**Pipeline in a flow network**

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# Executive summary

We are writing this report to summarize our progress in “Pipeline in a network” project. This project is requested by Fontys school of Applied sciences. Mr. Sanchez is our coach for this project. We tried our best in fulfilling all the requirements .We have successfully created an application that builds a flow network consisting of pipelines and components.

Furthermore, we will describe short introduction of the project. We will discuss our understanding with coach. We will narrate at which certain moment we faced difficulty. We will talk about individual effort by each group member.

Finally in this report, you can find every group member’s personal point of view for project.

# Introduction

This application allows the user to make a drawing sketch of a network for a fuel transportation system. It helps the user to simulate a network containing components, including pump, sink, splitter, adjustable splitter and merger.

Together the components and their associated pipelines would allow the user to create a simulation for a network for the transportation of fuel. The application will help users connect and manage the amount of fuel of every pipeline. The application will give constant feedback on the flow of the system for each pipeline, including checks on occurrences of overflow.

# Understandings with the Coach

During all meetings, Mr. Sanchez helped us a lot in making our solution the best .He always tried to enhance our confidence. His suggestions always take into consideration.

# Team work

For good progress of project good teamwork matters a lot .Our group members contributed a lot for successful completion of the project. Everyone cooperated with each other.

# Division of labor

The assignment was divided into 4 sub parts: User Requirements Specification document, Design document, final implementation and process report .We divided the whole work within group members.

Here below you can see major activities of our project performed by each group member.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Major Tasks** | **Armin** | **Bilal** | **Raima** | **Thanh** |
| **Introduction** |  |  |  |  |
| **Functional requirements** |  |  |  |  |
| **Non-Functional requirements** |  |  |  |  |
| **Class diagram** |  |  |  |  |
| **Class description** |  |  |  |  |
| **Sequence diagrams** |  |  |  |  |
| **FileHandler class** |  |  |  |  |
| **Component Class(including child classes)** |  |  |  |  |
| **Network class** |  |  |  |  |
| **Pipeline class** |  |  |  |  |
| **PipelineSystem class** |  |  |  |  |
| **Form class** |  |  |  |  |
| **Progress report** |  |  |  |  |

# Important decisions

During the design stage for USR and design documents, we did make some following considerations and coming up with final decision:

* Consider between two method of add components:
  + First solution could be drag and drop component to draw them
  + Second solution could be click on the button represent for the component and click on the position which user want to place the component and this one will be drawn.
  + Decision: the second solution seem to be easier for user to use than drag and drop. With drag and drop, users have to hold the mouse while finding the position which they want to place the component.
* Delete component can be done in 2 methods:
  + Users can choose the component they want to delete and press delete to delete them.
  + Users can choose the delete button first and click on the component to delete them.
  + Decision: Base on the consistency of UID design concept, the second solution seem to be easier for user to follow that function. Since, all the components when they want to draw it, they have to click on the button representing for the components and place them. Applying the same instruction for deleting helps users feel more comfortable when they applied their mental model.
* Implementation of warning that deleting components will also remove all connected pipelines.
  + For consistency factor, it should be applied for remove pipelines as well. This leads to the problem of interrupting users during their working flow.
  + Another suggestion could be, users is allowed to remove any components immediately and the undo function will be offered.
  + Decision: We decided to display the warning messages for the remove pipeline as well to make sure that the factor of consistency in user interface design concept not being effected.
* Consider about the pipeline class should be a subclass of the component class. Final decision is that pipeline class has some special properties and it should be kept as a separated class.

# Implementation process:

GitHub is used to share source code and for collaborative working purpose:

<https://github.com/thanhhnk/OOD/tree/master/OOD2>

To make sure that the projects is completed on time, some functionalities, for instance read and write the network object to the text files need to be done independently without the complete implementation of network class and form class. In this case, unit test is used for testing and debugging the FileHanlder class independently with others process.

# Problems, we faced

The only major problem that we faced in the whole process was “time management” .Some group members had different schedules, so it was quite hard for us to arrange such time where everyone is free.

Otherwise almost everything went surprisingly perfect.

# Personal views

**Armin:**

**Bilal:**

**Thanh:**

Working with this project gave me a better understating about the design processes and how to indicate the requirements of the user in the best way by using UM diagrams. I also realized that there are a big gap between design phrases and implementation. During the implementation, I saw that there were many problems we forgot to consider during the design processes and many methods need to be added. Overall, I think if the design is done in a good way, the implementation process can be done in an effective way.

**Raima:**

This project proved really helpful for me.I gained a lot of knowledge in the field of documentation. And after this project I am convinced that documentation is key to successful implementation of the project.

# Conclusion

Overall, the team feels the project has been a success. A great deal of knowledge has been gained through the trails of this project, these lessons will be invaluable in future endeavors.