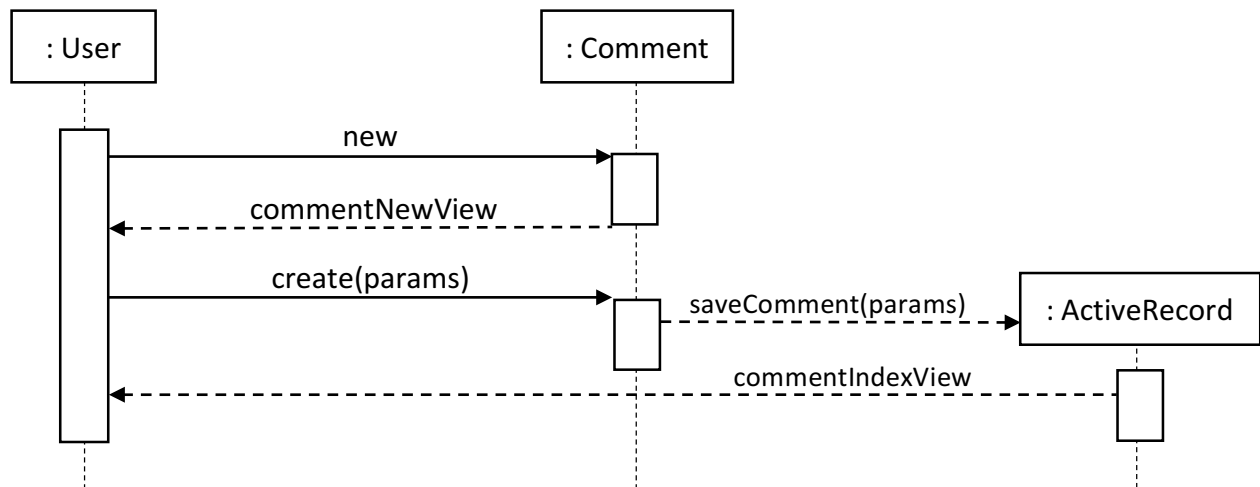


Iteration 3 Design Document

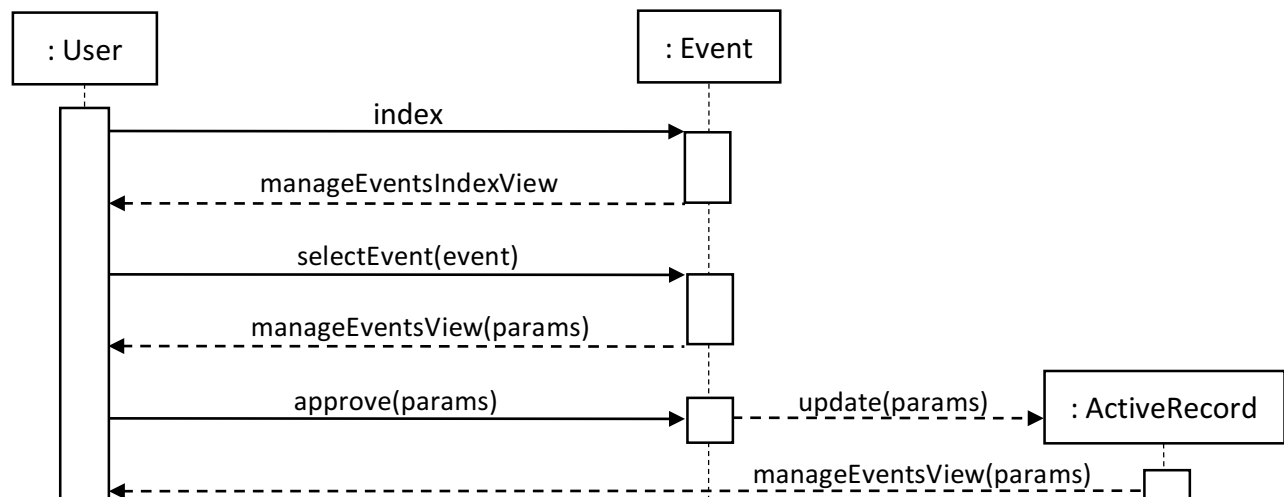
Add Comments (Basic Flow)

- 1.) User chooses an event from the left sidebar that they want to view the comments for.
- 2.) User wants to leave a comment for the event, so they enter in their comment in the textbox.
- 3.) User clicks the Post Comment button.
- 4.) Comment appears on the page if the event is not moderated.



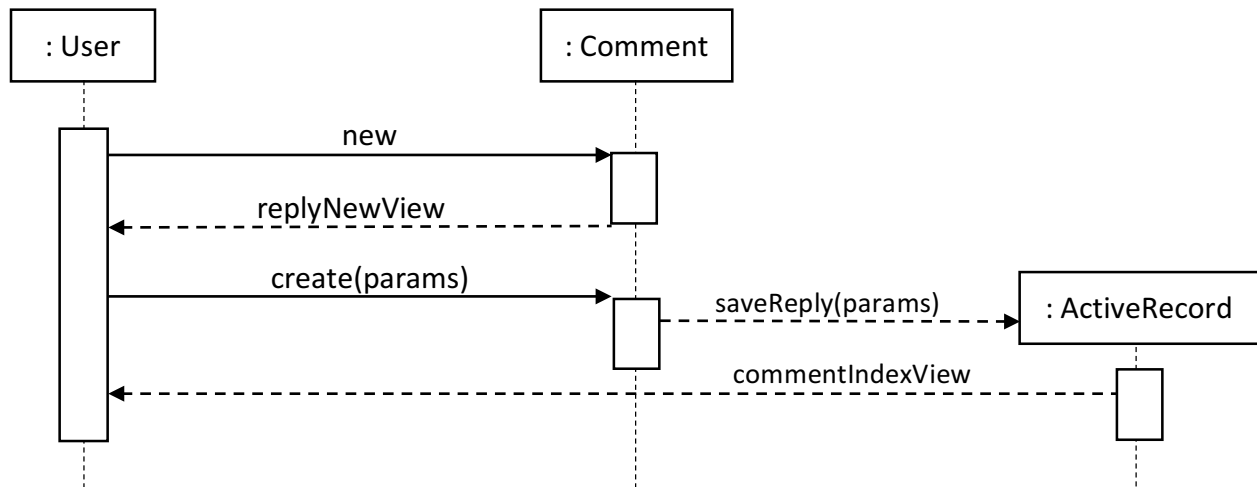
Moderate Events (Basic Flow)

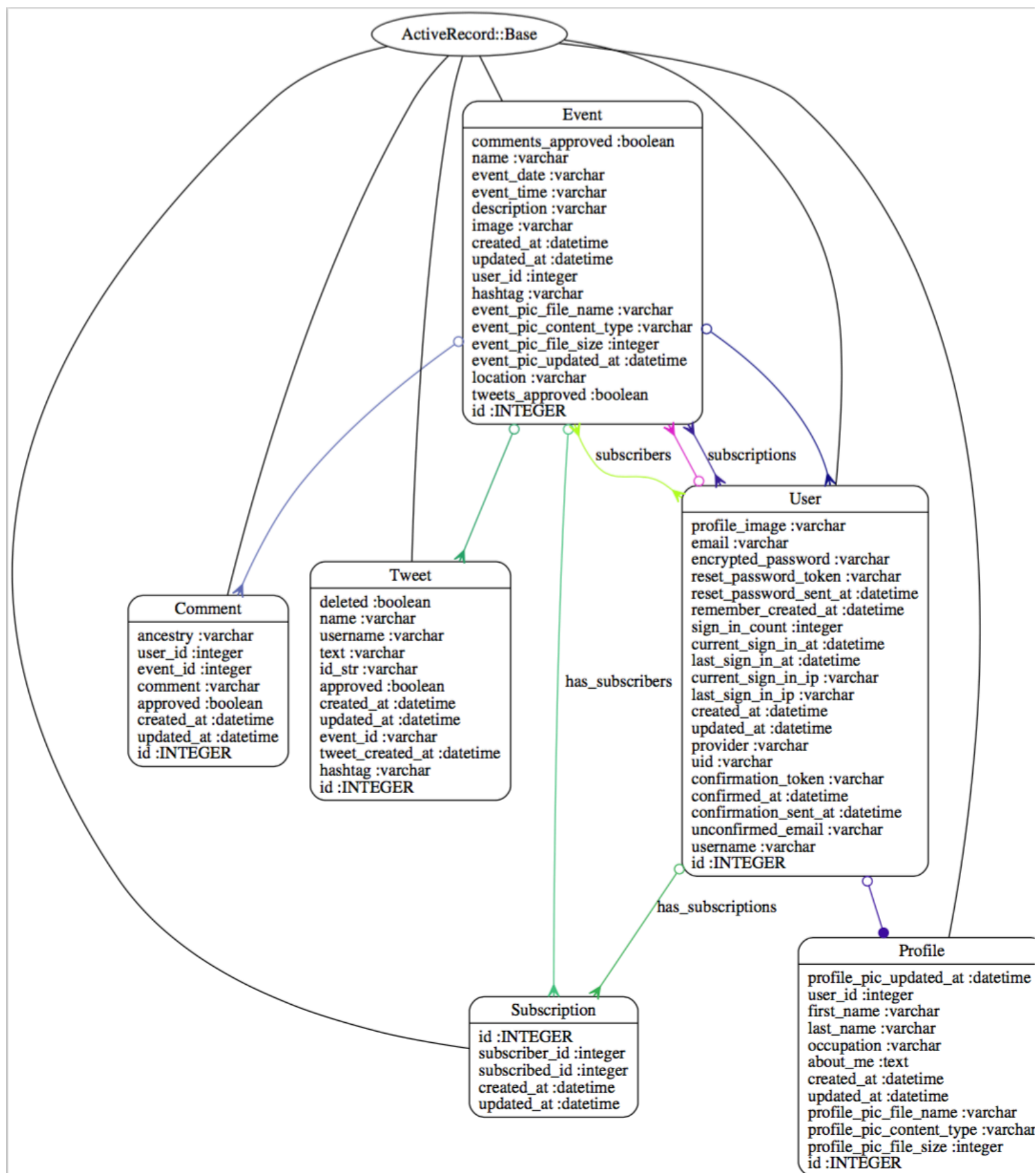
- 1.) Event Manager clicks on the "Manage Events" button in the dropdown menu in the top navigation bar.
- 2.) Event manager chooses what event they want to moderate from the sidebar on the left.
- 3.) All tweets and comments that have not been moderated yet are displayed on the page
- 4.) Event manager wants to approve a tweet or comment, so they click on the checkmark icon next to the tweet or comment to approve it.

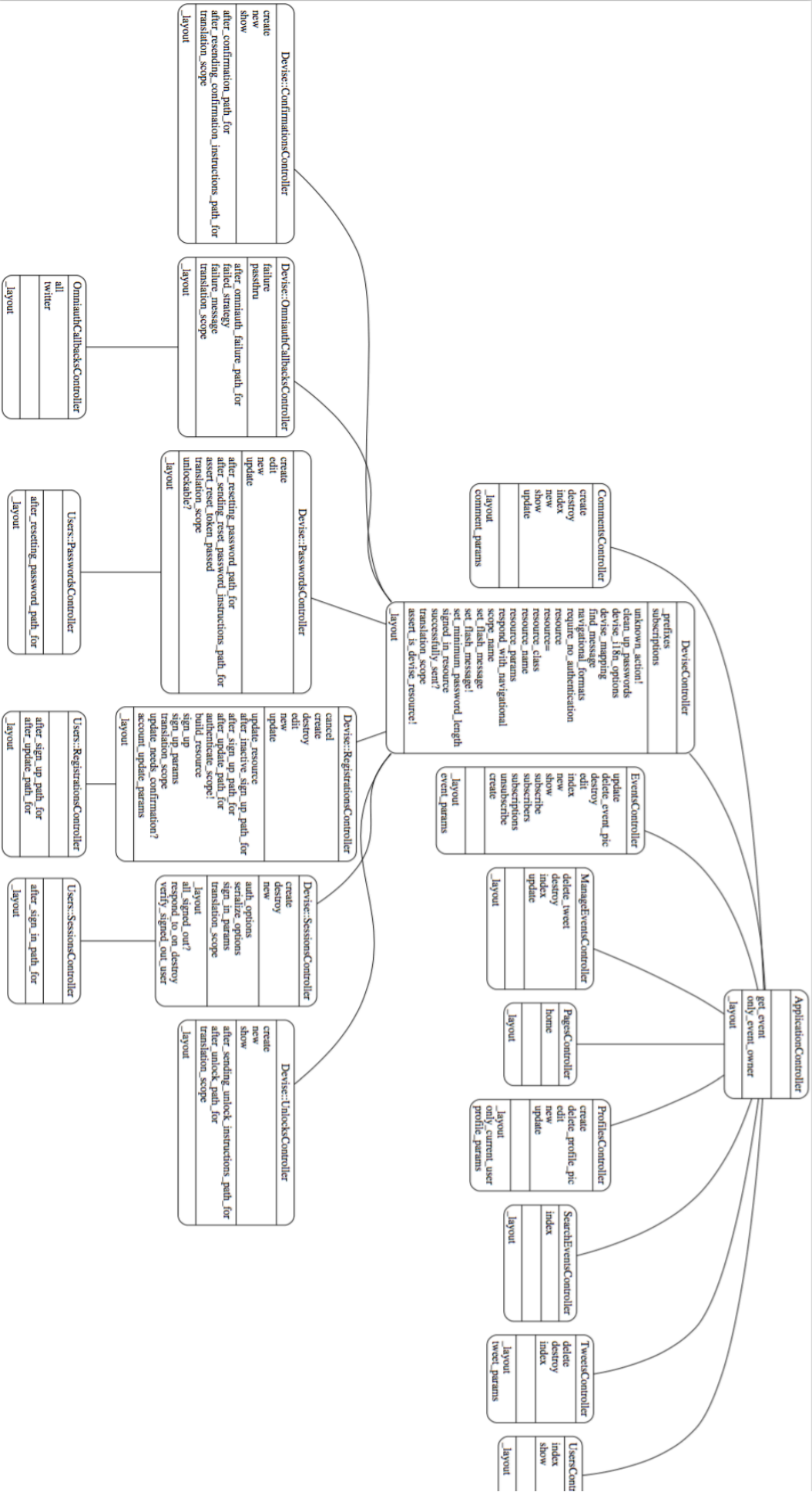


Add Comments Scenario (Alternate Flow)

- 1.) User navigates to the Create New Event page by clicking one of the Create New Event buttons.
- 2.) User wants to reply to an existing comment.
- 3.) User clicks the reply icon on the comment that they want to reply to.
- 4.) User enters their reply into the textbox.
- 5.) User clicks the Reply button.
- 6.) The reply comment appears on the page if the event is not moderated.







Designing object-oriented iteration diagrams and class diagrams for Ruby on Rails, which uses the Model-View-Controller paradigm instead of object-oriented, is quite the challenge. You have the Model, which essentially acts as our object that contains various attributes and some methods, you have the view, which displays the UI of the application, and you have the Controller, which acts as a bridge between the Model and the View to determine how the two will interact on certain actions.

We designed our Iteration Sequence Diagrams using our Models, and the actions between them use various methods from the Controllers and Models because they both work hand-in-hand. For example, the use case “Add Comments” starts with the User Model who will click a button that triggers the new action in the Comments Controller. The Comment Model will then return the “comment new view” where the User can create their comment. Once the User selects the add comment button, the create action is triggered in the Comments Controller. The Comment Model then receives the parameters from the comment new view and saves the comment in the ActiveRecord Model, which is the database. The database is SQLite3 in development and PostgreSQL in production.

There needed to be two class diagrams for Ruby on Rails, one for the Model and one for the Controller. In the Model Class Diagram, every Model is inherited from the ActiveRecord Model. Every Model is also displayed with how it interacts with each Model. For example, a Comment has one Event and an Event has many Comments. Each Model also displays its attributes which are stored in ActiveRecord, or the database. In the Controller Class Diagram, each Controller is inherited from the ApplicationController, which controls all other controllers. Each Model has its own Controller as seen in the Controller Class Diagram. Each Controller

contains various methods, public being on top, followed by protected, and then private. For example, the Users Controller has two methods, Index and Show, which display all Users in a view, or just displays the specific User in the view.

The GRASP patterns used here are Controller and Creator. The Controller pattern is pretty much identical to how a Controller works in Ruby on Rails, so that is automatically included. The Controller pattern is used to explain how to connect the UI layer (View) with the application logic (Model). For example, the Comments Controller connects the Add Comment button with the Comment model which contains all the logic on what to do with a new comment. The Creator pattern is also used because we are creating new instances of an object, such as a Comment. The Creator in our case is hard to describe in an object-oriented case, but it is the ActiveRecord Model which creates a new record in the DB, representing a “new object.” When we want to create a new comment, we are actually creating a new record in the database, and then showing all of those instances in the database in the view. The Model in our case is represented by the Creator pattern.