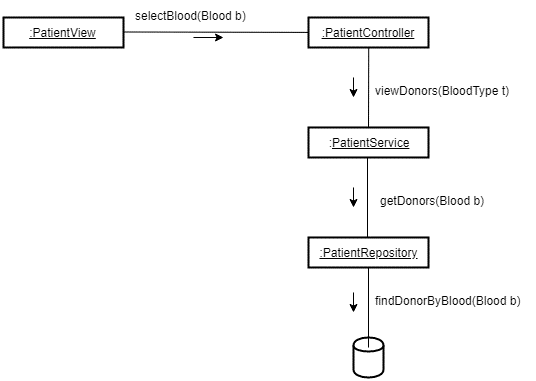
# Elaboration – Iteration 1.2

# Design Model

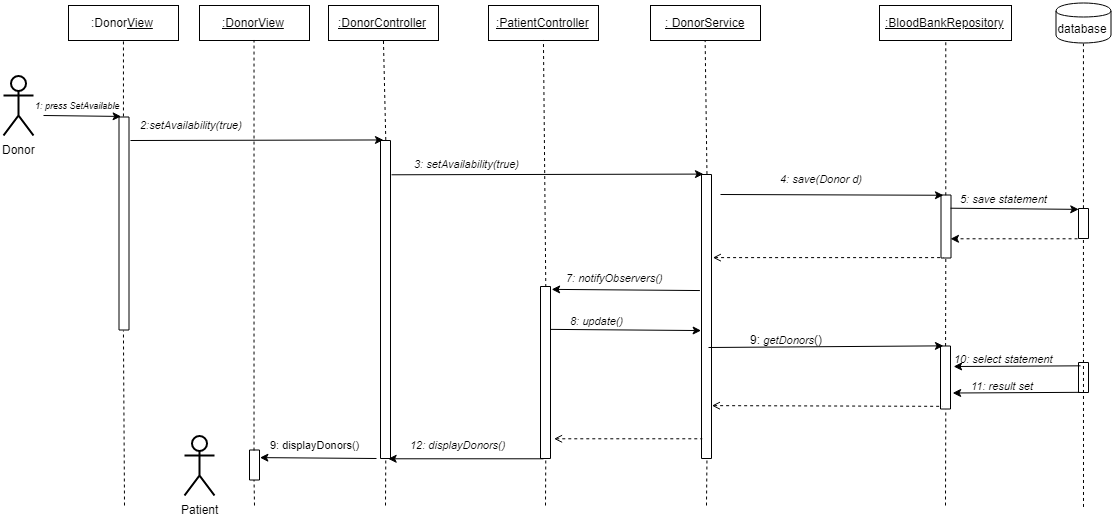
## Dynamic Behavior

Scenario: Search for a compatible donor

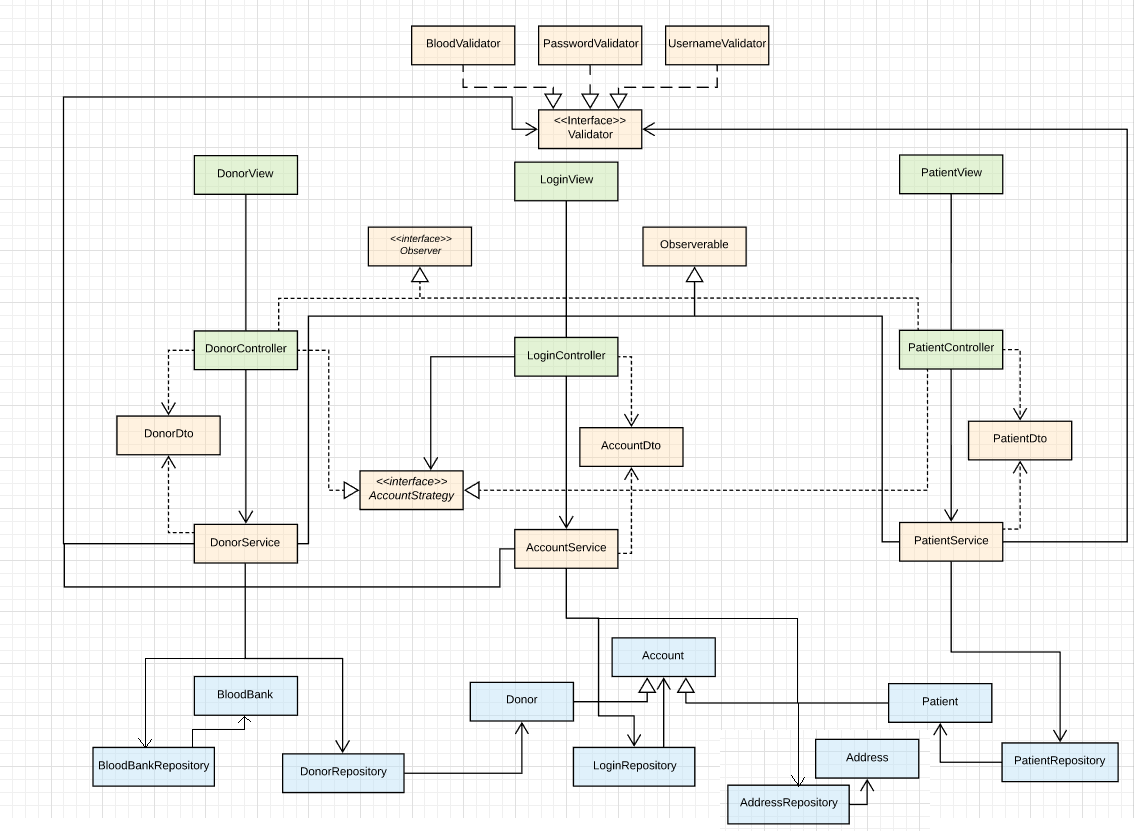




Scenario: Set donor as available



## Class Design



**Observer Design Pattern** will be used. This defines a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically.

A specific change in a donor(observable) details will be notified to the patient(observer) waiting for that specific change(i.e. a new donor appears with the needed blood group). Also, a donor will be notified when a patient with his blood type is in need.

**Strategy Design Pattern** encapsulates an algorithm inside a class, letting the algorithm vary independently from clients that use it. In our situation, it’s necessary to process login event according to the type of user: patient or donor. The donor and patient controller classes will be responsible for encapsulating the ‘algorithm’ of handling the flow following the login confirmation.

**Builder Design Pattern** separates the construction of a complex object from its representation so that the same construction process can create different representations. Using this for some entities, we will make their creation more flexible.

# Data Model

The persistence data will be modeled using Relational Database Model. Microsoft SQL Server Database Management System will be used.



# Unit Testing

The application will be tested using unit testing.

Tests will be written to verify that a relatively small individual piece of code is doing what it is intended to do. Junit will be used for testing at method or class level, by checking that the actual output matches the expected output.

# Elaboration – Iteration 2

# Architectural Design Refinement

*[Refine the architectural design: conceptual architecture, package design (consider package design principles), component and deployment diagrams. Motivate the changes that have been made.]*

# Design Model Refinement

## *[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices. Deliver the updated class diagrams.]*

# Construction and Transition

# System Testing

*[Describe how you applied integration testing and present the associated test case scenarios.]*

# Future improvements

*[Present future improvements for the system]*

# Bibliography