



POLITECNICO MILANO 1863

SOFTWARE ENGINEERING II

Travlendar+

IMPLEMENTATION & TESTING
DOCUMENT

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Chapter 1

Introduction

After the release of the DD document the application Travlendar+ has been made up following the guidelines explained in the previous two documents. The application is a prototype, these means that not all the functionalities described in the RASD and DD documents have been implemented but only the most important ones. By the way the application manages to cover the basic needs of a user. Tests and debug of the application have been carried out on a virtual android device and on a real android device. For the implementation of this prototype a month and half has been spent by our three-people team.

1.1 Front page

1.2 Purpose

1.3 Scope

In this paper there is an overview of the main topics concerning how the implementation of the prototype of Travlendar+ application has been made. First of all the functionalities that are currently implemented in the software will be presented. then the adopted development frameworks will be explained with its pros and cons. then it comes to the structure of the source code of the application. in the end the tests performed to test the right functioning of the application and their outcomes and how the various part of the application has been put together will be presented. In the last part of the document there is a brief guide on how to install the developed application.

1.4 Revision history

Chapter 2

Requirements and functionalities implemented

In this chapter it's reported a mapping between all the functionalities that were considered during the analysis part (i.e. the ones listed in section **RASD: 1.1** of the RASD, and then better described also in **RASD: 2.2** and **RASD: 3.2**. In these sections all the goals and requirements at which will be referred are listed) and the features that the proposed prototype actually has. Since functionalities and requirements are fully described by goals, here we will specify just which goals are actually implemented, explaining the reasons of the choices made. It's clear that, since the fulfilling of goals it's possible only when all the requirements associated are implemented, when it's said that a goal it's present in the prototype also all the requirements associated are implemented. However, a further description of requirements will be presented when needed.

2.0.1 Goal 1

The system should offer the possibility to create a new account

The functionality is fully implemented.

2.0.2 Goal 2

The system should be able to handle a login phase

The functionality is implemented but the requirement **RASD: R6** isn't: all the parts involving the online part of data synchronization are not implemented in the prototype. It has been chosen not to implement these features since they weren't considered to be basic, something not strictly needed for a prototype implementation. However, the data of the user are saved locally to the device in which the application it's installed: it won't be difficult to extend this client-side data management to a server-side one, once a fully implementation will be required.

2.0.3 Goal 3

The system should give to the signed user the possibility to recover his password

The functionality is fully implemented.

2.0.4 Goal 4

The system should allow the user to insert an appointment according to his necessities and his preferences

The functionality is fully implemented, but the appointments are saved (**RASD: R10**) just in the device and not online, as explained in 2.0.2.

2.0.5 Goal 5

The system should provide a way to modify an inserted appointment

The functionality is fully implemented, but the modified appointments are saved (**RASD: R12**) just in the device and not online, as explained in 2.0.2.

2.0.6 Goal 6

The system should provide a way to create a valid schedule of the user appointments when requested and display the scheduling result

The functionality is implemented, in particular all the various data are retrieved from the user and from external API (**RASD: R12** through **RASD: R16**), except for the informations about strike days and delays that are not yet considered, since it turned out that these data were available to be retrieved only by paing the various API services. So, since the application it's still a prototype and since these added details weren't bringing any basic features but just advanced ones, we decided to forget about them. Moreover, except for the described lacking data that are not considered, the **RASD: R17** it's fulfilled. Last, the created schedules are saved (**RASD: R18**) just in the device and not online, as explained in 2.0.2.

2.0.7 Goal 7

The system should let the user create valid multiple schedules and decide which one is chosen for the current day

This functionality it's fully implemented.

2.0.8 Goal 8

The system should be able to book the travel means involved in the current schedule under user approval

This functionality it's not fully implemented, our prototype presents just a draft of the final desired behaviour. Infact, a full implementation was too much effort-costy: it was needed to interface with the transit services and with the user's credit account, in a way that just a click was needed from the user side to buy the tickets for a schedule. So, since the purpose was to build a basic prototype, this feature was considered to be advanced, and so this functionality has being implemented as a simple redirecting to the website of the transit company. So **RASD: R20** it's not fulfilled.

2.0.9 Goal 9

The system should be able to display in real time user position and the directions to be followed in order to arrive to the next appointment on a

dinamically updated map

This functionality it's implemented: when a schedule is running, the static directions that link all the appointments, according to the schedule that has beign computed, are displayed on the main page of the application, together with the user position. So, even if the directions are just static and not dynamic, the requirements **RASD: R21** through **RASD: R23** can be considered as fulfilled.

2.0.10 Goal 10

The system should be able to notify the user when a shared travel mean is available and it would optimize the current schedule

This functionality it's not implemented, together with it's requirement. In particular the shared travel means are not considered at all in our prototype, since they can be thought as an extension of what it's actually implemented and don't add any relevant feature to our draft, apart from having more kind of travel means to choose. Moreover, the data-retrieving concerning the presence of neighbor shared means was available just for some kind of shared services. Anyway, the prototype it's prone to consider new travel services that can be added in the final version of the application without changing the structure of the code, as explained in **code structure section**

Chapter 3

Frameworks

In this chapter we show the main implementation details, in particular the choice we have made about frameworks, programming languages, tools, environment used to develop the entire application.

3.1 Frameworks and Programming languages

3.1.1 Database

Application data are stored in a MySQL database, located in a free remote host at 000.webhost.com. This service offers the possibility to have a completely free domain in which is present a MySQL database. We decided to choose MySQL because is a really reliable DBMS and allows to build quickly all the relational schemas thanks to his handy and comfortable web interface (php-admin). In addition, it is well known for its performance and flexibility.

3.1.2 Server side

The server side part has been developed using Slim Framework, a PHP set of libraries that facilitate the process to write a wide variety of web applications (<https://www.slimframework.com>). We chose this for its simplicity and rich documentation. PHP is the open source most popular server side language and it can run on both UNIX and Windows servers. In general, PHP is secure, fast, reliable and compatible with the majority of DBMS, so really suitable for developing web applications (and it is already installed in 000webhost hosts).

3.1.3 Client Side

The client side part consists in an Android application. It is written completely in Java, the most used object-oriented programming languages at all. The crucial advantage of Java is that it is platform independent: it can run on whichever machine, also in mobile devices. Android Studio, the IDE for developing android mobile application, is really integrated with Java and its packages-class structure. We chose to create an Android application because we already familiar in programming with Java and for its versatility. In addition, one can publish applications into the Google Play Store for free (for the Apple Store you have to pay the developer account fee). One disadvantage is the poor backward compatibility of Android, in fact lots of previous version of Android running on older devices do not support newest application. This because the Android framework is introducing more advanced features only nowadays. In conclusion, Android is quite good mobile environment, but it has some little drawbacks (battery usage, performances, anti-malware security...)

3.2 Middleware

The authorization mechanism we used is a middleware that allows to give some access control to the API offered by the server side service. OAuth libraries for PHP has been used in the API development. (see chapter **RASD: 3.4.1**) This middleware handles communication between different levels of the API structure, providing a smart way to stratificate and separate the logic layers.

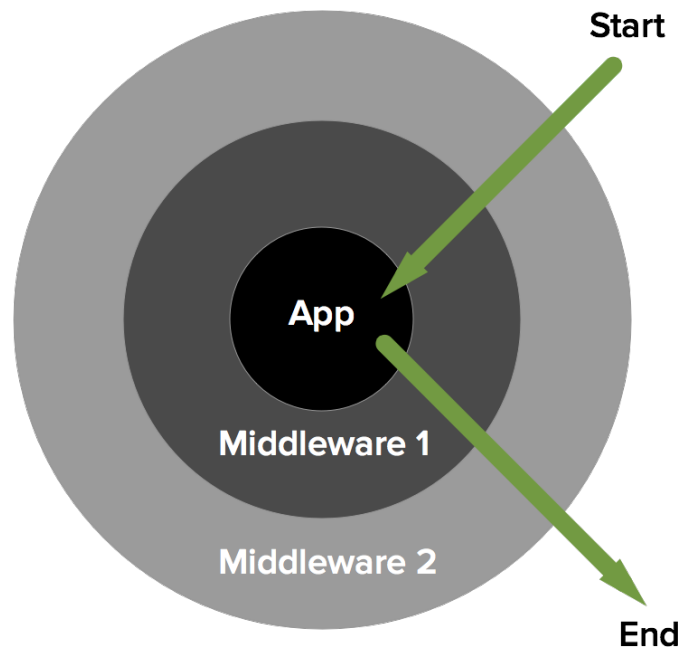


Figura 3.1: Middleware pattern

This is the core of the API in the index.php file of the server:

```
$app->map(['GET', 'POST'], Routes\Authorize::ROUTE, new
    Routes\Authorize($server, $renderer))->setName('authorize');
$app->post(Routes\Token::ROUTE, new Routes\Token($server))->setName('token');

$authorization = new Middleware\Authorization($server, $app->getContainer());

// ROUTES
$app->get('/hello/{name}', function (Request $request, Response $response) {
    $name = $request->getAttribute('name');
    $response->getBody()->write("Hello, $name");

    return $response;
});

$app->group('/api', function () use ($app) {
```

```
$app->post('/register', function ($request, $response) {  
    return \App\Controllers\AuthenticationController::Register($request,  
        $response, $this->db);  
});  
  
$app->group('/user', function () use ($app) {  
  
    $app->post('/profile', function ($request, $response) {  
        return \App\Controllers\UserController::Profile($request,  
            $response, $this->db);  
    });  
  
});  
  
}->add($authorization);  
  
$app->run();
```

We can see how it's easy to define the APIs structure and relative callbacks.

3.3 API

In this first version of Travlendar, we have implemented only a few strictly necessary web api. The following table summaries the main available API:

3.3.1 Token: Request a bearer token to authorize the client application

POST travlendar/public/token

BODY:

grant_type: client_credentials

client_id: <id>

client_secret: <secret>

3.3.2 Token: Request a bearer token to authorize the user by username and password

POST travlendar/public/token

BODY:

grant_type: password

client_id: <id>

client_secret: <secret>

username: <username>

password: <password>

3.3.3 Registration: Register a new user

POST travlendar/public/api/register

HEADERS:

Authorization: Bearer <token>

BODY:

email: <email>

password: <password>

3.3.4 User profile: Request user profile information

POST travlendar/public/api/user/profile

HEADERS:

Authorization: Bearer <token>

BODY:

email: <email>

password: <password>

Chapter 4

Code structure

In this chapter is shown the main structure of the application code.

4.0.1 MVC

For the code structure, how said in the DD document, has been decided to use the MVC pattern. These means that there are mainly 3 category of class:

- **Model Class**, used for modelling the logical property of the objects represented in the class
- **View Class**, this class is used for modelling the design of a view of the applications
- **Controller Class**, these classes manage to handle the interaction between the Model objects and the Views.

4.0.2 Main Structure

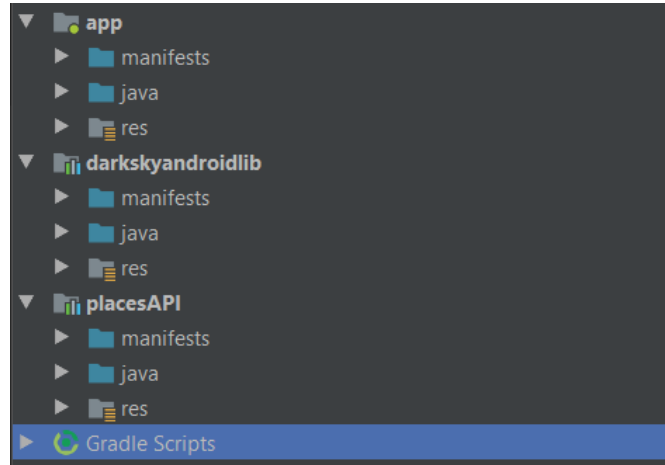


Figura 4.1: Global Structure of the code

The application code is divided in three main folders:

- app folder, containing the bigger part of the code.
- darkskyandroidlib folder, containing some classes used for managing the interaction between the application and the wheater forecast api.
- placesAPI folder, containing the classes used for handle the interaction with the google map api

plus the Gradle Scripts an advanced build toolkit, to automate and manage the build process, while allowing you to define flexible custom build configurations. Each build configuration can define its own set of code and resources, while reusing the parts common to all versions of your app. The Android plugin for Gradle works with the build toolkit to provide processes and configurable settings that are specific to building and testing Android applications. One of the most important feature of the gradle is that it can generate the application apk.

4.0.3 App Structure

in this subsection we explain in a more exhaustive way the structure of the app folder going more deeply in its structure.

Manifests folder

Every application must have an `AndroidManifest.xml` file (with precisely that name) in its root directory. The manifest file provides essential information about your app to the Android system, which the system must have before it can run any of the app's code.

Among other things, the manifest file does the following:

- It names the Java package for the application. The package name serves as a unique identifier for the application.
- It describes the components of the application, which include the activities, services, broadcast receivers, and content providers that compose the application. It also names the classes that implement each of the components and publishes their capabilities, such as the Intent messages that they can handle. These declarations inform the Android system of the components and the conditions in which they can be launched.
- It determines the processes that host the application components.
- It declares the permissions that the application must have in order to access protected parts of the API and interact with other applications. It also declares the permissions that others are required to have in order to interact with the application's components.
- It lists the Instrumentation classes that provide profiling and other information as the application runs. These declarations are present in the manifest only while the application is being developed and are removed before the application is published.
- It declares the minimum level of the Android API that the application requires.
- It lists the libraries that the application must be linked against.

Res folder

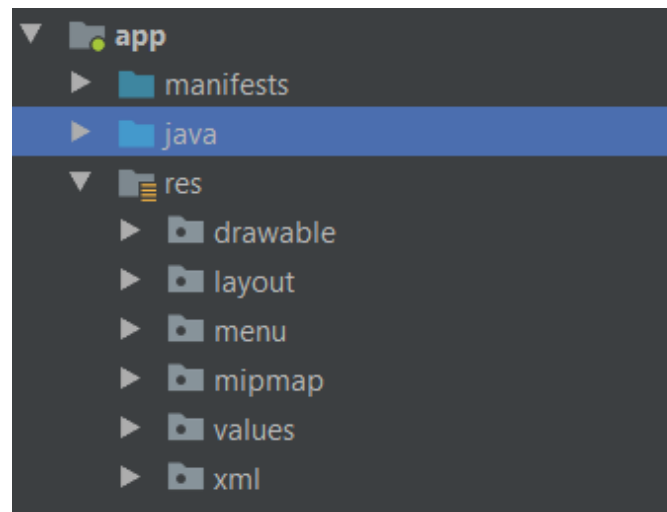


Figura 4.2: Res folder structure

This folder contains all the graphic elements such as the views of the application saved under xml format, or the images used to create the views, for example the button icon and stuff like that.

More precisely:

- **drawable** and **mipmap** folders, they contain all the images used to create the views.
- **layout** folder, it contains all the xml files representing the real view of the application such as the main page or the appointment page.
- **Menu** folder, there we can find other xml used for modelling the navigation bar (the bar located on the top of each view) of each single view.
- **values** folder, it contains some parameters for the view such as colors, dimensions, strings id and styles.

NOTA: LA CARTELLA XML NON CI DOVREBBE ESSERE IL FILE AL SUO INTERNO DOVREBBE ESSERE DENTRO LAYOUT !

Java folder

There are two folder one for the Model and the other for the Controller.

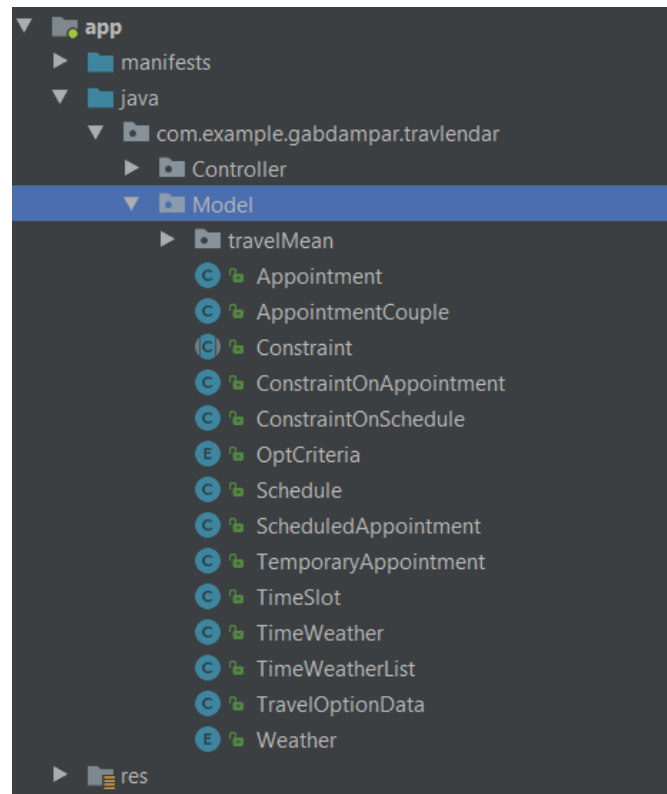


Figura 4.3: Model folder

In the model folder there all the classes used for the logic modeling, there is another folder used for group all the travel mean since they have similar classes.

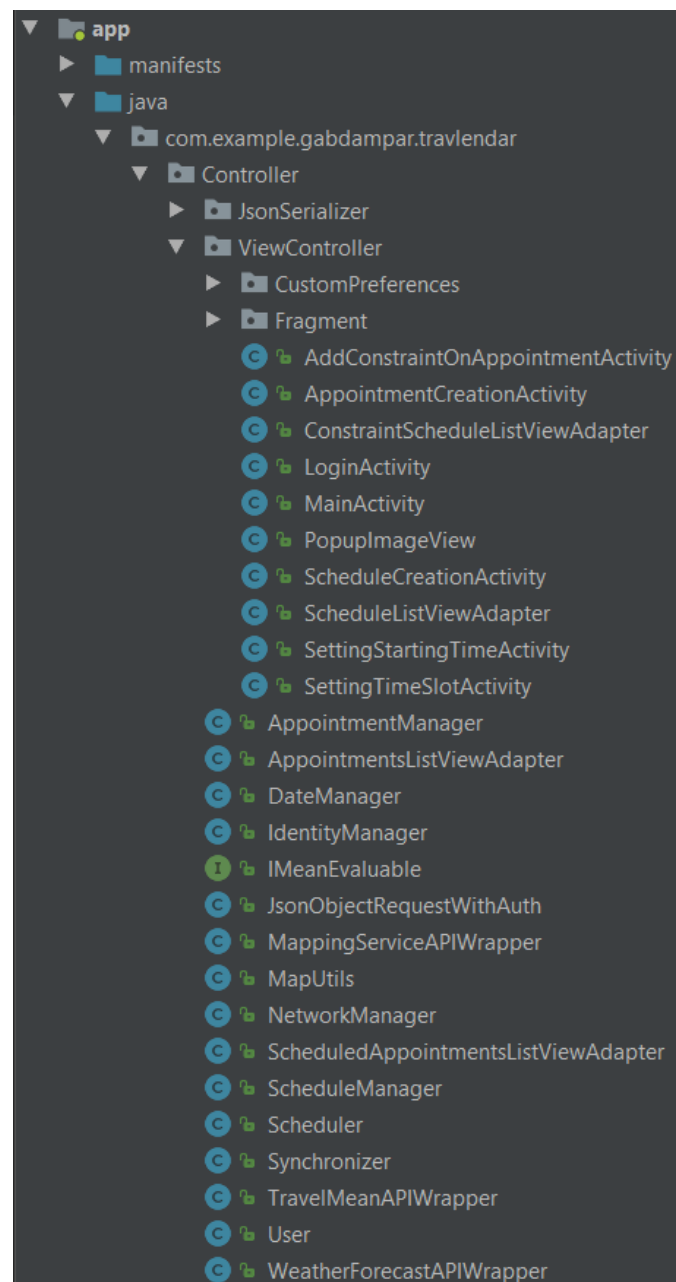


Figura 4.4: Controller folder

The controller folder is divided in two main parts:

- Controller class
- View Controller Class, all the classes in the homonym package.

there is this division since android studio when a new view is created, generates automatically the controller of this view as a new class. We have added more controller

in order to divide the tasks, that each controller have to perform, in a more logic way.

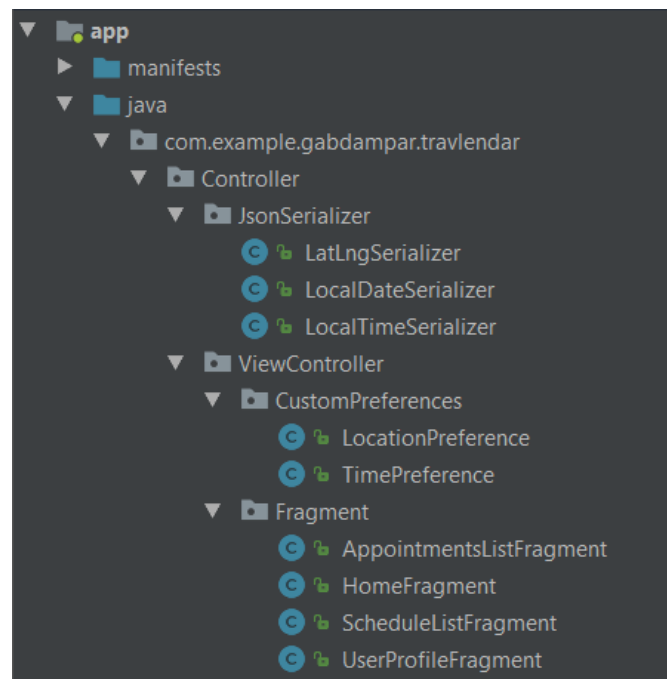


Figura 4.5: Other folders inside the Controller folder

Must be mentioned the JsonSerializer folder, containing some classes used for serialize some model classes in order to save their object in the devices memory.

The folder CustomPreferences contains some classes used to specify a user preference such as the starting location of one of his schedule.

NOTA: QUI MANCHEREBBE DA SPIEGARE PERCHÈ C'È IL FOLDER FRAGMENT SOLTANTO CHE AI FINI DELLA SPIEGAZIONE NON MI SEMBRA IMPORTANTE IN QUANTO È STATO FATTO COSÌ SOLTANTO PER POTER AGGIUNGERE QUEL MENU A SCORRIMENTO PERO ECCO SI PUO FARE SOLO CHE ANDREBBE A QUEL PUNTO SPIEGATO COSA È UN ACTIVITY COME SI DIFFERENZIA DA UN FRAGMENT

4.0.4 Dark Sky Structure

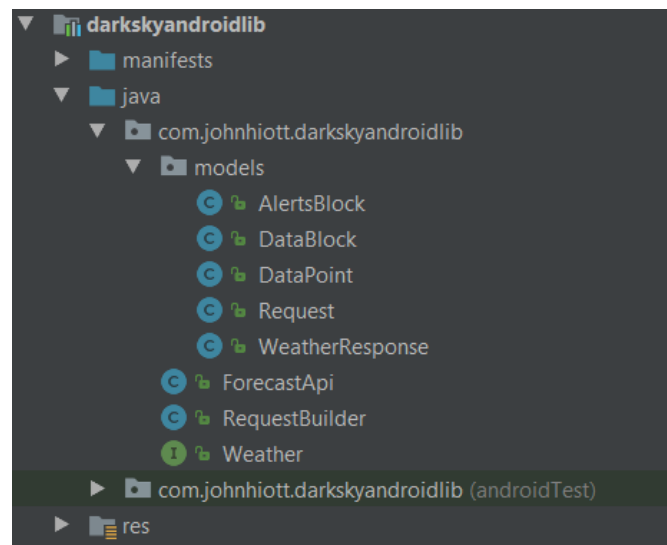


Figura 4.6: Wheather forecast api folder

NOTA LASCIO A TE GABBO

4.0.5 Places Api Structure

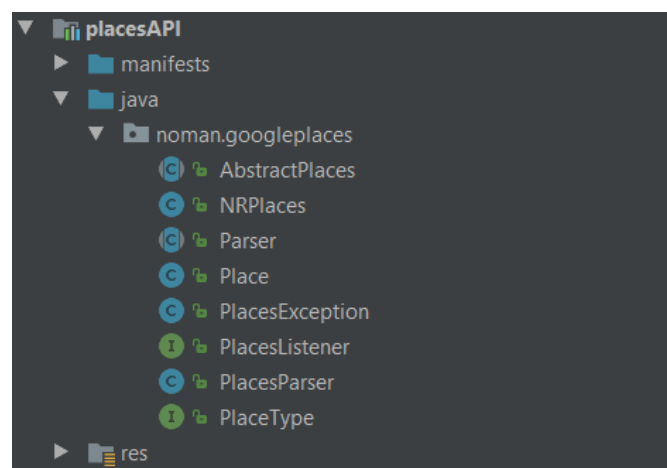


Figura 4.7: Places api folder

NOTA LASCIO A TE GABBO

Chapter 5

Testing

5.1 Goal 1

5.2 Goal 2

5.3 Goal 3

5.4 Goal 4

5.5 Goal 5

5.6 Goal 6

5.7 Goal 7

5.8 Goal 8

5.9 Goal 9

5.10 Goal 10

Chapter 6

Installation instructions

6.1

Chapter 7

Effort Spent

- Federico Parroni: **hours**;
- Edoardo D'Amico: **hours**;
- Giovanni Gabbolini: **hours**.