LABORATORY EXERCISE 2 Project 13 – Feet of Delivery and pick-up Vehicle management System

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1 THE SYSTEM

Table 1.1: Programming resources

Agile SDLC method	SCRUM
Architecture	Client/server (MVC)
Front end user interface method	Browser (preferably google chrome)
Databases	PostgreSQL
HTTP Server	Django
UI Frameworks	Bootstrap, CSS, HTML
JavaScript Graph Visualisation Tools/Libraries	D3, amcharts
Additional Supporting Software	Google maps API
Programming languages	Python,JavaScript
Editors	gedit
IDE	Eclipse
Documentation	TexStudio
Version Control	Git/Github

2 RESPONSIBILITIES OF MEMBER TEAMS

2.1 BACK–END : LINDA, PHUMZILE

- make a database and populate it
- implement algorithms which can calculate things related to the front end, such as:
  - scheduling
  - capacity
  - goods transferred/pickup
- set up a server
- link database to server
- link front end to server
- write unit tests

2.2 FRONT END : KESSIGAN, SHEENA

- Make user interfaces for the different users
  - Choose a bootstrap template and make minor modifications
  - Plot the views and visualisations using JavaScript libraries such as d3, google charts, am charts on the template Users: For each user there is a User Interface based on the design:
    - Program
    - scheduling
    - Dispatcher (inputs the variables so the algorithms can run and return a result)
    - capacity
    - goods transferred/pickup
    - location
    - Truck driver
    - schedule
    - goods transferred/pickup
    - location
- Write unit tests