



[Synkers]

Architecture/Design Document

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Change History

Version: <1.0>

Modifier: <Houssam Mehdi>

Date: 10/20/2017

Description of Change: First skeleton was made, including the main functionalities, main classes and operations.

This would include: Main frame, Log in frame, Messages frame, Sessions frame, Register frame, Explore frame and Profile frame.

Version: <1.0>

Modifier: <Houssam Mehdi>

Date: 10/25/2017

Description of Change: All the frames design were modified to an absolute border layout for a better design. JDBC class implementation was made including the main preparations for the databases on Postgres using PgAdmin.

Version: <1.0>

Modifier: <Houssam Mehdi>

Date: 11/05/2017

Description of Change: Databases is completely ready, including 4 main tables: users, inbox, sessions and images.

Version: <1.0>

Modifier: <Houssam Mehdi>

Date: 11/10/2017

Description of Change: All database operation were implemented and checked for functionality, added some extra features to the project.

Version: <1.0>

Modifier: <Houssam Mehdi>

Date: 11/20/2017

Description of Change: All the action listeners were checked, implemented and tested. Started creating users for test, including teachers and Students. A lot of bugs were fixed. The main project works perfectly.

1 Introduction

Architecture and Design

The purpose of this application is to be able to connect students with tutors in the real world, in an easy and affordable way.

The main idea comes from real life, where students are struggling to find the right tutors for some material, instead of asking around, or searching for a tutor, we're going to start using Synkers in order to match these students with their corresponding tutors.

The architecture/design of this application was inspired from the same application which was made in "Lebanon" for android and IOS, this java implemented application is the same concept on Windows.

Software architecture and designs are typically expressed with a mix of UML models (class and sequence diagrams being the two most common) and prose. Dataflow diagrams are also helpful for understanding the interaction between components and overall flow of data through the system.

About this document

This document makes sure that the following checklist passes for the project:

- Are design objectives clearly stated? For example, if performance is more important than reusability.
- Does the architecture partition the implementation into clearly defined subsystems or modules with well-defined interfaces?
- Does the architecture express in a clear way the main patterns of communication between subsystems and modules?
- Does the architecture satisfy the requirements?
- Is the architecture traceable to requirements?
- Any models created should either be expressed with a well-known modeling language, or if a well-known modeling language isn't used, the syntax and semantics of the symbols that are used should be defined.

The purpose of this document is to describe the architecture and design of the **Synkers** application in a way that addresses the interests and concerns of all major stakeholders. For this application the major stakeholders are:

- Users and the customer – they want assurances that the architecture will provide for system functionality and exhibit desirable non-functional quality requirements such as usability, reliability, etc.
 - Developers – they want an architecture that will minimize complexity and development effort.
 - Project Manager – the project manager is responsible for assigning tasks and coordinating development work. He or she wants an architecture that divides the system into components of roughly equal size and complexity that can be developed simultaneously with minimal dependencies. For this to happen, the modules need well-defined interfaces. Also, because most individuals specialize in a particular skill or technology, modules should be designed around specific expertise. For example, all UI logic might be encapsulated in one module. Another might have all business logic.
 - Maintenance Programmers – they want assurance that the system will be easy to evolve and maintain on into the future.
1. Logical View – major components, their attributes and operations. This view also includes relationships between components and their interactions. When doing OO design, class diagrams and sequence diagrams are often used to express the logical view.
 2. Process View – the threads of control and processes used to execute the operations identified in the logical view.
 3. Development View – how system modules map to development organization.
 4. Use Case View – the use case view is used to both motivate and validate design activity. At the start of design the requirements define the functional objectives for the design. Use cases are also used to validate suggested designs. It should be possible to walk through a use case scenario and follow the interaction between high-level components. The components should have all the necessary behavior to conceptually execute a use case.

2 Design Goals

The design goals for this project were set:

- One graphical interface for both Students and tutors, working in a dynamic way according to the type of the client, which is determined when the user logs in.
- A Log in frame, which is static for both students and tutors.
- A Register frame which is static for both, including one dynamic field where the type of the client is precised.
- The main menu frame for both students and tutors, which will include the following options:
 - Messages frame.
 - Sessions frame.
 - Profile frame.
 - Explore frame.

Below we can see the following screens from the project:

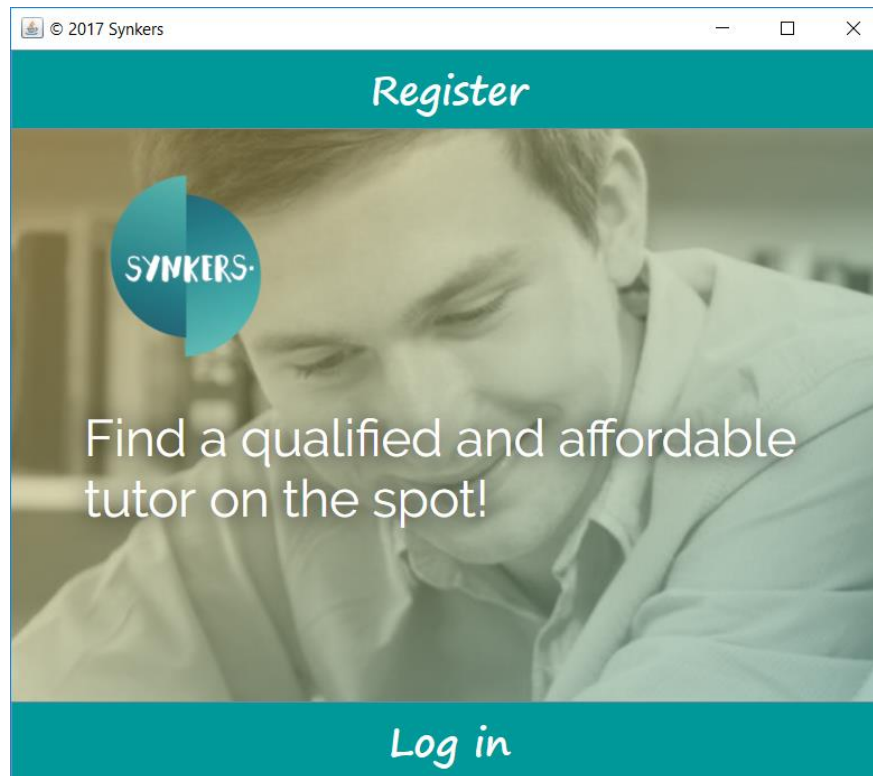
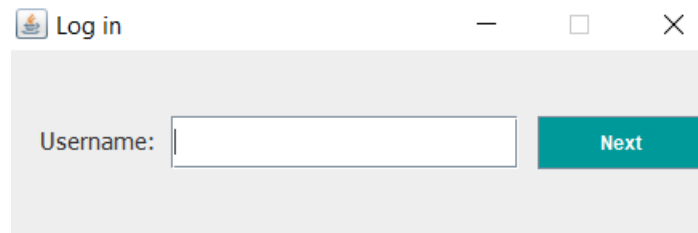


Figure 1: Main frame, two options : Log in or Register.



A screenshot of a web application's login window. The window has a title bar with a small icon, the text "Log in", and standard window controls (minimize, maximize, close). The main content area has a light gray background. It features a label "Username:" followed by a white text input field. To the right of the input field is a teal button with the text "Next".

Figure 2: Log in frame, username authentication



Figure 3: Successful log in, main menu options.

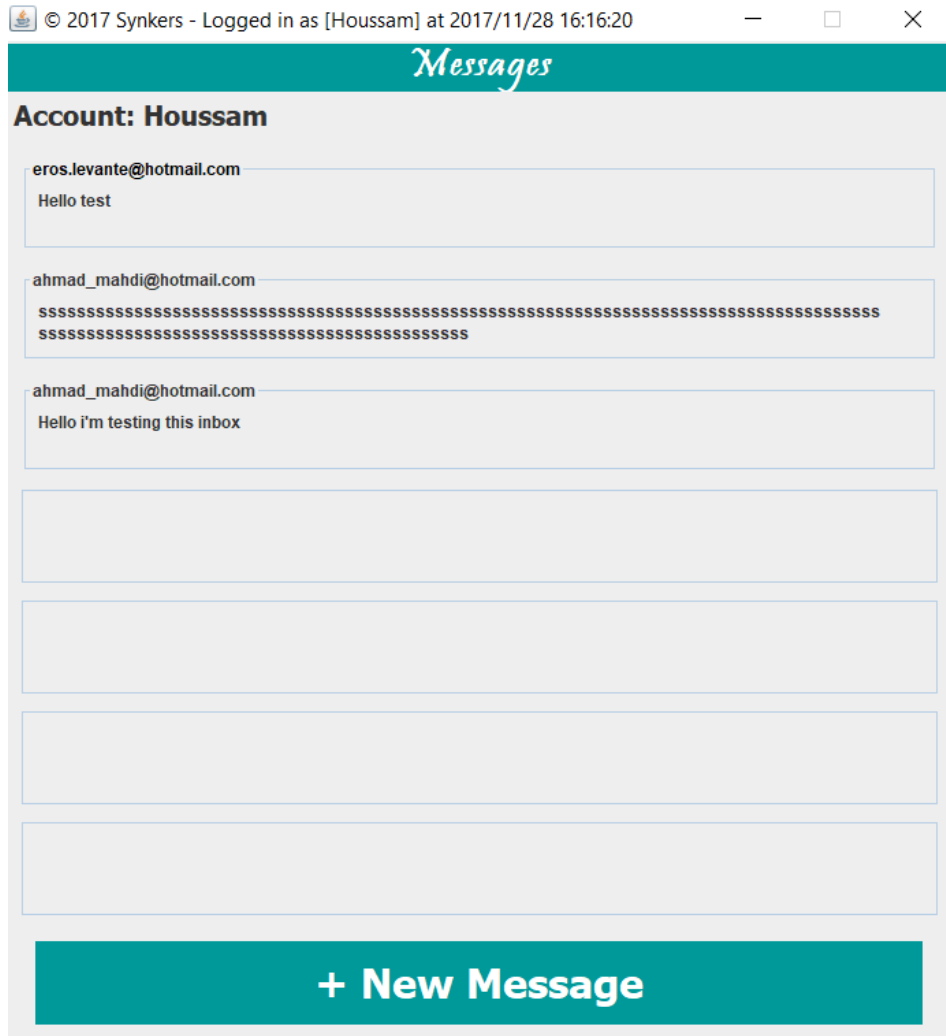


Figure 4: Messages option, checking your inbox or sending a new message.

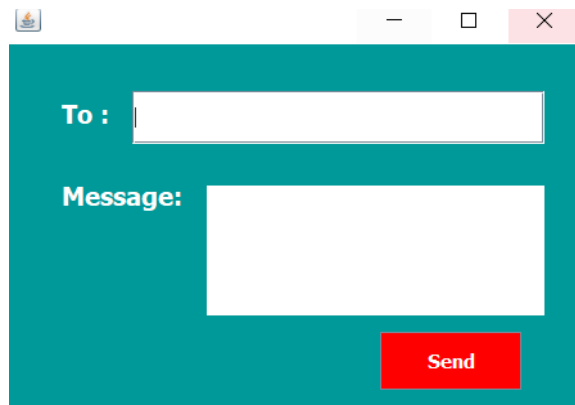
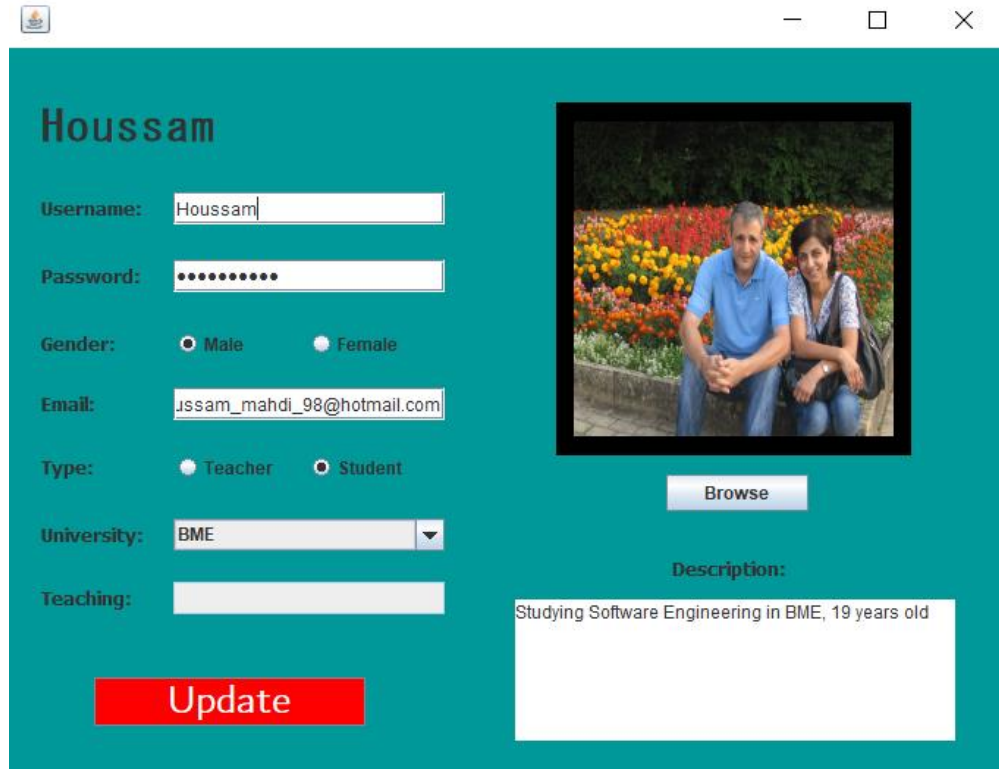


Figure 5: Sending a new message, entering the receiver username and your message.



Houssam

Username:

Password:

Gender: ☒ Male ☐ Female

Email:

Type: ☐ Teacher ☒ Student

University:

Teaching:

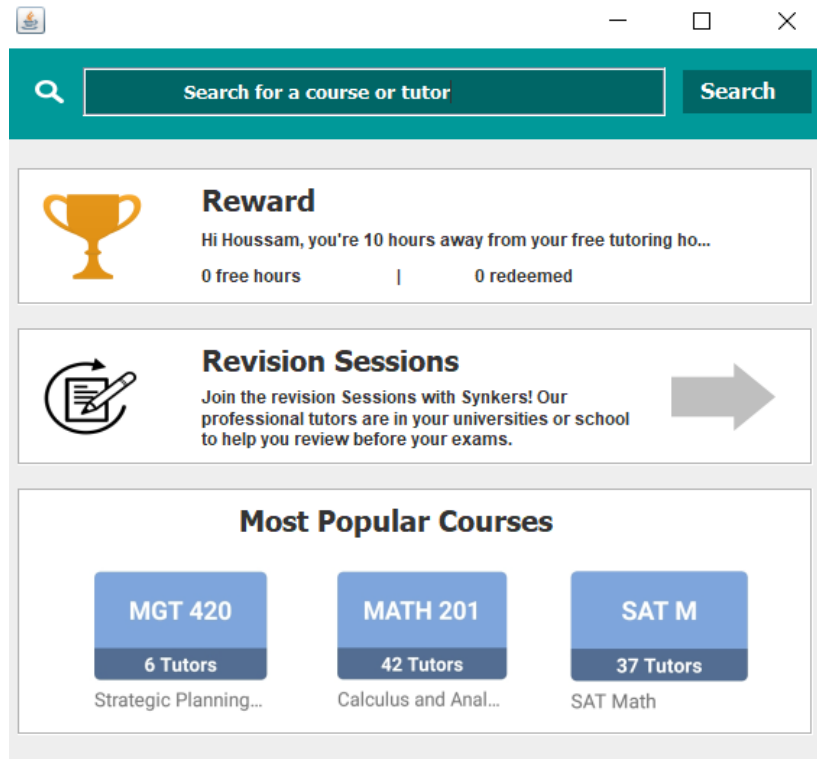
Update

Browse

Description:

Studying Software Engineering in BME, 19 years old

Figure 6: Profile frame, updating any missing information, or uploading a picture.



Search for a course or tutor **Search**

Reward

Hi Houssam, you're 10 hours away from your free tutoring ho...

0 free hours | 0 redeemed

Revision Sessions

Join the revision Sessions with Synkers! Our professional tutors are in your universities or school to help you review before your exams.

Most Popular Courses

Course	Tutors
MGT 420 Strategic Planning...	6 Tutors
MATH 201 Calculus and Anal...	42 Tutors
SAT M SAT Math	37 Tutors

Figure 7: Explore frame, searching for tutors, courses, or checking rewards.

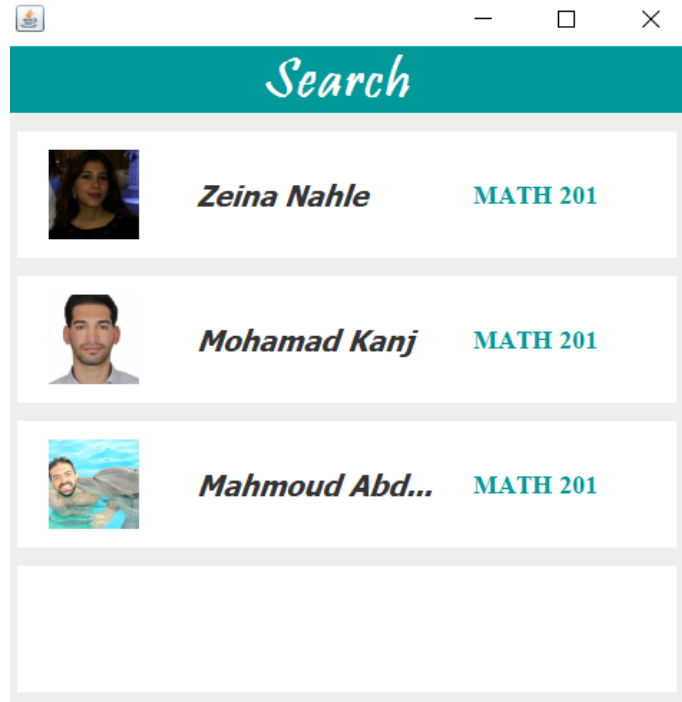


Figure 8: Searching for a tutor by name or course name.

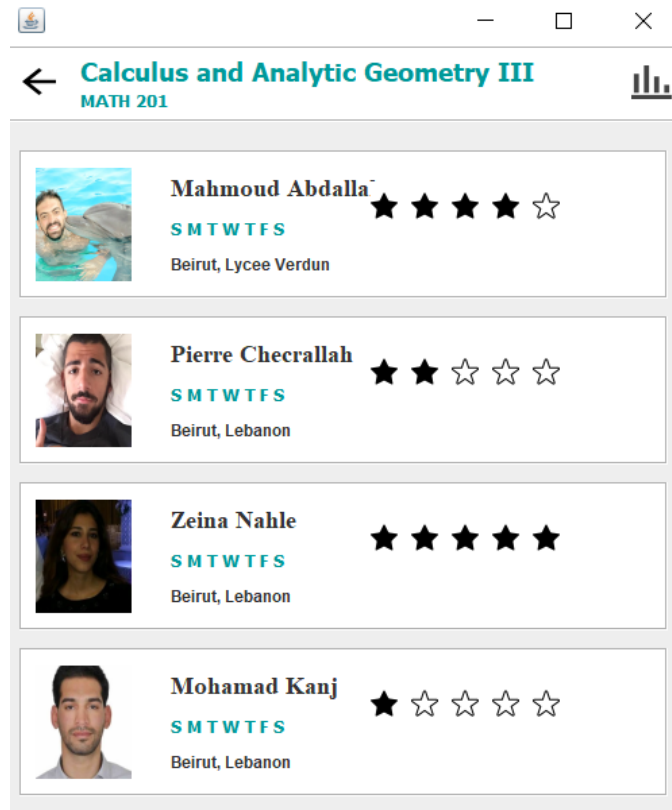


Figure 9: Exploring tutors for a specific course, including ratings, availability and location.

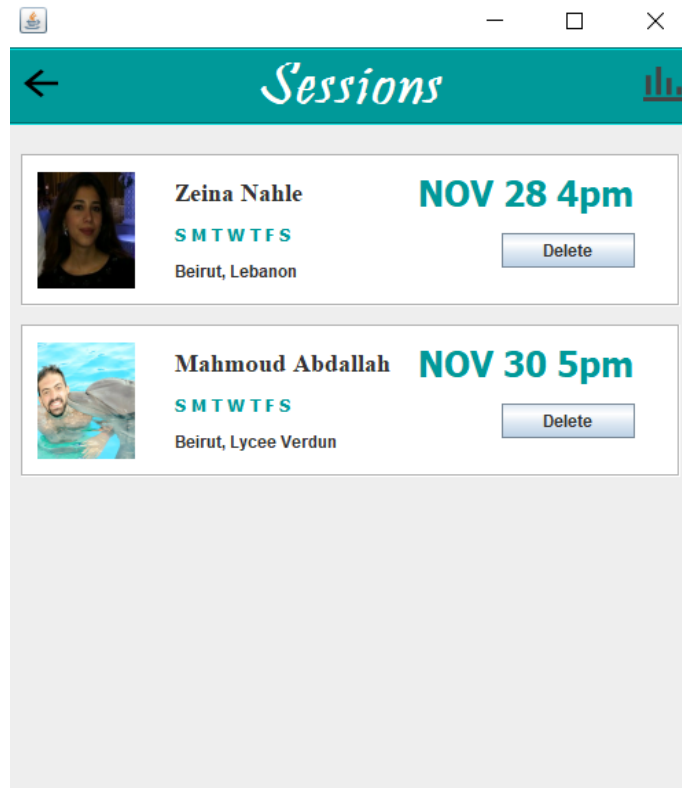


Figure 10: Checking/deleting your existing sessions.

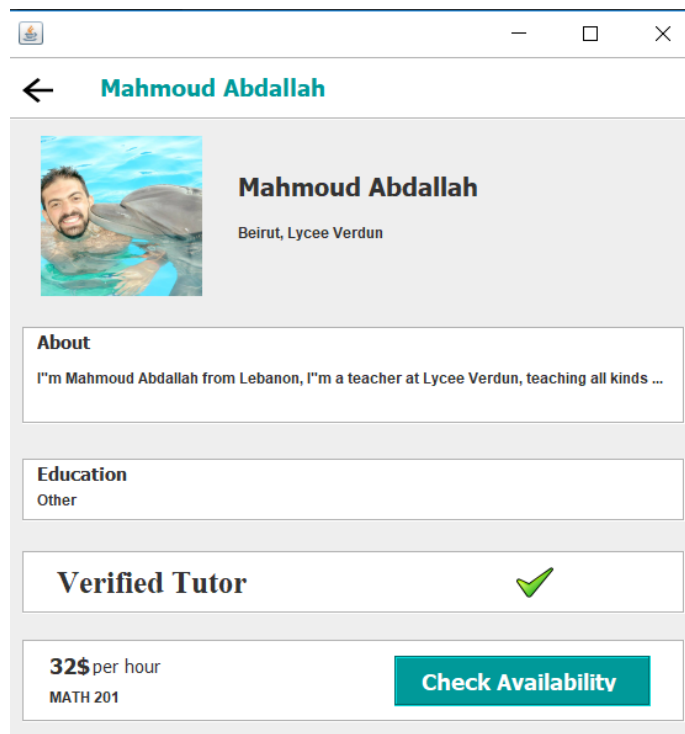
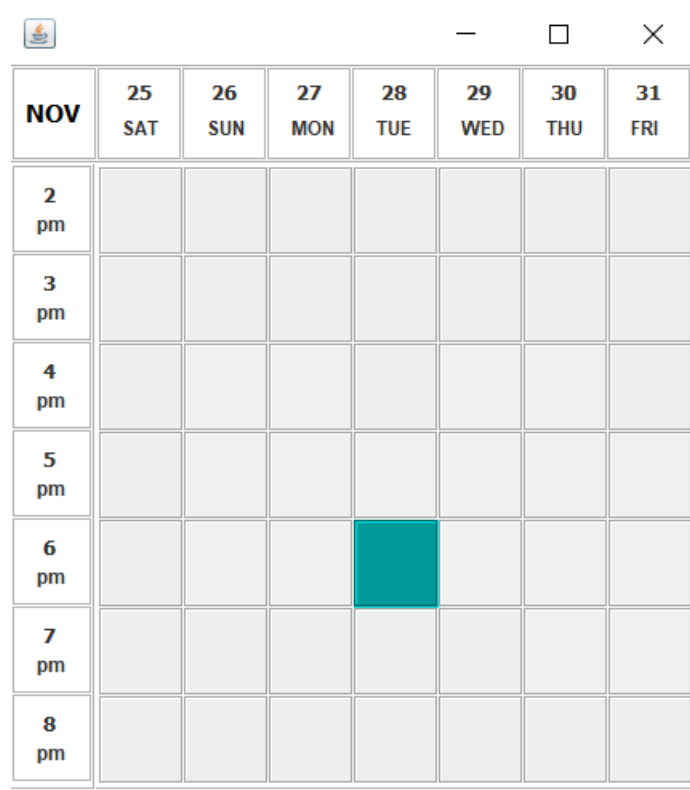


Figure 11: Checking a tutors profile including description, education, price and availability.



NOV	25 SAT	26 SUN	27 MON	28 TUE	29 WED	30 THU	31 FRI
2 pm							
3 pm							
4 pm							
5 pm							
6 pm							
7 pm							
8 pm							

Figure 12: Booking a session with a tutor, choosing between the available time slots.

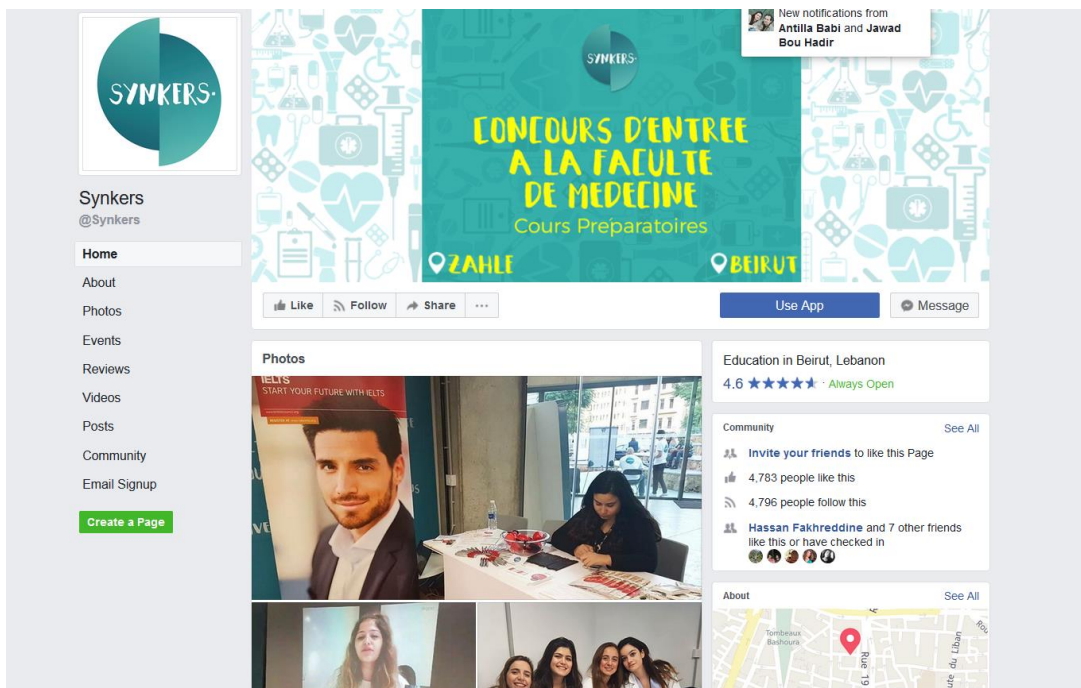


Figure 13: Automatic redirection to the Synkers page using your default browser.

3 System Behavior

The behavior view is used to both drive the design phase and validate the output of the design phase. The architecture description presented here starts with a review of the expected system behavior in order to set the stage for the architecture description that follows.

In our project, the system would have two main behaviors according to the client type. If our client is a Student, then he will be logged in as a “Student” where our goal is to find a tutor according to the needs of that student. If our client is a Teacher then he will be logged in as a “Teacher” where our goal is to find students for that teacher according to the courses he teaches.

These will be done using our application, where the teachers have to register and enter their corresponding information, and then this information will be visible for the registered Students in order to choose a Tutor. When the choosing phase is done, the student is redirected to the tutor’s profile where the tutor’s calendar is visible.

The student will then choose out of the times available on the tutor’s calendar, and that when the session will be registered for both.

In addition to that, a student can communicate with the tutor using the inbox section in order to get additional information about the course or the session.

Each student will receive a “Synkers Reward” which is a free session offered by the Synkers team, and this will happen whenever a student books 10 sessions with our application.

The students can pay with credit card using our application, but this is applied only for the tutors which allow this feature, if a teacher allows it then it will be automatically transferred into his account.

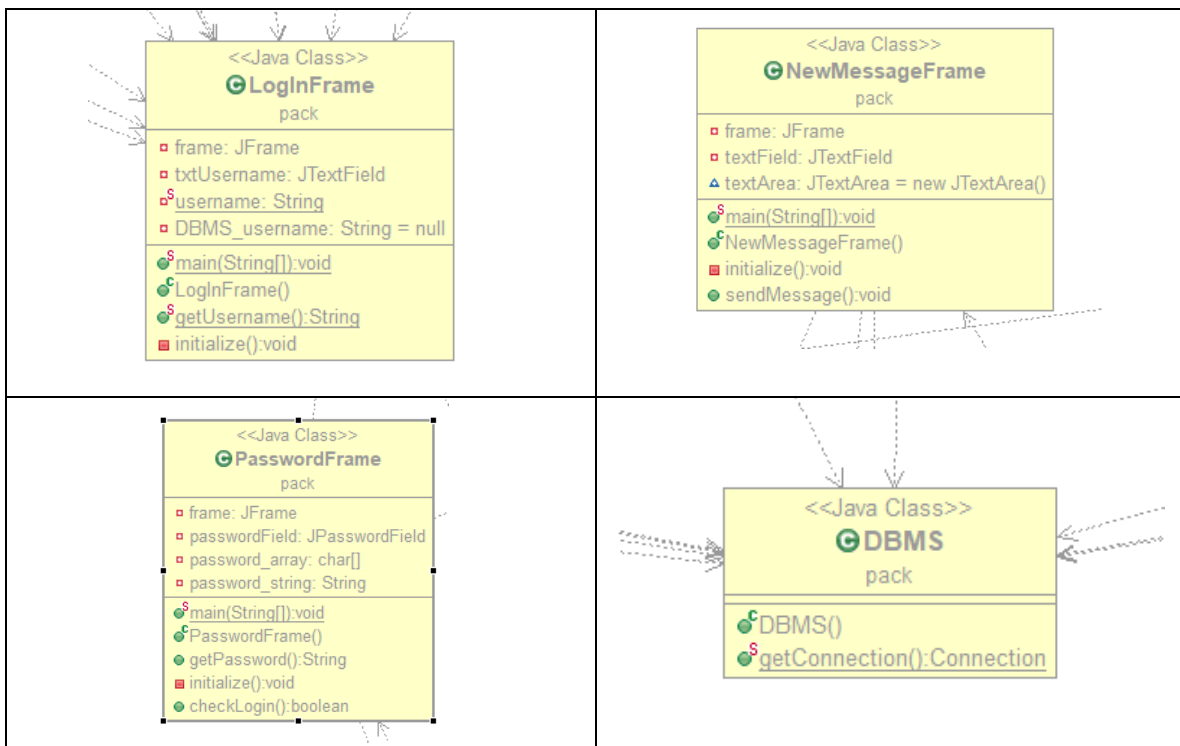
Every tutor has added a location in the address field when registering, but this address can be changed on the Profile section, using the Update button. Also if a location is not suitable for the student, then this student can communicate using inbox in order to choose a new location suitable for both, the student and the tutor.

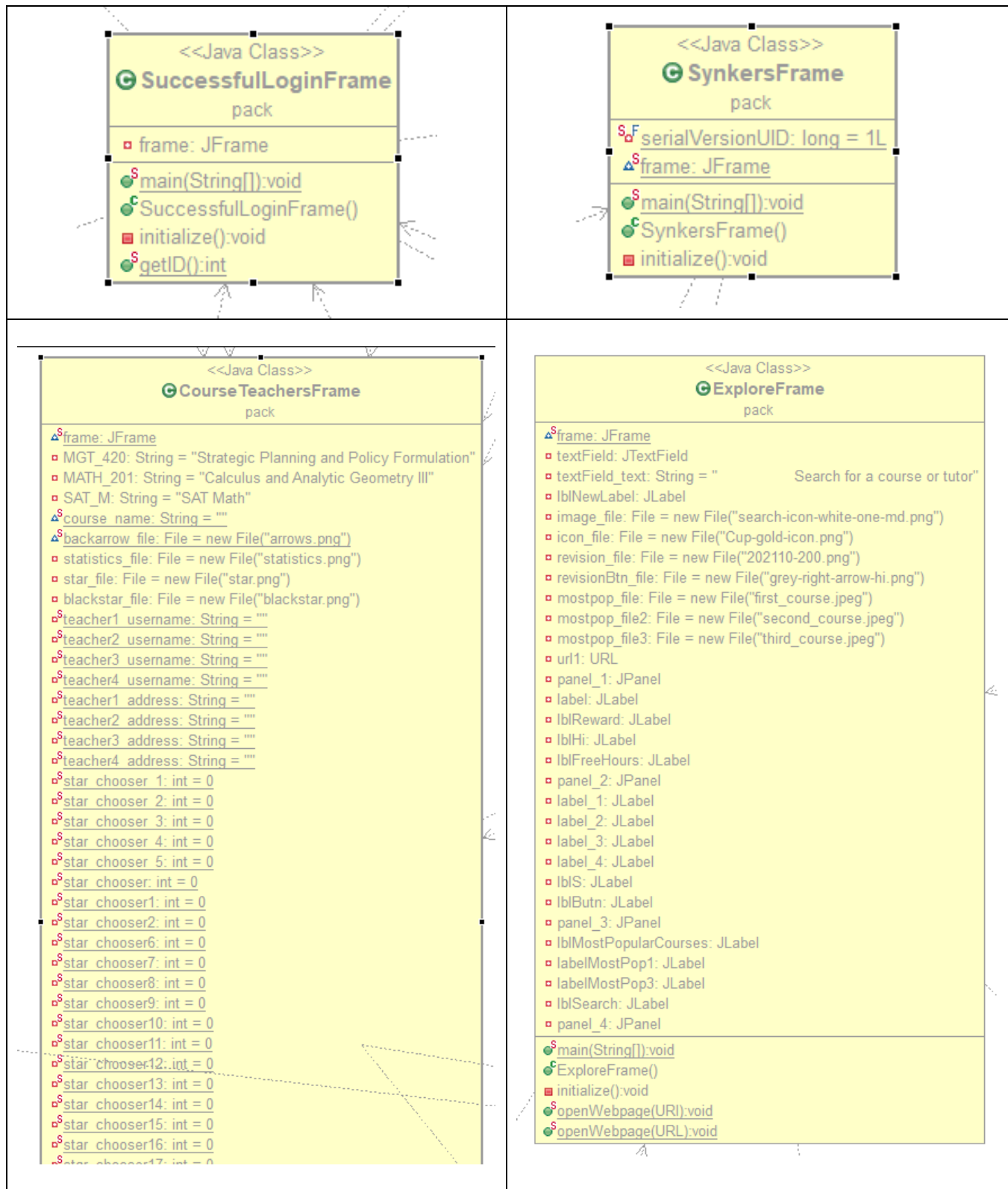
4 Logical View

The logical view describes the main functional components of the system. This includes modules, the static relationships between modules, and their dynamic patterns of interaction.

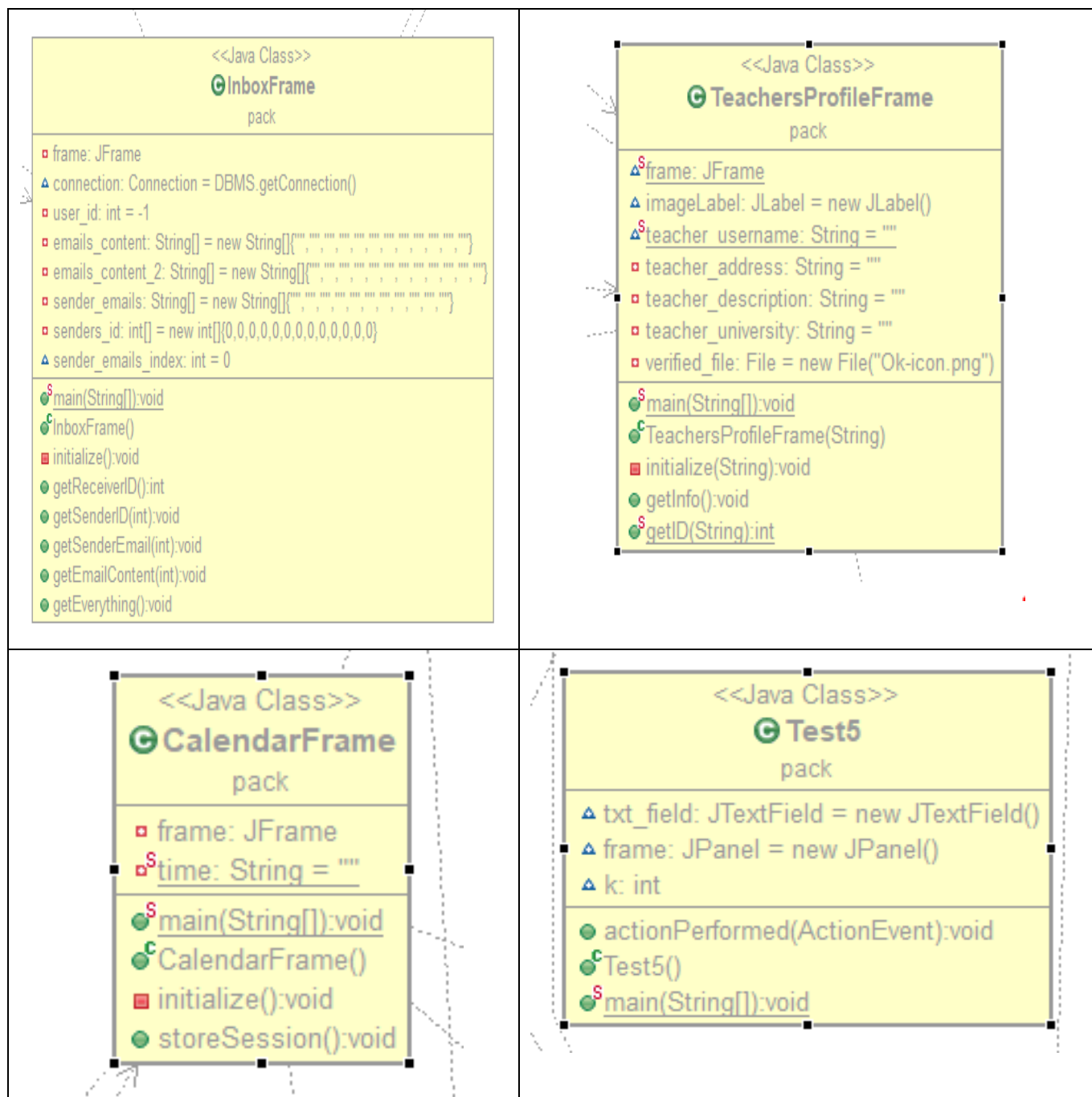
In this section the modules of the system are first expressed in terms of high level components (architecture) and progressively refined into more detailed components and eventually classes with specific attributes and operations.

The following are the classes of our project represented in UML:







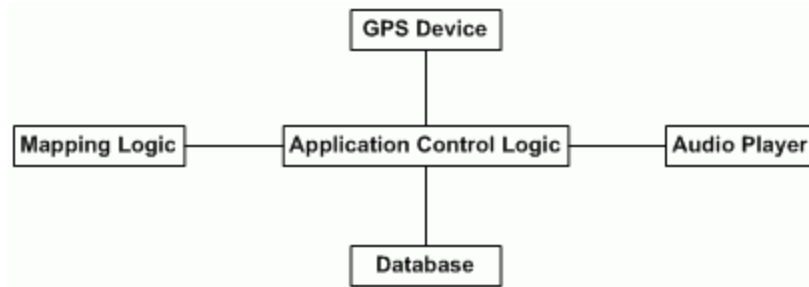


4.1 High-Level Design (Architecture)

The high-level view or architecture consists of Synkers major components:

- Explore
- Messages
- Profile
- Sessions

Logical view:



System Architecture

- The **GPS device** provides the user's location on campus (longitude and latitude coordinates). In basic mode, the user's position is used to decide which tutors are close to which student.
- The **Database** is a central repository for data on students and teachers, their names, passwords, addresses, description, sessions, inbox, images etc.
- The **Audio Player** controls playback of audio files where sessions can be recorded.
- Given a position on earth, the **Mapping Logic** will calculate nearby teachers..
- The **Application Control Logic** is the main driver of the application. It presents information to the user and reacts to user inputs.

4.2 Detailed Class Design

