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## Design Document for **CyLife**

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**Group 4\_Mahdi\_2**

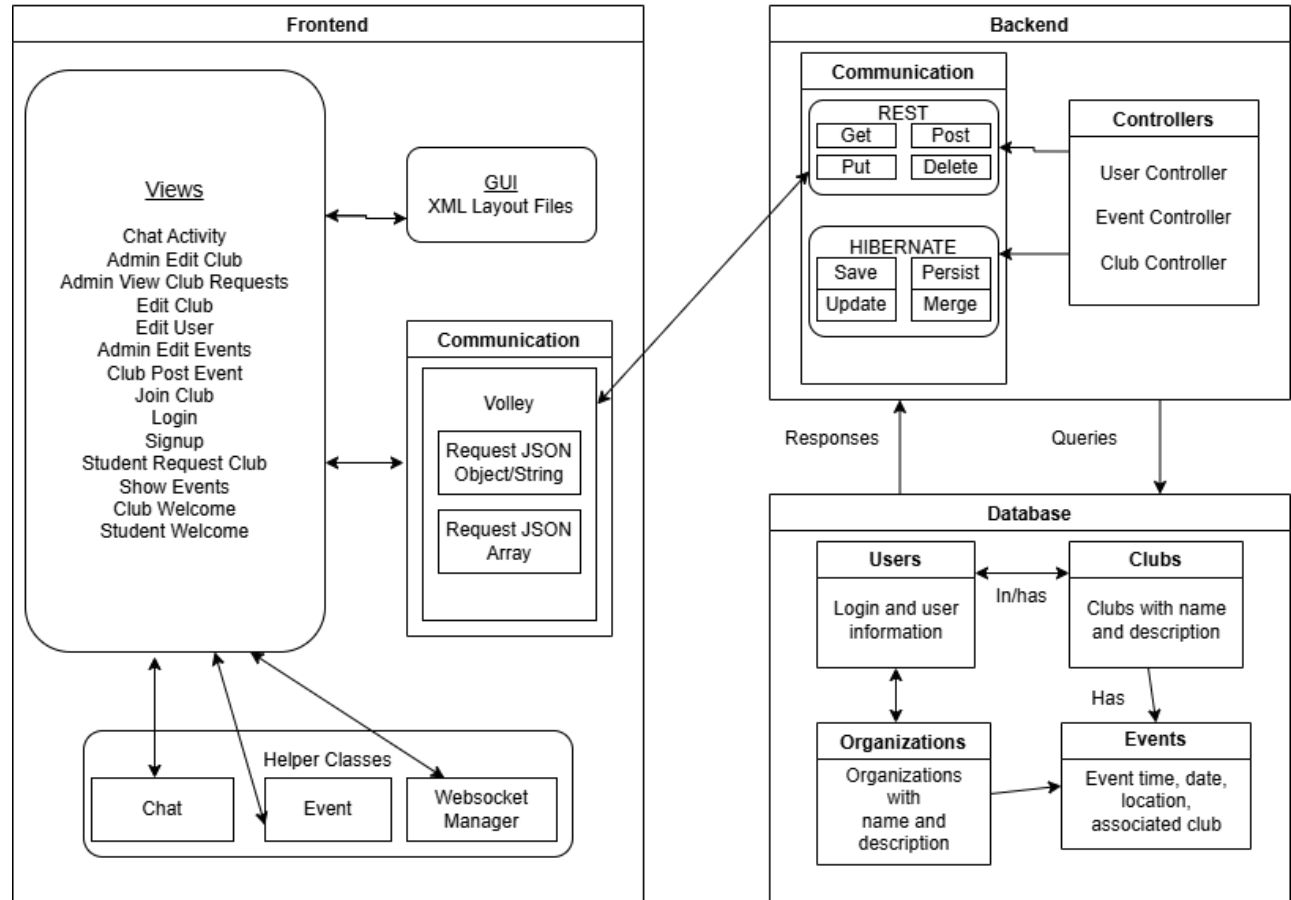
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## CyLife Block Diagram



## BLOCK DIAGRAM DESCRIPTION

### FRONTEND:

- **CreateAccount (User):**
  - Description: Provides a registration page with input fields and a submit button:
  - Fields:
    - EditText: Email (serves as the unique identifier for the user)
    - EditText: Full Name
    - EditText: Password
    - Button: CreateAccount
  - Functionality: When the CreateAccount button is clicked, the entered email and password are sent to the server in a POST request to create a new user account.
- **Description:** The login screen allows users to enter their email and password to access CyLife.
  - Fields:
    - EditText: Email
    - EditText: Password
    - Button: Login
  - Functionality: On successful login, users are directed to the main dashboard, where they can access features specific to their role (STUDENT or STAFF).
- **Club/Organization Chat (User)**
  - Description: Displays a chat interface for users belonging to a specific club or organization.
  - Functionality: Only users with the appropriate club/organization ID can view the chat and message history for that club. A WebSocket connection is established for real-time chat updates.
- **Notifications (User):**
  - Description: Provides notifications when a student joins a club or organization.
  - Functionality: Uses a notification WebSocket to send alerts, which include a record of past messages in the club chat.

### BACKEND:

- **Communication:**
  - The backend uses REST API and WebSocket endpoints to handle data exchange and real-time updates.
    - POST: Add new data (e.g., create new accounts).
    - GET: Retrieve data (e.g., get club information).
    - WebSocket: Real-time chat and notifications.
- **Controllers:**
  - Each controller manages data flow between the frontend and the database:
  - UserController: Handles user registration, login, and access permissions based on the user type (STUDENT, CLUB, STAFF).
  - ClubController: Manages club data and relationships with users.
  - NotificationController: Sends updates when users join clubs and fetches message history for club chats.

### DATABASE:

- **Tables:**
  - User Table: Stores user ID (database-generated), email (unique identifier), password, and user type (either STUDENT or ADMIN).
  - Clubs Table: Contains club-specific data, linked to users.
  - Organizations Table: Manages organizations and links them to clubs and events.
  - Events Table: Connected to both Clubs and Organizations, allowing them to schedule events that disappear once expired.

