

POLITECNICO DI MILANO



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MILANO 1863

DESIGN AND IMPLEMENTATION OF MOBILE APPLICATIONS



# Cracker

## Design Document

*by*

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## 1 Introduction

### 1.1 Purpose

The purpose of this document is to describe the design phases of the realization of the "Cracker" mobile application, with particular attention to the architecture and the user experience.

The main aim of "Cracker" is to help users who read Marvel comics by letting them mark the issues they have read and keeping them up to date with the newest releases by Marvel. This project is the result of the implementation of the knowledge acquired during the course "Design and Implementation of Mobile Applications" provided by the Milan Polytechnic.

### 1.2 Definitions and acronyms

#### 1.2.1 Definitions

- **Framework:** reusable set of libraries or classes for a software system
- **Issue:** a single, periodical, magazine-like publication
- **REST:** a way of providing interoperability between computer systems on the Internet
- **Series:** a title collecting a variable amount of issues
- **User:** a person who has performed the login operation successfully

#### 1.2.2 Acronyms

- **API:** Application Programming Interface
- **IDE:** Integrated Development Environment
- **HTTPS:** HyperText Transfer Protocol Secure
- **JSON:** JavaScript Object Notation
- **MVC:** Model - View - Controller
- **URL:** Uniform Resource Locator

### 1.3 Scope

Cracker has been developed for users who regularly read Marvel comics and want to keep track of the series they are reading and the new issues that are released every week by the American publishing house. Similar apps already exist for other types of media, such as tv shows and movies, but none of them have comics as their focus. Keeping the possible needs of the users in mind, six main screens have been found of interest for our application:

- **Issue:** screen displaying information about a selected issue
- **Series:** screen displaying information about a selected series
- **Up Next:** list of issues to be published in the current week, in the next week and in the current month
- **To Read:** list of the next issues to read for each of the series the user follows
- **Search:** search for a series given its name
- **Profile:** personal information about the user

## 1.4 Framework

The development of Cracker was achieved through the use of native iOS SDKs, in particular by using the Swift programming language. This choice allowed greater control of system resources and access to system services, otherwise not possible if using cross-platform frameworks such as PhoneGap or React Native. The purpose is to implement different functionalities and integration with other sites.

## 1.5 Functional requirements

Cracker provides a simple, intuitive and user-friendly interface that allows the users to:

1. register with a personal e-mail or login with Facebook and Google
2. see information about an issue
3. see information about a series
4. mark series they are reading as *following*
5. select which issues of a series they have read
6. see the next issue not yet read for all the series they are following
7. see the series they are following
8. see statistics on the series they are following
9. see, on a weekly basis, the latest issues of all the series Marvel is publishing
10. search for a specific series, given its name

## 1.6 Non-functional requirements

The application must be able to:

- run on both iPhone and iPad
- adapt its written content to the language selected in the device settings (available languages: English, Italian)
- adapt to different screen sizes
- keep preferences and status at every start

## 1.7 Assumptions, dependencies, constraints

### 1.7.1 Assumptions and dependencies

- **Internet connection:** the device used by the user disposes of an Internet connection and a sufficient bandwidth to use the application
- **API availability:** the API provided by third part's services are always available
- **No privileged users:** there are no privileged users or administrators with particular functions
- **No user connections:** every user is independent from the others

### 1.7.2 Constraints

- **Hardware limitations:** our application runs on every mobile device like smartphones and tablets; therefore, as the app consumes a low amount of RAM, the only hardware constraint for the users is to have a mid-range device
- **Parallel operations:** the application must be able to handle multiple parallel requests with high reactivity

## 2 Architecture

### 2.1 Overview

In this section we describe the architectural design of our system, the main components and their interactions.

The system will be described starting with high-level components. Then a more detailed description is provided for the client and the database structure, including the architectural patterns applied.

### 2.2 High level components

The main high level components of our system are:

- **Client:** this component is responsible for the visualization of data (front-end) and for the management of requests and replies to and from the services providing data to the system.
- **Firebase:** this component is responsible for the storage of the permanent data of the users and for the registration and login of users; we use the services provided by Firebase to manage these data.
- **Marvel APIs:** we use the APIs provided by Marvel in order to always have complete and up-to-date data on comics.
- **Facebook:** used for the login procedure.
- **Google:** used for the login procedure.

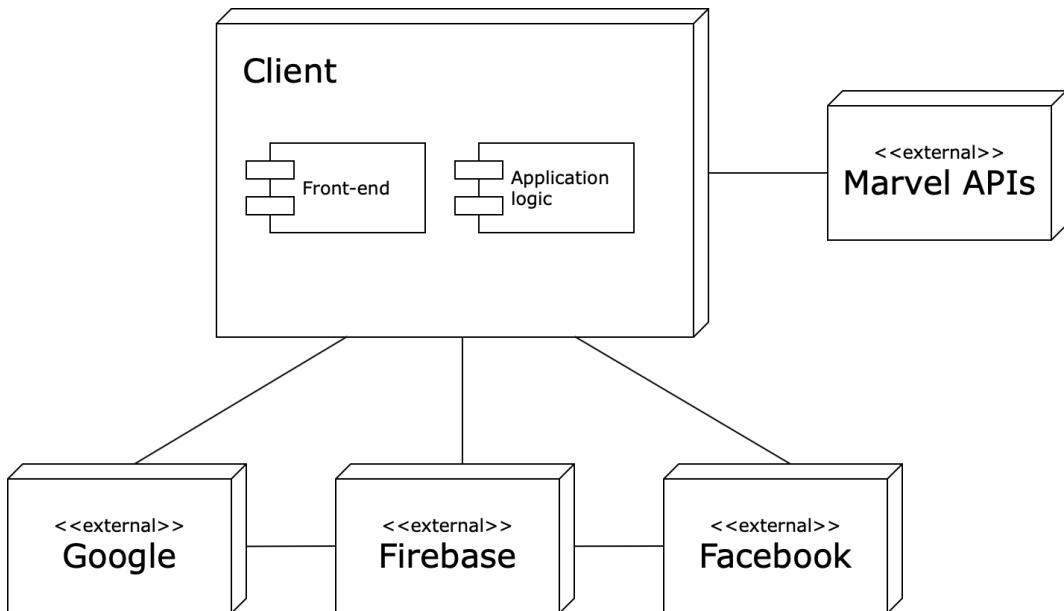


Figure 1: High Level Component View

### 2.3 Client

For the implementation of the application we have chosen a mobile back-end, that is a client architecture. This choice was made mainly because the application does not interface with other users and because for various services it uses third-party APIs. Communication with third-party services is based on HTTPS REST requests, in particular through GET requests. The client uses the traditional MVC pattern:

- Model: this package contains all the classes representing data to be shown to the single user, taken by the Controller and published by the View.
- View: this package contains all the components that display data to the user and interact with him.
- Controller: this package contains all the objects in charge to interact between one or more view objects of the application and one or more model objects.

### 2.4 Database

### **3 External Services and Libraries**

## 4 Use Cases

In order to explain our work and facilitate further implementations we have decided to show the logical flows aimed to create some features. The sequence diagrams will describe the interactions between the different parts of the system and the user.

### 4.1 Login

Cracker by Leonardo Febbo, Elisabetta Ferreri

## 4.2 View Up Next

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### **4.3 View To Read**

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#### **4.4 View Issue**

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#### **4.5 View Series**

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#### **4.6 Mark Issue as Read**

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#### **4.7 Follow a Series**

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#### **4.8 Search a Series**

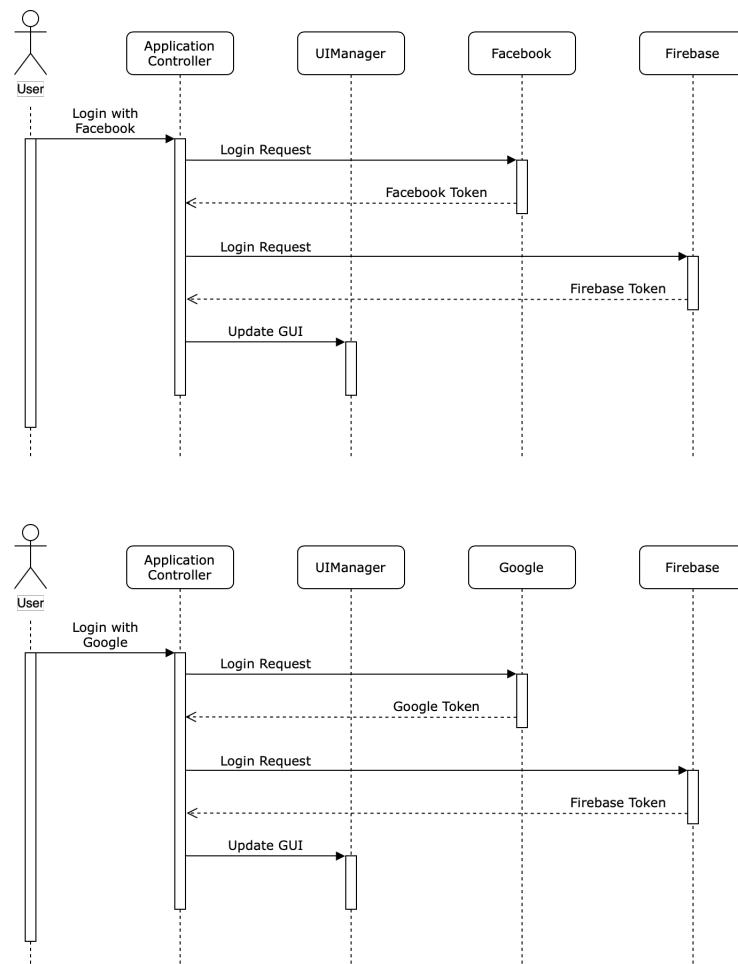
## 5 Sequence Diagrams

In order to explain our work and facilitate further implementations we have decided to show the logical flows aimed to create some features. The sequence diagrams will describe the interactions between the different parts of the system and the user.

### 5.1 Login

The "Login" procedure starts when the user opens the app for the first time or whenever he logs out. The user can choose to be redirected to either Facebook or Google to complete the procedure. Immediately after logging on Facebook or Google the application will log into the Firebase Database.

Once this procedure is completed, the system will update the GUI by enabling the available sections. In the event of an error, the system will show an error message.

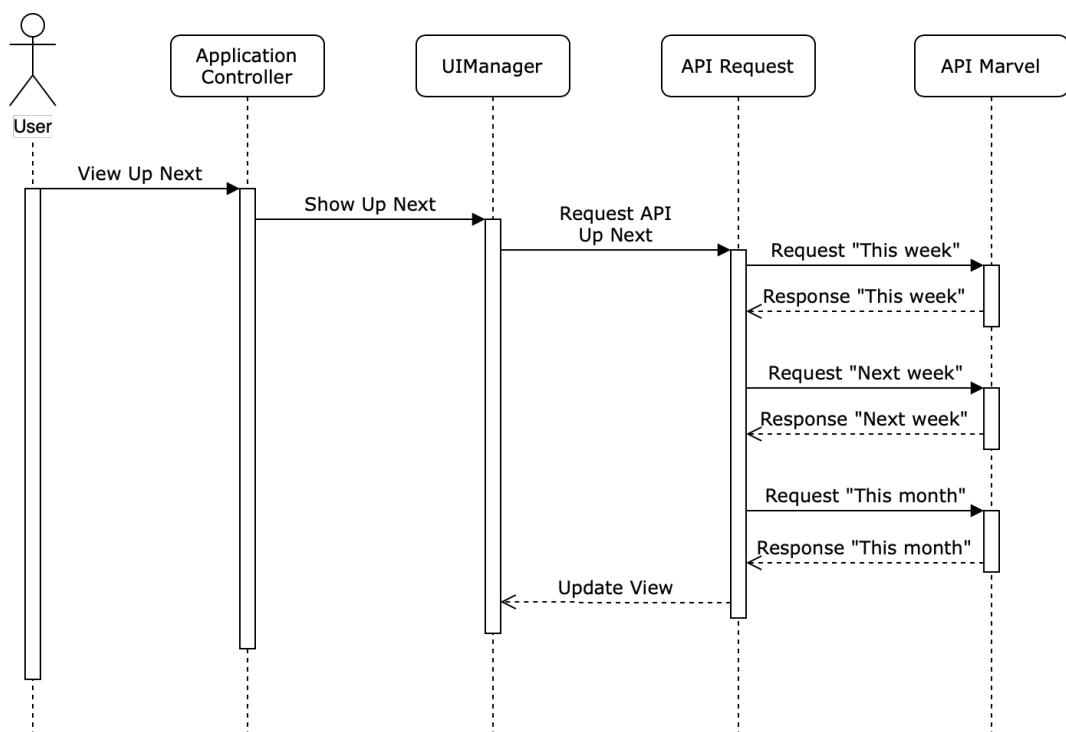


## 5.2 View Up Next

The "View Up Next" procedure starts when the user opens the application when he's already performed the login or when he presses the "Up Next" tab in the Tab Bar. The sequence diagram shows the normal procedure.

After the user activates the "Up Next" tab, the application will send 3 requests to the "MarvelAPI" service, one for each of the sections that will be displayed (comics released in the current week, comics released in the following week, comics released in the current month), in order to retrieve the titles of the issues belonging in each of the sections.

Once this information is obtained, the Controller will create a UITableViewCell for each issue and insert them into the correct section in a TableView.



### 5.3 View To Read

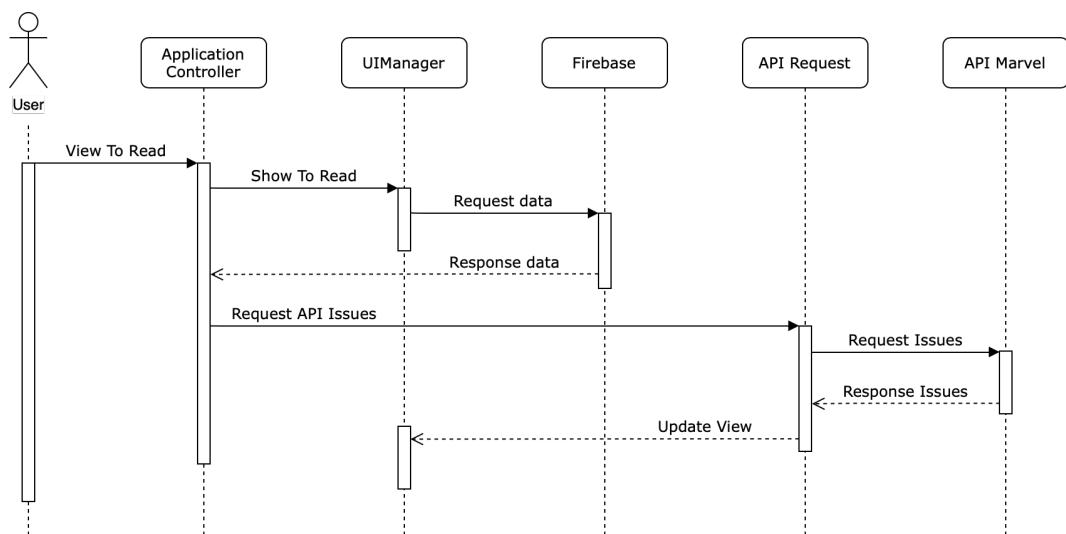
The "View To Read" procedure starts when the user presses the "To Read" tab in the Tab Bar. The sequence diagram shows the normal procedure.

After the user activates the "To Read" tab, the application will send a request to Firebase in order to retrieve the identifiers of the next issues the user has to read.

Once these identifiers are obtained, the application will send a request to the "MarvelAPI" service in order to retrieve information about the issues.

Once this information is obtained, the Controller will create a custom UICollectionViewCell for each issue and insert them into a UICollectionView.

Furthermore and asynchronously, the application will download the cover of each issue to display to the user.

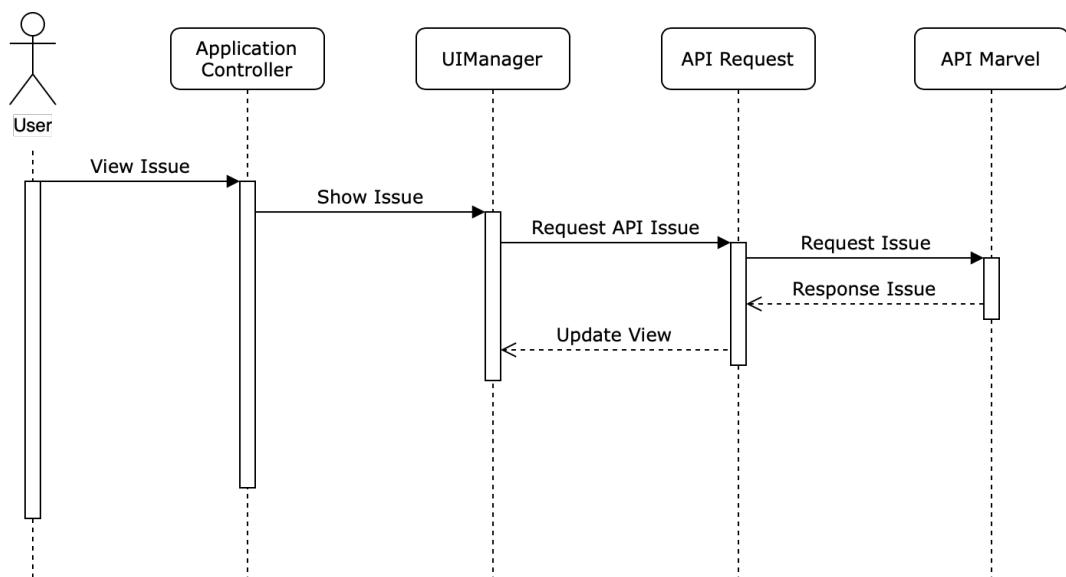


## 5.4 View Issue

The "View Issue" procedure starts when the user presses a button representing an issue in one of the screens where such buttons are displayed. The sequence diagram shows the normal procedure.

After the user activates the "View Issue" button, the application will send a request to the "MarvelAPI" service in order to retrieve information about the issue.

Once this information is obtained, the Controller will create a set of UILabels, UITextViewS and a UIImage to display the relevant information of the issue.

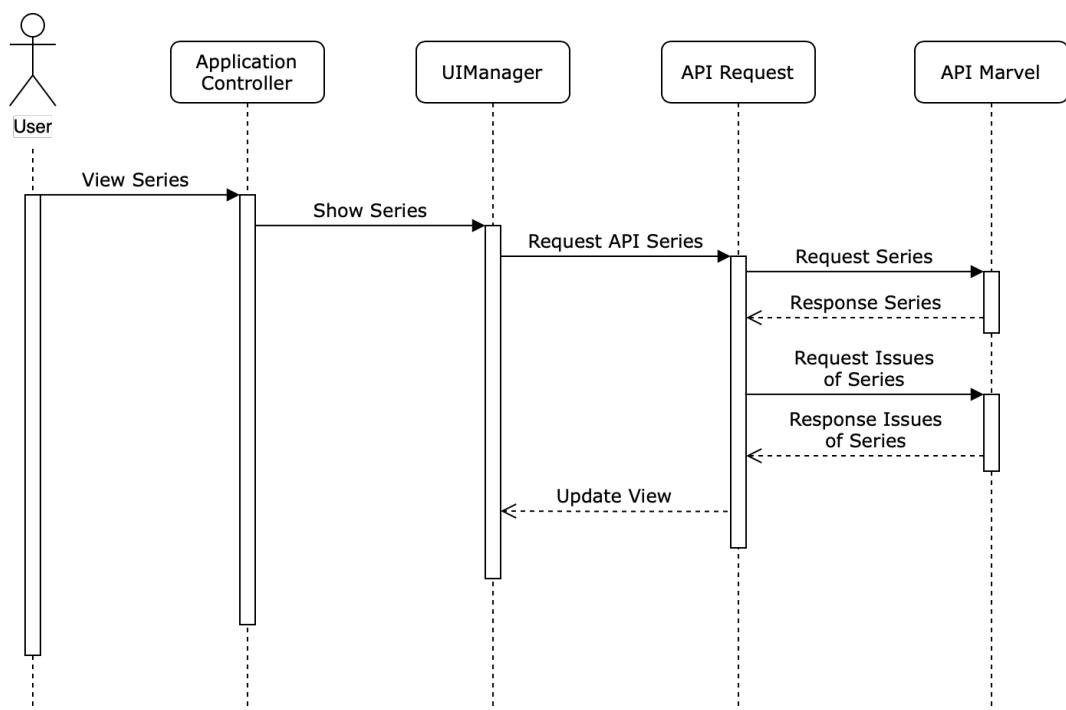


## 5.5 View Series

The "View Series" procedure starts when the user presses a button representing a series in one of the screens where such buttons are displayed. The sequence diagram shows the normal procedure.

After the user activates the "View Series" button, the application will send 2 requests to the "MarvelAPI" service, one to retrieve information about the series and one to retrieve all the issues belonging to that series.

Once all this information is obtained, the Controller will create a set of UILabels, UITextView and a UIImageView to display the relevant information of the series and a UITableView for each issue and insert them into a UITableView.

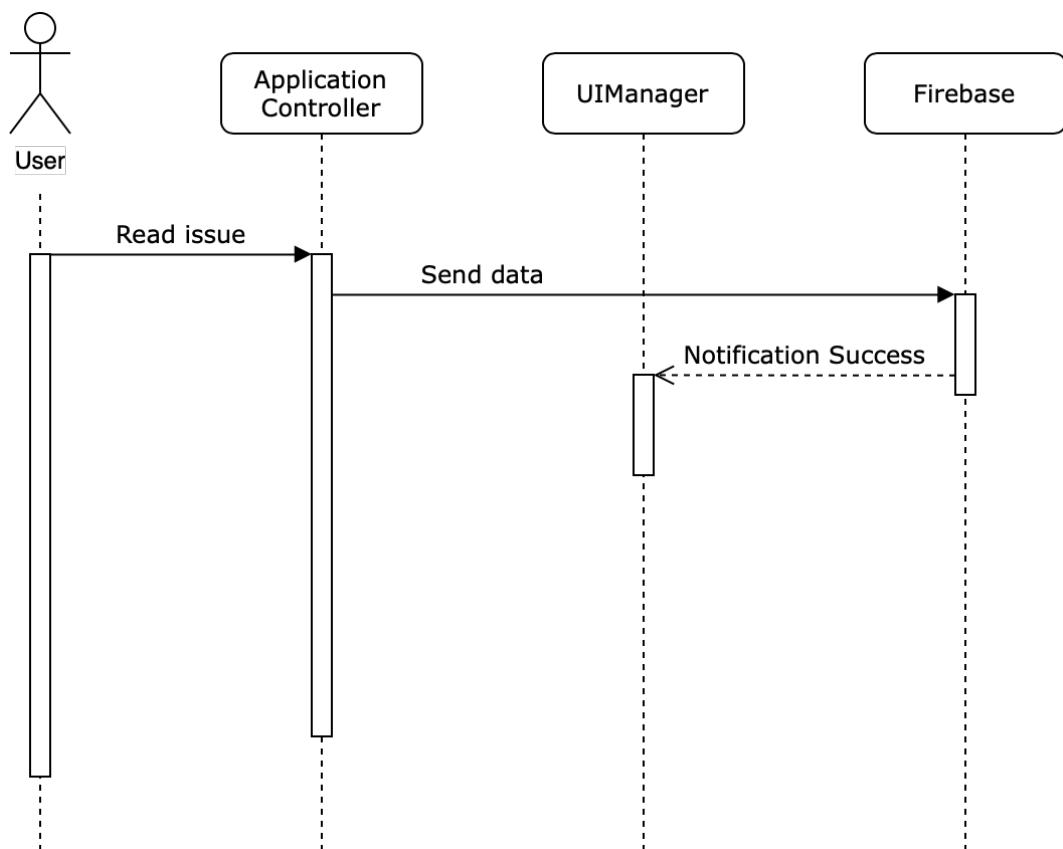


## 5.6 Mark Issue as Read

The "Mark Issue as Read" procedure starts when the user presses the corresponding button while he's either viewing an issue or the "To Read" section. The sequence diagram shows the normal procedure.

After the user activates the "Mark Issue as Read" button, the application will send a request to Firebase in order to register the issue as read in the database.

After receiving a notification of success, the Controller will update the GUI to show the success of the procedure.

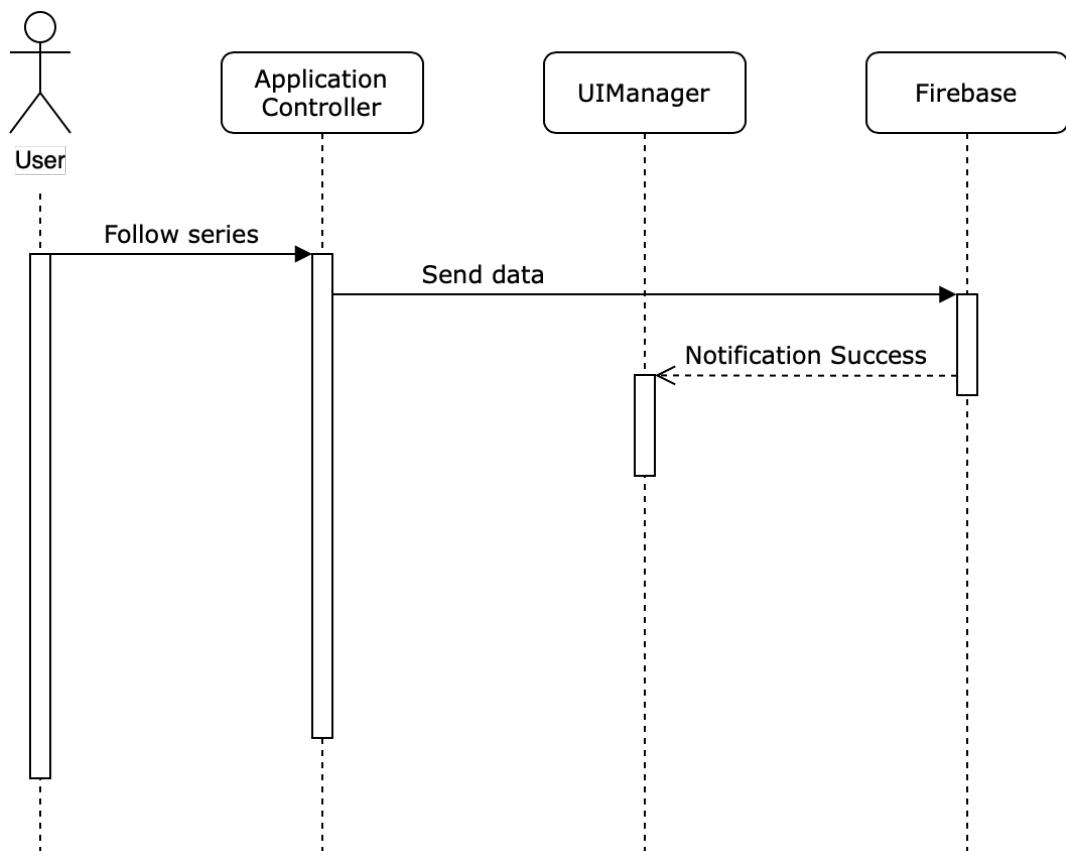


## 5.7 Follow a Series

The "Follow a Series" procedure starts when the user presses the corresponding button while he's viewing a series. The sequence diagram shows the normal procedure.

After the user activates the "Follow a Series" button, the application will send a request to Firebase in order to register the series as followed in the database.

After receiving a notification of success, the Controller will update the GUI to show the success of the procedure.

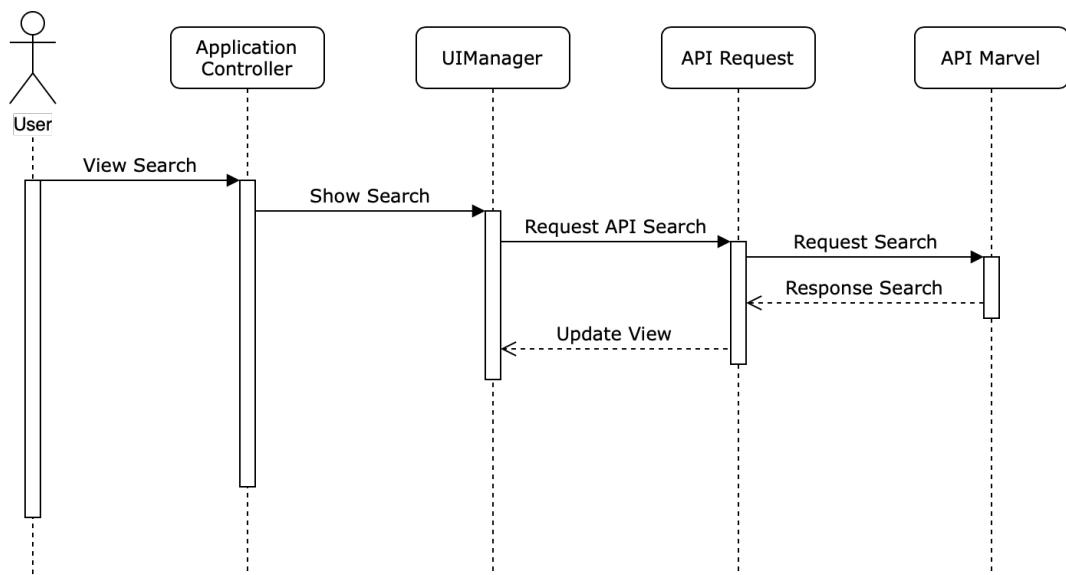


## 5.8 Search a Series

The "Search a Series" procedure starts when the user presses the "Search" tab in the Tab Bar. The sequence diagram shows the normal procedure.

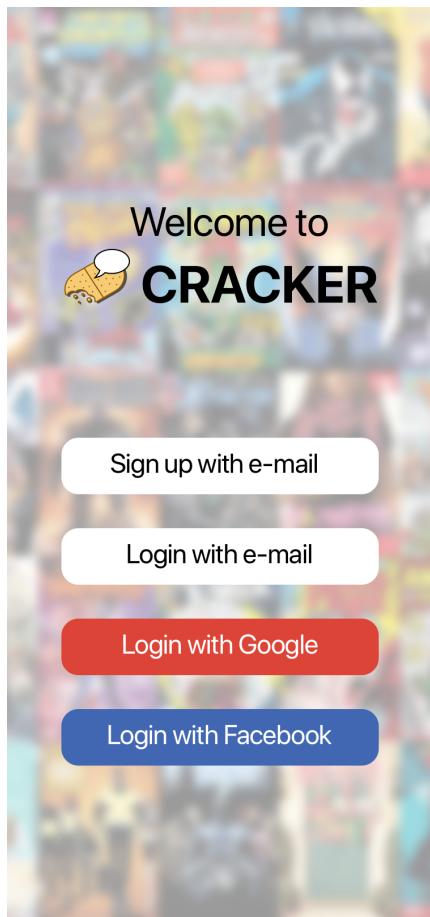
After the user activates the "Search" tab, the application will send a request to the "MarvelAPI" service in order to retrieve the series whose name matches the string written by the user.

Once this information is obtained, the Controller will create a UITableViewCell for each issue and insert them in a TableView.

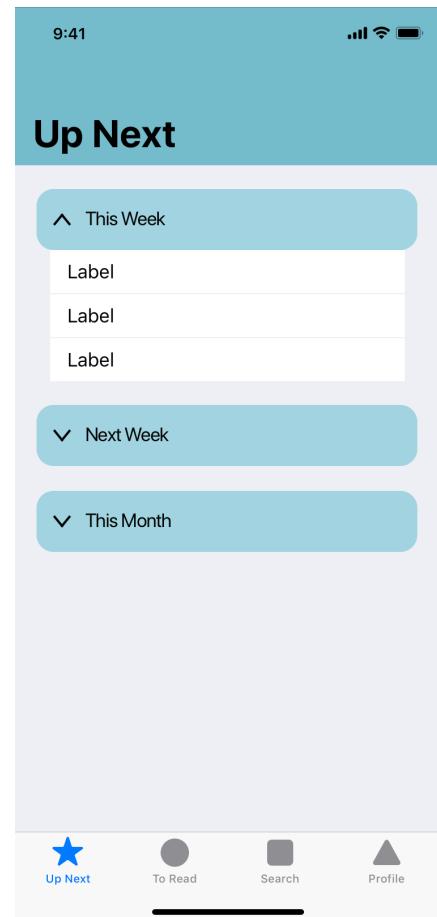


## 6 User Interface Design

In this section we show the user interfaces of all the screens of the application.

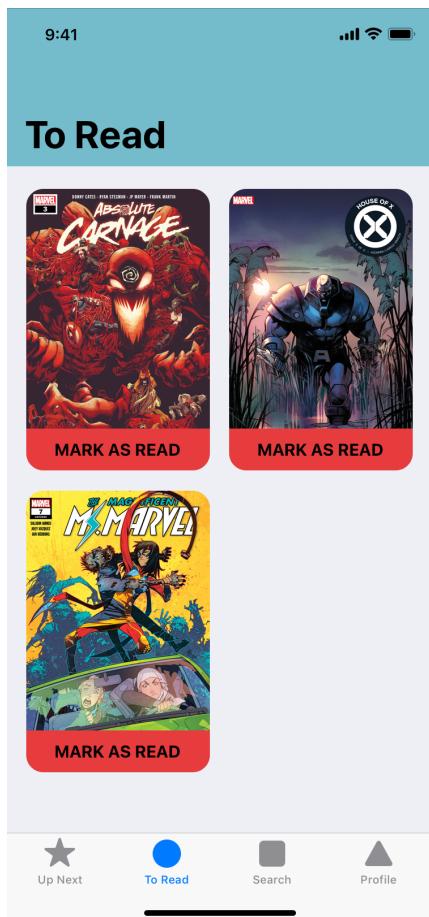


(a) Login

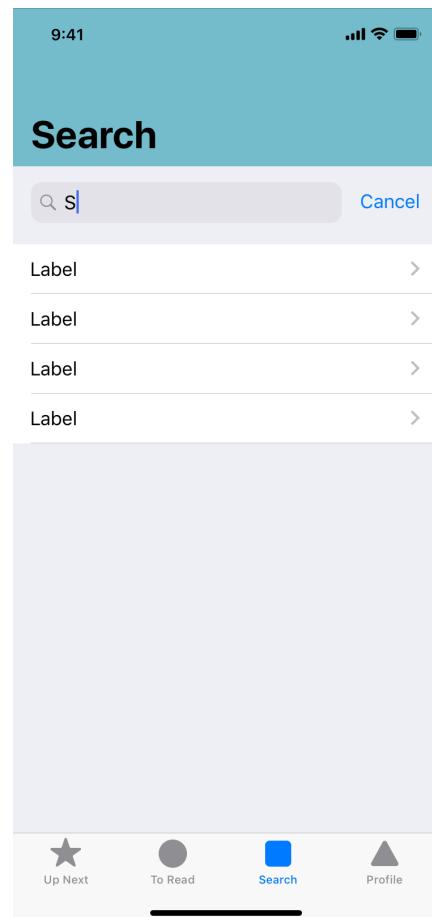


(b) Up Next

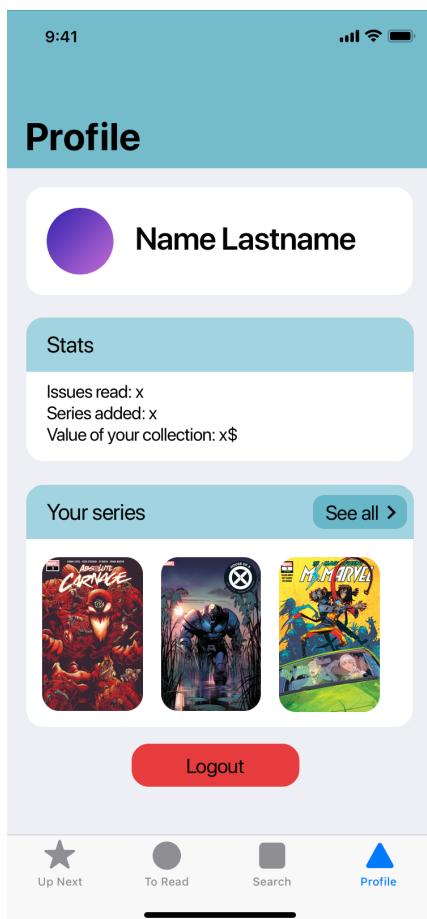
Cracker by Leonardo Febbo, Elisabetta Ferreri



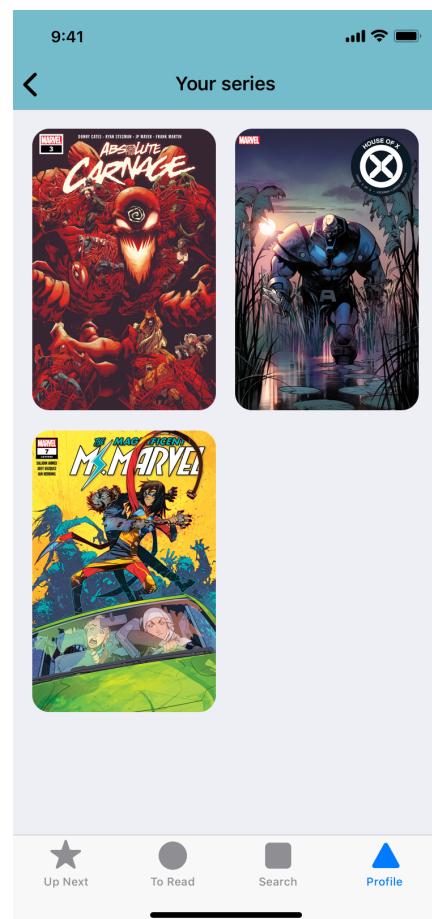
(a) To Read



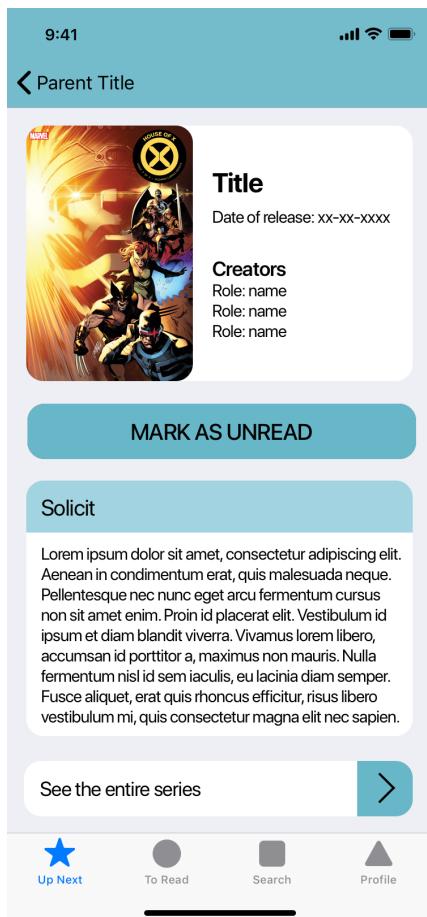
(b) search



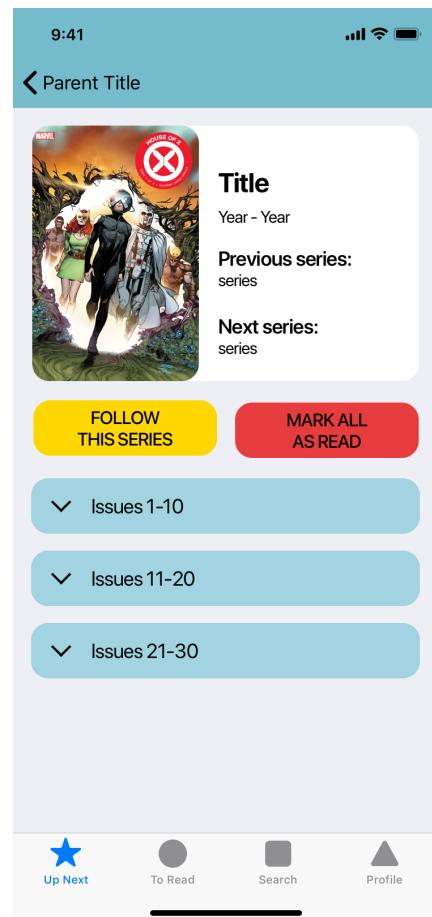
(a) Profile



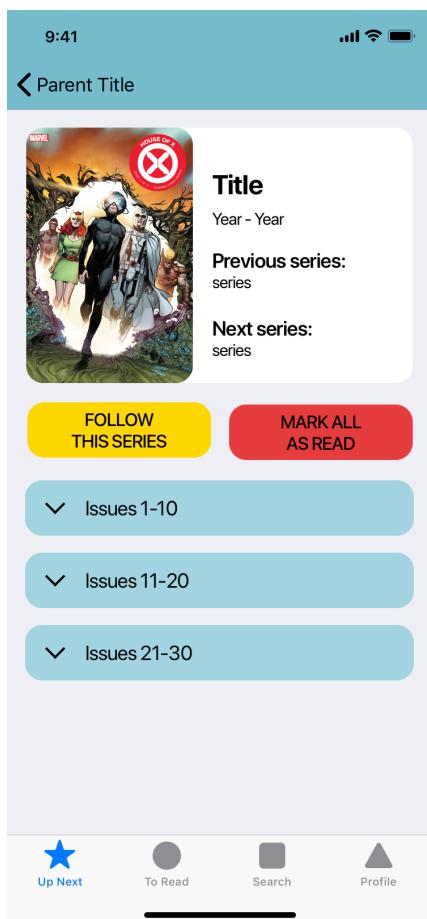
(b) Your series



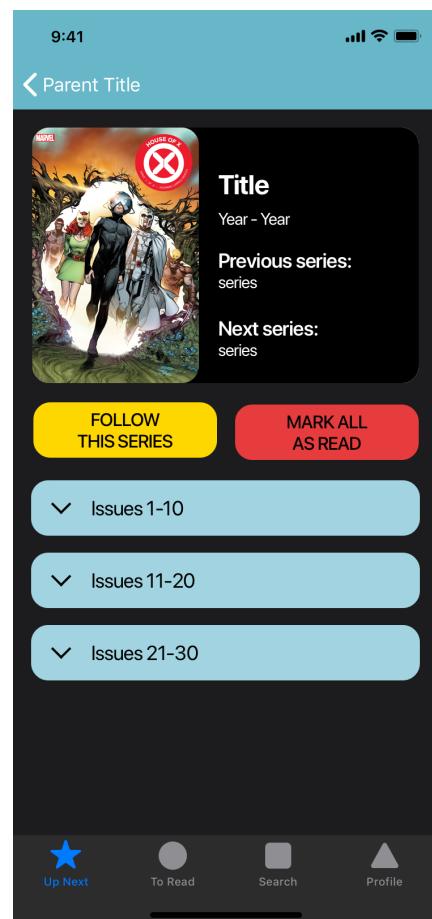
(a) Issue



(b) Series

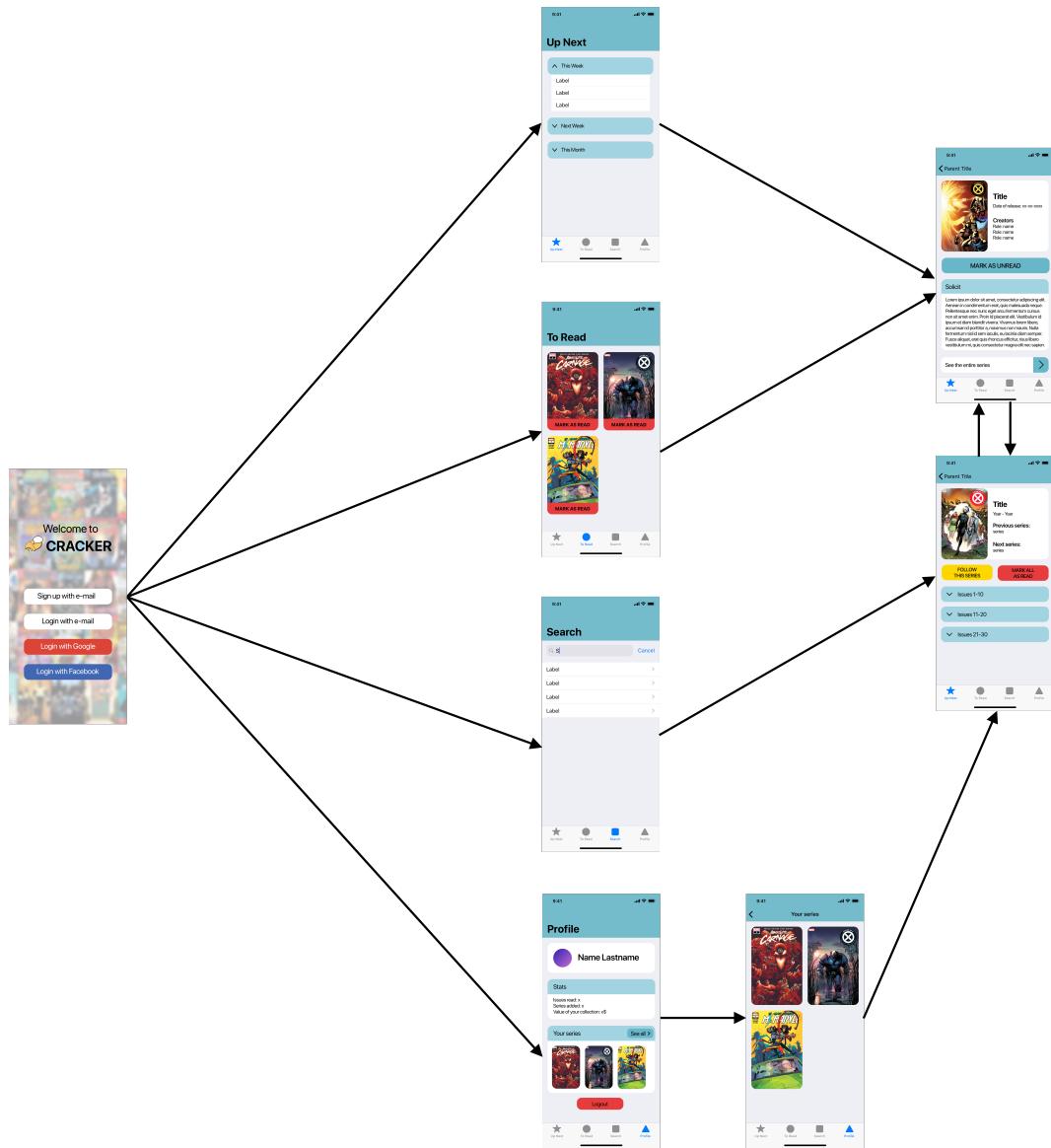


(a) Series: light mode



(b) Series: dark mode

We close this section by showing the interaction between the different screens.



## 7 Software System Attributes

## **8 Testing**

## 9 Used Tools

The following softwares, tools and services have been used for the development of the application:

- XCode 11.3
- Sketch
- Github
- Firebase