



POLITECNICO DI MILANO

SOFTWARE ENGINEERING 2 PROJECT

MeteoCal

Design Document

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Part I

Introduction

1 Purpose of this document

This document describes the general and specific architecture of MeteoCal, the project of the course of Software Engineering 2 at Politecnico di Milano. The document will explain the architectural decisions and trade offs chosen in the design process and its justifications.

2 Scope

The architectural descriptions provided concern the functional view, module view, deployment view, data layer, business logic and the user interface of the RASD. Hence the architecture will consider the following functionalities offered by MeteoCal:

- *Users*: MeteoCal will manage personal data of the users. MeteoCal will manage registering, logging in/out and the modification of personal data.
- *Calendars*: MeteoCal will manage a calendar for each user. User will be able to create, update and delete an event and to see other people's events. MeteoCal will also manage event invitation and notifications for the event's update.
- *Weather*: MeteoCal will manage weather forecasts and send notifications to event's participants one day in advance in case of bad weather. It will also have to propose an alternative schedule to the event creator with three day of advance.

3 Definitions and acronyms

3.1 Definitions

- Calendar: a calendar is the agenda of an user
- Event: a task that a user has into his calendar
- Registered user: a user that has created an account on MeteoCal
- Logged user: a registered user that has performed the login process
- Unlogged user: either a non registered user or a registered user that is logged out of the system
- Participant: a participant to an event is either its creator or an invited user who accepted the invite
- Bad weather alert: the notification send to the user with one day of advance if weather forecasts for outdoor events on the next day are bad

- Date changed notification: the notification send to every participant if the event creator change the event date
- System: the MeteoCal system

3.2 Acronyms and abbreviations

- MeteoCal: Meteorological Calendar
- G: Goal
- JVM: Java Virtual Machine
- JEE: Java Enterprise edition
- DBMS: Database management system
- AS: Application server
- FR: Functional requirement
- NFR: Non-functional requirement
- BWA: Bad weather alert
- DCN: Date changed notification

4 References

- Analysis document: `./RASD.pdf`

5 Overview

This document specifies the architecture of MeteoCal spreading from the general into the specific. It also describes and justifies the architectural decisions and trade offs. The design was guided by a top-down process approach and the document structure reflects this tactic.

The document is organized as follows:

- *Part 1, Introduction:* provides a synopsis of the architectural descriptions.
- *Part 2, Design Overview:* provides a general description of MeteoCal including its functionality and matters related to the overall system and its design.
- *Part 3, Design Considerations:* describes the design assumptions and constraints of MeteoCal.
- *Part 4, Software Architecture:* specifies the general architecture, describes the basic structure and interactions of the main subsystems.
- *Part 5, Detailed System Design:* specifies in detail the components of the system through different architectural views.
- *Part 6, Appendixes:* provides supporting information and additional material.

Part II

Design overview

This section provides a general description of the software system including its functionality and concerns related to the overall system and its design.

6 Design context

The design context sets the limits for the system design, considering the functional and technological context.

6.1 Functionalities

The following functional requirements were identified in the RASD. These functionalities are grouped by the following functional areas:

6.1.1 Managing users

Functional requirements:

- FR 1: Register to system
- FR 2: Login
- FR 3: Logout
- FR 4: Modify password
- FR 5: Recover password
- FR 6: Update personal data

6.1.2 Managing calendars

Functional Requirements:

- FR 7: Add a new event
- FR 8: Modify an existing event
- FR 9: Delete an existing event
- FR 10: View your own schedule
- FR 11: View the details of your own event
- FR 12: Send an invitation to other users
- FR 13: Reply to an invitation
- FR 14: See the schedule of other users if their calendar is public
- FR 15: See the details of other user's public events
- FR 16: Receive a notification when the event details changes

6.1.3 Managing weather forecasts

Functional requirements:

- FR 17: Send a notification the day before an event in case of bad weather to all the event's participants
- FR 18: Propose an alternative schedule three days before an event in case of bad weather to the event creator
- FR 19: Show the weather forecasts for the scheduled events

6.2 System technologies

MeteoCal will be designed considering the client-server 3-tier distributed architectural style. Each tier requires specific technologies as depicted below:

6.2.1 Web tier

- Dynamic web pages containing XHTML, which are generated by web components.
- Web components developed with Java Server Faces technology, which is a user interface component framework for web applications.

6.3 Business logic tier

- Java Enterprise Edition 7(JEE7) platform supports applications that provide enterprise services in the Java language. It is the common foundation for the various kinds of components in Java.
- Enterprise Java Beans (EJB) 3.1, business components that capture the logic that solves or meets the needs of a particular business domain and persistence entities.
- GlassFish 4.1, a server that provides services such as security, data services, transaction support, load balancing, and management of distributed applications and supports the JEE7 platform.

6.4 Persistence tier

- MySQL Server 5.6.21, a RDBMS

7 General design description

This section presents the road map followed to model the architecture of MeteoCal, including its functionality and matters related to the overall system and its design.

7.1 Design approach

The design approach is based on a client-server 3-tier distributed system, where each tier is described as follows:

- *Client tier*: This tier is responsible of translating user actions and presenting the output of tasks and results into something the user can understand.
- *Business Logic tier*: This tier coordinates the application, processes commands, makes logical decisions and evaluations, and performs calculations. It also moves and processes data between the client and the persistence tiers.
- *Persistence tier*: This tier holds the information of the system data model, and is in charge of storing and retrieving information from a database.

The design process followed a top-down process approach, so the outermost tiers were first identified and then broken into components that encapsulate the functionality. Hence each component is responsible for certain functionalities and interacts with others.

7.2 Overall design

This subsection presents the design model of MeteoCal, specifying the basic relations between packages, use cases and users.

7.2.1 General package design

Since each tier is broken into components and each component is responsible for a set of functionalities that fulfill the requirements, there is a correlation between use cases (functionality) and package design. In the diagram we can identify three packages:

- *User UI*: This package contains the user interfaces. It is responsible for the interaction with the user such as getting UI requests, referring them to the Business Logic package and retrieving the data back for displaying.
- *Business Logic*: This package contains the business logic components. This package is responsible for handling the User UI package requests, processing them and accessing the Persistence package if required to provide a response.
- *Persistence*: This package is responsible for managing the data requests from the Business Logic package.

Logged and unlogged users access directly the User UI package and submit requests to accomplish their tasks.

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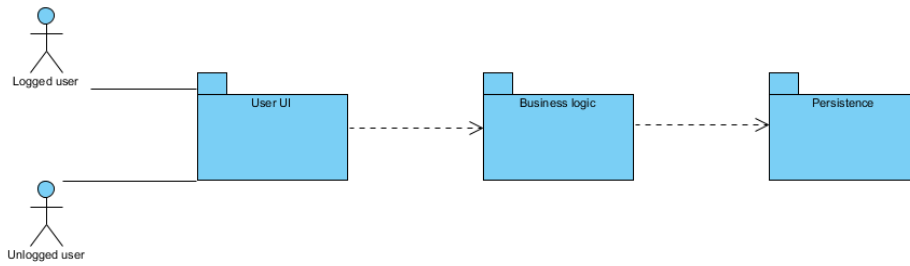


Figure 1: Basic package diagram

Part III

Architecture description

8 JEE architecture overview

Before focusing on our application's architecture we want to briefly explain the JEE architecture.

As shown in figure 2 JEE is divided in four tier:

- Client tier: containing Application Client and Web Pages it is the layer that directly interacts with the actors. As our project will be a web application the client will use a web browser to access pages.
- Web tier: it contains the dynamic web pages that needs to be elaborated. This tier receives the requests from the client tier and forwards the pieces of data collected to the business tier waiting for processed data to be sent (eventually formatted) to the client tier.
- Business tier: it contains the Java Beans, which are the elements that control the business logic of the application.
- EIS tier: it contains the data source. In our case it is the database allowed to store all the relevant data and to retrieve them.

9 Identifying sub-systems

At this phase of the project we adopt a top-down approach to identify the main components of the system, once identified the sub-systems we will use a bottom-up approach to create more reusable components. We start by diving our system into smaller sub systems in order to better identify the various groups of functionalities and their interactions.

As depicted in figure 3 the system is divided into three main packages, each with his own sub systems:

- User interface:
 - Login page
 - Sign up page

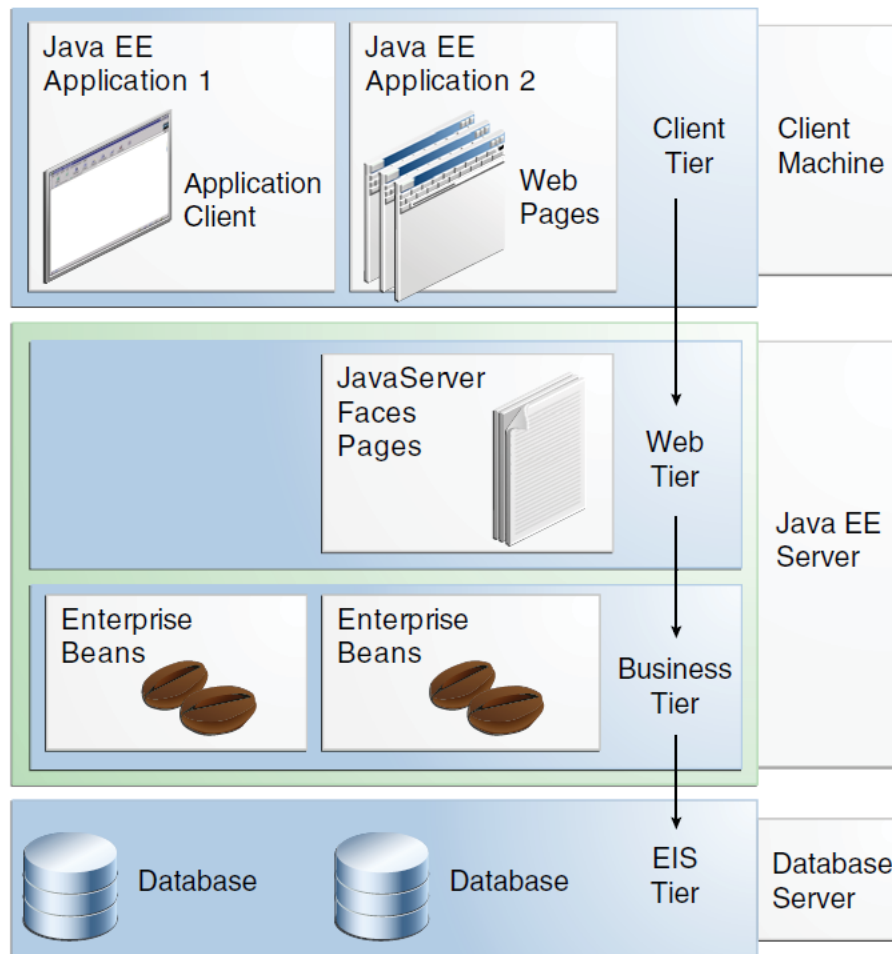


Figure 2: JEE achitecture

- Calendar page
- Search page
- Notification viewer
- Business logic:
 - Login manager
 - Sign up manager
 - Calendar manager
 - Search manager
 - Notification manager
 - Forecast manager
- Persistence:
 - Entity manager

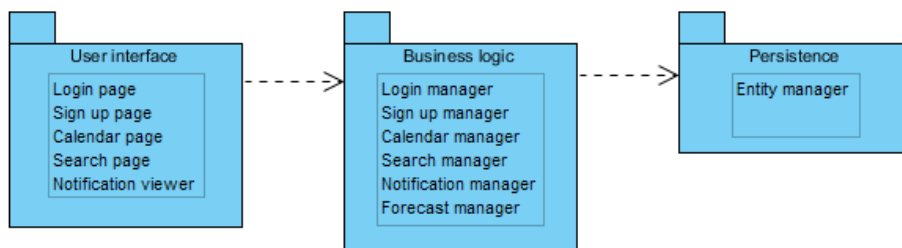


Figure 3: System's packages and main components

Part IV

Persistent data management

10 Conceptual design

11 Logical design

11.1 ER restructuration

RESTRUCTURATION IN INGLESE NON ESISTE

11.2 Translation to logical model

Part V

User Experience

12 UX1

13 UX...n

Part VI

BCE diagrams

14 Entity overview

15 BCE 1

16 BCE...n

17 User

17.1 BCE u1

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Part VII

Sequence diagrams

18 SD1

19 SD..n

Part VIII

Final considerations

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