

January 25th, 2014

Politecnico Di Milano Computer Science

Design Document Revision

Authors:

- Alessandro Cianferotti
- Alessandro Cimbelli
- Alessandro De Angelis



Sommario

1	R	Revisio	n	3
2	La	ogical	l Model	3
3	U	JX Dia	grams	5
	3.1	O	verview	5
	3.2	Cı	reate Event	7
	3.3	Ev	vent management	3
	3.4	In	nport, export and set public/private	Э
	3.5	No	otification management	C
	3.6	Vi	iew public Calendar	1
4	В	BCE Di	iagram1	2
	4.1	N	otification management 1	2

1 Revision

We want to report all changes we have made during developing the system.

This document contains only the modified parts with relative explanation.

2 Logical Model

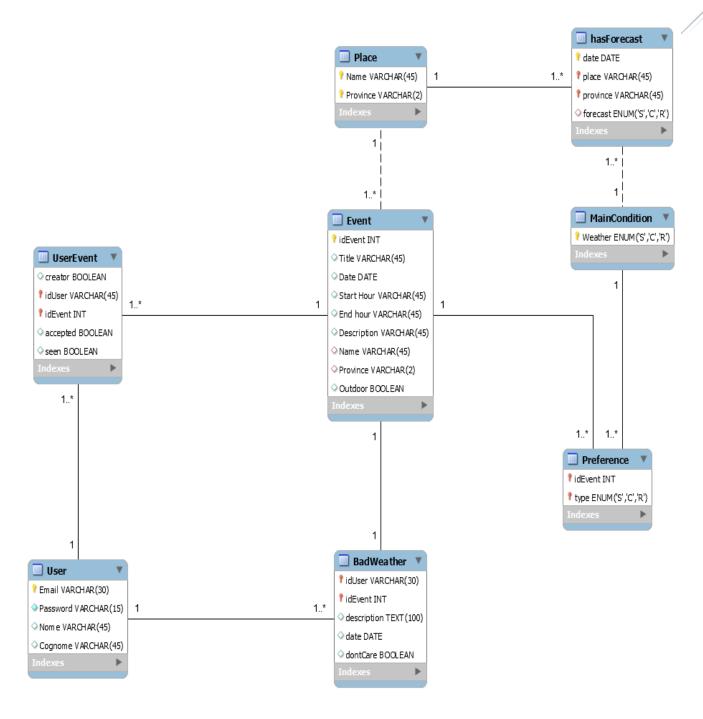
During developing we have decided to delete the Bad Weather entity because we prefer to check every time a user create or update an event if there is "bad weather".

In User entity we have added a Boolean field "public" to specify if the calendar is public or private. This is useful for the "see public calendar" function.

In Event entity we have deleted the following fields: Date, startHour and endHour in order to allow the user to create events that last more than one day. They have been replaced with startDate and endDate. These two new fields contain date and hour information. Furthermore, we have added another field, named public, used to specify if the event is public or private. This information is used when a user tries to see the events of another user.

In order to simplify the system, the Place entity now has only the field City. Hence, every entity that has a relation with Place has been modify because the reference is made only by the field City.

The hasForecast entity has been renamed in Forecast.



3 UX Diagrams

As regards the UX diagrams, we have made some changes. We are going to explain each of them in the relative section.

3.1 Overview

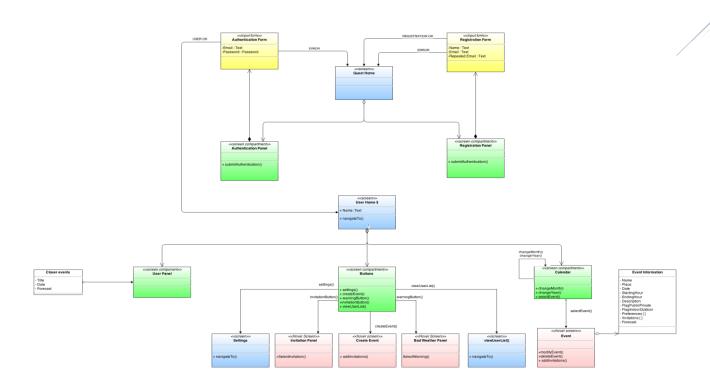
The "User Panel" screen compartment in the "User Home" has been deleted. We decided not to implement it.

The hover screen "Create event" has been removed, because, now, to create an event users have to select the desired date or one randomly. Hence, the screen compartment "Calendar" now has the function "Create Event".

Due to deleting the hover screen "Create event", screen compartment "Button" has no more the function createEvent.

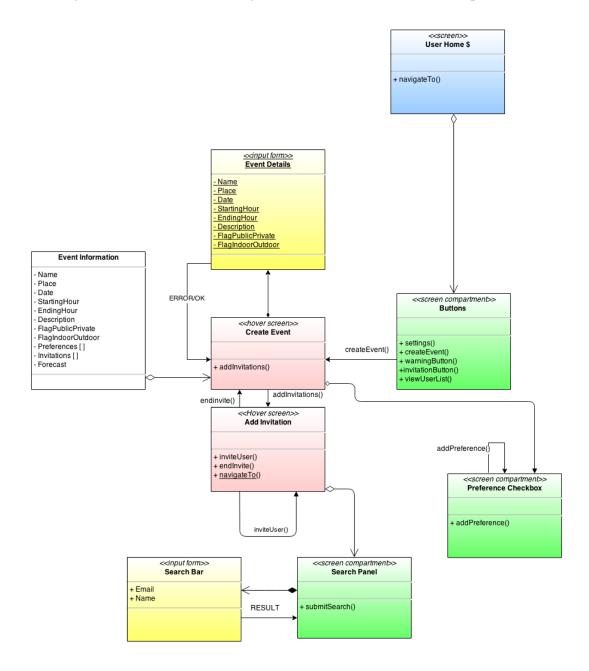
Screens "Settings" and "ViewUserList" now are hover screen.

Event information has no more the field forecast.



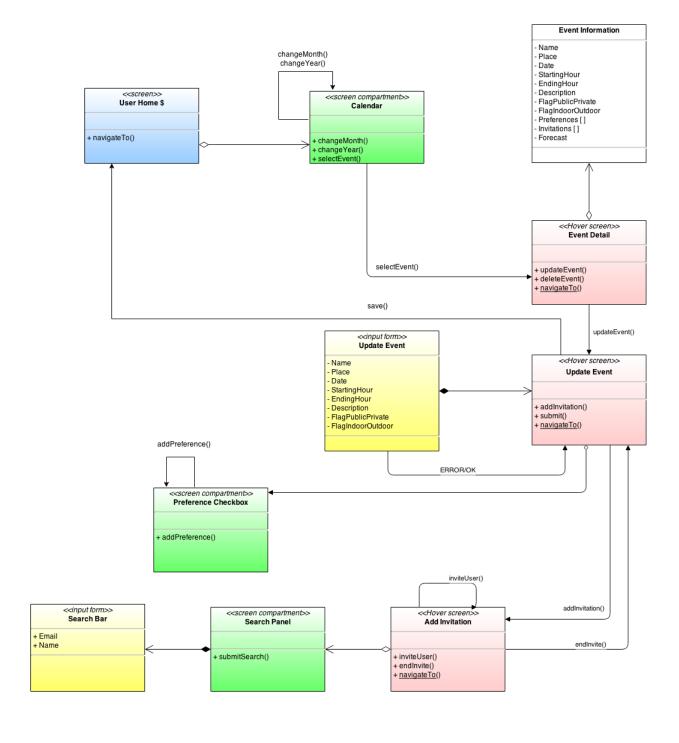
3.2 Create Event

As specified before, now to create an event it's necessary to go through the calendar screen. Add invitation has been modified in a screen compartment. The "ERROR OK" arrow starting from EventDetails brings users in calendar screen compartment.



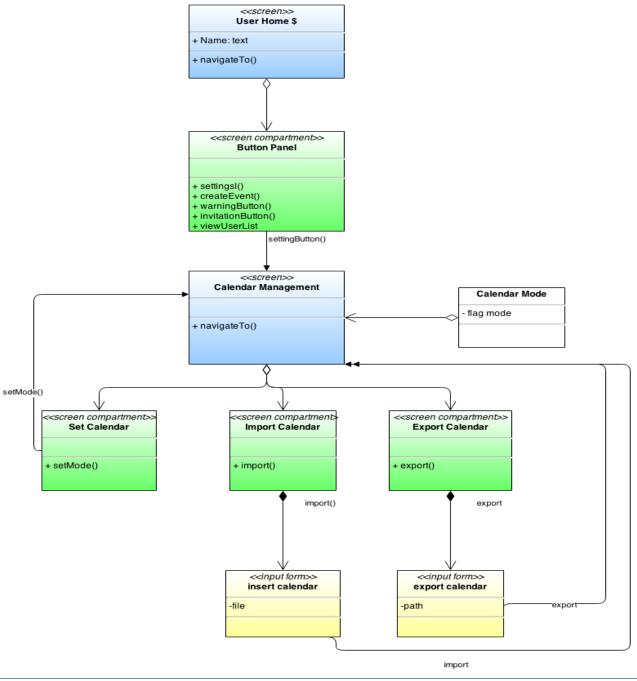
3.3 Event management

Event Detail and Update Event have been merged in a unique hover screen. The function deleteEvent() brings users to calendar screen compartment. As before, Invitation now is a screen compartment.



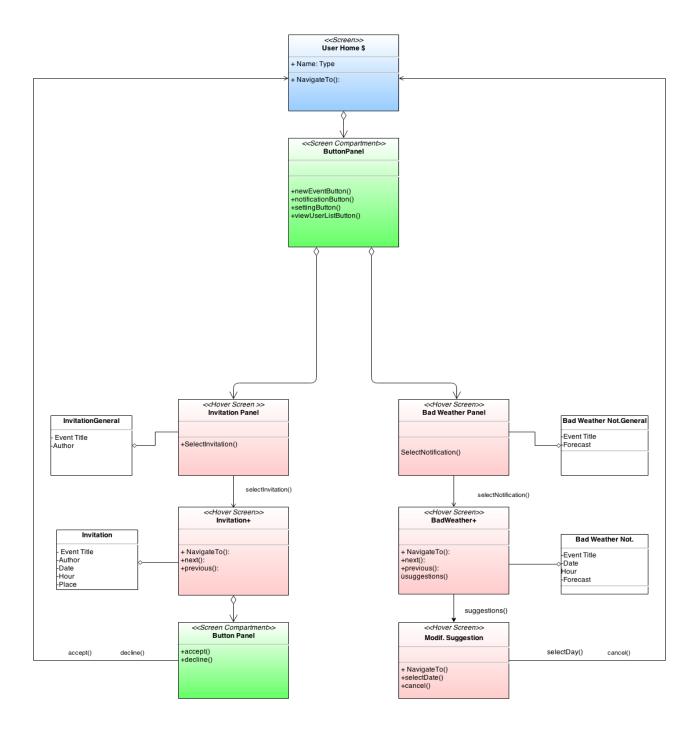
3.4 Import, export and set public/private

For the time being we didn't implement the import forms insert and export calendar. The system exports and imports the calendar through a file named calendar.xml; this file needs to be in the document folder. Export link and import link now go to user home.



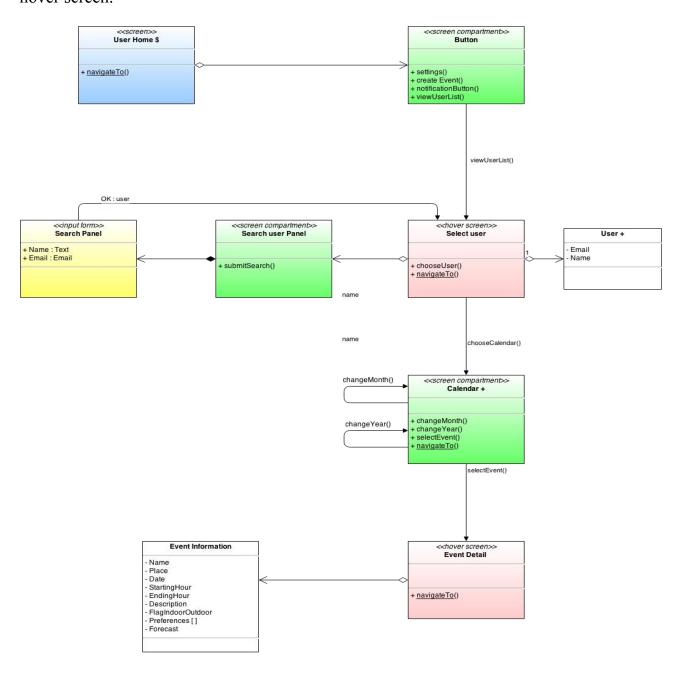
3.5 Notification management

Invitation panel and invitation+ have been merged. Same action has been taken for badWeather Panel, BadWeather+ and Modif. Suggestion. In new bad weather hover screen there are no more the functionalities cancel or selectDate. The system suggests the closest date (if available) and users can accept (through modify button) or leave the notification.



3.6 View public Calendar

In this diagram only screen compartment "Calendar +" has been modified. Now this is a hover screen.



4 BCE Diagram

In BCE diagrams there isn't change except for a few functionalities in the BadWeather boundary.

4.1 Notification management

When a bad weather notification appears, users can only modify the event or see other notifications. Hence, there are no more the functionalities newEvent or delete in Bad Weather boundary

