

Architecture Document

Version	Date	Author(s)	Changes
0.1	16/04/21	David La Gordt Dillie	First draft
0.2	11/05/21	David La Gordt Dillie	Added title page, updated key, added class diagram (C4) and updated C1-C3

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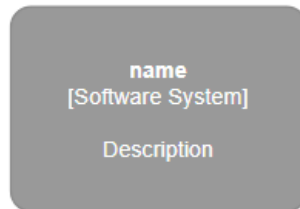
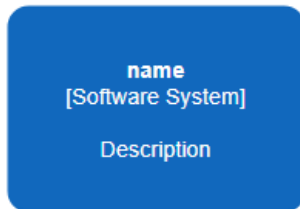
Introduction

In this document is the C4 model, which consists of 4 diagrams starting with system wide context and eventually a class diagram. The choices for the systems and technologies used are all explained in their respective research documents.

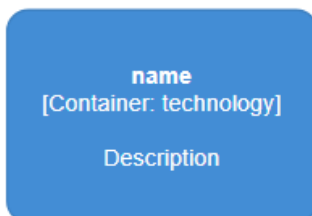
Key



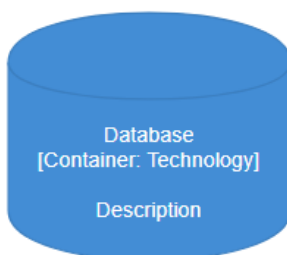
Person: A person refers to an actor that interacts with the system.



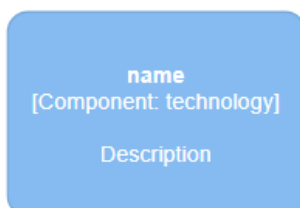
Software System: A software system is the highest level of abstraction, which includes the software we are modelling. The blue indicates it is internal, and the grey notation means it is an external software system.



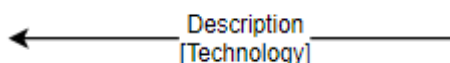
Container: A container refers to an application or data store.



Container (Database): This notation refers to a container that is specifically a database.



Component: A component refers to a class or many classes within a container that execute in the same process space.

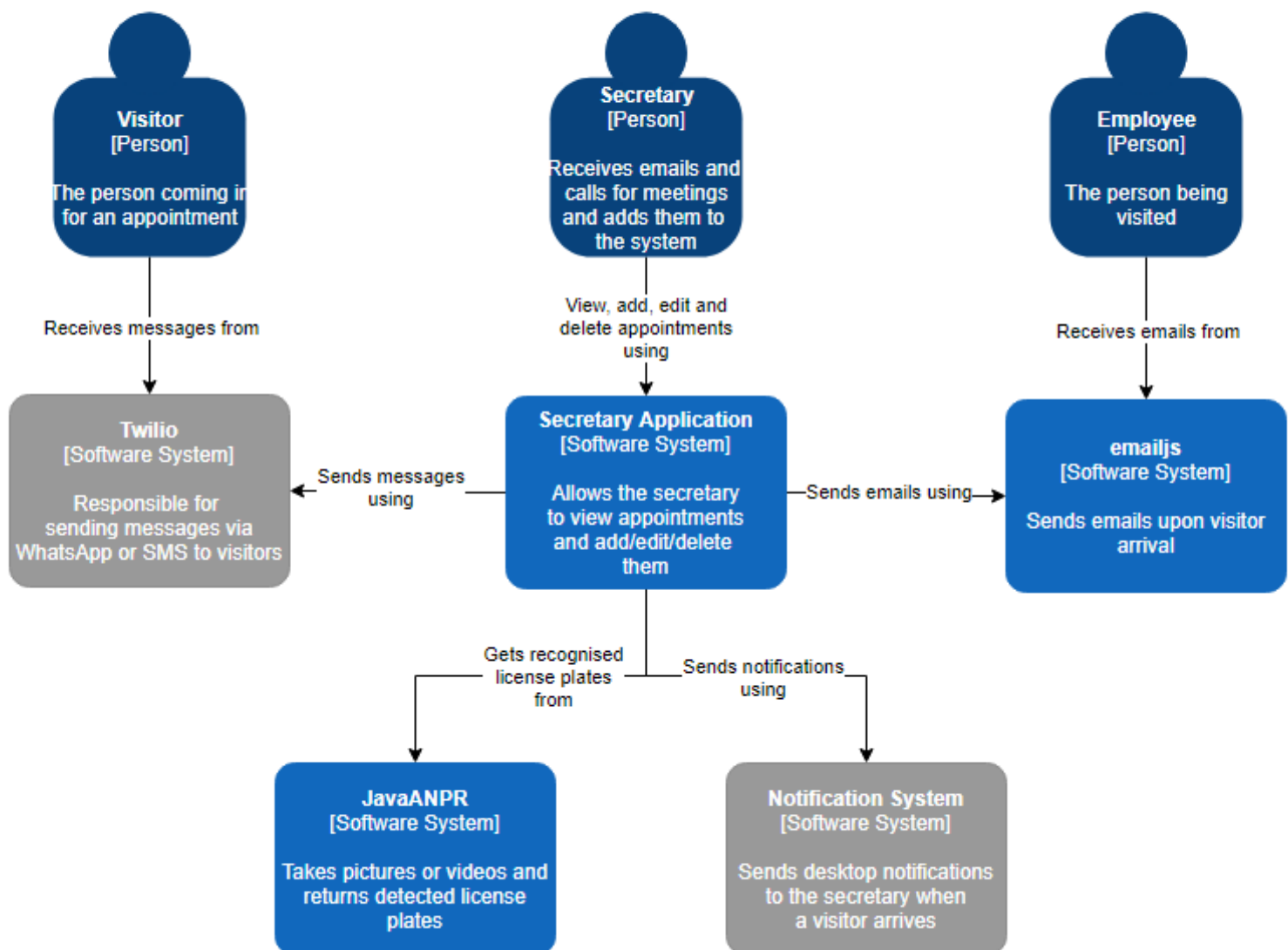


Arrows: Arrows represent relationships between all of the above

C1

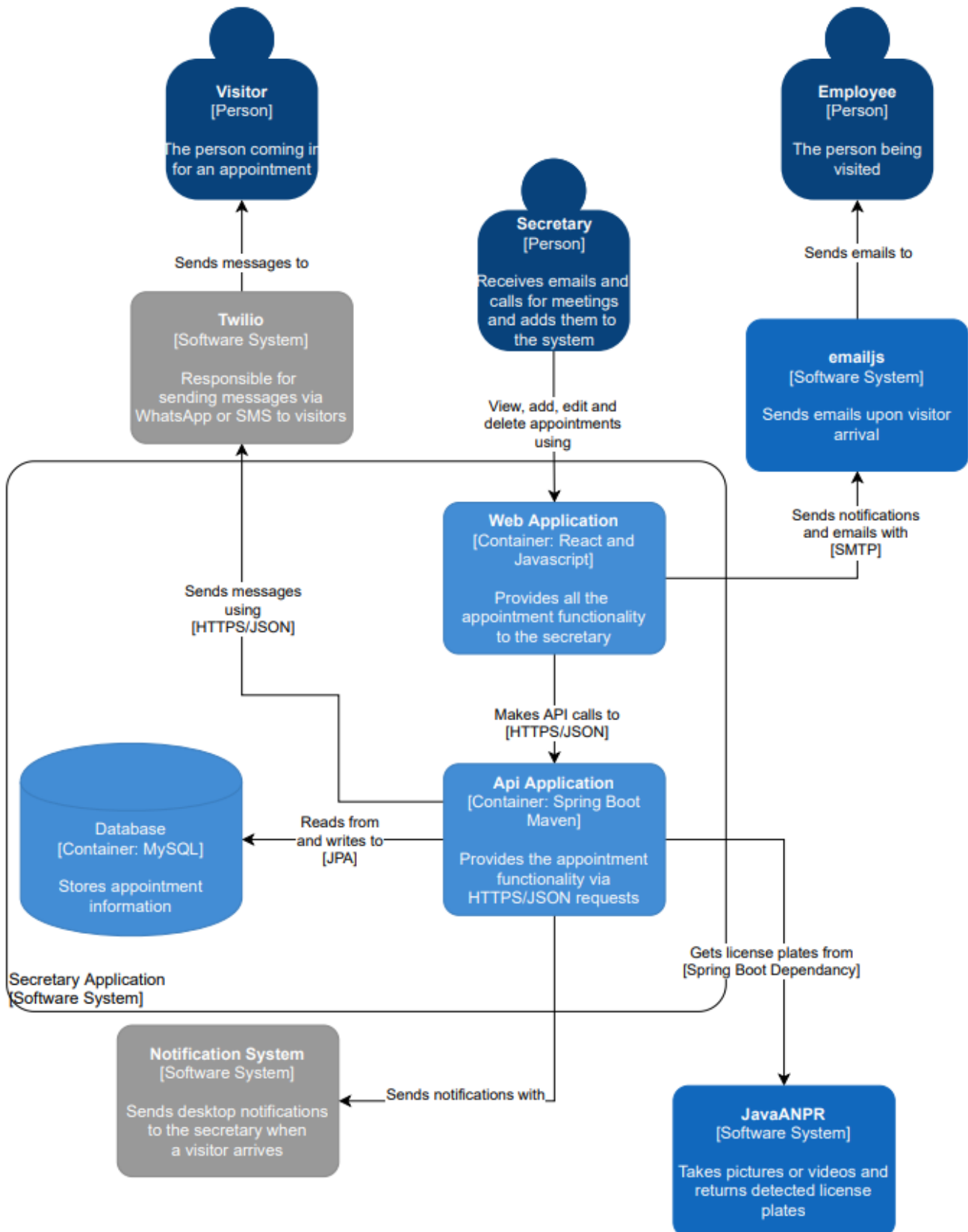
In the system context diagram you can see the 3 actors, the Visitor, the Secretary and the Employee. In this diagram it is shown that only the secretary directly interacts with the application.

C1



C2

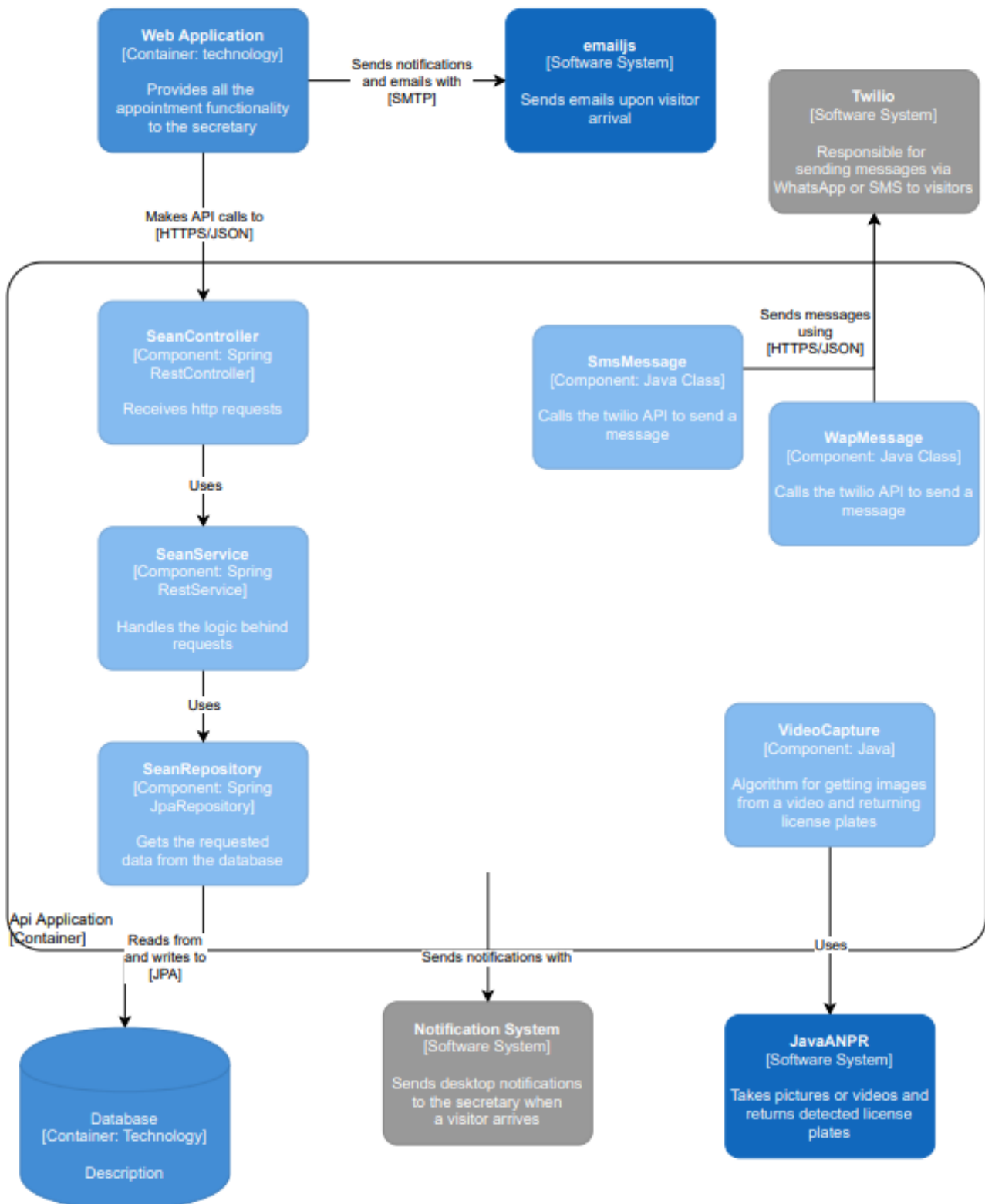
C2, also known as the container diagram goes a level deeper into the Secretary Application mentioned in C1. It shows the specific technologies that are used in the application.



C3

C3, the container diagram shows what makes up a single container. In this case the components that make up the Api Application container are shown in greater detail. Due to the fact that the Desktop Notification system has not been fully implemented it has no connections.

C3



C4

This UML shows the Controller-Service-Repository chain from C3 in more detail, including the methods and properties inside each class. To avoid using too much space “Getters”, “Setters”, “No Args Constructor” and “All Args Constructor” were used instead of typing them fully.

C4

