

# Project Documentation

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Course: **Service Oriented Software Engineering**

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## L'Aquila Smart Road

# Summary

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## Domain

L'Aquila Smart Road Platform is a web-based application designed to detect and track high-speed road violations in real-time.

Built with Spring Boot for the backend and Angular with Bootstrap for the frontend,

it provides efficient traffic management through real-time notifications, comprehensive reporting, and easy access for vehicle owners to view their violation history

# Requirements

## Functional Requirements

| # | Functional Requirement  | Priority |
|---|---|----------|
| 1 | <b>Authentication</b> (login and registration):<br><b>FR1.1:</b> Users must be able to register and create an account.<br><b>FR1.2:</b> Users must be able to log in to the system using their credentials.<br><b>FR1.3:</b> The system must provide different levels of access (e.g., admin, regular user) based on user roles.  | MEDIUM   |
| 2 | <b>Vehicle Management</b><br><b>FR2.1:</b> Users must be able to add a new vehicle to the system.<br><b>FR2.1.1:</b> Vehicle information should include registration number, brand, fiscal power, model, and owner details.<br><b>FR2.2:</b> Users must be able to view details of all registered vehicles.<br><b>FR2.3:</b> Users must be able to update the details of an existing vehicle.<br><b>FR2.4:</b> Users must be able to delete a vehicle from the system | HIGH     |
| 3 | <b>Owner Management</b><br><b>FR3.1:</b> Users must be able to add a new vehicle owner.<br><b>FR3.1.1:</b> Owner information should include ID, name, date of birth, and email.<br><b>FR3.2:</b> Users must be able to view details of all vehicle owners.<br><b>FR3.3:</b> Users must be able to update the details of an existing owner.<br><b>FR3.4:</b> Users must be able to delete an owner from the system.  | HIGH     |
| 4 | <b>Monitor Management</b><br><b>FR4.1:</b> Users must be able to add a new radar to the system.<br><b>FR4.1.1:</b> Monitor information should include ID, maximum speed limit, and coordinates (longitude and latitude).<br><b>FR4.2:</b> Users must be able to view details of all Monitors.<br><b>FR4.3:</b> Users must be able to update the details of an existing Monitor.<br><b>FR4.4:</b> Users must be able to delete a Monitor from the system.              | HIGH     |

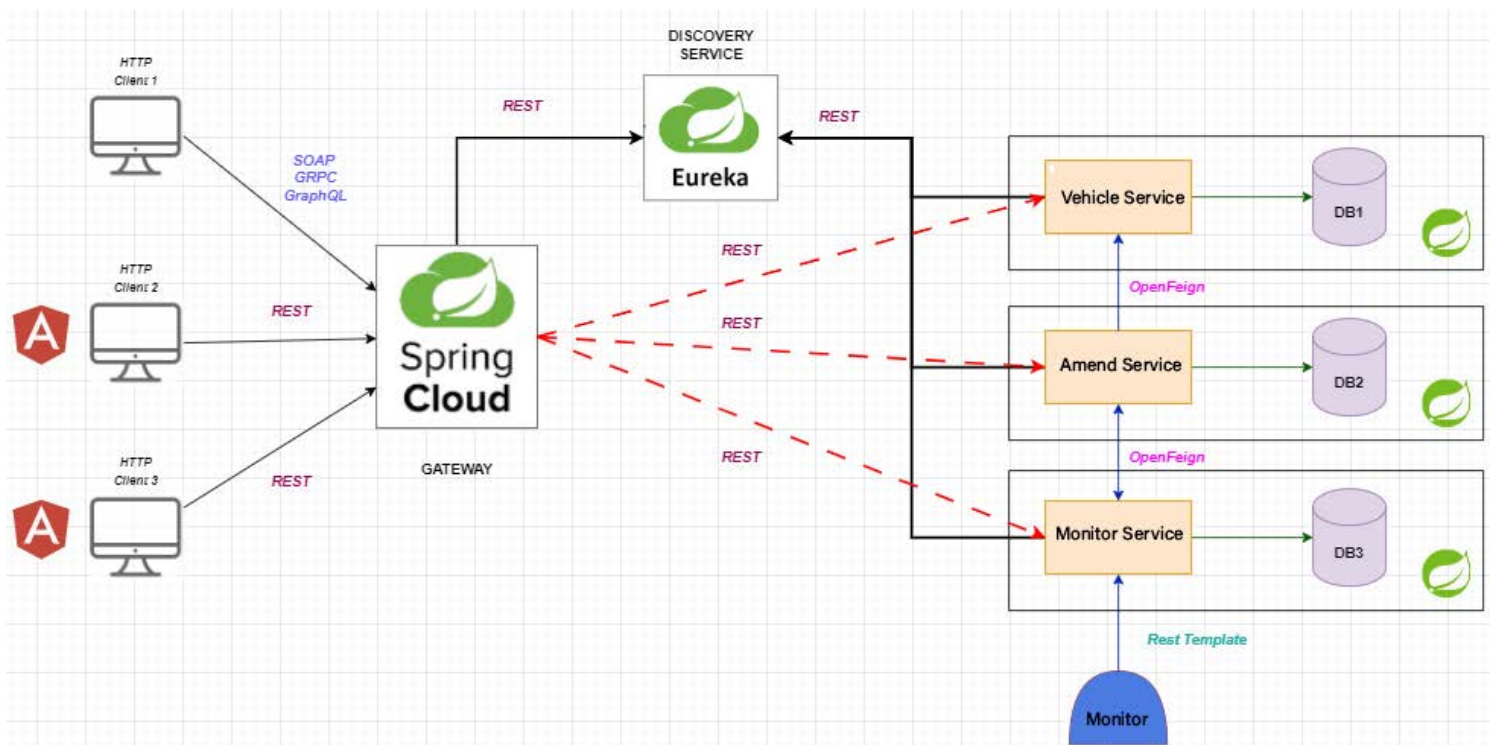
| # | Functional Requirement   | Priority |
|---|--|----------|
|   | <b>Amends Management</b><br><b>FR5.1:</b> The system must record speeding violations detected by monitors.<br><b>FR5.1.1:</b> Amend information should include ID, date, radar number, vehicle registration number, vehicle's speed, radar's maximum speed limit, and fine amount.<br><b>FR5.2:</b> Users must be able to view details of all Amends.<br><b>FR5.3:</b> Users must be able download Amends in PDF . | HIGH     |
|   | <b>Data Generation</b><br><b>FR6.1:</b> The system must generate reports on monitor violations.<br><b>FR6.1.1:</b> Reports should include statistics such as the number of violations, total fines, etc.   | HIGH     |

## Non Functional Requirements

- Load balancers on services/prosumers are subject to numerous requests in order to improve performance.

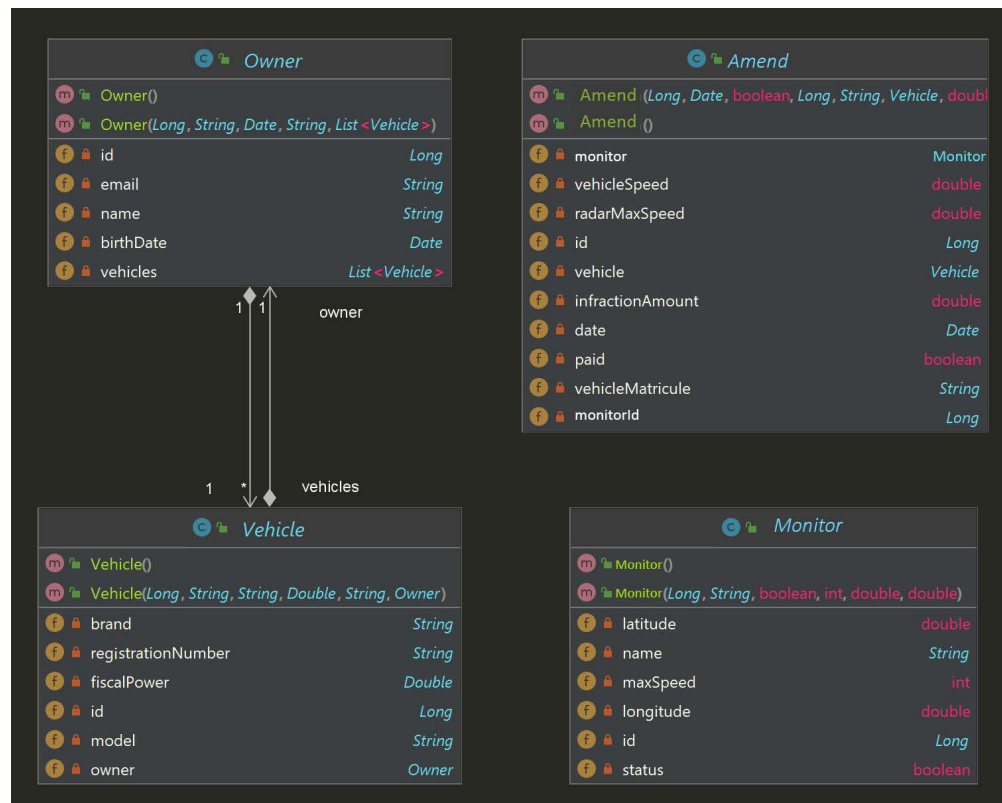
## Architecture

### Component Diagram



System Architecture - Component Diagram

## Class Diagram



## Use Case Diagram

The diagram above figures out the operations supported by the application.

The operations are:

- **Registration** of the user
- **Authentication**/login of the user
- **Verifying Registered User** i.e. checking that the user is correctly registered to the application
- **Review Food**: a user can edit a review and rates of a food and insert them to the system
- **Insert Review**: a user can insert a review
- **Update Rank**: a user can insert a rating
- **Show list of Food**
- **Show Food information**
- **Show reviews** that the users have written.
- **Show global score** calculated by the ratings.

# Services Description

The services to be implemented in the system are those shown in the architecture and in this section, they will be described in detail.

| Service Name           | Type                                   | Protocol  | Sync / Async  | Exposed operations  |
|------------------------|--|---|---------------|---|
| Amend Service          | <i>Microservice</i><br><i>Prosumer</i> | <b>REST</b>   | Sync          | <ul style="list-style-type: none"><li>- Retrieve amend</li><li>- Add new amend</li><li>- Update existing amend</li><li>- Delete amend</li></ul>   |
| Data Generator Service | <i>Microservice</i><br><i>Provider</i> | <b>REST</b>   | Sync          | <ul style="list-style-type: none"><li>- Generate random Amend Data</li></ul>  |
| Discovery Service      | <i>Microservice</i>                    | <b>Eureka</b>   | Sync          | <ul style="list-style-type: none"><li>- Service registration</li><li>- Service discovery</li></ul>  |
| Gateway Service        | <i>Gateway</i>                         | <b>REST</b>   | Sync          | <ul style="list-style-type: none"><li>- Route requests to appropriate microservices</li><li>- API Aggregation</li></ul>   |
| Monitors Service       | <i>Microservice</i><br><i>Prosumer</i> | <b>gRPC</b>   | Async         | <ul style="list-style-type: none"><li>- Generate speed violations</li><li>- Retrieve monitor data</li><li>- Add new monitors</li><li>- Update existing monitors</li><li>- Delete monitors</li></ul>   |
| Vehicles Service       | <i>Microservice</i><br><i>Provider</i> | <b>REST</b><br><b>SOAP</b><br><b>gRPC</b><br><b>GraphQL</b> | Sync<br>Async | <ul style="list-style-type: none"><li>- Retrieve vehicle details</li><li>- Add new vehicles</li><li>- Update existing vehicles</li><li>- Delete vehicles</li><li>- Retrieve owner details (GraphQL)</li><li>- Add new owner (gRPC)</li><li>- Update existing owner (gRPC)</li><li>- Delete owner (SOAP)</li></ul> |

# Project Demo And Detailed Service Descriptions

| Functionality | Screenshot | Description   |
|---------------|------------|---|
| Amend Service |            | <p><b>Service Type:</b> Prosumer</p> <p><b>Protocol:</b> REST (synchronous)</p> <p><b>Description:</b> This service handles amendments related to vehicle data.</p> <p>It interacts with both Monitor and Vehicle services to gather necessary data for amendments.</p> <p><b>Operations:</b></p> <p><b>GET</b> /amend: Retrieves a list of all amendments.</p> <p><b>POST</b> /amend: Creates a new amendment.</p> <p><b>PUT</b> /amend/{id}: Updates an existing amendment.</p> <p><b>DELETE</b> /amend/{id}: Deletes an amendment.</p> |



|                        |  |   |
|------------------------|--|---|
| Data Generator Service |  | <p><b>Service Type:</b> Provider</p> <p><b>Protocol:</b> REST (synchronous)</p> <p><b>Description:</b> Generates random data for Amends for testing and simulation purposes.</p> <p><b>Operations:</b></p> <p><b>POST</b> /generate/data: Generates random new data.</p>  |
| Monitors Service       |  | <p><b>Service Type:</b> Prosumer</p> <p><b>Protocol:</b> gRPC (asynchronous)</p> <p><b>Description:</b> Manages monitor data and generates speed violations using gRPC for efficient communication.</p> <p><b>Operations:</b></p> <p><b>rpc GenerateSpeedViolations (GenerateSpeedViolationRequest) returns (stream SpeedViolation):</b> Generates speed violations asynchronously.</p> <p><b>GET</b> /monitors: Retrieves a list of all monitors.</p> <p><b>POST</b> /monitors: Adds a new monitor.</p> <p><b>PUT</b> /monitors/{id}: Updates an existing monitor.</p> <p><b>DELETE</b> /monitors/{id}: Deletes a monitor.</p> |

|                  |  |   |
|------------------|--|---|
| Vehicles Service |  | <p><b>Service Type:</b> Provider</p> <p><b>Protocol:</b> REST, SOAP, gRPC, GraphQL (<b>both synchronous and asynchronous</b>)</p> <p><b>Description:</b> Manages vehicle and owner data using multiple protocols to demonstrate various integration methods.<br/>Operations:</p> <p><b>REST:</b><br/> <b>GET /vehicles:</b> Retrieves a list of all vehicles.<br/> <b>POST /vehicles:</b> Adds a new vehicle.<br/> <b>PUT /vehicles/ id :</b> Updates an existing vehicle.<br/> <b>DELETE /vehicles/ id :</b> Deletes a vehicle.</p> <p><b>SOAP:</b><br/> <b>getOwnerById:</b> Retrieves owner details by ID.<br/> <b>getOwners:</b> Retrieves a list of all owners.</p> <p><b>gRPC:</b><br/> <b>rpc getOwner(GetOwnerRequest) returns (GetOwnerResponse):</b> Retrieves owner details asynchronously.<br/> <b>rpc listOwners(GetAllOwnersRequest) returns (GetAllOwnersResponse):</b> Lists all owners asynchronously.<br/> <b>rpc saveOwner(SaveOwnerRequest) returns (SaveOwnerResponse):</b> Saves owner details asynchronously.</p> <p><b>GraphQL:</b><br/> query <b>getVehicles id, registrationNumber, brand</b> : Retrieves vehicle details using GraphQL.<br/> query <b>getOwner id, name, birthDate, email</b> : Retrieves owner details using GraphQL.</p> |
|------------------|--|---|

# Conclusions

## Meeting the project requirements

- **Applying Microservices Architecture**

L'Aquila Smart Road Platform employs a microservices architecture, breaking down the application into multiple, loosely coupled services that perform specific business functions. Each microservice is independently deployable and scalable, which brings numerous benefits over a monolithic architecture.

- **Benefits of Microservices Architecture**

**Scalability:** Each microservice can be scaled independently based on its demand. This leads to more efficient resource utilization compared to scaling an entire monolithic application.

**Resilience:** Fault isolation ensures that a failure in one microservice does not bring down the entire application, enhancing system reliability.

**Agility:** Smaller codebases enable faster development, testing, and deployment cycles. Teams can work on different microservices simultaneously without causing conflicts.

**Technology Diversity:** Different microservices can be developed using different technologies that are best suited for their specific requirements.

**Maintainability:** Microservices are easier to understand, modify, and extend due to their smaller and focused scope.

- **Why We Used REST, SOAP, gRPC, and GraphQL**

To demonstrate our comprehensive understanding of API integration and to adhere to the specifications, we implemented four primary API architectures: REST, SOAP, gRPC, and GraphQL.

- **1. REST (Representational State Transfer):**

**Why:** REST is widely used and easy to implement. It's suitable for CRUD operations and synchronous communication.

**Application:** We used REST for most of our services for straightforward and stateless operations, exposing endpoints via HTTP.

**Enhancements:** Swagger/OpenAPI was integrated to provide interactive API documentation, making it easier for developers to understand and consume the APIs.

- **2. SOAP (Simple Object Access Protocol):**

**Why:** SOAP is a protocol that offers built-in error handling and supports ACID transactions. It's suitable for secure and reliable message exchanges.

**Application:** SOAP was applied using Apache CXF for services that require strong contract and protocol compliance.

**Enhancements:** Apache CXF simplifies the development of SOAP services, providing support for WSDL and other web service standards.

- **3. gRPC (Google Remote Procedure Call):**

**Why:** gRPC provides high performance, low latency, and supports asynchronous communication. It's suitable for real-time communication and efficient data streaming.

**Application:** gRPC was utilized for services that require high efficiency and bi-directional streaming.

**Enhancements:** By using gRPC, we leveraged HTTP/2 for performance improvements and used Protocol Buffers for efficient data serialization.

- **4. GraphQL:**

**Why:** GraphQL allows clients to request exactly the data they need, minimizing over-fetching and under-fetching of data. It's suitable for complex queries and hierarchical data structures.

**Application:** GraphQL was used for services where clients need flexible and precise data queries, particularly for nested or relational data.

**Enhancements:** GraphQL controllers were set up to provide query and mutation operations, making data retrieval more efficient and customizable.

- **Applying Asynchronous Communication**

Asynchronous communication was a key requirement of the project, enabling services to perform tasks without blocking the main execution flow.

**gRPC:**

gRPC inherently supports asynchronous communication. For example, the **MonitorServiceGrpc** generates speed violations asynchronously using server streaming, allowing the client to process data as it arrives.

**Microservices Parallel Execution:**

Two prosumer services, such as the **MonitorService** and **AmendService**, perform their operations in parallel. They gather data concurrently and then synchronize before responding to the client. This ensures faster and more efficient data processing.

## Used Technologies

