Module Interface Specification for Software Engineering

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

Contents

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 $(c_1 \Rightarrow r_1|c_2 \Rightarrow r_2|...|c_n \Rightarrow r_n)$.

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 (-∞, ∞)
natural number	$\mathbb{N}$	a number without a fractional component in [1, ∞)
real	$\mathbb{R}$	any number in (-∞, ∞)
boolean	$\mathbb{B}$	True or False
sequence of T	<T>	a list of object with type T
asynchronous step T	Task<T>	an asynchronous result of T
activity	Activity	generic class with <T> 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	-	IndexOutofBound Exception
AddRequester	User	-	-
RemoveRequester	User	-	IndexOutofBound Exception
AddLecture	Lecture	-	-
RemoveLecture	Lecture	-	IndexOutofBound Exception
AddEvent	Event	-	-
RemoveEvent	Event	-	IndexOutofBound Exception

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: <User>, List of friends
- requesters: <User>, List of friend requester
- lectures: <Lecture>, Pinned lecture
- events: <Event>, 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	$\mathbb{N}$	-	-
AddFriend	User	-	-
DeleteFriend	User	-	IndexOutofBound Exception
AddRequest	User	-	-
DeleteRequest	User	-	IndexOutofBound Exception
PinLecture	Lecture	-	-
UnPinLecture	Lecture	-	IndexOutofBound Exception
PinEvent	Event	-	-
UnPinEvent	Event	-	IndexOutofBound Exception

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 sate 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

UnpinLecture(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	-	IndexOutofBound Exception
onClickViewFriend	User	-	IndexOutofBound Exception
onClickMessageFriend	User	2D seq of pixels	IndexOutofBound Exception
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* $(\forall x : \mathbb{Z} | 0 \leq x \leq Account.friends.length : friendsContainer[i].position, friendsContainer[i].content = (0, i * HEIGHT), Account.friends[i])$,
- 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 Exception
onClickIgnoreRequest	User	-	IllegalArgument Exception

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	-	IndexOutofBound Exception, InvalidPermission Exception
DeleteActivity	Activity	-	IndexOutofBound Exception, InvalidPermission Exception
PinActivity	Activity	-	-
UnpinActivity	Activity	-	IndexOutofBound Exception

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: $exc := targetActivity \notin activities \Rightarrow IndexOutofBoundException$, $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

DeleteActivity(targetActivity):

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

PinActivity(newActivity):

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

UnpinActivity(targetActivity):

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

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	-	IndexOutofBound Exception, InvalidPermission Exception
DeleteActivity	Lecture	-	IndexOutofBound Exception, InvalidPermission Exception
PinActivity	Lecture	-	-
UnpinActivity	Lecture	-	IndexOutofBound Exception

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: $exc := targetActivity \notin activities \Rightarrow IndexOutofBoundException$, $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

DeleteActivity(targetActivity):

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

PinActivity(newActivity):

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

UnpinActivity(targetActivity):

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

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	-	IndexOutofBound Exception, InvalidPermission Exception
DeleteActivity	Event	-	IndexOutofBound Exception, InvalidPermission Exception
PinActivity	Event	-	-
UnpinActivity	Event	-	IndexOutofBound Exception

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: $exc := targetActivity \notin activities \Rightarrow IndexOutofBoundException$, $exc := \neg Permission.isAdmin \Rightarrow InvalidPermissionException$

DeleteActivity(targetActivity):

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

PinActivity(newActivity):

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

UnpinActivity(targetActivity):

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

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: $\exists < \_email, \_password > \in FirebaseAuth \Rightarrow Login$
- output: $User = AuthResult.CurrentUser$
- exception: $exc := \neg(\exists < \_email, \_password > \in FirebaseAuth) \Rightarrow AuthFailedException$

Register():

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

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: $\exists < \_email, \_password > \in FirebaseAuth \Rightarrow Login$
- output: $User = AuthResult.CurrentUser$
- exception: $exc := \neg(\exists < \_email, \_password > \in FirebaseAuth) \Rightarrow AuthFailedException$

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: FirebaseUser
- 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: $\exists < \_email, \_password > \in Authentication \rightarrow User = Auth.LoginResult$
- output: true if the credential is correct, false otherwise
- exception: $(Auth.LoginResult = false) \rightarrow InvalidLoginException$

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	-	IllegalArgument Exception
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: $lecList, pageNum, keyword$:=all lectures in the database, 1, 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: $pageNum*PAGECOUNT < lecList.legnth \Rightarrow pageNum := pageNum+1$
- 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	-	IllegalArgument Exception
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: $eventList, pageNum, keyword$:=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: $pageNum*PAGECOUNT < eventList.legnth \Rightarrow pageNum := pageNum+1$
- 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 <T> 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: $pageNum * PAGECOUNT < list.legnth \Rightarrow pageNum := pageNum + 1$
- 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

FirebaseDatabase
This module uses Firebase Realtime Database library. For details of all syntax and semantics of exported constants and access programs, see Firebase database documentation. documentation

22.2 Uses

None

22.3 Syntax

22.3.1 Exported Constants

See Firebase database documentation.

22.3.2 Exported Access Programs

The following table will show some functions the application uses most frequently, for more details, see Firebase 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* := 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* := 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

RTCServer

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	-
SendLocation	Group, $\mathbb{R}$, $\mathbb{R}$	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* := Task; *out*.IsCompleted := $True$
- exception: none

SendLocation(friendGroup, lat, lon):

- transition: none
- output: *out* := Task; *out*.IsCompleted := $True$
- 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	-	llegalArgument 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

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