

Documentatie proiect Programare Web

Echipa - Find A Shelter

1. User Stories

Administrator

1. **As an administrator**, I would like to be able to add shelters, providing their name, phone number, location (country and city where you can find it) and the number of booked slots and the total number of slots.
2. **As an administrator**, I would like to be able to modify a shelter.
3. **As an administrator**, I would like to be able to delete any shelter.
4. **As an administrator**, I would like to be able to check the status for every shelter, seeing how many slots are booked or free.

User

5. **As an user**, I would like to be able to access the platform.
6. **As a user**, I would like to be able to setup a profile, consisting of name and email address.
7. **As a user**, I would like to be able to view all the shelters in the world, together with their slots status (free or completely booked).
8. **As an user**, I would like to be able to filter the shelters according to the country I want to go.
9. **As an user**, I would like to see the location where I can find a shelter.

2. Wireframes + Prototype

Link catre Figma:

<https://www.figma.com/file/XSwQvZPjvuvVfs1hHHhX9Z/PWEB?node-id=8%3A36>

3. Arhitectura macro

Backend

- **Spring Boot** - pentru partea de autentificare ne-am folosit de **Spring Security**(conexiune sessionless bazat pe **JWT**)
- baza de date - **PostgreSQL** - legatura realizata cu ajutorul **Hibernate** si **JPA**
- **Firebase** pentru a verifica **token-ul JWT**
- Pentru interactiunea cu frontend-ul am folosit **API-uri** de tip **REST**

Frontend

- **Angular** ca **framework**
- **Firebase** - partea de autentificare
- design - **Angular Material**
- **HTTP client** - pentru apelarea **end-point-urilor**

4. Arhitectura de domeniu

Drept model de arhitectura am folosit **MVC**, avand in vedere ca este o aplicatie de mici dimensiuni.

