

PROJECT Design Documentation

*The following template provides the headings for your Design Documentation. As you edit each section make sure you remove these commentary 'blockquotes'; the lines that start with a > character and appear in the generated PDF in italics but do so only **after** all team members agree that the requirements for that section and current Sprint have been met. **Do not** delete future Sprint expectations.*

Team Information

- Team name: Platy Possibilities
- Team members
 - Daniel Baek
 - Javier Amaro
 - Kinkade Knox-Silva
 - Kaila Grant
 - Leo Mai

Executive Summary

Platypossibilities is a web application focused around funding wilderness preservation. On the website, users are able to search through and choose various needs to give funding to, from ecosystem monitoring to restoration efforts. These needs can be created, changed, and removed by the admins so that any changes in those projects can be quickly reflected on the website and new projects can be brought to the attention of the users. Users are also able to message the admin to give them suggestions to improve the application.

Purpose

[Sprint 2 & 4] Provide a very brief statement about the project and the most important user group and user goals.

The project focuses on developing an Angular web application that manages the needs of a wilderness preservation organization. The most important user group of the project are the environmentalists, conservationists, and volunteers dedicated to preserving wilderness areas, while the most important user goals are to monitor ecosystems, track endangered species, and promote conservation efforts to safeguard natural habitats for future generations.

Glossary and Acronyms

[Sprint 2 & 4] Provide a table of terms and acronyms.

Term	Definition
SPA	Single Page

Requirements

This section describes the features of the application.

In this section you do not need to be exhaustive and list every story. Focus on top-level features from the Vision document and maybe Epics and critical Stories.

Definition of MVP

[Sprint 2 & 4] *Provide a simple description of the Minimum Viable Product.*

The Minimum Viable Product involves a basic login system, in which a user only needs to put in a username to log in. If the username inputted is "admin," the user will log in as the U-Fund Manager. Otherwise, they will be a helper. They can also log out of the application. A helper can search for a need in the cupboard, as well as being able to add and remove needs from their funding basket. A U-Fund Manager can add, remove, and edit needs in the cupboard, but they do not have any access to a funding basket; this is something exclusive to helpers.

MVP Features

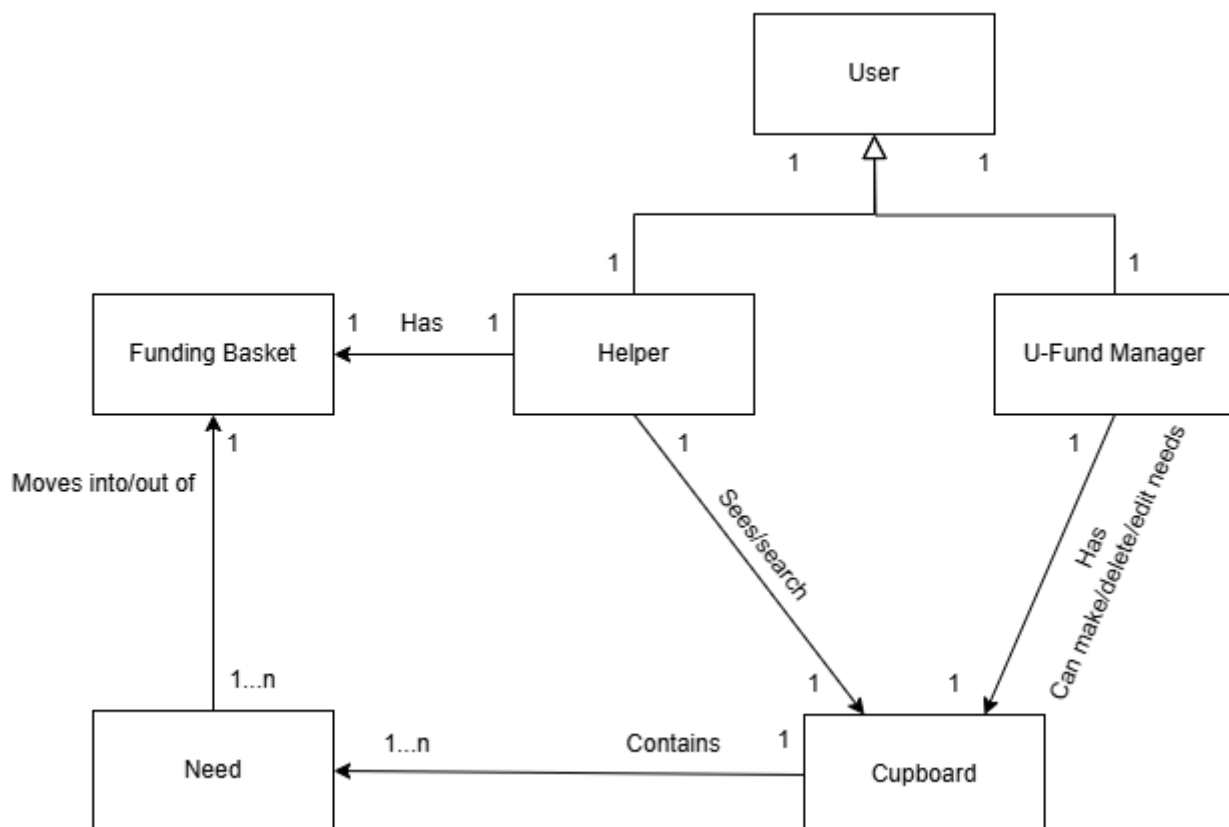
[Sprint 4] *Provide a list of top-level Epics and/or Stories of the MVP.*

Enhancements

[Sprint 4] *Describe what enhancements you have implemented for the project.*

Application Domain

This section describes the application domain.



Everyone who signs into the application is a User. Most Users are Helpers who each have a Funding Basket where they can place the Needs that they want to fund and remove the ones that they do not. The Needs are

stored in the Cupboard, where the Helpers can search for Needs they want and select Needs to move to their Basket. The other kind of User is the U-Fund Manager, or Admin, who can create, modify, and remove Needs from the Cupboard. The Admin does not have a Funding Basket.

[Sprint 2 & 4] Provide a high-level overview of the domain for this application. You can discuss the more important domain entities and their relationship to each other.

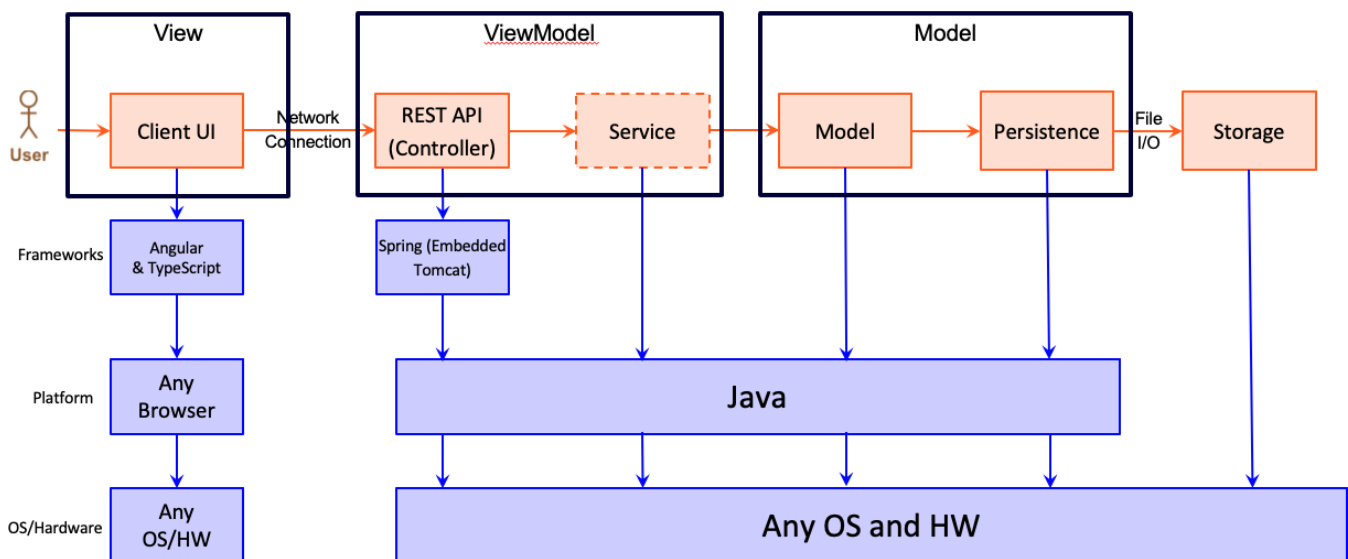
Architecture and Design

This section describes the application architecture.

Summary

The following Tiers/Layers model shows a high-level view of the webapp's architecture. **NOTE:** detailed diagrams are required in later sections of this document.

[Sprint 1] (Augment this diagram with your **own** rendition and representations of sample system classes, placing them into the appropriate M/V/VM (orange rectangle) tier section. Focus on what is currently required to support **Sprint 1 - Demo requirements**. Make sure to describe your design choices in the corresponding **Tier Section** and also in the **OO Design Principles** section below.)



The web application, is built using the Model–View–ViewModel (MVVM) architecture pattern.

The Model stores the application data objects including any functionality to provide persistence.

The View is the client-side SPA built with Angular utilizing HTML, CSS and TypeScript. The ViewModel provides RESTful APIs to the client (View) as well as any logic required to manipulate the data objects from the Model.

Both the ViewModel and Model are built using Java and Spring Framework. Details of the components within these tiers are supplied below.

Overview of User Interface

This section describes the web interface flow; this is how the user views and interacts with the web application.

Provide a summary of the application's user interface. Describe, from the user's perspective, the flow of the pages in the web application.

View Tier

[Sprint 4] *Provide a summary of the View Tier UI of your architecture. Describe the types of components in the tier and describe their responsibilities. This should be a narrative description, i.e. it has a flow or "story line" that the reader can follow.*

[Sprint 4] *You must provide at least **2 sequence diagrams** as is relevant to a particular aspects of the design that you are describing. (**For example**, in a shopping experience application you might create a sequence diagram of a customer searching for an item and adding to their cart.) As these can span multiple tiers, be sure to include an relevant HTTP requests from the client-side to the server-side to help illustrate the end-to-end flow.*

[Sprint 4] *To adequately show your system, you will need to present the **class diagrams** where relevant in your design. Some additional tips:*

- *Class diagrams only apply to the **ViewModel** and **Model** Tier*
- *A single class diagram of the entire system will not be effective. You may start with one, but will be need to break it down into smaller sections to account for requirements of each of the Tier static models below.*
- *Correct labeling of relationships with proper notation for the relationship type, multiplicities, and navigation information will be important.*
- *Include other details such as attributes and method signatures that you think are needed to support the level of detail in your discussion.*

ViewModel Tier

[Sprint 1] *List the classes supporting this tier and provide a description of there purpose.*

The classes supporting the ViewModel tier of the model would be the CupboardController public class, which houses the functions pertaining the needs, whether it be creating a need, deleting a need, get a need or needs, etc.

[Sprint 4] *Provide a summary of this tier of your architecture. This section will follow the same instructions that are given for the View Tier above.*

*At appropriate places as part of this narrative provide **one** or more updated and **properly labeled** static models (UML class diagrams) with some details such as associations (connections) between classes, and critical attributes and methods. (**Be sure** to revisit the Static **UML Review Sheet** to ensure your class diagrams are using correct format and syntax.)*

 Replace with your ViewModel Tier class diagram 1, etc.

Model Tier

[Sprint 1] *List the classes supporting this tier and provide a description of there purpose.*

The class supporting the Model tier would be the Need, Admin, Helper, and User public classes. The Need class houses the ID, title, description, and total funding of the specific need, while defining the functions

connected to that class. The Admin class extends the User class, housing only a username. The Helper class, which also extends the User class, houses a username as well as a funding basket, which is an array list. The User class only houses the username.

[Sprint 2, 3 & 4] Provide a summary of this tier of your architecture. This section will follow the same instructions that are given for the View Tier above.

The Need class details every responsibility directly correlated with a Need, whether it be getting the properties (id, title, description, total_funding) from the object or changing the title of a specific Need to another one by updating it. The Admin class specifically details the actions and methods only an Admin can operate, which entails adding, removing, and editing the Needs in the cupboard. The Helper class can either remove needs from the funding basket, add needs to the funding basket, or get the funding basket entirely. The User class acts as a generalized backbone for the Admin and Helper classes, housing a method that gets the username of the User.

At appropriate places as part of this narrative provide **one** or more updated and **properly labeled** static models (UML class diagrams) with some details such as associations (connections) between classes, and critical attributes and methods. (**Be sure** to revisit the Static **UML Review Sheet** to ensure your class diagrams are using correct format and syntax.)



Replace with your Model Tier class diagram 1, etc.

OO Design Principles

[Sprint 1] Name and describe the initial OO Principles that your team has considered in support of your design (and implementation) for this first Sprint.

The initial OO Principles that the team has considered for this first Sprint are the Single Responsibility and Controller principles. For the Single Responsibility, we have each class assigned to a specific portion of the project, whether it be having a class for the Cupboard or for the Need itself. For the Controller principle, we are implementing a CupboardController that allows for the manipulation of the needs, whether it be deleting a need, getting a need, or updating a need.

[Sprint 2, 3 & 4] Will eventually address upto **4 key OO Principles** in your final design. Follow guidance in augmenting those completed in previous Sprints as indicated to you by instructor. Be sure to include any diagrams (or clearly refer to ones elsewhere in your Tier sections above) to support your claims.

Encapsulation, Inheritance, Abstraction, Polymorphism

[Sprint 3 & 4] OO Design Principles should span across **all tiers**.

Static Code Analysis/Future Design Improvements

[Sprint 4] With the results from the Static Code Analysis exercise, **Identify 3-4** areas within your code that have been flagged by the Static Code Analysis Tool (SonarQube) and provide your analysis and recommendations. Include any relevant screenshot(s) with each area.

[Sprint 4] Discuss **future** refactoring and other design improvements your team would explore if the team had additional time.

Testing

This section will provide information about the testing performed and the results of the testing.

Acceptance Testing

[Sprint 2 & 4] Report on the number of user stories that have passed all their acceptance criteria tests, the number that have some acceptance criteria tests failing, and the number of user stories that have not had any testing yet. Highlight the issues found during acceptance testing and if there are any concerns.

Unit Testing and Code Coverage

[Sprint 4] Discuss your unit testing strategy. Report on the code coverage achieved from unit testing of the code base. Discuss the team's coverage targets, why you selected those values, and how well your code coverage met your targets.

[Sprint 2, 3 & 4] Include images of your code coverage report. If there are any anomalies, discuss those.

ufund-api

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
com.ufund.api.ufundapi.persistence	<div><div></div></div>	89%	<div><div></div></div>	71%	9	36	10	98	2	20	0	2
com.ufund.api.ufundapi.model	<div><div></div></div>	82%	<div><div></div></div>	37%	7	28	8	49	3	24	1	4
com.ufund.api.ufundapi.controller	<div><div></div></div>	68%	<div><div></div></div>	75%	4	26	30	90	1	16	0	2

One anomaly for this code coverage is that the CupboardController tests do not test for when the DAO may throw an IOException. This makes it appear that it is missing more coverage than it actually is.

Ongoing Rationale

[Sprint 1, 2, 3 & 4] Throughout the project, provide a time stamp (yyyy/mm/dd): **Sprint # and description** of any **major** team decisions or design milestones/changes and corresponding justification.

2024/09/29 Sprint 1: The team worked on and implemented the functionality of the CupboardController, while also implementing the routine formatting for the code.

2024/10/09 Sprint 2: The team decided that, for the helpers and admin, there would be a more generalized user class that the other two classes inherit from.