

TA	COMP.SE.110. SOFTWARE DESIGN PROJECT	03/12/2023
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1. Introduction

Weather applications have become an integral part of our daily lives, helping individuals plan their schedules, decide the activities, and be cautious about weather conditions. This project seeks to create a friendly, with some functionality and solutions by integrating Application Programming Interfaces (APIs) into a graphical user interface (GUI) implementation to deliver necessary, accurate, and up-to-date weather data to users.

2. Scope and Objectives

The project is aimed at these purposes:

- Utilizing object-oriented design to create a Weather system.
- Integration of a GUI as a component of the program
- Applying the Model-View-Controller (MVC) software design pattern for development, classification of the project
- Incorporating external APIs, such as OpenWeatherInfo, into the implementation
- Providing and ensuring the high-quality GUI adapts to Desktop screens by applying heuristic, principles of design guidelines based on human technology interaction topics.

3. Overall Architecture:

The application can follow the MVC architectural pattern, which is suitable for JavaFX applications. This pattern helps maintain the separation of concerns and makes your application more maintainable.

4. GUI Implementation

4.1. Packages:

The project's packages will be divided into four parts, which will support us in minimizing the unnecessary teamwork Git workflow conflicts, and helpful for us in dividing the tasks during the process.

The packages will be separated based on each window, which can be demonstrated in Figure 1.

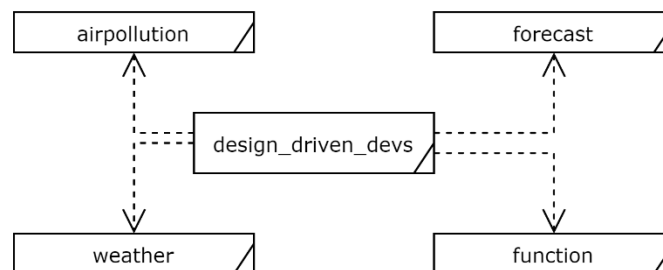


Figure 1. Packages demonstration of the Project

Discussing each package, the “airpollution” package handles the “Air Pollution” screen (Third Screen), the “forecast” package handles the “Forecast” screen, the “weather” package handles the “Weather” screen, the “function” package handles the necessary functions we need to implement and process, and the necessary APIs we would like to extract.

The relationship between the classes can be demonstrated in Figure 2.

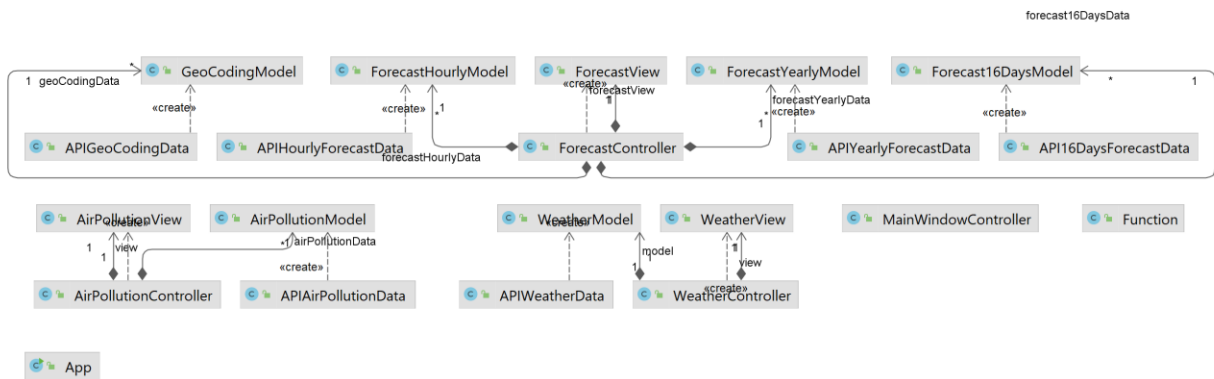


Figure 2. Current classes' relationship

The dependency of the project can be presented in Figure 3:

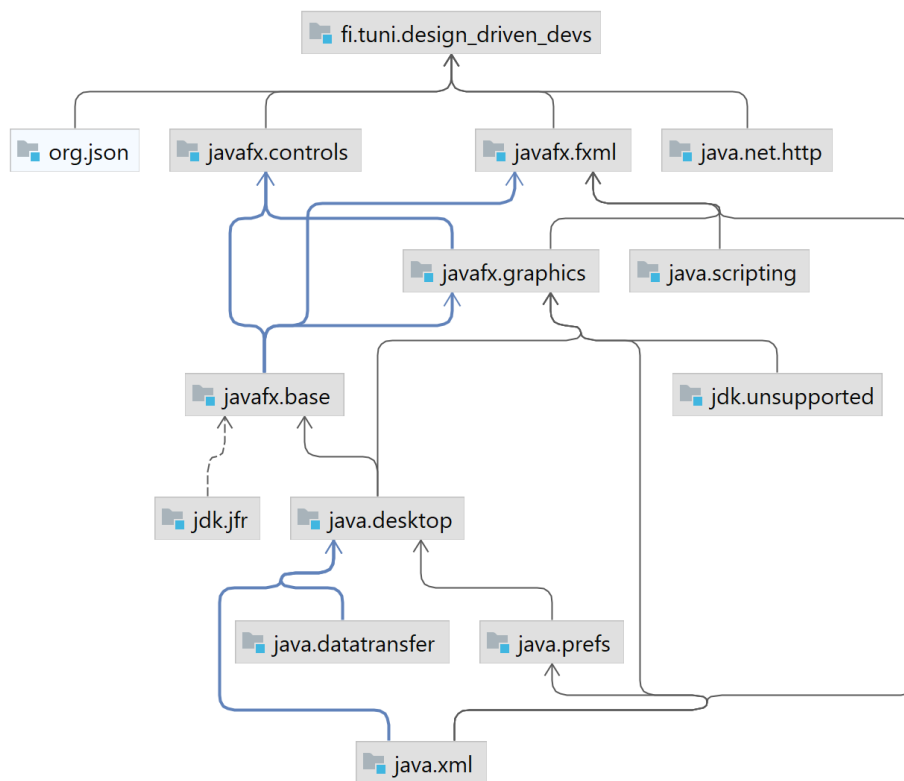


Figure 3. Dependency of the project

We have implemented the application by using JavaFX, JSON, and Apache HttpClient. JavaFX has been used for the implementation of the GUI, and Apache HttpClient and JSON have been used for reading the contents of the JSON files when we extract the APIs

4.2. Selection Screen

The GUI layout can be presented in Figure 4.

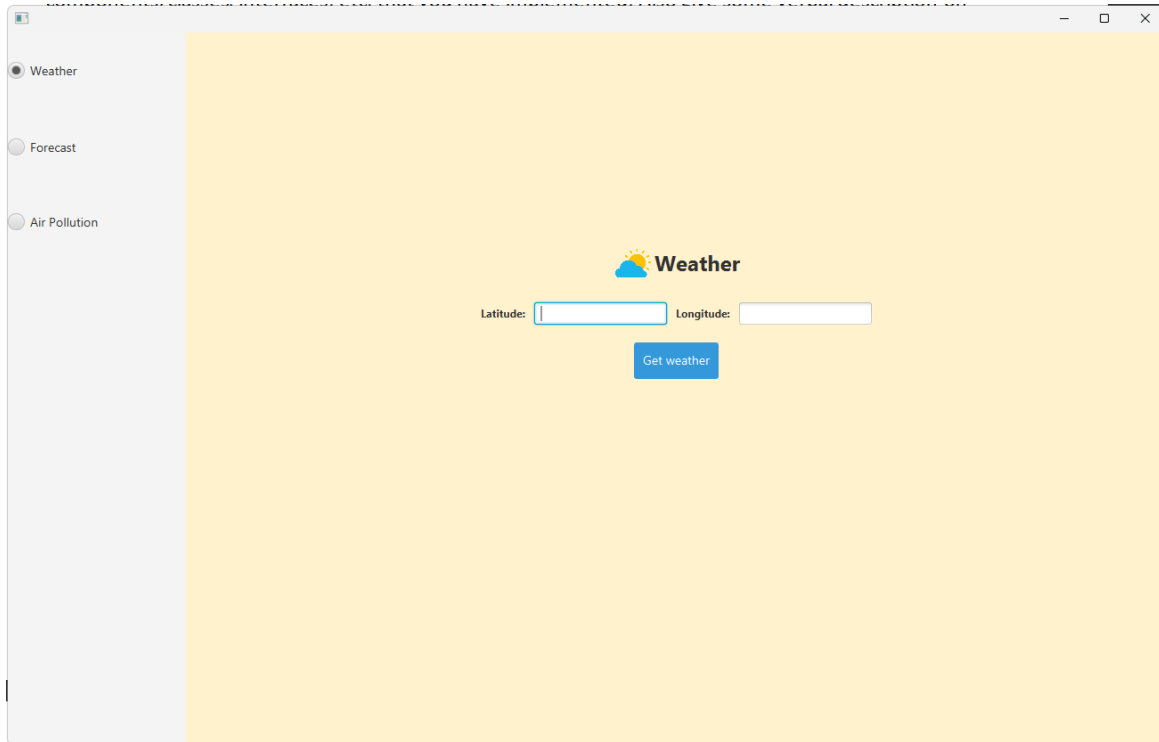


Figure 4. GUI layout for the first screen

From the beginning when we ran the project, the “Weather” screen has been set up as the default screen. However, in the Selection screen, there would be three options, which could be switched by using the Toggle button on the left side. Since UI design doesn’t relate to the project’s grading criteria, I have made the GUI to be easily implemented, leading to the asynchronization of the color background. Moreover, the UML diagram for the necessary classes can be illustrated in Figure 5.

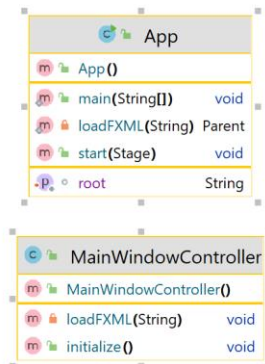


Figure 5. UML diagram for the selection screen

4.3. First Screen:

We would choose to apply OpenWeather API for this screen to demonstrate the up-to-date weather data.

API Links:

- <https://openweathermap.org/api/hourly-forecast>

Components:

- View: JavaFX UI with latitude and longitude input fields, a "Fetch" button, and a display area for weather data.
- Controller: Handles user input, communicates with the API, and updates the view.
- Model: Represents weather data received from the API.

To demonstrate our idea, we would use a UML diagram, as in Figure 6, and the GUI presentation in Figure 7.

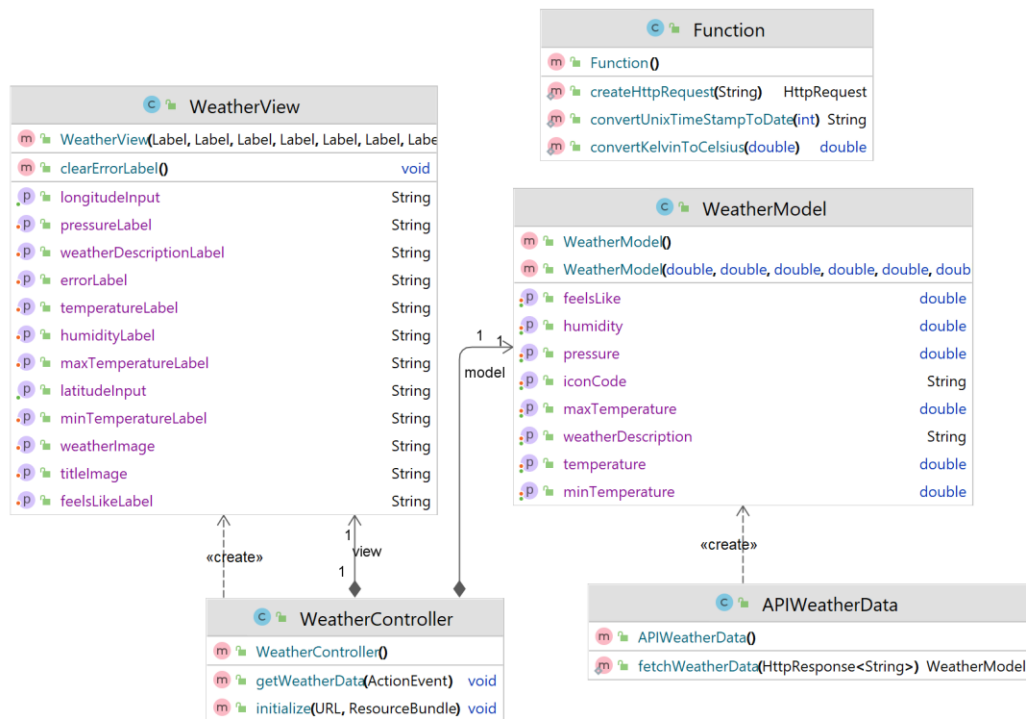


Figure 6. UML presentation for the First Screen necessary components

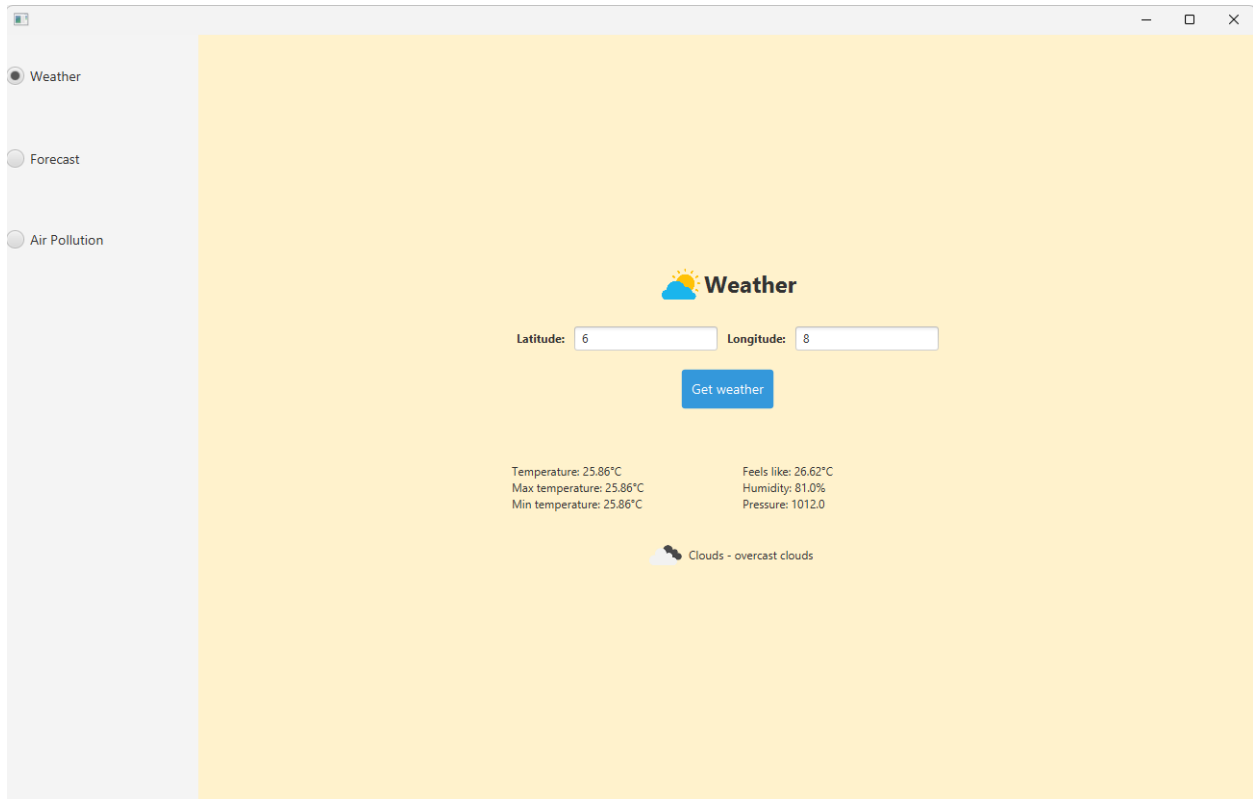


Figure 7. GUI layout for the first screen when fetching the data.

4.4. Second Screen:

API Links:

- <https://openweathermap.org/api/hourly-forecast>
- <https://openweathermap.org/forecast16>
- <https://openweathermap.org/api/geocoding-api>
- <https://openweathermap.org/api/statistics-api>

Components:

- View: JavaFX UI with options to select either 4 days, 16 days, or 365 days forecast, a tab pane to display forecast data.
- Controller: Handles user input, communicates with the API, and updates the view.
- Model: Represents forecast data received from the API.

The second screen is presented in Figures 8, 9 and 10 and the UML presentation is presented in Figure 11

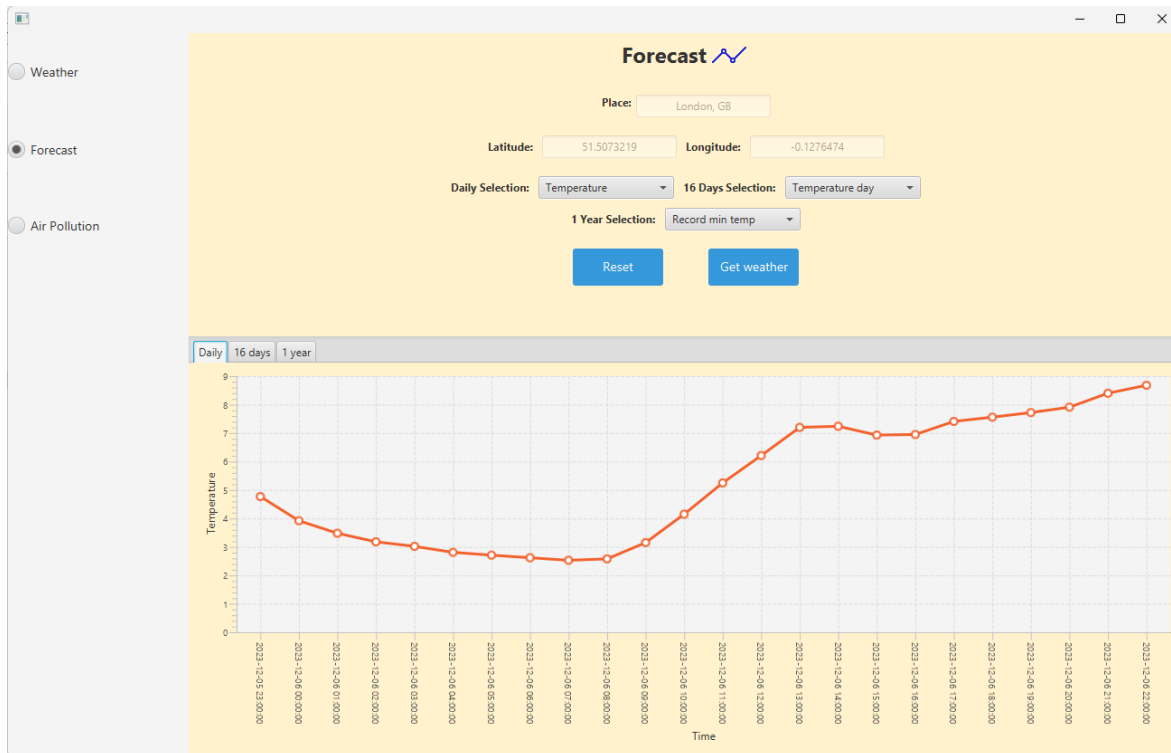


Figure 8. Sketching of the second screen in the Daily tab

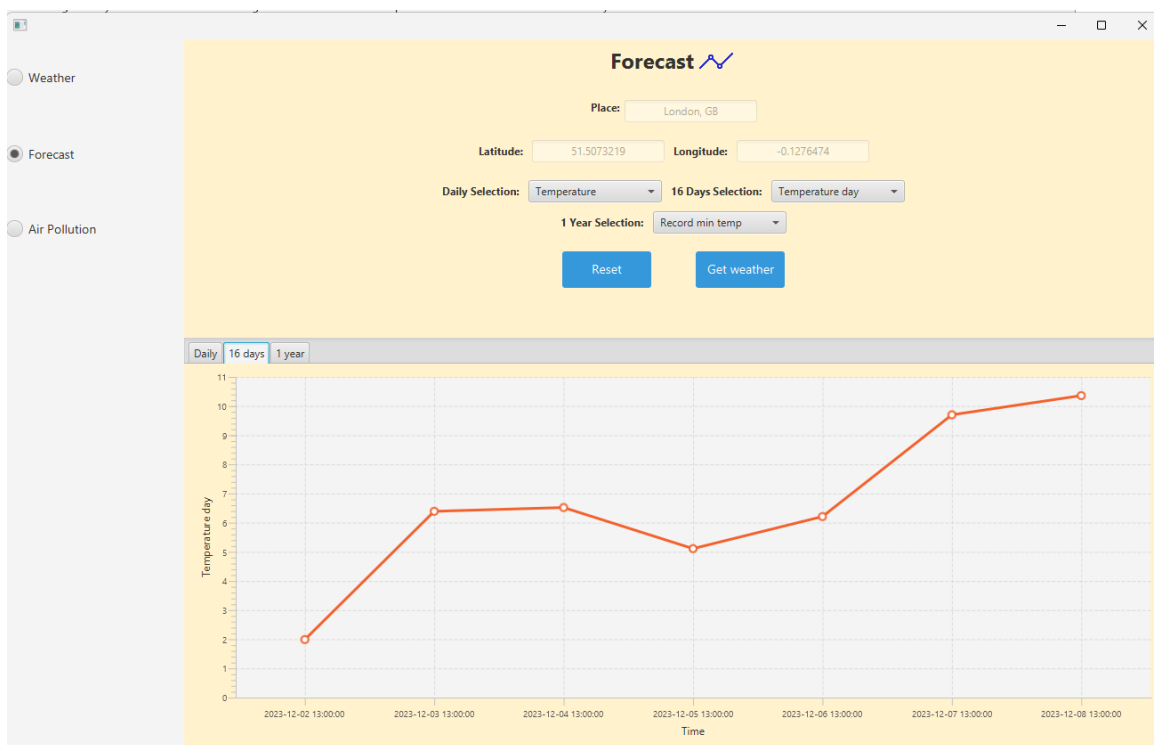


Figure 9. Sketching of the second screen in the 16 days tab

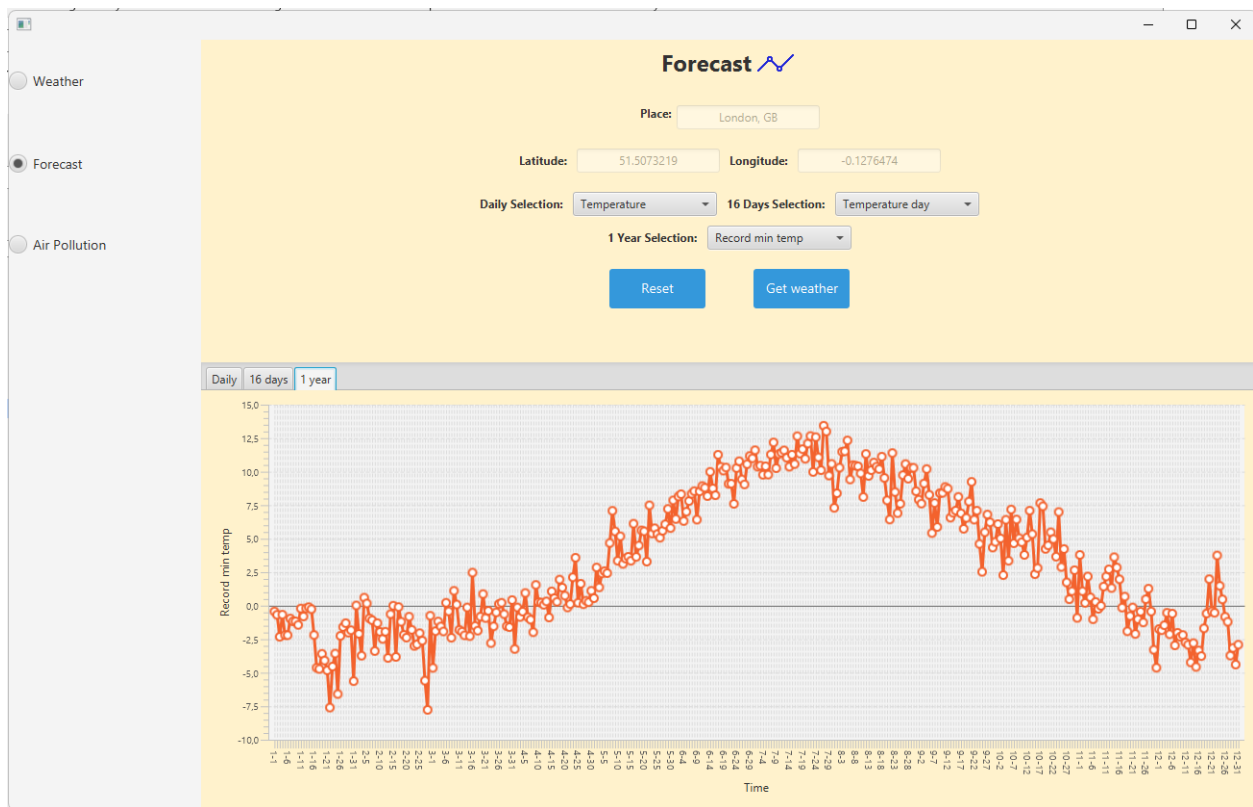


Figure 10. *Sketching of the second screen in the 1 year tab*

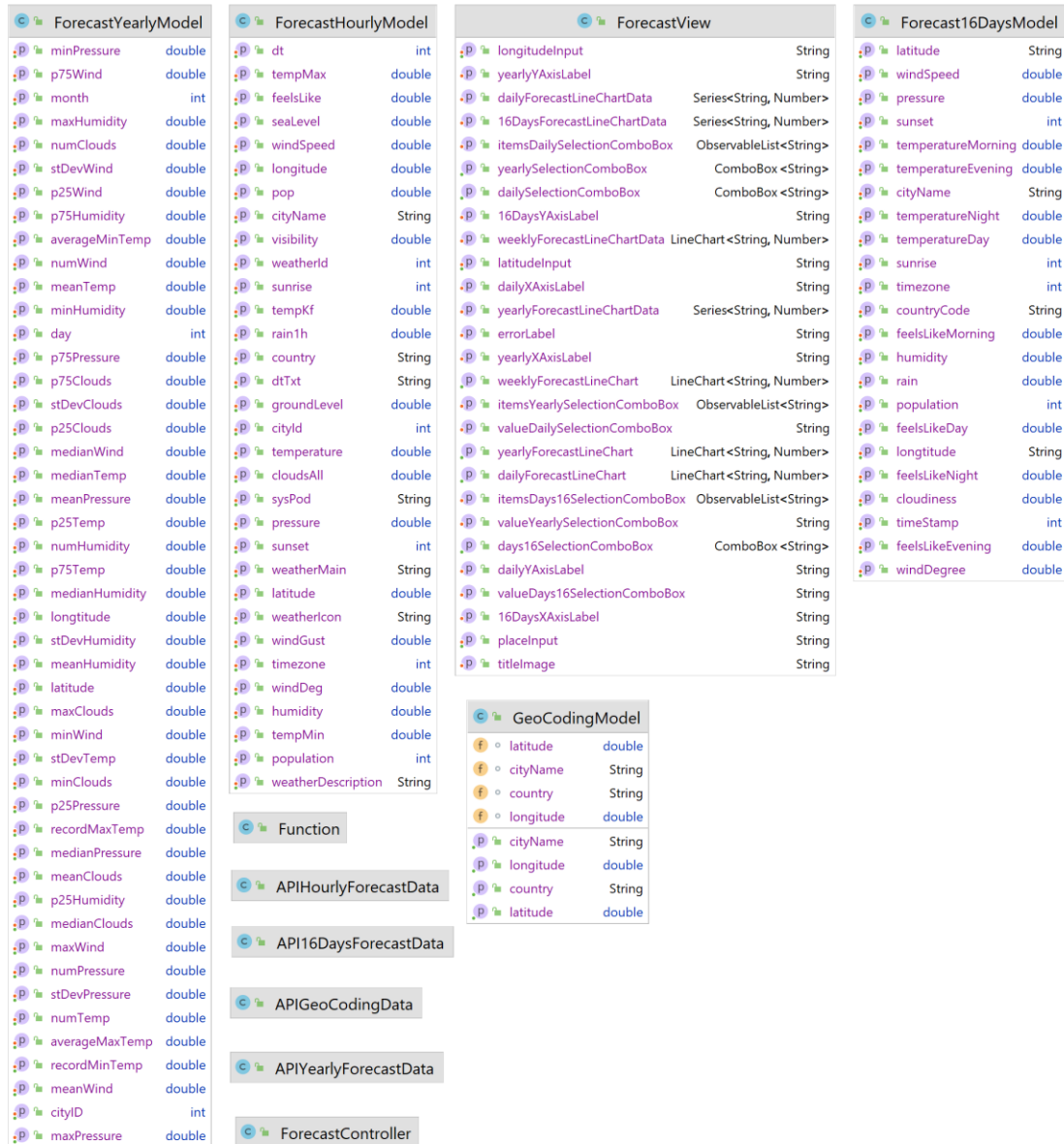


Figure 11. UML representation (excluding methods) related to the second screen

4.5. Third Screen:

API Link: <https://openweathermap.org/api/air-pollution>

Components:

- View: JavaFX UI with latitude and longitude input fields and a display area for air pollution forecast data.
- Controller: Handles user input, communicates with the API, and updates the view.
- Model: Represents air pollution data received from the API.

We would use the sketch and the UML diagram to demonstrate our idea precisely.

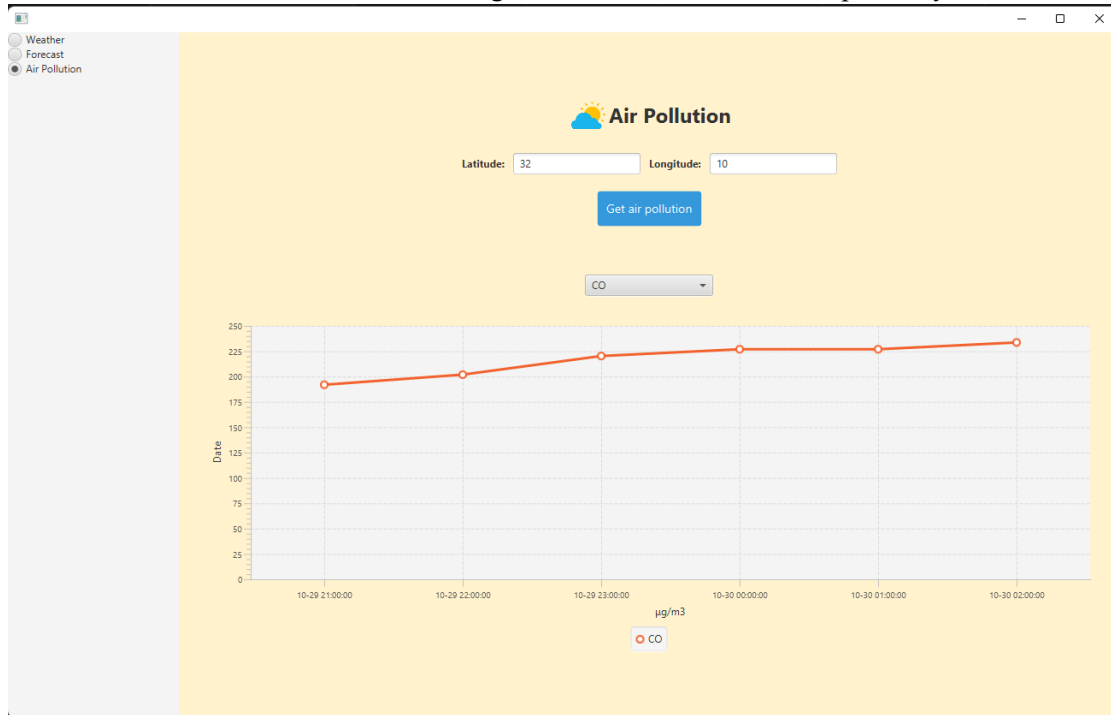


Figure 12. Sketching of the third screen

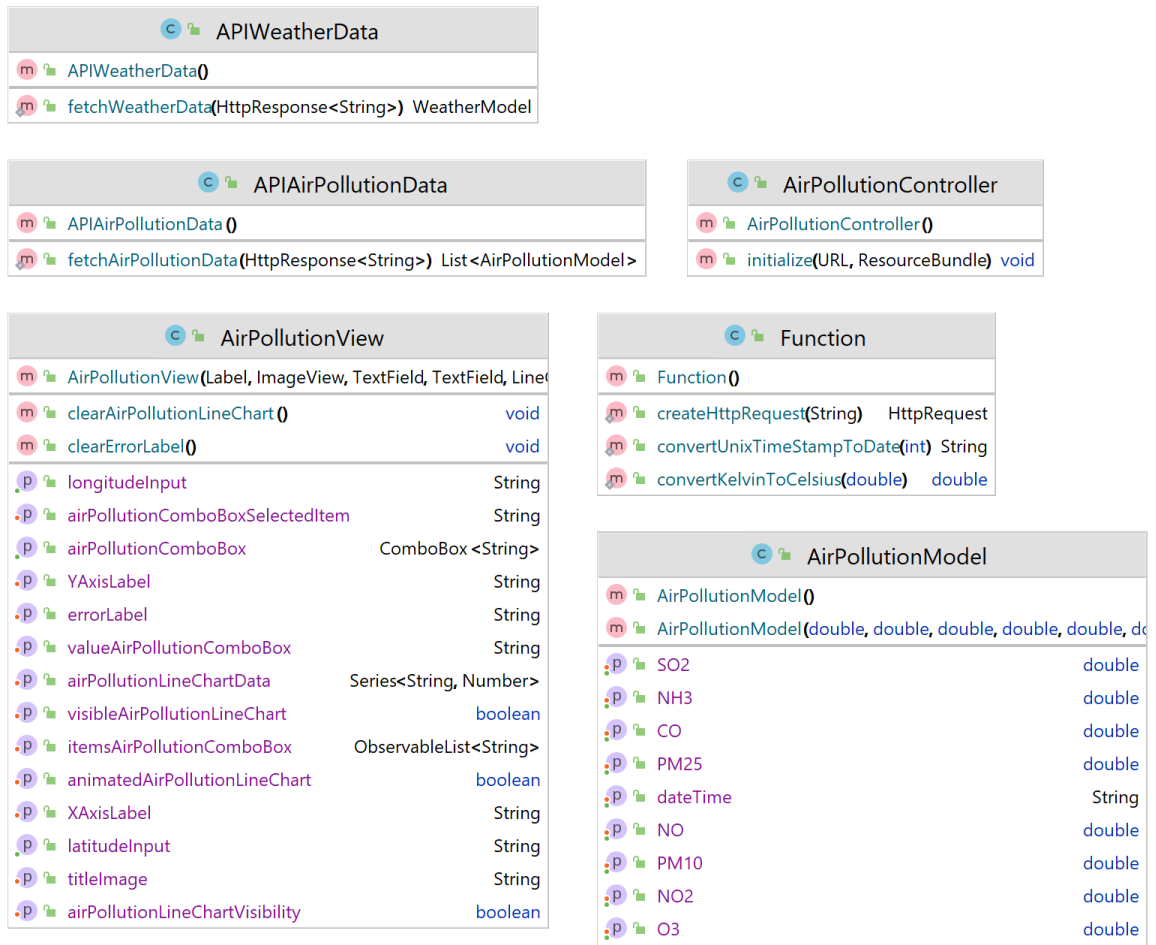


Figure 13. UML representation related to the third screen.

5. API Integration and Usage

Discussing API Integration, we would create separate classes that implement the data provider. These classes will interact with the 6 OpenWeather APIs and return the data required on each screen.

Furthermore, we would like to apply the interaction between these five APIs, which can be supported for the missing deficiency of each APIs and demonstrate the convenience we would like to bring for the users.

Discussing the usage of the API, we would demonstrate the main idea for each screen as follows:

- For the First Screen, you will use the "Current Weather Data" API to fetch current weather data based on latitude and longitude.
- For the Second Screen, you will use the "Hourly Forecast 4 days", "Daily Forecast 16 days", the GeoCoding, and the Statistics APIs. Therefore, based on the forecast, we could use it to demonstrate the graphs as a function of a range of times.
- For the Third Screen, you will use the "Air Pollution" API to fetch air pollution data based on latitude and longitude.

6. Design Patterns:

We have used the singleton pattern for the project, which can be found as `Funtion.java`. Moreover, with the SOLID principles, we have applied the SOI principle. The S principle can be caught in our MVC model when we split each model in each file. The O principle can be used in `Function.java` when we choose public static for the extend. Moreover, we could experience the O principle in the private variables in necessary classes. The I principle has been inherited and used in different API extraction in the “function” folder, as different classes with different interfaces. For the L and D principles, our selection of the class structure does not need them, leading to our selection not to follow them.

Discussing the reason why we have used this implementation since we thought that with a simple system like this, a class for extracting the API and using MVC for all the other classes would be easier for us to handle the data since we could observe that the ways to extract the APIs are different. Moreover, the code is easier to maintain since the MVC model has split the classes into satisfied classes. You can observe that when we observe our packages and GUI Implementation above.

7. Self-Evaluation

For the self-evaluation part, we think that we have implemented it well as a group of 2. The design pattern for the project is simple and does not need to be complicated since the simple structure of the project. However, there are some things we can optimize, for example using the Factory Pattern for the API extraction, The integration between each API in each screen, and the UI design of the website. However, due to the workload and the limitation of group member size, we could not implement it.

Moreover, with the original design, we think that we have implemented the same. There are no changes if we remember correctly. Therefore, there are no conflicts between our group work.

8. The use of AI

To be supported for the project, we have used GitHub Copilot for the coding implementation. Fundamentally, we would write the comment, showing the functionality of the code, and then wait for the Copilot’s response, and confirm the result. However, we would ensure that all the ideas of the implementation have been inherited from our ideas.

Therefore, we have no understanding about the knowledge of using AI in software design except to save lots of time for the code implementation.