

Laboratory of Advanced Programming Project A.Y. 2023/2024

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What's Prenotalo?

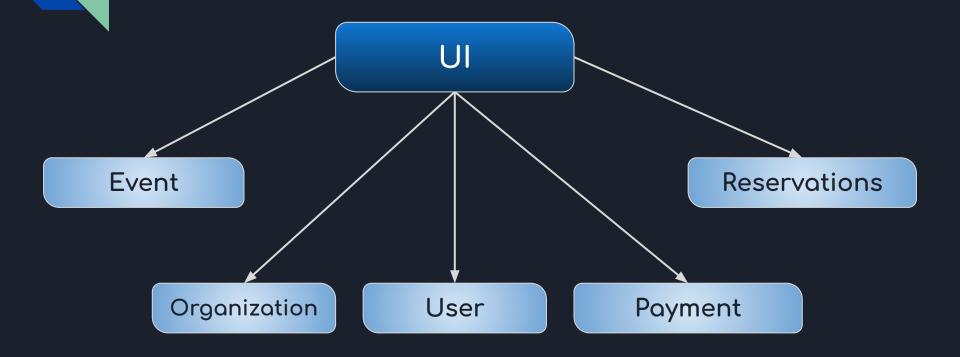
Prenotalo is a user-friendly platform that allows individuals and organizations to easily browse and book for events of all types.

Users can search for organizations by name or keywords. They can view events offered by them and also detailed event information, including the event date, time, location, and a description.

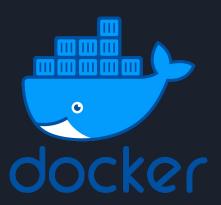
Once they find an event they are interested in, users can easily book their number of tickets needed directly through the application, possibly specifying special requests for the organizer.

An event organizer can easily browse through his/her events performing actions on it such as eliminating or modifying it and he/she has always the possibility to create a new event.

Microservices



Technologies











User microservice

The user microservice is used for retrieve users informations and manage login, registration and session key.

- /sessions
 - POST:

Receives: username and password in HTTP request body Returns: session_id, user_id

- **DELETE**: execute logout by deleting a session
- /session/<session_id>
 - **GET**: used by other services for checking for authentication Returns: HTTP codes 204 or 404
- /users
 - **POST**: creates a new user
 Returns: HTTP codes 201 or 409
- /user/<id|| email>
 - **GET**: returns data of the specified user

Organization microservice

The Organization microservice is used for managing the organizations in order to add new organizations, retrieve a specific organization or the list of organizations and organization informations.

- /organizations
 - GET: returns all the organizations
 - POST: create a new organization
- /organization/<id>
 - GET: returns all the data of the specified organization

Event microservice

The Event microservice is used to retrieve the events of an organization, to create a new organization and for seeing all the reservations of an event.

- /events[?organization_id]
 - GET: returns all the events
 - ?organization_id: returns all the events of the specified organization
 - POST: create a new event
- /event/<id>
 - GET: return the specified event
 - DELETE: delete the event
 - PUT: update the event

Reservations microservice

The Reservation microservice manages the reservations of event it can return all the reservations of an event, create a new reservation, update and delete it.

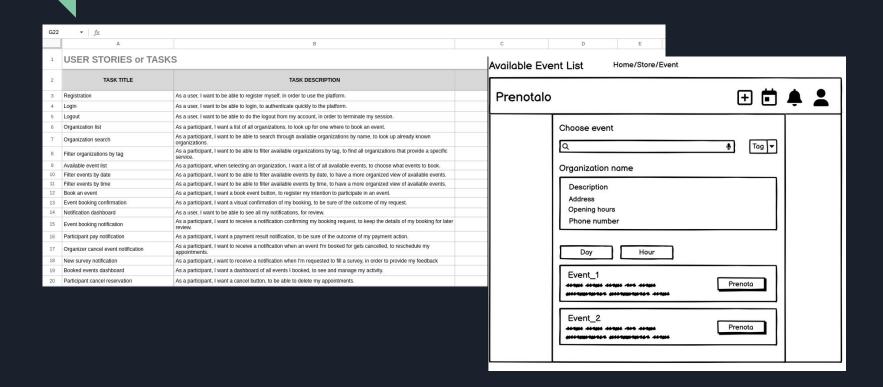
- /reservations[?user_id || ?event_id]
 - GET: return all reservations
 - ?user_id: returns all reservations done by the specified user
 - ?event_id: returns all the reservations done for the specified event
 - POST: create a new reservation
- /reservation/<reservation_id>
 - GET: return the specified reservation
 - PUT: update the reservation
 - DELETE: delete the reservation

Payment microservice

The Payment microservice allows the participant to pay an event in order to finalize the reservation of it.

- /payments[?user_id]
 - **GET:** get all the transactions done by the specified user
 - **POST:** creates a new transaction
- /payment/<id>
 - **GET**: retrieve the informations of a specified transaction
 - **PUT:** updates an existing transaction

Cost: estimation vs reality



Cost: estimation vs reality

Coffee Ciring Marked E		~				
Software Size Sizing Method Fu	unction Points	•				
Function Points Language 3	rd Generation L	anguage 🗸				
Software Scale Drivers						
Precedentedness	Very Low 💙	Architecture / Risk Resolution	Very Low 💙	Process Maturity	Very Low	~
Development Flexibility	Low v	Team Cohesion	Very Low 💙			
Software Cost Drivers Product		Personnel		Platform		
Required Software Reliability	Low	Analyst Capability	Low	Time Constraint	Nominal	~
Data Base Size	Low	Programmer Capability	Low v	Storage Constraint	Nominal	~
Product Complexity	Very Low 💙	Personnel Continuity	Very High 🗸	Platform Volatility	Low	~
Developed for Reusability	Low v	Application Experience	Very Low 💙	Project		_
Documentation Match to Lifecycle Needs	Very Low 💙	Platform Experience	Very Low 💙	Use of Software Tools	Nominal	~
		Language and Toolset Experience	Very Low V	Multisite Development	Very Low	~]
				Required Development Schedule	Nominal	~
Maintenance Off V						
Software Labor Rates						
Cost per Person-Month (Dollars)						
Calculate						
Results						
Software Development (Elaboration and Construction) Staffing Profile						
Effort = 56.0 Person-months Schedule = 14.5 Months Cost = \$0						
Total Equivalent Size = 11440 SLOC Effort Adjustment Factor (EAF) = 0.98						
Acquisition Phase Distribution						
Phase (Person- months) (Months) Average (Months) Staff	Cost (Dollars)					
Inception 3.4 1.8 1.9	\$0					
	\$0					
	\$0					
Transition 6.7 1.8 3.7	\$0					

Cost: estimation vs reality

First estimate

- 143 FP
- 56 Person-months (14 months of effort per team member)

Final estimate

- 84 FP (60% of the first estimate)
- 29 Person-months (7 months of effort per team member)

Actual effort

- 260 total hours of mean development time
- 1.6 Person-months (6% of final estimate, 3% of first estimate)

Scrum artifacts