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Introduction

- Highlight most significant features
- Show points of strength in our project
- Emphasize the connection between the four project documents

Most important aspects

- 1. Difference between application and car systems
- 2. Architecture and microservices
- 3. Testing with microservices
- 4. No constraints on programming language

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- Noticed something interesting
- Requirements highlighted two loosely related components:
 - User application
 - □ Cars

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- Some common services (Position, Safe Areas)
- Presence of points of interaction (Reservations, Rides, etc.)

Architecture

Modularity

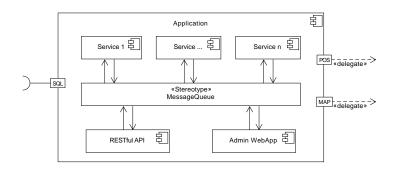
Architecture

- Modularity
- Atomicity

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- Interaction between components

The Microservices Idea



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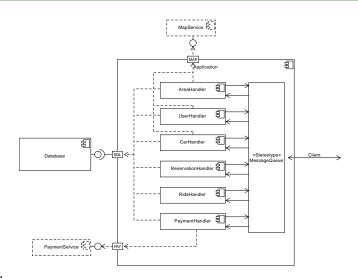
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Bonus

More flexibility for future/unforeseen requirements

Components Diagram



Testing

Microservices

- components operate indipendently
- □ flexible tests order

Testing

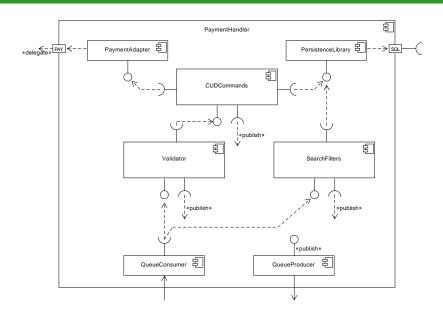
Microservices

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Bottom-up strategy:

testing can start even if other components aren't completely developed

- 1. unit testing of subcomponents
- 2. integration testing between subcomponents (and external services)
- 3. integration testing between components
- 4. system testing



Programming language

- In these documents we omit specific details like
 - □ programming languages
 - $\hfill\Box$ software to use across the system

to leave these choices to developers

Lines of Code

LoC = AVG * FPs

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- AVG language-dependent factor
- FPs total number of Function Points

JavaScript

- In order to calculate the effort (person-month) and the duration and make the project plan we need to choose a representative programming language.
- We choose JavaScript as an high level language example.