System design document for Coffee Break

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This version overrides all previous versions.

# 1 Introduction

General info. What is this? What does it describe?

## 1.1 Definitions, acronyms and abbreviation

Todo-list – A list of different tasks that the user wishes to get done.

Task – The simple item that the user can add to his/her Todo-list

List task – A more complex version of a task, which creates the Task with the specified name and also contains a list of different tasks that the user can use to specify a list of tasks in a single place. This way, the user receives another option when they wish to organize/structure their Todo-list.

Time Category – The category which tasks can be sorted into which involve a certain timeframe

Label Category – Custom categories that the user can create through either adding custom labels/tags onto their task during creation, or through setting up static categories which are always visible.

Test-driven development – Abbreviated as TDD. Before any new code is written for the application, a test for the specified component will be make using the different specifications for the component as guidelines. This will lessen the number of bugs in the end product. The procedure can be read in depth at <https://blog.jetbrains.com/idea/2016/12/live-webinar-the-three-laws-of-tdd/> .

MVC – “Model, View, Controller”, a design model used in the most applications/programs today. The Model is the database which handles all of the logic and calculations. The View is the what is actually shown to the user, and the Controller handles the interaction between the user and the Model.

Object Oriented implementation – A certain form of programming paradigm, where the coding is divided into different objects and classes. This is to break up the different tasks into smaller, more manageable parts and then tackling the problem by creating one “puzzle piece” at a time.

POJO – An abbreviation for *“Plain old Java object”*, which is often used to quickly tell the readers that there are no real external dependencies and the implementation of the specific class/object is simply just Java-code.

# 2 System architecture

The most overall, top level, description of the system. Which (how many) machines are involved? What software on each (which versions). Which responsibility for each software? Dependency analysis. If more machines: How do they communicate? Describe the high level overall flow of some use case. How to start/stop system.

An ​UML deployment diagram​, possibly drawings and other explanations. Possibly UML sequence diagrams​ for flow.​

(Persistence and Access control further down)

Any general principles in application? Flow, creations, ...

# 3. Subsystem decomposition

For each identified software above (that we have implemented), describe it ...

## 3.1 “...First software to describe” ...

Recap: What is this doing (more detailed)

Divide it into top level subsystems. An ​UML package diagram for the top level. Describe responsibilities for each package (subsystem). Describe interface. Describe the flow of some use case inside this software. Try to identify abstraction layers. Dependency analysis Concurrency issues.

If a standalone application

* Here you describe how MVC is implemented
* Here you describe your design model (which should be in one package and build on the domain model)
* A class diagram for the design model.



Figure 1 MVP Design Pattern

### MVC, MVP and MVVM

The system of this application has been implemented using the standard MVC architectural design principle. In an Android application, all MVC-based architectural flows will look similar to this independently of the specific implementation you choose.

For the Android API, there are three fitting MVC patterns: MVC, MVP and MVVM. These three implementations all share the same principle of separating the calculations and data into the Model and displaying the data independently inside the View. What distinguishes them from each other is the way that the Model and View communicate: through a Controller, Presenter or a Viewmodel.

This application is based on the MVP-pattern, where the Presenter acts as the brains of the operation. Instead of having a Controller which consists of all the implementation logic that the View needs to display the data of the Model, the Presenter only handles the communicative logic between the Model and the Views. More precisely, the Presenter keeps track of the user interaction in the View and modifies the Model accordingly, but the View itself handles the logic for what it should display. With that said, the necessary Data that will be displayed for the User is fetched from Model by the Presenter and handed to its associated Activity in the View. The Activity then inflates the necessary XML-Layout to show on the screen.

An Activity sort of acts as a small Controller for each specific View, and the Presenter is the communicator between the Activity and the Model, only telling information that is necessary to be shared between the two. This way, the View never communicates directly with the Model, due to all the representational logic being implemented in the Activity. When the User interacts with the View, the Activity will notify the Presenter, which then tells the Model to make the necessary calculations. Conversely, the results are then sent back to the Activity via the Presenter, which then updates the View.

#### Pros and Cons of MVP

For smaller applications such as this one, going with MVC instead of MVP and MVVM may be beneficial. More specifically, applications with few Activities and XML-Layouts that can be coupled together and don’t have many hierarchies won’t necessarily need to have a delegating Controller to handle the work between the rest. The Activities and Fragments themselves may be enough for handling the communicational logic and don’t get too bloated in the process. The benefits will be less code to implement, and therefore less time needed for the same result.

The backside of the use of MVC instead of the other patterns is that the Controller and the View become very tightly coupled. In return, this makes the Controller hard to test using *TDD* due to the dependencies of the View, but also quite hard to *Maintain* as the Controller will easily get code added in the future, making it bloated and brittle. Using MVC also has a *Modularity* and *Flexibility* -issue. Due to the Controller being so tightly coupled with the View, it may even be an extension of the View itself. If the View will need to be changed in the future, then the Controller also will have to change.

Therefore, we chose to go with MVP. Even though implementing the application in this fashion means more code, MVP handles these issues in a better manner. Having the Views consist of both the XML-layouts and their respective Activities/Fragments, and letting the Controller for each View be the Presenter in the form of an external class allows for better *Modularity*, *Flexibility* and *Reusability* of code. In return, this gives a more *Maintainable* end product.

### Diagrams

* Dependencies (​STAN​ or similar) - UML sequence diagrams for flow.

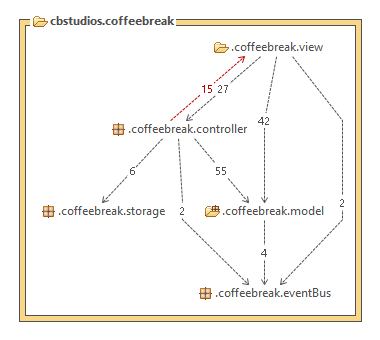
The STAN diagram above shows the dependencies between the four different main packages: Model, View, Controller and Storage/Util, plus the used Android Event Bus library.

Figure 2 STAN Diagram of the MVP structure

So far, there aren’t any circular dependencies, except for those between the Controllers and Views. However, this circular dependency is necessary due to the Presenter in the Controller package acts as the mediator between the View and Model. Therefore, it gets called by the Activity in the View when the User interacts with the application. The dependency in the reverse direction is due to the Presenter returning information from the Model when the View is to be updated in a major way. This is one of the trade-offs for choosing to go with MVP, because the “Controller” of MVC is split into two, the mediating Presenter and the structuring Activity. (See [MVC, MVP and MVVM](#_MVC,_MVP_and) for more information.)

The direct dependencies between the Model and the View packages is due to the Adapter class and its inherent ViewHolder class, which represent each existing task in the categorized list and updating their respective Task directly when its state is changed.

#### EventBus implementation

Event handling and communication between components is handled through the external library *“EventBus”* by Greenrobot. This library implements the publisher/subscriber pattern to achieve loose coupling, and does so in a very simple and efficient fashion. All the different pros and features can be found on <http://greenrobot.org/eventbus/>, but the reason this library was chosen is the fact that only three steps are needed to implement a functioning event with Subscribers and Publishers.

Firstly, each specific event is implemented through POJO, without any specific requirements.

When it’s then time to prepare Subscribers, they implement *“event handling methods”* (<http://greenrobot.org/eventbus/documentation/how-to-get-started/>) and are then annotated with the @Subscribe annotation. These methods have no naming conventions as of the latest major release of EventBus 3.

For the actual subscriptions, the Subscribing classes have to register and unregister themselves from the bus, as to control when the events will be acted upon.

Finally, for posting the actual events you only need to call the EventBus and post a specific event-object on the bus. Each subscribing class will then act on the posted event.

This simple way of handling events is very useful in many aspects. E.g. when it comes to passing data between Activities. It isn’t possible to pass specific objects between Activities directly because they can’t be created and run through direct constructors in the Android OS. The more complex way of handling this issue would be to pass the necessary data in String-format in the Activity’s Intent-object and then have the new Activity fetch the corresponding data from the Model. This would theoretically lead to the same result, but take considerably more time to implement and more resources during Runtime.

#### Sequence Diagrams for use cases

The first and most important use case is to create a new task. As shown in figure 3 below it starts with the user taps on the floating action button and chooses “Advanced Task”. The method addAdvTask in MainActivity will be called and get access to the ToDoDataModue via the Model. The createTask method in the ToDoDataModule will be called and go through the ToDoList and on to the TaskFactory and create a new AdvancedTask. The new AdvancedTask will be placed in a list in the ToDoList class.

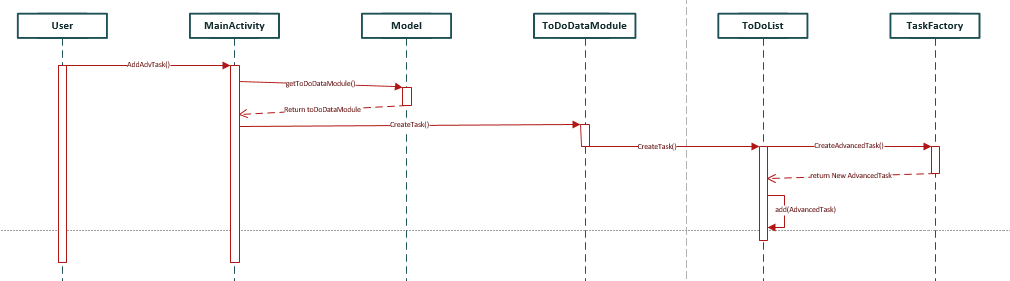


Figure 3 Sequence diagram of the use case -Create Task

The second use case is to check off a task. It is done by the user taps the check off box on the screen. The TasksAdapter receives the tap and calls the setChecked method in the AdvancedTask class which then calls setChecked in the Task class as seen in figure 4 below. The setChecked method in Task will change the Task Boolean to true if the task was in fact checked off. It will do the opposite if the user clicks on the check off box when it is already checked.

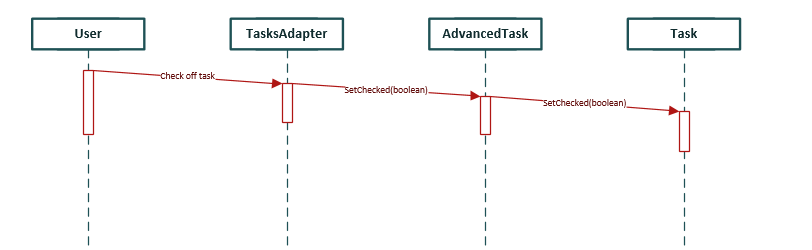


Figure 4 Sequence diagram of the use case -Check off task

### Quality

All tests are found in *Application/CoffeeBreak/app/src/test/java/cbstudios/coffeebreak/*. The name of each test is a description of what the test tests.

Some of the tests are tests for use-cases. These tests test the functionality of the software on a higher level compared to the other tests. The name of such a test is marked with ”UC”.

#### List of tests

* CategoryListTest
* ModelTest
* MultipleDayTimeCategoryTest
* SaveAndLoadTest
* SingleDayTimeCategoryTest
* TaskEqualsAndHashcodeTest
* TaskFactoryTest
* TaskSorterTest
* ToDoDataModuleTest
* UCCreateAndCheckTaskTest
* Quality tool reports, like ​PMD​ (known issues listed here)

NOTE: Each Java, XML, etc. file should have a header comment: Author, responsibility, used by.., uses ...

## 3.2 “...next software to describe” ...

As above….

# 4. Persistent data management

How does the application store data (handle resources, icons, images, audio, …). When? How? URLs, pathe’s, … data formats… naming..

# 5. Access control and security

Different roles using the application (admin, user, …)? How is this handled?

# 6. References

The three laws of Test Driven Development - <https://blog.jetbrains.com/idea/2016/12/live-webinar-the-three-laws-of-tdd/>

Greenrobot EventBus-library for Android - <http://greenrobot.org/eventbus/>

Greenrobot EventBus, how to get started - <http://greenrobot.org/eventbus/documentation/how-to-get-started/>