Design Document for Crypto Shop

Group 1_SG_1

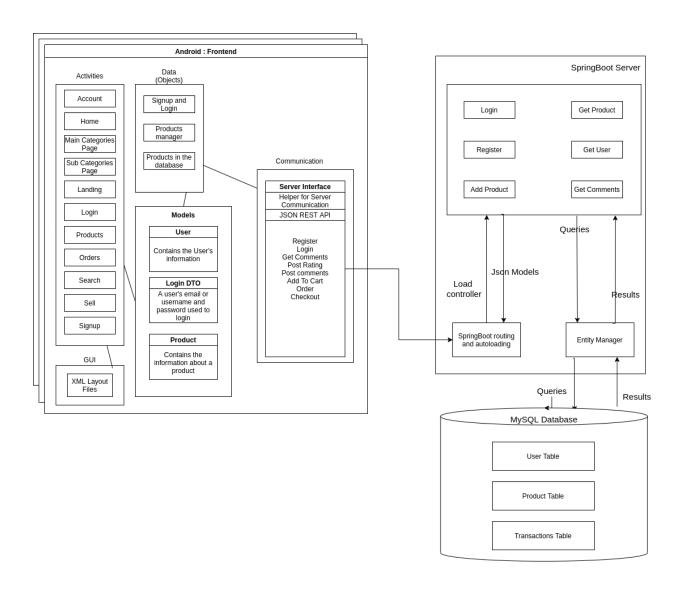
Evan Gossling

Miguel Martín Fernández-Corugedo

Lucas Ericson

Meet Patel

Block diagram



Brief explanation of the diagram:

Client side:

The client side doesn't contain anything that could be considered "too complicated". Mainly, the views are those that allow the user to either signup or login if an account for them already exists, also there is a view for listing and browsing through the products that were registered in the database.

The data objects used in the frontend, as of now, are: the User class, the Products class and a Data Transfer Object known as "LoginDTO" to make logging in a little bit easier.

Server side:

In the server we have the same models: User, Product, Transaction and LoginDTO. As of controllers, we have user and product controllers which define the following endpoints: /login: receives a LoginDTO as a parameter and returns whether it was successful or not. /addUser: basically receives a User and checks whether is fit to signup or not.

/addProduct: endpoint to register a new product

/findProductBySearch: given a String, search for coincidences in the products titles or descriptions

/findUserByEmailUsername: given an email or a username, try to find a user in the database

Database:

The DB consists of three tables related to each other which represent the Users, the Products and the Transactions.

