

Module Interface Specification for Software Engineering

Team #2, Campus Connections

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1 Revision History

Date	Version	Notes
Jan 15	1.0	Add introduction and module decomposition
Jan 17	1.0	Revision 0

2 Symbols, Abbreviations and Acronyms

See SRS Documentation at [SRS](#)

2.1 Abbreviations and Acronyms

symbol	description
AR	Augmented Reality
MG	Module Guide
MIS	Module Interface Specification
SRS	Software Requirement Specification

Contents

1	Revision History	i
2	Symbols, Abbreviations and Acronyms	ii
2.1	Abbreviations and Acronyms	ii
3	Introduction	1
4	Notation	1
5	Module Decomposition	2
6	MIS of User Module	3
6.1	Module	3
6.2	Uses	4
6.3	Syntax	4
6.3.1	Exported Constants	4
6.3.2	Exported Access Programs	4
6.4	Semantics	5
6.4.1	State Variables	5
6.4.2	Environment Variables	5
6.4.3	Assumptions	5
6.4.4	Access Routine Semantics	5
6.4.5	Local Functions	7
7	MIS of Lecture Module	8
7.1	Module	8
7.2	Uses	8
7.3	Syntax	8
7.3.1	Exported Constants	8
7.3.2	Exported Access Programs	8
7.4	Semantics	8
7.4.1	State Variables	8
7.4.2	Environment Variables	9
7.4.3	Assumptions	9
7.4.4	Access Routine Semantics	9
7.4.5	Local Functions	9
8	MIS of Event Module	10
8.1	Module	10
8.2	Uses	10
8.3	Syntax	10
8.3.1	Exported Constants	10

8.3.2	Exported Access Programs	10
8.4	Semantics	10
8.4.1	State Variables	10
8.4.2	Environment Variables	11
8.4.3	Assumptions	11
8.4.4	Access Routine Semantics	11
8.4.5	Local Functions	12
9	MIS of Account Module	13
9.1	Module	13
9.2	Uses	13
9.3	Syntax	13
9.3.1	Exported Constants	13
9.3.2	Exported Access Programs	13
9.4	Semantics	13
9.4.1	State Variables	13
9.4.2	Environment Variables	14
9.4.3	Assumptions	14
9.4.4	Access Routine Semantics	14
9.4.5	Local Functions	15
10	MIS of Friend Manager Module	16
10.1	Module	16
10.2	Uses	16
10.3	Syntax	16
10.3.1	Exported Constants	16
10.3.2	Exported Access Programs	16
10.4	Semantics	16
10.4.1	State Variables	16
10.4.2	Environment Variables	16
10.4.3	Assumptions	16
10.4.4	Access Routine Semantics	17
10.4.5	Local Functions	17
10.4.6	Local Constants	17
11	MIS of Friend Request Module	18
11.1	Module	18
11.2	Uses	18
11.3	Syntax	18
11.3.1	Exported Constants	18
11.3.2	Exported Access Programs	18
11.4	Semantics	18
11.4.1	State Variables	18

11.4.2	Environment Variables	18
11.4.3	Assumptions	18
11.4.4	Access Routine Semantics	18
11.4.5	Local Functions	19
11.4.6	Local Constants	19
12	MIS of Activity Detail View Module	20
12.1	Module	20
12.2	Uses	20
12.3	Syntax	20
12.3.1	Exported Constants	20
12.3.2	Exported Access Programs	20
12.4	Semantics	20
12.4.1	State Variables	20
12.4.2	Environment Variables	20
12.4.3	Assumptions	21
12.4.4	Access Routine Semantics	21
12.4.5	Local Functions	22
12.4.6	Local Constants	22
13	MIS of Lecture Detail View Module	23
13.1	Module	23
13.2	Uses	23
13.3	Syntax	23
13.3.1	Exported Constants	23
13.3.2	Exported Access Programs	23
13.4	Semantics	23
13.4.1	State Variables	23
13.4.2	Environment Variables	23
13.4.3	Assumptions	24
13.4.4	Access Routine Semantics	24
13.4.5	Local Functions	25
13.4.6	Local Constants	25
14	MIS of Event Detail View Module	26
14.1	Module	26
14.2	Uses	26
14.3	Syntax	26
14.3.1	Exported Constants	26
14.3.2	Exported Access Programs	26
14.4	Semantics	26
14.4.1	State Variables	26
14.4.2	Environment Variables	26

14.4.3	Assumptions	27
14.4.4	Access Routine Semantics	27
14.4.5	Local Functions	28
14.4.6	Local Constants	28
15	MIS of Authentication Module	29
15.1	Module	29
15.2	Uses	29
15.3	Syntax	29
15.3.1	Exported Constants	29
15.3.2	Exported Access Programs	29
15.4	Semantics	29
15.4.1	State Variables	29
15.4.2	Environment Variables	29
15.4.3	Assumptions	29
15.4.4	Access Routine Semantics	29
15.4.5	Local Functions	30
15.4.6	Local Constants	30
16	MIS of Permission Module	31
16.1	Module	31
16.2	Uses	31
16.3	Syntax	31
16.3.1	Exported Constants	31
16.3.2	Exported Access Programs	31
16.4	Semantics	31
16.4.1	State Variables	31
16.4.2	Environment Variables	31
16.4.3	Assumptions	31
16.4.4	Access Routine Semantics	31
16.4.5	Local Functions	32
16.4.6	Local Constants	32
17	MIS of User Profile Module	33
17.1	Module	33
17.2	Uses	33
17.3	Syntax	33
17.3.1	Exported Constants	33
17.3.2	Exported Access Programs	33
17.4	Semantics	33
17.4.1	State Variables	33
17.4.2	Environment Variables	33
17.4.3	Assumptions	33

17.4.4	Access Routine Semantics	33
17.4.5	Local Functions	34
17.4.6	Local Constants	34
18	MIS of User Login Module	35
18.1	Module	35
18.2	Uses	35
18.3	Syntax	35
18.3.1	Exported Constants	35
18.3.2	Exported Access Programs	35
18.4	Semantics	35
18.4.1	State Variables	35
18.4.2	Environment Variables	35
18.4.3	Assumptions	35
18.4.4	Access Routine Semantics	35
18.4.5	Local Functions	36
18.4.6	Local Constants	36
19	MIS of Lecture List Manager Module	37
19.1	Module	37
19.2	Uses	37
19.3	Syntax	37
19.3.1	Exported Constants	37
19.3.2	Exported Access Programs	37
19.4	Semantics	37
19.4.1	State Variables	37
19.4.2	Environment Variables	37
19.4.3	Assumptions	38
19.4.4	Access Routine Semantics	38
19.4.5	Local Functions	39
19.4.6	Local Constants	39
20	MIS of Event List Manager Module	40
20.1	Module	40
20.2	Uses	40
20.3	Syntax	40
20.3.1	Exported Constants	40
20.3.2	Exported Access Programs	40
20.4	Semantics	40
20.4.1	State Variables	40
20.4.2	Environment Variables	40
20.4.3	Assumptions	41
20.4.4	Access Routine Semantics	41

20.4.5	Local Functions	42
20.4.6	Local Constants	42
21	MIS of Pagination and Filter Module	43
21.1	Module	43
21.2	Uses	43
21.3	Syntax	43
21.3.1	Exported Constants	43
21.3.2	Exported Access Programs	43
21.4	Semantics	43
21.4.1	State Variables	43
21.4.2	Environment Variables	43
21.4.3	Assumptions	44
21.4.4	Access Routine Semantics	44
21.4.5	Local Functions	45
21.4.6	Local Constants	45
22	MIS of Database Module	46
22.1	Module	46
22.2	Uses	46
22.3	Syntax	46
22.3.1	Exported Constants	46
22.3.2	Exported Access Programs	46
22.4	Semantics	47
22.4.1	State Variables	47
22.4.2	Environment Variables	47
22.4.3	Assumptions	48
22.4.4	Access Routine Semantics	48
22.4.5	Local Functions	49
23	MIS of Server Module	50
23.1	Module	50
23.2	Uses	50
23.3	Syntax	50
23.3.1	Exported Constants	50
23.3.2	Exported Access Programs	50
23.4	Semantics	50
23.4.1	State Variables	50
23.4.2	Environment Variables	50
23.4.3	Assumptions	50
23.4.4	Access Routine Semantics	50
23.4.5	Local Functions	51

24 MIS of AR Camera	52
24.1 Module	52
24.2 Uses	52
24.3 Syntax	52
24.3.1 Exported Constants	52
24.3.2 Exported Access Programs	52
24.4 Semantics	52
24.4.1 State Variables	52
24.4.2 Environment Variables	52
24.4.3 Assumptions	52
24.4.4 Access Routine Semantics	53
24.4.5 Local Functions	53
25 MIS of AR Interface	54
25.1 Module	54
25.2 Uses	54
25.3 Syntax	54
25.3.1 Exported Constants	54
25.3.2 Exported Access Programs	54
25.4 Semantics	54
25.4.1 State Variables	54
25.4.2 Environment Variables	54
25.4.3 Assumptions	54
25.4.4 Access Routine Semantics	54
25.4.5 Local Functions	55
26 MIS of MapBox	56
26.1 Module	56
26.2 Uses	56
26.3 Syntax	56
26.3.1 Exported Constants	56
26.3.2 Exported Access Programs	56
26.4 Semantics	56
26.4.1 State Variables	56
26.4.2 Environment Variables	56
26.4.3 Assumptions	56
26.4.4 Access Routine Semantics	57
26.4.5 Local Functions	57
26.4.6 Local Constants	57

27 MIS of Map Interface	58
27.1 Module	58
27.2 Uses	58
27.3 Syntax	58
27.3.1 Exported Constants	58
27.3.2 Exported Access Programs	58
27.4 Semantics	58
27.4.1 State Variables	58
27.4.2 Environment Variables	58
27.4.3 Assumptions	58
27.4.4 Access Routine Semantics	58
27.4.5 Local Functions	59
28 MIS of Friend Chat	60
28.1 Module	60
28.2 Uses	60
28.3 Syntax	60
28.3.1 Exported Constants	60
28.3.2 Exported Access Programs	60
28.4 Semantics	60
28.4.1 State Variables	60
28.4.2 Environment Variables	60
28.4.3 Assumptions	60
28.4.4 Access Routine Semantics	60
28.4.5 Local Functions	61
29 Appendix	62
29.1 Database Tables	62

3 Introduction

The following document details the Module Interface Specifications for CampusConnections. CampusConnections is a social media application with impressive AR camera and real time location map features that allows McMaster University students and visitors have an immersive user experience and expand their social networking. This application allows users to make new friends online and also encourage users to strengthen the friendship by in-person meet-ups with a on-campus location-sharing feature. It also provides heat maps of events and users, which allows students to join the most popular activities on campus. Besides, the application maintainers will share up-to-date events and lectures information for the community. The MIS will detail specifications for the project described above.

Complementary documents include the System Requirement Specifications (SRS) and Module Guide. (MG) The full documentation and implementation can be found at <https://github.com/beatlepie/4G06CapstoneProjectTeam2/blob/main/docs/SRS-Volere/SRS.pdf> and <https://github.com/beatlepie/4G06CapstoneProjectTeam2/blob/main/docs/Design/SoftArchitecture/MG.pdf>

4 Notation

The structure of the MIS for modules comes from Hoffman and Strooper (1995), with the addition that template modules have been adapted from Ghezzi et al. (2003). The mathematical notation comes from Chapter 3 of Hoffman and Strooper (1995). For instance, the symbol $:=$ is used for a multiple assignment statement and conditional rules follow the form $(c_1 \Rightarrow r_1 | c_2 \Rightarrow r_2 | \dots | c_n \Rightarrow r_n)$.

The following table summarizes the primitive data types used by Software Engineering.

Data Type	Notation	Description
character	char	a single symbol or digit
integer	\mathbb{Z}	a number without a fractional component in $(-\infty, \infty)$
natural number	\mathbb{N}	a number without a fractional component in $[1, \infty)$
real	\mathbb{R}	any number in $(-\infty, \infty)$
boolean	\mathbb{B}	True or False
sequence of T	$\langle T \rangle$	a list of object with type T
asynchronous step T	Task<T>	an asynchronous result of T
activity	Activity	generic class with $\langle T \rangle$ that can be instantiated with type Lecture or Event
lecture	Lecture	see MIS of Lecture Module
event	Event	see MIS of Lecture Module
uniform resource identifier	Uri	C# Class that provides easy access to a link (URI)
date and time	DateTime	provides a specific date and time
user	User	see MIS of User Module
scene	Scene	a user interface created in Unity
database reference	DatabaseReference	reference to the root location of a database

The specification of Software Engineering uses some derived data types: sequences, strings, and tuples. Sequences are lists filled with elements of the same data type. Strings are sequences of characters. Tuples contain a list of values, potentially of different types. In addition, Software Engineering uses functions, which are defined by the data types of their inputs and outputs. Local functions are described by giving their type signature followed by their specification.

5 Module Decomposition

The following table is taken directly from the Module Guide document for this project.

Level 1	Level 2
Hardware-Hiding	
Behaviour-Hiding	AR Interface Module
	Map Interface Module
	User Module
	Lecture Module
	Event Module
	Account Module
	Permission Module
	User Profile Module
	User Login Module
	Friend Manager Module
	Friend Request Module
	Friend Chat Module
	Lecture Detail View Module
	Event Detail View Module
	Lecture List Manager Module
	Event List Manager Module
Software Decision	Database Module
	Server Module
	Authentication Module
	AR Camera Module
	Mapbox Module
	Activity Detail View Module
	Pagination and Filter Module

Table 1: Module Hierarchy

6 MIS of User Module

6.1 Module

User

6.2 Uses

Lecture Module, Event Module

6.3 Syntax

6.3.1 Exported Constants

None

6.3.2 Exported Access Programs

Name	In	Out	Exceptions
User	String, String, Uri, String, \mathbb{R} , <User>, <User>, <Lecture>, <Event>	User	-
SetNickName	String	-	-
SetPhotoUri	Uri	-	-
SetProgram	String	-	-
SetLevel	\mathbb{R}	-	-
AddFriend	User	-	-
RemoveFriend	User	-	IndexOutOfBounds Ex- ception
AddRequester	User	-	-
RemoveRequester	User	-	IndexOutOfBounds Ex- ception
AddLecture	Lecture	-	-
RemoveLecture	Lecture	-	IndexOutOfBounds Ex- ception
AddEvent	Event	-	-
RemoveEvent	Event	-	IndexOutOfBounds Ex- ception

6.4 Semantics

6.4.1 State Variables

- email: String, User email
- nickName: String, User nickName
- photoUri: Uri, User avatar
- program: String, User program
- level: \mathbb{R} , User program level
- friends: $\langle \text{User} \rangle$, List of friends
- requesters: $\langle \text{User} \rangle$, List of friend requester
- lectures: $\langle \text{Lecture} \rangle$, Pinned lecture
- events: $\langle \text{Event} \rangle$, Pinned event

6.4.2 Environment Variables

None

6.4.3 Assumptions

Strings passed as input are of valid format, all the state variables of the object are directly accessible so getter is not needed.

6.4.4 Access Routine Semantics

User(email, nickName, photoUri, program, level, friends, requesters, lectures,events):

- transition: $email, nickName, photoUri, program, level, friends, requesters, lectures, events := email, nickName, photoUri, program, level, friends, requesters, lectures, events$
- output: $out := self$
- exception: none

SetNickName(newName):

- transition: $nickName := newName$
- output: none
- exception: none

SetPhotot(newUri):

- transition: $photoUri := newUri$
- output: none
- exception: none

SetProgram(newProgram):

- transition: $program := newProgram$
- output: none
- exception: none

SetLevel(newLevel):

- transition: $level := newLevel$
- output: none
- exception: none

AddFriend(newFriend):

- transition: $friends := friends + \{newFriend\}$
- output: none
- exception: none

RemoveFriend(targetFriend):

- transition: $friends := friends - \{targetFriend\}$
- output: none
- exception: $exc := targetFriend \notin friends \Rightarrow IndexOutOfBoundException$

AddRequester(newRequester):

- transition: $requesters := requesters + \{newRequester\}$
- output: none
- exception: none

RemoveRequester(targetRequester):

- transition: $requesters := requesters - \{targetRequester\}$

- output: none
- exception: $exc := targetRequester \notin requesters \Rightarrow IndexOutOfBoundException$

AddLecture(newLec):

- transition: $lectures := lectures + \{newLec\}$
- output: none
- exception: none

RemoveLecture(targetLecture):

- transition: $lectures := lectures - \{targetLecture\}$
- output: none
- exception: $exc := targetLecture \notin lectures \Rightarrow IndexOutOfBoundException$

AddEvent(newEvent):

- transition: $events := events + \{newEvent\}$
- output: none
- exception: none

RemoveEvent(targetEvent):

- transition: $events := events - \{targetEvent\}$
- output: none
- exception: $exc := targetEvent \notin events \Rightarrow IndexOutOfBoundException$

6.4.5 Local Functions

None

7 MIS of Lecture Module

7.1 Module

Lecture

7.2 Uses

None

7.3 Syntax

7.3.1 Exported Constants

None

7.3.2 Exported Access Programs

Name	In	Out	Exceptions
Lecture	String, String, String, String, String	Lecture	-
SetName	String	-	-
SetInstructor	String	-	-
SetTime	String	-	-
SetLocation	String	-	-

7.4 Semantics

7.4.1 State Variables

- code: String, Lecture code
- name: String, Lecture name
- instructor: String, Lecture instructor
- time: String, Lecture time
- location: String, Lecture location

7.4.2 Environment Variables

None

7.4.3 Assumptions

Strings passed as input are of valid format, all the state variables of the object are directly accessible so getter is not needed.

7.4.4 Access Routine Semantics

Lecture(lecCode, lecName, lecInstructor, lecTime, lecLocation):

- transition: *code, name, instructor, time, location := lecCode, lecName, lecInstructor, lecTime, lecLocation*
- output: *out := self*
- exception: none

SetName(newName):

- transition: *name := newName*
- output: none
- exception: none

SetInstructor(newInstructor):

- transition: *instructor := newInstructor*
- output: none
- exception: none

SetTime(newTime):

- transition: *time := newTime*
- output: none
- exception: none

SetLocation(newLocation):

- transition: *location := newLocation*
- output: none
- exception: none

7.4.5 Local Functions

None

8 MIS of Event Module

8.1 Module

Event

8.2 Uses

None

8.3 Syntax

8.3.1 Exported Constants

None

8.3.2 Exported Access Programs

Name	In	Out	Exceptions
Event	String, String, String,DateTime, \mathbb{R} , String, \mathbb{B}	Event	-
setDescription	String	-	-
setOrganizer	String	-	-
setStartTime	DateTime	-	-
setDuration	\mathbb{R}	-	-
setLocation	String	-	-
setPublic	\mathbb{B}	-	-

8.4 Semantics

8.4.1 State Variables

- name: String, Event name
- description: String, Event description
- organizer: String, Event hosted by
- startTime: DateTime, Event start date and time
- duration: \mathbb{R} , Event duration (in minutes)

- location: String, Event location (room and building)
- public : \mathbb{B} , is event public

8.4.2 Environment Variables

None

8.4.3 Assumptions

Strings passed as input are of valid format, all the state variables of the object are directly accessible so getter is not needed.

8.4.4 Access Routine Semantics

Event(name, description, organizer, startTime, duration, location, public):

- transition: *name, description, organizer, startTime, duration, location, public := name, description, organizer, startTime, duration, location, public*
- output: *out := self*
- exception: none

SetDescription(newDescription):

- transition: *description := newDescription*
- output: none
- exception: none

SetOrganizer(newOrganizer):

- transition: *organizer := newOrganizer*
- output: none
- exception: none

SetStartTime(newTime):

- transition: *startTime := newTime*
- output: none
- exception: none

SetDuration(newDuration):

- transition: *duration := newDuration*
- output: none
- exception: none

SetLocation(newLocation):

- transition: *location := newLocation*
- output: none
- exception: none

SetPublic(newPublicity):

- transition: *public := newPublicity*
- output: none
- exception: none

8.4.5 Local Functions

None

9 MIS of Account Module

9.1 Module

Account

9.2 Uses

Database Module, User Module, Authentication Module

9.3 Syntax

9.3.1 Exported Constants

None

9.3.2 Exported Access Programs

Name	In	Out	Exceptions
UpdateNickName	String	-	-
UpdateProgram	String	-	-
UpdateLevel	N	-	-
AddFriend	User	-	-
DeleteFriend	User	-	IndexOutOfBounds Ex- ception
AddRequest	User	-	-
DeleteRequest	User	-	IndexOutOfBounds Ex- ception
PinLecture	Lecture	-	-
UnPinLecture	Lecture	-	IndexOutOfBounds Ex- ception
PinEvent	Event	-	-
UnPinEvent	Event	-	IndexOutOfBounds Ex- ception

9.4 Semantics

9.4.1 State Variables

- User: User User of the account

9.4.2 Environment Variables

None

9.4.3 Assumptions

All the state variables of User is accessible directly so there is no getters in the module.

9.4.4 Access Routine Semantics

UpdateNickName(newName):

- transition: $User.SetNickName(newName)$
- output: none
- exception: none

UpdateProgram(newProgram):

- transition: $User.SetProgram(newProgram)$
- output: none
- exception: none

UpdateLevel(newLevel):

- transition: $User.SetLevel(newLevel)$
- output: none
- exception: none

AddFriend(newFriend):

- transition: $User.AddFriend(newFriend)$
- output: none
- exception: none

DeleteFriend(targetFriend):

- transition: $User.RemoveFriend(targetFriend)$
- output: none
- exception: $exc := targetFriend \notin User.friends \Rightarrow IndexOutOfBoundException$

AddRequest(newFriend):

- transition: $User.AddRequester(newFriend)$
- output: none
- exception: none

DeleteRequest(targetFriend):

- transition: $User.RemoveRequester(targetFriend)$
- output: none
- exception: $exc := targetFriend \notin User.friendRequests \Rightarrow IndexOutOfBoundException$

PinLecture(newLec):

- transition: $User.AddLecture(newLec)$
- output: none
- exception: none

UnpinLecture(targetLec):

- transition: $User.RemoveLecture(targetLec)$
- output: none
- exception: $exc := targetLec \notin User.lectures \Rightarrow IndexOutOfBoundException$

PinEvent(newEvent):

- transition: $User.AddEvent(newEvent)$
- output: none
- exception: none

UnpinEvent(targetEvent):

- transition: $User.RemoveEvent(targetEvent)$
- output: none
- exception: $exc := targetEvent \notin User.events \Rightarrow IndexOutOfBoundException$

9.4.5 Local Functions

None

10 MIS of Friend Manager Module

10.1 Module

FriendManager

10.2 Uses

Account Module, Chat Module, Unity Transform Type

10.3 Syntax

10.3.1 Exported Constants

None

10.3.2 Exported Access Programs

Name	In	Out	Exceptions
DisplayFriendList	-	<Tranform>	-
onClickDeleteFriend	User	-	IndexOutOfBounds Ex- ception
onClickViewFriend	User	-	IndexOutOfBounds Ex- ception
onClickMessageFriend	User	2D seq of pixels	IndexOutOfBounds Ex- ception
onClickSendRequest	User	\mathbb{B}	-

10.4 Semantics

10.4.1 State Variables

None

10.4.2 Environment Variables

None

10.4.3 Assumptions

Assume the singleton Account is accessible from this module.

10.4.4 Access Routine Semantics

DisplayFriendList():

- transition: none
- output: $out := friendContainer$ where $(\forall x : \mathbb{Z} | 0 \leq x \leq Account.friends.length : friendsContainer[x].position, friendsContainer[x].content = (0, i * HEIGHT), Account.friends[i]),$
- exception: none

onClickDeleteFriend(targetUser):

- transition: $Account.DeleteFriend(targetUser)$
- output: none
- exception: $exc := targetUser.email \notin Account.User.friends \Rightarrow IndexOutOfBoundException$

onClickViewFriend(targetUser):

- transition: Switch scene to user profile where $User = targetUser$
- output: none
- exception: $exc := targetUser.email \notin Account.User.friends \Rightarrow IndexOutOfBoundException$

onClickMessageFriend(targetUser):

- transition: Call Chat Module to establish a connection
- output: UI of friend chat between $Account.User$ and $targetUser$
- exception: $exc := targetUser.email \notin Account.User.friends \Rightarrow IndexOutOfBoundException$

onClickSendRequest(targetUser):

- transition: $targetUser.AddRequest(Account1.User.email)$ if the current user has not send a request yet
- output: $Account1.User.email \notin targetUser.friendRequest$
- exception: none

10.4.5 Local Functions

None

10.4.6 Local Constants

$HEIGHT = 300$ px

11 MIS of Friend Request Module

11.1 Module

FriendRequest

11.2 Uses

Account Module, Unity Transform Type

11.3 Syntax

11.3.1 Exported Constants

None

11.3.2 Exported Access Programs

Name	In	Out	Exceptions
DisplayRequestList	-	<Transform>	-
onClickAcceptRequest	User	-	IllegalArgument Ex-ception
onClickIgnoreRequest	User	-	IllegalArgument Ex-ception

11.4 Semantics

11.4.1 State Variables

None

11.4.2 Environment Variables

None

11.4.3 Assumptions

Assume the singleton Account is accessible from this module.

11.4.4 Access Routine Semantics

DisplayRequestList():

- transition: none

- output: $out := requestContainer$ where $(\forall x : \mathbb{Z} | 0 \leq x \leq Account.friendRequests.length :$

$requestContainer[i].position, requestContainer[i].content =$
 $(0, i * HEIGHT), Account.friendRequests[i]),$

- exception: none

onClickAcceptRequest(targetUser):

- transition: $targetUser.friends := targetUser.friends + Account.User.email$
 $Account.User.AddFriend(targetUser)$
 $Account.User.DeleteRequest(targetUser)$
- output: none
- exception: $exc := targetUser \notin Account.User.friendRequests \Rightarrow$
 $IllegalArgumentException$

onClickIgnoreRequest(targetUser):

- transition: $Account.User.DeleteRequest(targetUser)$
- output: none
- exception: $exc := targetUser \notin Account.User.friendRequests \Rightarrow$
 $IllegalArgumentException$

11.4.5 Local Functions

UpdateBadge(): String

It returns the content of friend request badge given the request number

- transition: none
- output: $out := requestNum = 0 \Rightarrow emptystring$
 $0 < requestNum < 100 \Rightarrow requestNum$
 $100 \leq requestNum \Rightarrow 99+$
- exception: none

11.4.6 Local Constants

HEIGHT = 150 px

12 MIS of Activity Detail View Module

12.1 Module

ActivityDetailView

12.2 Uses

Database Module, Permission Module

12.3 Syntax

12.3.1 Exported Constants

None

12.3.2 Exported Access Programs

Name	In	Out	Exceptions
ViewActivities	-	-	-
AddActivity	Activity	-	InvalidPermission Exception
EditActivity	Activity, Activity	-	IndexOutOfBounds Exception, Invalid- Permission Exception
DeleteActivity	Activity	-	IndexOutOfBounds Exception, Invalid- Permission Exception
PinActivity	Activity	-	-
UnpinActivity	Activity	-	IndexOutOfBounds Ex- ception

12.4 Semantics

12.4.1 State Variables

- activities: set of Activity
- pinnedActivities: set of Activity

12.4.2 Environment Variables

None

12.4.3 Assumptions

The singleton module `Permission` is accessible from this module.

12.4.4 Access Routine Semantics

`ViewActivities()`:

- transition: Display activities
- output: none
- exception: none

`AddActivity(newActivity)`:

- transition: $activities := activities + \{newActivity\}$
- output: none
- exception: $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

`EditActivity(targetActivity, editedActivity)`:

- transition: $activities := activities - \{targetActivity\} + \{editedActivity\}$
- output: none
- exception: $exc := targetActivity \notin activities \Rightarrow IndexOutOfBounds Exception,$
 $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

`DeleteActivity(targetActivity)`:

- transition: $activities := activities - \{targetActivity\}$
- output: none
- exception: $exc := targetActivity \notin activities \Rightarrow IndexOutOfBounds Exception,$
 $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

`PinActivity(newActivity)`:

- transition: $pinnedActivities := pinnedActivities + \{newActivity\}$
- output: none
- exception: none

`UnpinActivity(targetActivity)`:

- transition: $pinnedActivities := pinnedActivities - \{targetActivity\}$
- output: none
- exception: $exc := targetActivity \notin pinnedActivities \Rightarrow IndexOutOfBounds Exception$

12.4.5 Local Functions

None

12.4.6 Local Constants

None

13 MIS of Lecture Detail View Module

13.1 Module

LectureDetailView

Inherit Activity Detail View Module (Activity Detail View <Lecture>)

13.2 Uses

Activity Detail View Module, Lecture Module

13.3 Syntax

13.3.1 Exported Constants

None

13.3.2 Exported Access Programs

Name	In	Out	Exceptions
ViewActivities	-	-	-
AddActivity	Lecture	-	InvalidPermission Exception
EditActivity	Lecture, Lecture	-	IndexOutOfBounds Exception, Invalid- Permission Exception
DeleteActivity	Lecture	-	IndexOutOfBounds Exception, Invalid- Permission Exception
PinActivity	Lecture	-	-
UnpinActivity	Lecture	-	IndexOutOfBounds Ex- ception

13.4 Semantics

13.4.1 State Variables

- activities: set of Lecture
- pinnedActivities: set of Lecture

13.4.2 Environment Variables

None

13.4.3 Assumptions

The singleton module `Permission` is accessible from this module.

13.4.4 Access Routine Semantics

`ViewActivities()`:

- transition: `Display lectures`
- output: `none`
- exception: `none`

`AddActivity(newActivity)`:

- transition: $activities := activities + \{newActivity\}$
- output: `none`
- exception: $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

`EditActivity(targetActivity, editedActivity)`:

- transition: $activities := activities - \{targetActivity\} + \{editedActivity\}$
- output: `none`
- exception: $exc := targetActivity \notin activities \Rightarrow IndexOutOfBoundsOutOfRangeException,$
 $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

`DeleteActivity(targetActivity)`:

- transition: $activities := activities - \{targetActivity\}$
- output: `none`
- exception: $exc := targetActivity \notin activities \Rightarrow IndexOutOfBoundsOutOfRangeException,$
 $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

`PinActivity(newActivity)`:

- transition: $pinnedActivities := pinnedActivities + \{newActivity\}$
- output: `none`
- exception: `none`

`UnpinActivity(targetActivity)`:

- transition: $pinnedActivities := pinnedActivities - \{targetActivity\}$
- output: `none`
- exception: $exc := targetActivity \notin pinnedActivities \Rightarrow IndexOutOfBoundsOutOfRangeException$

13.4.5 Local Functions

None

13.4.6 Local Constants

None

14 MIS of Event Detail View Module

14.1 Module

EventDetailView

Inherit Activity Detail View Module (Activity Detail View <Event>)

14.2 Uses

Activity Detail View Module, Event Module

14.3 Syntax

14.3.1 Exported Constants

None

14.3.2 Exported Access Programs

Name	In	Out	Exceptions
ViewActivities	-	-	-
AddActivity	Event	-	InvalidPermission Exception
EditActivity	Event, Event	-	IndexOutOfBounds Exception, Invalid- Permission Exception
DeleteActivity	Event	-	IndexOutOfBounds Exception, Invalid- Permission Exception
PinActivity	Event	-	-
UnpinActivity	Event	-	IndexOutOfBounds Ex- ception

14.4 Semantics

14.4.1 State Variables

- activities: set of Event
- pinnedActivities: set of Event

14.4.2 Environment Variables

None

14.4.3 Assumptions

The singleton module `Permission` is accessible from this module.

14.4.4 Access Routine Semantics

`ViewActivities()`:

- transition: Display events
- output: none
- exception: none

`AddActivity(newActivity)`:

- transition: $activities := activities + \{newActivity\}$
- output: none
- exception: $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

`EditActivity(targetActivity, editedActivity)`:

- transition: $activities := activities - \{targetActivity\} + \{editedActivity\}$
- output: none
- exception: $exc := targetActivity \notin activities \Rightarrow IndexOutOfBounds Exception,$
 $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

`DeleteActivity(targetActivity)`:

- transition: $activities := activities - \{targetActivity\}$
- output: none
- exception: $exc := targetActivity \notin activities \Rightarrow IndexOutOfBounds Exception,$
 $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

`PinActivity(newActivity)`:

- transition: $pinnedActivities := pinnedActivities + \{newActivity\}$
- output: none
- exception: none

`UnpinActivity(targetActivity)`:

- transition: $pinnedActivities := pinnedActivities - \{targetActivity\}$
- output: none
- exception: $exc := targetActivity \notin pinnedActivities \Rightarrow IndexOutOfBounds Exception$

14.4.5 Local Functions

None

14.4.6 Local Constants

None

15 MIS of Authentication Module

15.1 Module

Authentication

15.2 Uses

Database Module

15.3 Syntax

15.3.1 Exported Constants

None

15.3.2 Exported Access Programs

Name	In	Out	Exceptions
User	-	FirebaseUser	TokenExpiredException

15.4 Semantics

15.4.1 State Variables

- User: FirebaseUser

15.4.2 Environment Variables

None

15.4.3 Assumptions

The user will have a unique account and only has access to that account.

15.4.4 Access Routine Semantics

User():

- transition: $(Auth.CurrentUser.valid = true) \rightarrow User = Auth.CurrentUser$
- output: $User := Auth.CurrentUser$
- exception: $(Auth.CurrentUser.valid = false) \rightarrow TokenExpiredException$

15.4.5 Local Functions

Login(*_email*, *_password*):

- transition: $\exists \langle \textit{_email}, \textit{_password} \rangle \in \textit{FirebaseAuth} \Rightarrow \textit{Login}$
- output: $\textit{User} = \textit{AuthResult.CurrentUser}$
- exception: $\textit{exc} := \neg(\exists \langle \textit{_email}, \textit{_password} \rangle \in \textit{FirebaseAuth}) \Rightarrow \textit{AuthFailedException}$

Register():

- transition: $\neg(\exists \textit{_email} \in \textit{FirebaseAuth}) \rightarrow \textit{FirebaseAuth.add}(\textit{User}) \wedge \textit{FirebaseDatabase.add}(\textit{User})$
- output: $\textit{User} \in \textit{FirebaseAuth} \wedge \textit{User} \in \textit{FirebaseDatabase}$
- exception: $\exists \textit{_email} \in \textit{FirebaseAuth} \rightarrow \textit{IllegalDatabaseOperationException}$

15.4.6 Local Constants

- auth: *FirebaseAuth*
- DatabaseReference: *DatabaseReference*

16 MIS of Permission Module

16.1 Module

Permission

16.2 Uses

Authentication Module

16.3 Syntax

16.3.1 Exported Constants

None

16.3.2 Exported Access Programs

Name	In	Out	Exceptions
isAdmin	-	Boolean	-
ChangePermission	User	-	InvalidPermissionException

16.4 Semantics

16.4.1 State Variables

- User: `FirebaseUser`

16.4.2 Environment Variables

None

16.4.3 Assumptions

The user is logged in already.

16.4.4 Access Routine Semantics

`isAdmin()`:

- transition: $(Auth.CurrentUser.valid = true) \rightarrow User = Auth.CurrentUser$
- output: $(Auth.CurrentUser.admin = true \rightarrow true) \vee (Auth.CurrentUser.admin = false \rightarrow false)$
- exception: $(Auth.CurrentUser.valid = false) \rightarrow TokenExpiredException$

16.4.5 Local Functions

RefreshToken(user):

- transition: $\exists \langle _email, _password \rangle \in \text{FirebaseAuth} \Rightarrow \text{Login}$
- output: $User = \text{AuthResult.CurrentUser}$
- exception: $exc := \neg(\exists \langle _email, _password \rangle \in \text{FirebaseAuth}) \Rightarrow \text{AuthFailedException}$

16.4.6 Local Constants

None

17 MIS of User Profile Module

17.1 Module

User Profile

17.2 Uses

Authentication Module, Database Module, User Module

17.3 Syntax

17.3.1 Exported Constants

None

17.3.2 Exported Access Programs

None

17.4 Semantics

17.4.1 State Variables

- User: FirebaseAuth
- CurrentUser: Boolean

17.4.2 Environment Variables

None

17.4.3 Assumptions

The user exists and the current user is logged in already.

17.4.4 Access Routine Semantics

Name	In	Out	Exceptions
UpdateDisplay	String	Scene	-

17.4.5 Local Functions

UpdateDisplay(Message):

- transition: $StatusMessage = Message$
- output: Scene
- exception: $(Auth.LoginResult = false) \rightarrow InvalidLoginException$

GetUserData(user):

- transition: $\exists_email \in Database \Rightarrow Database.UserData$
- output: $User = UserData$
- exception: None

17.4.6 Local Constants

- Placeholder: set of Strings
- Scene: Unity Scene that contains the default UI page

18 MIS of User Login Module

18.1 Module

User Login

18.2 Uses

Authentication Module

18.3 Syntax

18.3.1 Exported Constants

None

18.3.2 Exported Access Programs

Name	In	Out	Exceptions
UpdateDisplay	String	Scene	-

18.4 Semantics

18.4.1 State Variables

- User: `FirebaseUser`

18.4.2 Environment Variables

None

18.4.3 Assumptions

The user is logged in already.

18.4.4 Access Routine Semantics

`UpdateDisplay(Message)`:

- transition: $StatusMessage = Message$
- output: `Scene`
- exception: $(Auth.LoginResult = false) \rightarrow InvalidLoginException$

18.4.5 Local Functions

Login(_email, _password):

- transition: $\exists \langle _email, _password \rangle \in \textit{Authentication} \rightarrow \textit{User} = \textit{Auth.LoginResult}$
- output: true if the credential is correct, false otherwise
- exception: $(\textit{Auth.LoginResult} = \textit{false}) \rightarrow \textit{InvalidLoginException}$

18.4.6 Local Constants

Scene: Unity Scene that contains the default UI page

19 MIS of Lecture List Manager Module

19.1 Module

Lecture List Manager

19.2 Uses

Lecture Module, Pagination and Filter Module

19.3 Syntax

19.3.1 Exported Constants

None

19.3.2 Exported Access Programs

Name	In	Out	Exceptions
LectureList	-	-	-
Display	-	-	-
OnClickLecture	Lecture	-	IllegalArgumentException Ex- ception
nextPage	-	-	-
prevPage	-	-	-
firstPage	-	-	-
lastPage	-	-	-
filter	String	-	-
AddLecture	Lecture	-	-

19.4 Semantics

19.4.1 State Variables

- lecList: <Lecture>, displayed lectures
- pageNum: \mathbb{N} , current page
- keyword: String, filter keyword

19.4.2 Environment Variables

None

19.4.3 Assumptions

None

19.4.4 Access Routine Semantics

LectureList():

- transition: $lecList, pageNum, keyword := \text{all lectures in the database}, 1, \text{null}$
- output: none
- exception: none

Display():

- transition: Display a list of lecture displayedLecs, where $displayedLecs := lecList.filter(keyword)[(pageNum-1)*PAGECOUNT, pageNum*PAGECOUNT]$
- output: none
- exception: none

OnClickLecture(targetLec):

- transition: Switch to Lecture Detail view with targetLec
- output: none
- exception: $exc := targetLec \notin lecList \Rightarrow IllegalArgumentException$

nextPage():

- transition: $pageNum*PAGECOUNT < lecList.length \Rightarrow pageNum := pageNum + 1$
- output: none
- exception: none

prevPage():

- transition: $pageNum > 1 \Rightarrow pageNum := pageNum - 1$
- output: none
- exception: none

firstPage():

- transition: $pageNum := 1$

- output: none
- exception: none

lastPage():

- transition: $pageNum := int(lecList / PAGECOUNT) + 1$
- output: none
- exception: none

AddLecture(newLec):

- transition: $lecList := PagniationandFilter.Add(lecList, newLec)$
- output: none
- exception: none

19.4.5 Local Functions

None

19.4.6 Local Constants

PAGECOUNT = 10

20 MIS of Event List Manager Module

20.1 Module

Event List Manager

20.2 Uses

Event Module, Pagination and Filter Module

20.3 Syntax

20.3.1 Exported Constants

None

20.3.2 Exported Access Programs

Name	In	Out	Exceptions
EventList	-	-	-
Display	-	-	-
OnClickEvent	Lecture	-	IllegalArgumentException Ex- ception
nextPage	-	-	-
prevPage	-	-	-
firstPage	-	-	-
lastPage	-	-	-
filter	String	-	-
AddEvent	Event	-	-

20.4 Semantics

20.4.1 State Variables

- eventList: <Event>, displayed events
- pageNum: \mathbb{N} , current page
- keyword: String, filter keyword

20.4.2 Environment Variables

None

20.4.3 Assumptions

None

20.4.4 Access Routine Semantics

EventList():

- transition: $eventList, pageNum, keyword := \text{all events in the database, 1, null}$
- output: none
- exception: none

Display():

- transition: Display a list of event displayedEvents, where $displayedEvents := eventList.filter(keyword)[(pageNum-1)*PAGECOUNT, pageNum*PAGECOUNT]$
- output: none
- exception: none

OnClickEvent(targetEvent):

- transition: Switch to Event Detail view with targetEvent
- output: none
- exception: $exc := targetEvent \notin eventList \Rightarrow IllegalArgumentException$

nextPage():

- transition: $pageNum*PAGECOUNT < eventList.length \Rightarrow pageNum := pageNum + 1$
- output: none
- exception: none

prevPage():

- transition: $pageNum > 1 \Rightarrow pageNum := pageNum - 1$
- output: none
- exception: none

firstPage():

- transition: $pageNum := 1$

- output: none
- exception: none

lastPage():

- transition: $pageNum := int(eventList / PAGECOUNT) + 1$
- output: none
- exception: none

AddEvent(newEvent):

- transition: $eventList := PagniationandFilter.Add(eventList, newEvent)$
- output: none
- exception: none

20.4.5 Local Functions

None

20.4.6 Local Constants

PAGECOUNT = 10

21 MIS of Pagination and Filter Module

21.1 Module

Pagination and Filter

21.2 Uses

Database Module, Permission Module

21.3 Syntax

21.3.1 Exported Constants

None

21.3.2 Exported Access Programs

Name	In	Out	Exceptions
Initialize	-	-	-
Display	-	-	-
nextPage	-	-	-
prevPage	-	-	-
firstPage	-	-	-
lastPage	-	-	-
filter	String	-	-
Add	<T>, Activity	-	-

21.4 Semantics

21.4.1 State Variables

- list: <T>, displayed entries
- pageNum: \mathbb{N} , current page
- keyword: String, filter keyword

21.4.2 Environment Variables

None

21.4.3 Assumptions

Activity is a generic type $\langle T \rangle$ and it can be instantiated with type Lecture and Event. The singleton module Permission is accessible from this module.

21.4.4 Access Routine Semantics

Initialize():

- transition: $list, pageNum, keyword :=$ all type T entries in the database, 1, null
- output: none
- exception: none

Display():

- transition: Display a list of event T, where $T := list.filter(keyword)[(pageNum - 1) * PAGECOUNT, pageNum * PAGECOUNT]$
- output: none
- exception: none

nextPage():

- transition: $pageNum * PAGECOUNT < list.length \Rightarrow pageNum := pageNum + 1$
- output: none
- exception: none

prevPage():

- transition: $pageNum > 1 \Rightarrow pageNum := pageNum - 1$
- output: none
- exception: none

firstPage():

- transition: $pageNum := 1$
- output: none
- exception: none

lastPage():

- transition: $pageNum := int(list/PAGECOUNT) + 1$

- output: none
- exception: none

Add(list, T):

- transition: none
- output: $out := Permission.isAdmin \Rightarrow list := list + \{T\}$ and update database
- exception: none

21.4.5 Local Functions

None

21.4.6 Local Constants

PAGECOUNT: number of entries shown in one page

22 MIS of Database Module

22.1 Module

FirestoreDatabase

This module uses Firestore Realtime Database library. For details of all syntax and semantics of exported constants and access programs, see [Firestore database documentation](#).

22.2 Uses

None

22.3 Syntax

22.3.1 Exported Constants

See [Firestore database documentation](#).

22.3.2 Exported Access Programs

The following table will show some functions the application uses most frequently, for more details, see [Firestore database documentation](#).

Name	In	Out	Exceptions
Child	String	DatabaseReference	PermissionDenied, NetworkError, ExpiredToken
HasChild	String	\mathbb{B}	PermissionDenied, NetworkError, ExpiredToken
RemoveValueAsync	String	Task< \mathbb{B} >	PermissionDenied, NetworkError, ExpiredToken
SetValueAsync	String, String	Task< \mathbb{B} >	PermissionDenied, NetworkError, ExpiredToken
GetValueAsync	String	Task<DataSnapshot>	PermissionDenied, NetworkError, ExpiredToken
GoOffline	-	-	PermissionDenied, NetworkError, ExpiredToken
GoOnline	-	-	PermissionDenied, NetworkError, ExpiredToken

22.4 Semantics

22.4.1 State Variables

None

22.4.2 Environment Variables

- DBreference: `Firebase.Database.DatabaseReference`
A reference to the root location of this database
- User: `Firebase.Auth.FirebaseUser`
The current user that operates this database
- PermittedUsers: set of String
The list of user emails that are allowed to read the database content
- Admins: set of String
The list of user emails that are allowed to edit the database content

22.4.3 Assumptions

Assume the database connection is stable and it will not disconnect unless the user disconnect it manually.

22.4.4 Access Routine Semantics

Child(pathString):

- transition: none
- output: $out := \text{DatabaseReference to pathString relative to the root}$
- exception: $exc := NoInternet \Rightarrow NetworkError \mid TokenExpired \Rightarrow ExpiredToken \mid User.email \notin PermittedUsers \Rightarrow PermissionDenied$

HasChild(pathString):

- transition: none
- output: $out := DBreference.Child(pathString) = \text{null}$
- exception: $exc := NoInternet \Rightarrow NetworkError \mid TokenExpired \Rightarrow ExpiredToken \mid User.email \notin PermittedUsers \Rightarrow PermissionDenied$

RemoveValueAsync(pathString):

- transition: $DBreference.Child(pathString) := \text{null}$
- output: $out := DBreference.HasChild(pathString)$
- exception: $exc := NoInternet \Rightarrow NetworkError \mid TokenExpired \Rightarrow ExpiredToken \mid User.email \notin Admins \Rightarrow PermissionDenied$

SetValueAsync(pathString, value):

- transition: $DBreference.Child(pathString) := value$
- output: $out := DBreference.Child(pathString) = value$
- exception: $exc := NoInternet \Rightarrow NetworkError \mid TokenExpired \Rightarrow ExpiredToken \mid User.email \notin Admins \Rightarrow PermissionDenied$

GetValueAsync(pathString):

- transition: none
- output: $out := \text{Snapshot of } DBreference.Child(pathString)$

- exception: $exc := NoInternet \Rightarrow NetworkError \mid TokenExpired \Rightarrow ExpiredToken \mid User.email \notin PermittedUsers \Rightarrow PermissionDenied$

GoOffline():

- transition: Manually disconnect the FirebaseDatabase client from the server and disable automatic reconnection.
- output: none
- exception: $exc := NoInternet \Rightarrow NetworkError \mid TokenExpired \Rightarrow ExpiredToken \mid User.email \notin Admins \Rightarrow PermissionDenied$

GoOnline():

- transition: Manually reestablish a connection to the FirebaseDatabase server and enable automatic reconnection.
- output: none
- exception: $exc := NoInternet \Rightarrow NetworkError \mid TokenExpired \Rightarrow ExpiredToken \mid User.email \notin Admins \Rightarrow PermissionDenied$

22.4.5 Local Functions

None

23 MIS of Server Module

23.1 Module

RTCTServer

23.2 Uses

None

23.3 Syntax

23.3.1 Exported Constants

None

23.3.2 Exported Access Programs

Name	In	Out	Exceptions
SendMessage	User, String	Task	-
SendLocationGroup	\mathbb{R} , \mathbb{R}	Task	-

23.4 Semantics

23.4.1 State Variables

None

23.4.2 Environment Variables

None

23.4.3 Assumptions

User identifiers are unique.

23.4.4 Access Routine Semantics

SendMessage(recipient, msg):

- transition: none
- output: $out := \text{Task}$; $out.IsCompleted := \text{True}$
- exception: none

SendLocation(friendGroup, lat, lon):

- transition: none
- output: $out := \text{Task}; out.IsCompleted := \text{True}$
- exception: none

23.4.5 Local Functions

None

24 MIS of AR Camera

24.1 Module

AR Camera

24.2 Uses

None

24.3 Syntax

24.3.1 Exported Constants

None

24.3.2 Exported Access Programs

Name	In	Out	Exceptions
DetectTarget	-	-	-

24.4 Semantics

24.4.1 State Variables

None

24.4.2 Environment Variables

- cameraFeed: 2D array of pixels
- sceneCamera: Camera
- imageTargets: list of Target
- scanTargets: list of Target

24.4.3 Assumptions

None

24.4.4 Access Routine Semantics

DetectTarget():

- transition: Implicitly invokes the AR Interface when a valid target is detected.
- output: none
- exception: none

24.4.5 Local Functions

None

25 MIS of AR Interface

25.1 Module

AR Interface

25.2 Uses

AR Camera

25.3 Syntax

25.3.1 Exported Constants

None

25.3.2 Exported Access Programs

Name	In	Out	Exceptions
Initialize	(String, <3D Objects>)	-	IllegalArgument Exception
Display	String	-	IllegalArgument Exception

25.4 Semantics

25.4.1 State Variables

- dictionary: Dictionary<String, <3D Objects>>, the dictionary of target name and corresponding AR objects

25.4.2 Environment Variables

None

25.4.3 Assumptions

None

25.4.4 Access Routine Semantics

Initialize(target, objects):

- transition: $dictionary[target] := objects$
- output: none

- exception: $target \notin dictionary.keys \Rightarrow IllegalArgumentException$

Display(target):

- transition: Displays *dictionary[target]* objects in Unity scene
- output: none
- exception: $target \notin dictionary.keys \Rightarrow IllegalArgumentException$

25.4.5 Local Functions

None

26 MIS of MapBox

26.1 Module

MapBox

Third party library Mapbox

26.2 Uses

None

26.3 Syntax

26.3.1 Exported Constants

None

26.3.2 Exported Access Programs

Name	In	Out	Exceptions
Map	-	-	IllegalArgument Exception
Display	-	-	-
ChangeStyle	String	-	IllegalArgument Exception
Pan	(\mathbb{R}, \mathbb{R})	-	
Zoom	\mathbb{N}	-	

26.4 Semantics

26.4.1 State Variables

- MapStyle: String
- MapCenter: (\mathbb{R}, \mathbb{R})
- Zoom: \mathbb{N}

26.4.2 Environment Variables

- APIKey: String

26.4.3 Assumptions

None

26.4.4 Access Routine Semantics

Map():

- transition: Check APIKey and initialize the map
- output: none
- exception: $exc := APIKeyexpires \Rightarrow IllegalArgumentException$

Display():

- transition: Displays a map with default state variables
- output: none
- exception: none

ChangeStyle(style):

- transition: $MapStyle := style$
- output: none
- exception: $exc := style \notin MAPSTYLES \Rightarrow IllegalArgumentException$

Pan((long, lat)):

- transition: $MapCenter := (long, lat)$
- output: none
- exception: none

Zoom(scale):

- transition: $Zoom := scale$
- output: none
- exception: none

26.4.5 Local Functions

None

26.4.6 Local Constants

MAPSTYLES = a sequences of map styles with type String

27 MIS of Map Interface

27.1 Module

Map Interface

27.2 Uses

Map Module, Server Module, Database Module

27.3 Syntax

27.3.1 Exported Constants

None

27.3.2 Exported Access Programs

Name	In	Out	Exceptions
HandleInputBuilding	-	-	-
DisplayAvatar	Uri, (\mathbb{R} , \mathbb{R})	-	-
DisplayUserHeatMap	-	-	-
DisplayEventHeatMap	-	-	-

27.4 Semantics

27.4.1 State Variables

- building: list of BuildingLocation

27.4.2 Environment Variables

- camera: Camera

27.4.3 Assumptions

None

27.4.4 Access Routine Semantics

HandleInputBuilding():

- transition: Opens user interface when a building marker is tapped
- output: none

- exception: none

DisplayAvatar(photoUri, (long, lat)):

- transition: Displays the corresponding avatar on the map at (long, lat)
- output: none
- exception: none

DisplayUserHeatMap():

- transition: Retrieves collected user location data from the database and plot them on the map
- output: none
- exception: none

DisplayEventHeatMap():

- transition: Retrieves collected event location data from the database and plot them on the map
- output: none
- exception: none

27.4.5 Local Functions

None

28 MIS of Friend Chat

28.1 Module

Friend Chat

28.2 Uses

Server Module

28.3 Syntax

28.3.1 Exported Constants

None

28.3.2 Exported Access Programs

Name	In	Out	Exceptions
StartConnection	String, String	-	-
SendMessage	User, String	-	-
ReceiveMessage	User, String	-	-

28.4 Semantics

28.4.1 State Variables

- connection: HubConnection
- onMessageReceived: Action

28.4.2 Environment Variables

None

28.4.3 Assumptions

None

28.4.4 Access Routine Semantics

StartConnection(url, handler):

- transition: Creates a new HubConnection and stores it in connection. Connects the given handler to the server endpoint.

- output: none
- exception: none

SendMessage(recipient, message):

- transition: Sends a message to the recipient through the server hub connection.
- output: none
- exception: none

ReceiveMessage(sender, message):

- transition: Receives a message from the server hub connection. The sender's id is received as well.
- output: none
- exception: none

28.4.5 Local Functions

None

29 Appendix

29.1 Database Tables

User

Column Name	Type	Description
email	String	ID of a user
nickName	(Optional) String	Nickname/display name of a user
photoUri	(Optional) Uri	Visual Avatar
program	(Optional) String	Study field
level	(Optional) int	Level of program
friends	(Optional) <User>	List of friends
friendRequests	(Optional) <User>	List of requesters
lectures	(Optional) <Lecture>	List of pinned lecture
events	(Optional) <Event>	List of pinned event

Lecture

Column Name	Type	Description
code	String	ID of a course, course code
name	(Optional) String	formal name of a course
instructor	(Optional) String	name of the instructor
time	(Optional) String	Includes start and end time in a weekly schedule
location	(Optional) String	Building and room

Event

Column Name	Type	Description
name	String	ID of an event
description	(Optional) String	event description
organizer	(Optional) String	organizer of the event
startTime	(Optional) DateTime	when it starts
duration	(Optional) int	how long is the event (in minutes)
location	(Optional) String	Building and room
isPublic	\mathbb{B}	If it is a public event

References

- Carlo Ghezzi, Mehdi Jazayeri, and Dino Mandrioli. *Fundamentals of Software Engineering*. Prentice Hall, Upper Saddle River, NJ, USA, 2nd edition, 2003.
- Daniel M. Hoffman and Paul A. Strooper. *Software Design, Automated Testing, and Maintenance: A Practical Approach*. International Thomson Computer Press, New York, NY, USA, 1995. URL <http://citeseer.ist.psu.edu/428727.html>.