

# AKADEMIA GÓRNICZO-HUTNICZA

WYDZIAŁ ELEKTROTECHNIKI, AUTOMATYKI, INFORMATYKI I INŻYNIERII BIOMEDYCZNEJ  
KIERUNEK INFORMATYKA, III ROK, 2018/2019



ANALIZA I MODELOWANIE OPROGRAMOWANIA

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## Sprawozdanie z projektu

„Gdzie jest moje dziecko?”

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Kraków, 23 listopada 2018

# 1 General description of system

## 1.1 System's goals

Our application's aim is to provide possibility to control current location of children. Parent can create rules, containing information about area in which child should be in specific period of time. If child breaks the rule, parent will get push notification on smartphone. In case when child turn off the application or GPS, parent will be notified about that incident, and parent may check last registered location of child's phone.

## 1.2 Stakeholders and their aims

Udziałowiec	Cel	Priorytet
Parent	checking current location of child	high
Parent	signing in with Google account	moderate
Parent	signing in with Facebook, Twitter, Instagram or another social networking account	low
Parent	checking the history of child's location	low
Parent	have mobile application for Android device	high
Parent	have mobile application for iOS device	moderate
Parent	pay for a week or month	high
Parent	pay in advance for whole year with some discount	moderate
Parent	creating custom shapes of areas	moderate
Parent	creating rules	high
Parent	receiving notifications about broken rules	high
Child	sending current location	high
Child	minimize application without closing connection	high
Child	have mobile application for Android device	high
Child	have mobile application for iOS device	moderate
Team	usage of modern technologies like ReactJS, Redux, NodeJS, MongoDB etc.	moderate
Team	usage of Google Maps API, Google Geofencing API	high
Team	have two servers for web application and database	high

Tablica 1: Stakeholders and their aims

## 1.3 Borders of system

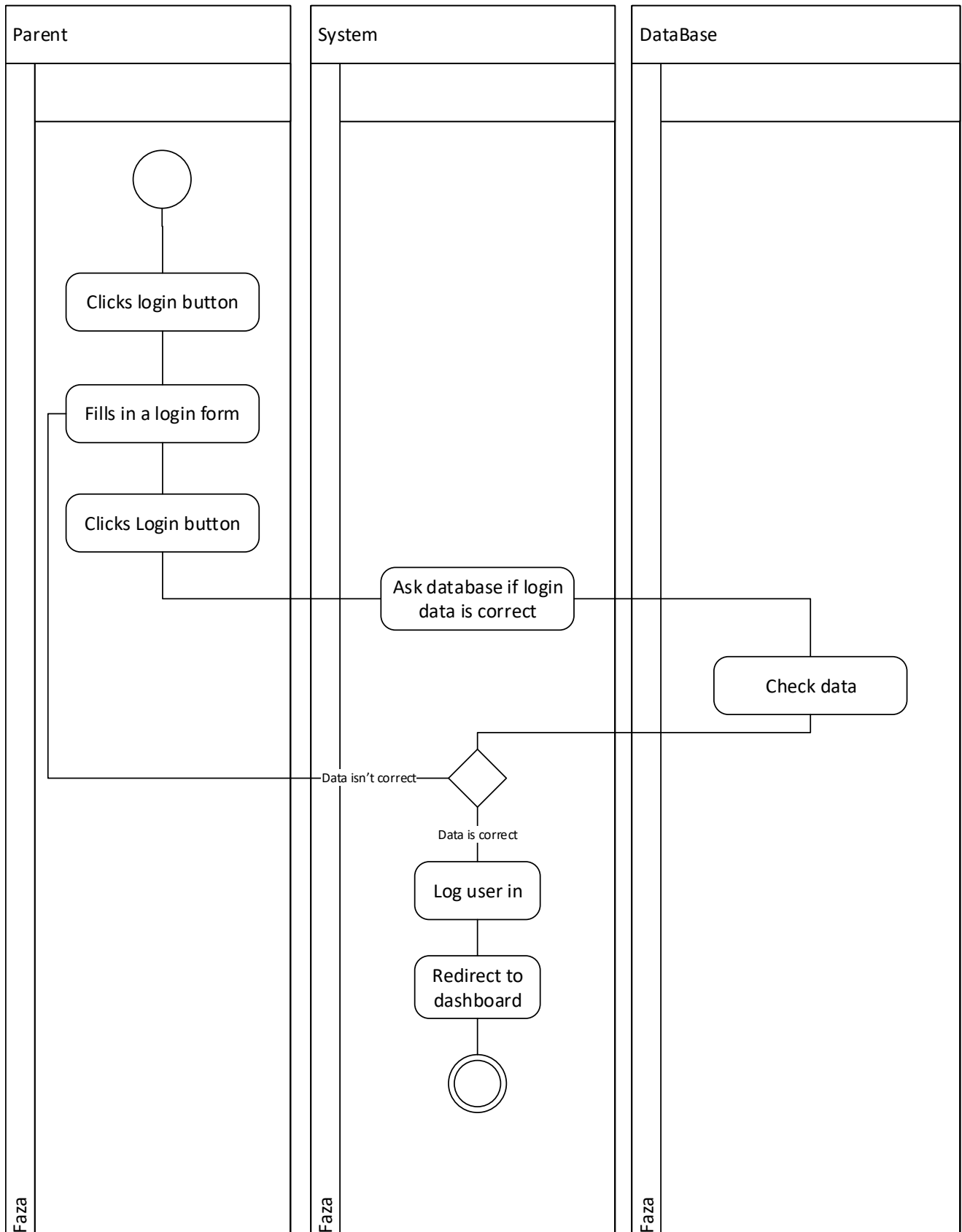
There are following actors:

- Parent,
- Child,
- Google OAuth system,
- Google Maps system,
- Time.

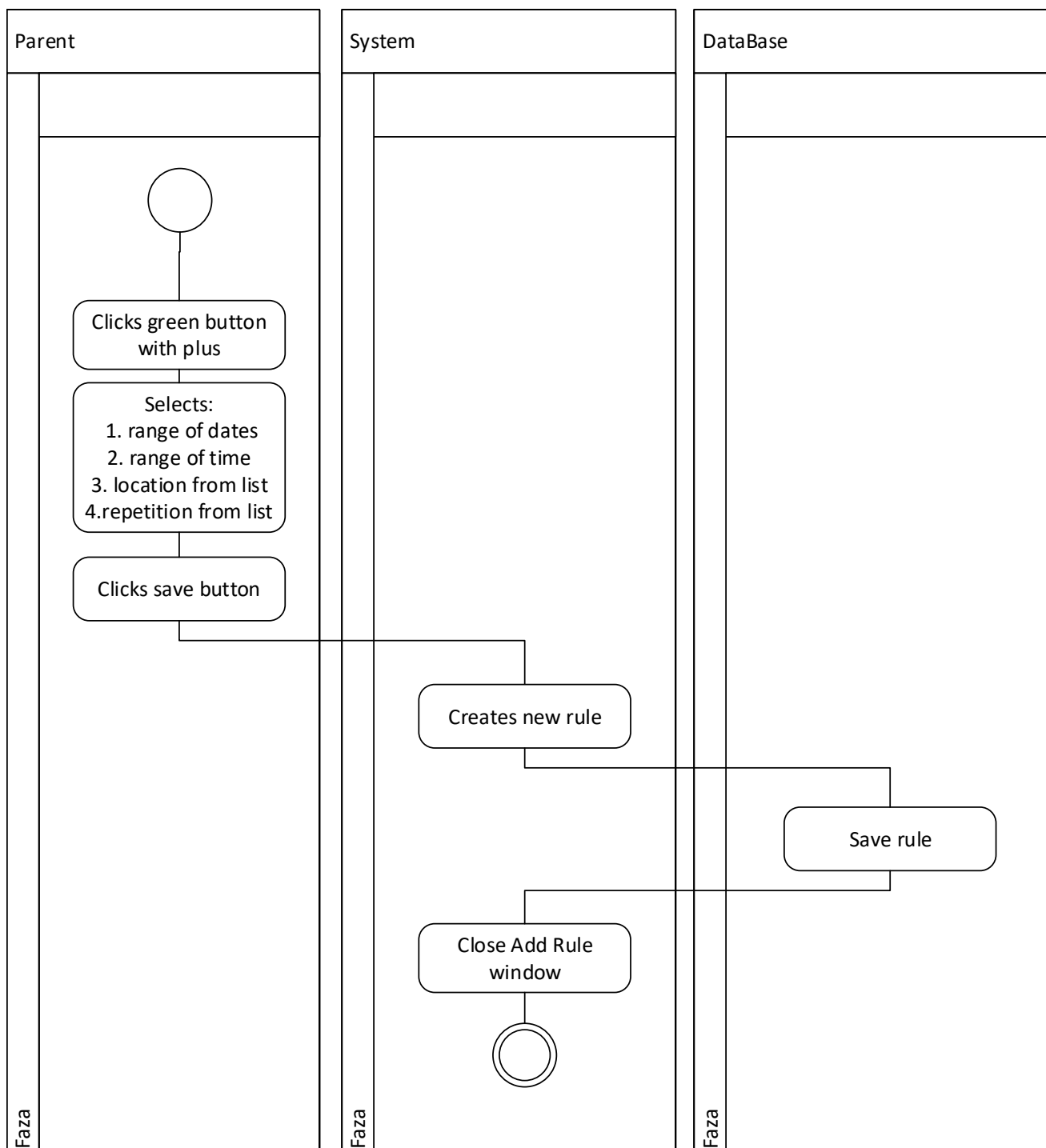
## 1.4 List of possibilities

List of possibilities is shown as activity diagrams. These diagrams represents typical actions sequentions. In following sections these actions will be presented in form of use cases and scenarios.

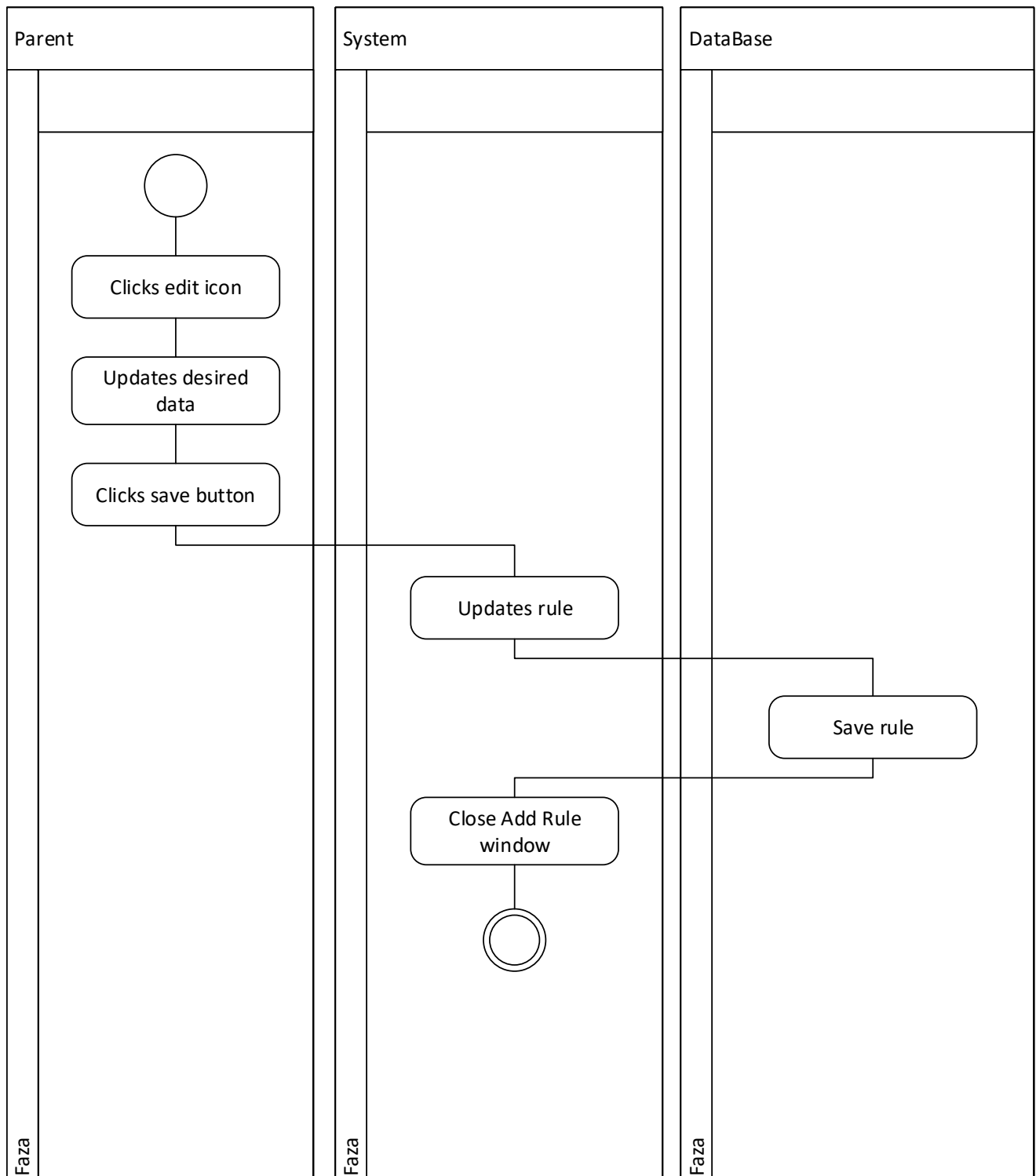




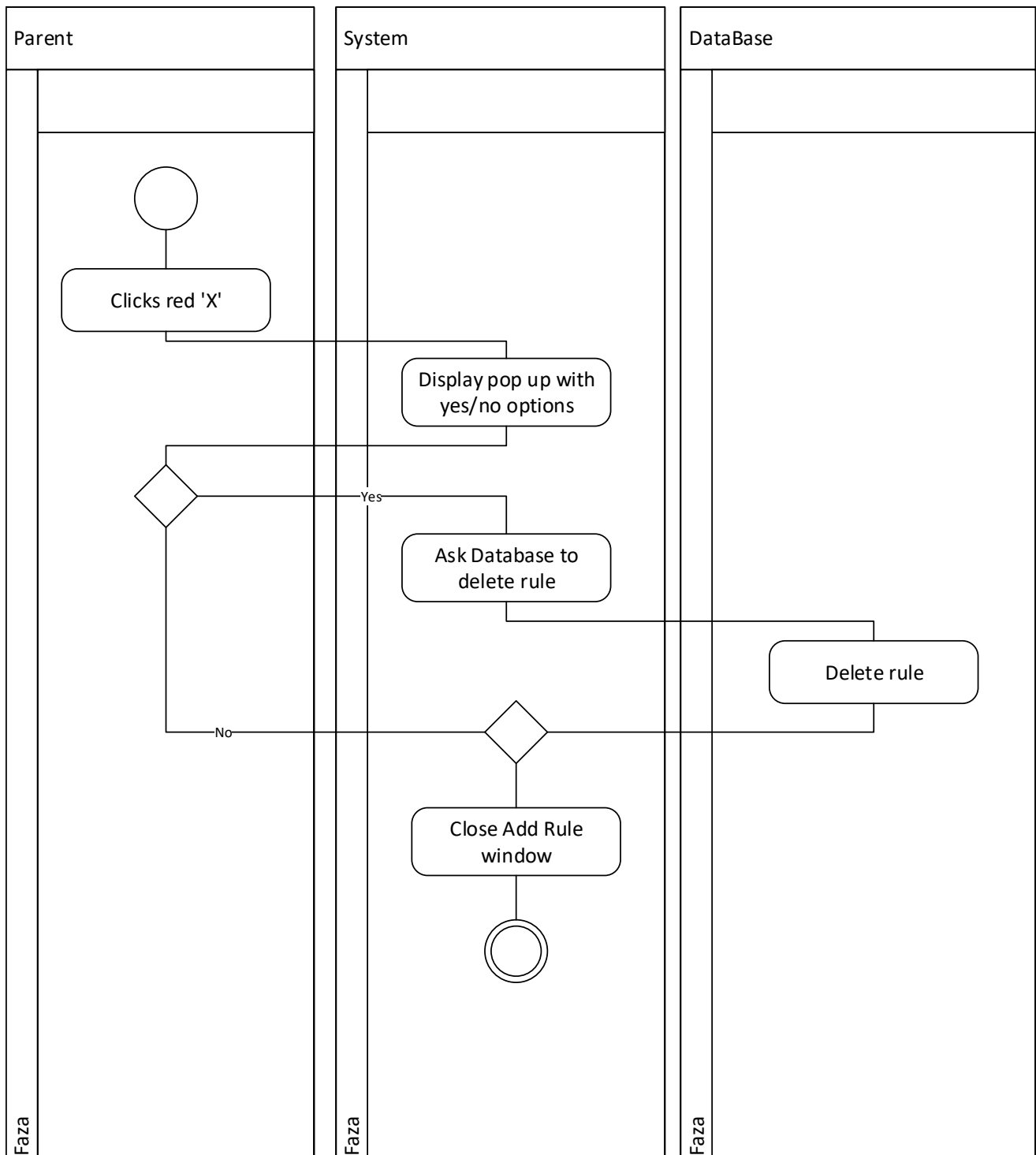
Rysunek 2: Signing in activity diagram



Rysunek 3: Creating new rule activity diagram



Rysunek 4: Updating rule activity diagram



Rysunek 5: Deleting rule activity diagram

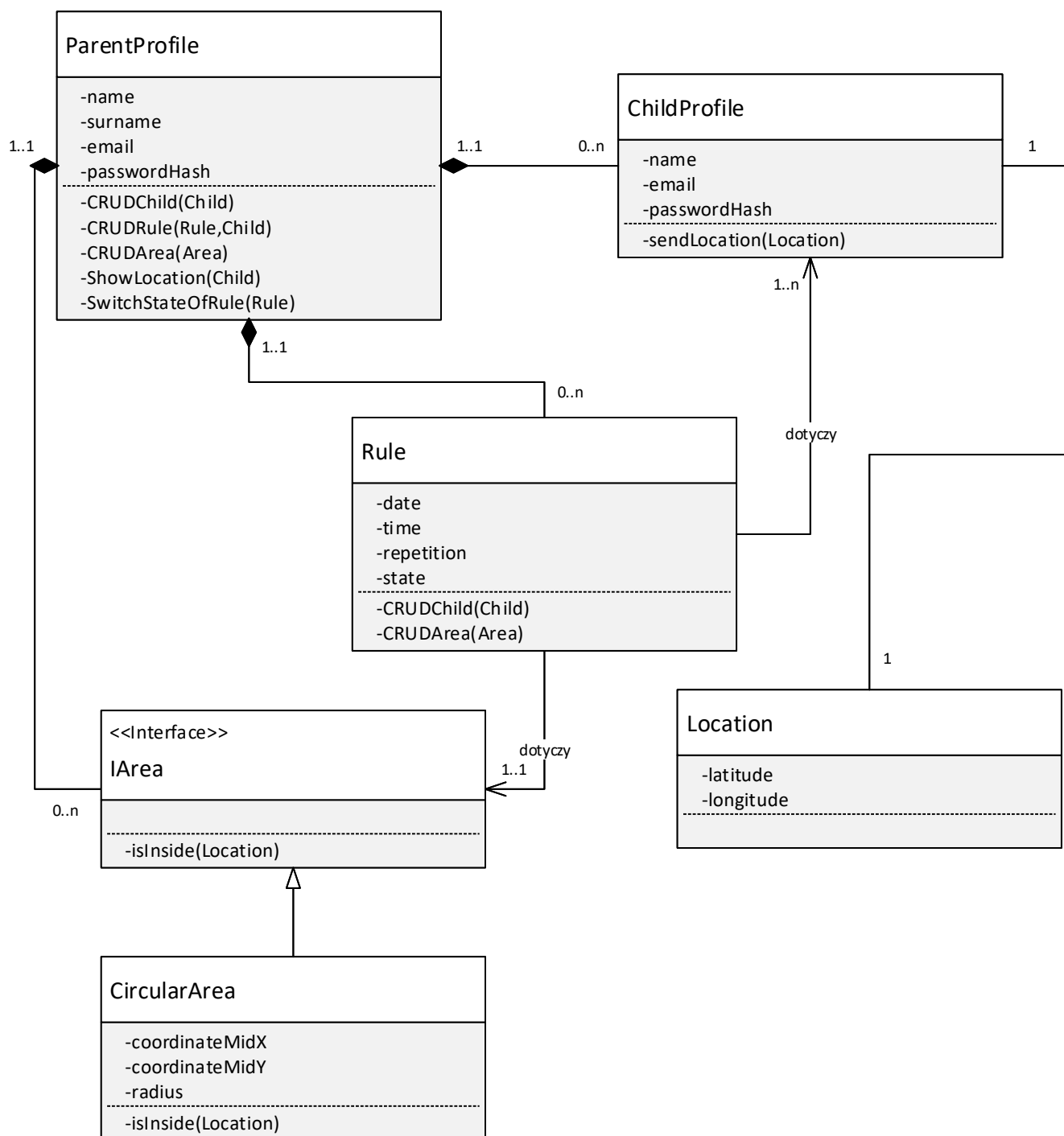
In diagrams we included CRUD operations for rules' management, but didn't include CRUD operations for other components because they are realized in analogous way.

## 2 Domain's analysis

Classes identified in domain:

- ParentsAccount - responsible for storing data about parent's account,
- ChildsAccount - responsible for storing data about child's account,
- Rule - responsible for storing data about rules concerning children, area, and time in which rule is active,
- Location - class directly connected with child's account, storing data about current location of child,

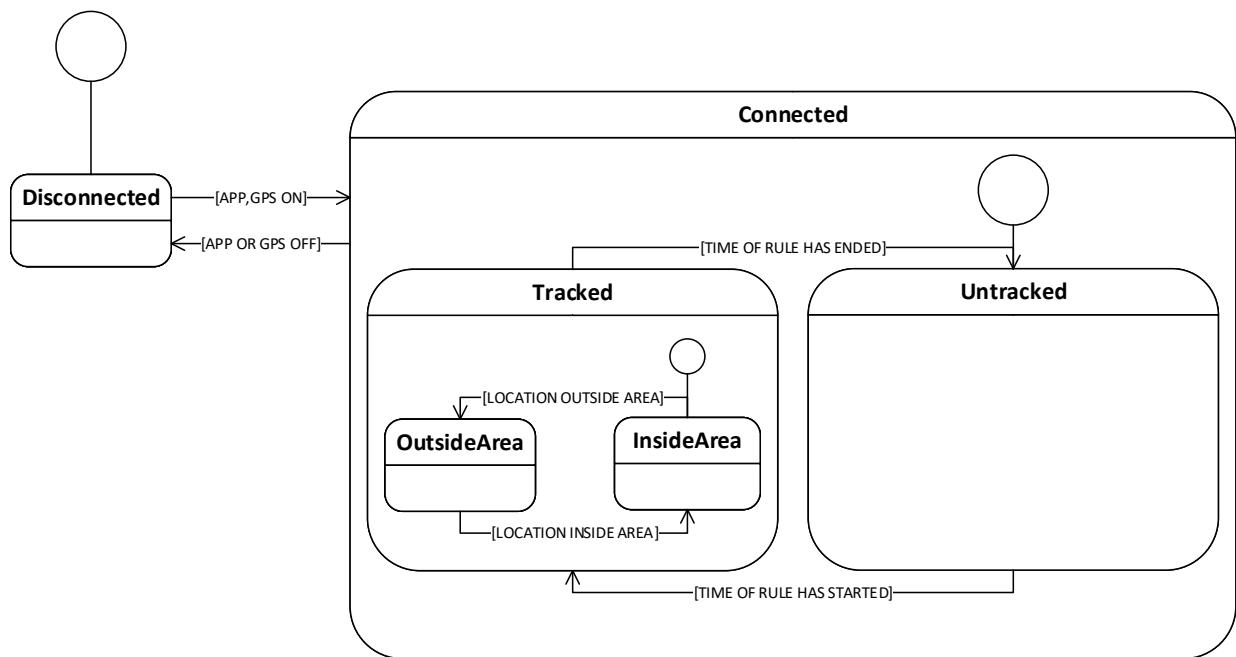
- Area Interface - interface for Area's classes,
- CircularArea - class responsible for storing data about center and radius of area.



Rysunek 6: Slasses diagram



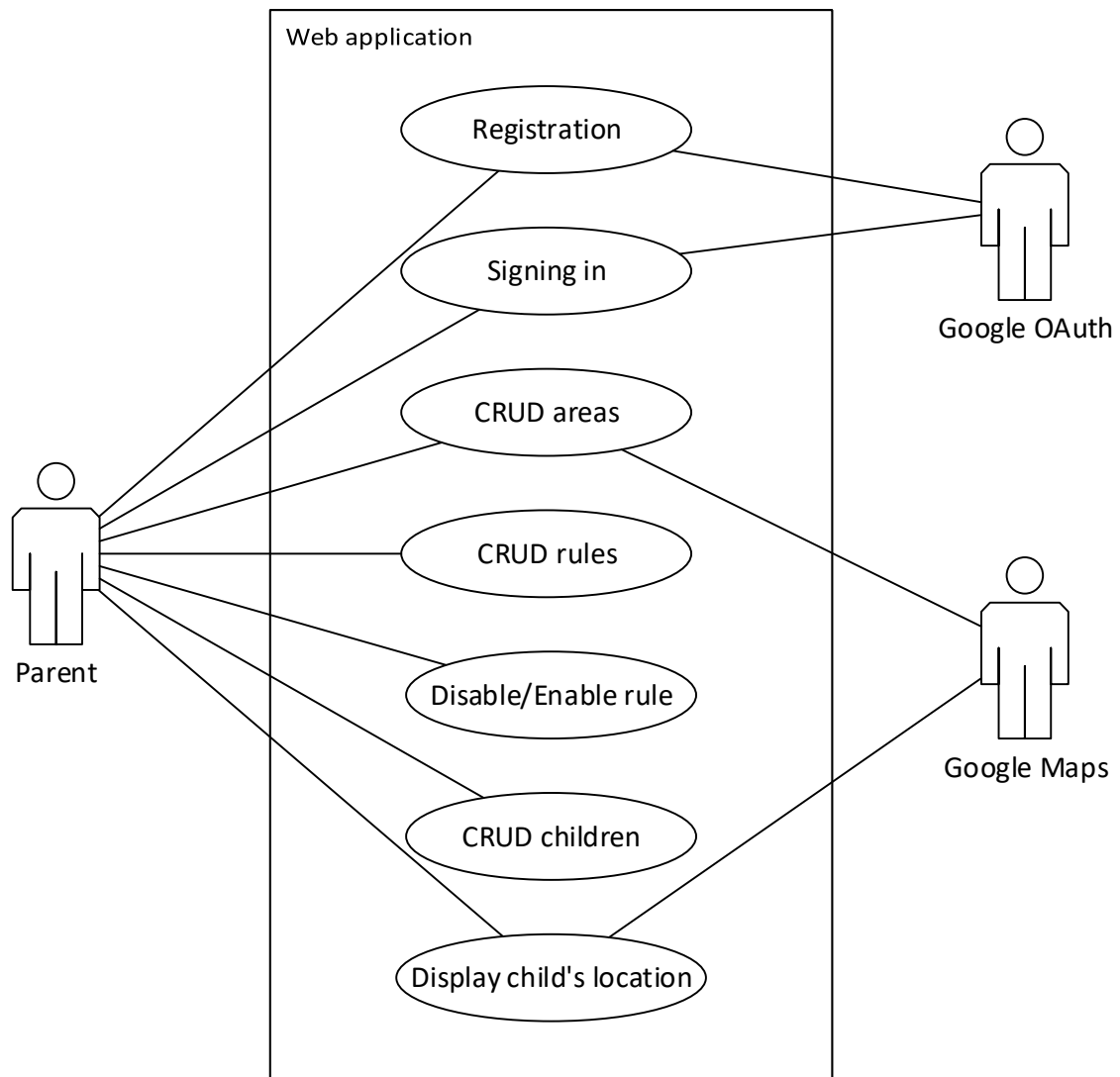
## 2.1 State diagram for child's phone



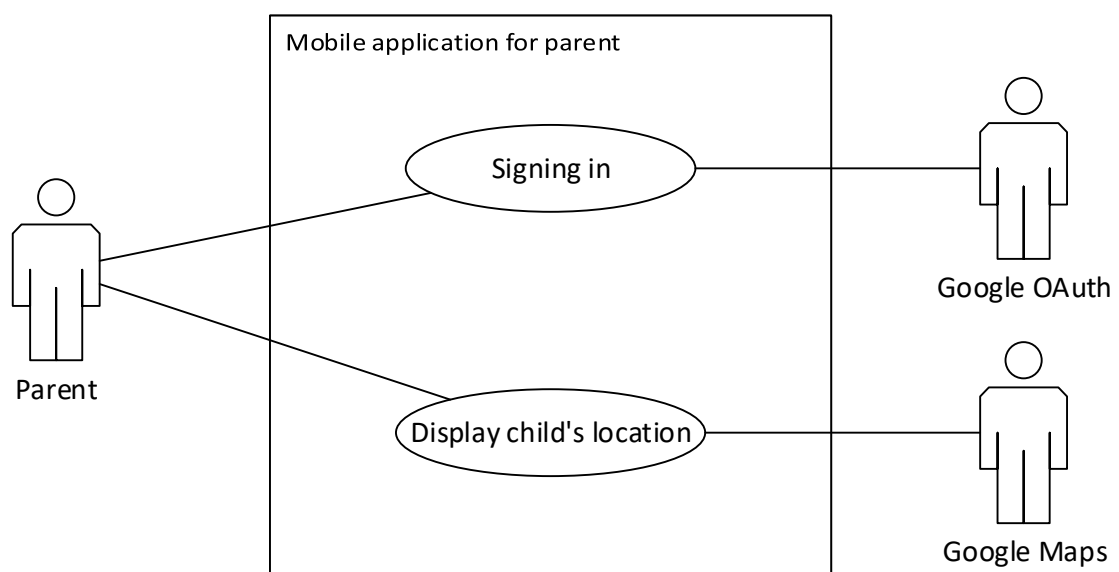
Rysunek 7: State diagram

## 3 Requirements' specification

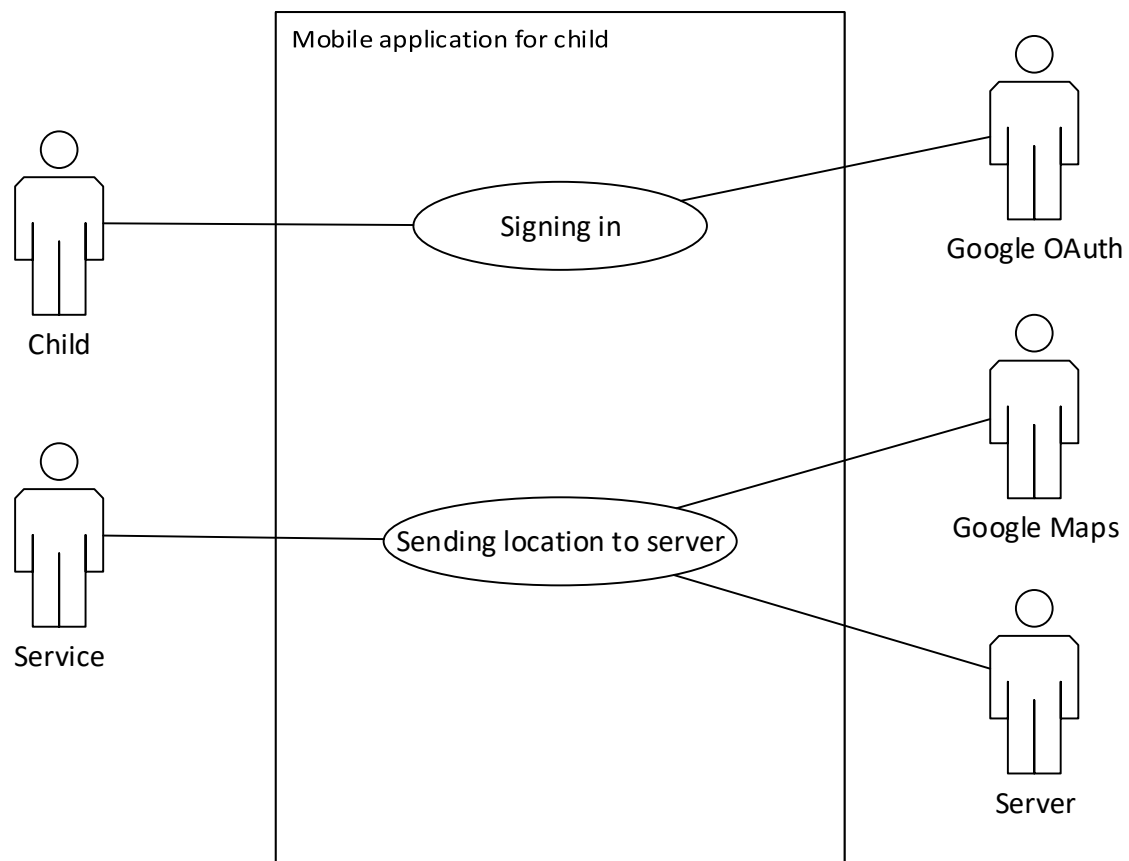
Requirements was shown in form of use cases with scenarios. We aren't showing scenarios for mobile application's use cases because they are too trivial.



Rysunek 8: Use cases for web application



Rysunek 9: Use cases for parent's mobile application



Rysunek 10: Use cases for child's mobile application

## Signing in

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to login
<b>Trigger:</b>	Parent clicks Login button
<b>Initial conditions:</b>	Parent is on our root route on our website
<b>Final conditions for success:</b>	Parent is logged in. Dashboard is displayed.
<b>Final conditions for failure:</b>	Parent is not logged in. Error message is displayed.

### Main scenario: Signing in

- 1.Parent clicks on Login button.
- 2.Parent fills in a login form.
- 3.Parent clicks Login button.
- 4.Parent is logged in. Dashboard is displayed.

### Alternative scenario: Parent filled in wrong email or password.

3a.Error message is displayed. Parent is asked to login, or change email.

3a.1.Step 2.

### Alternative scenario: Parent want to login with Google.

1a.Parent clicks Login with Google.

1a.1.Parent is redirected to GoogleOAuth.

1a.2.Parent is logged in. Dashboard is displayed.

Rysunek 11: Signing in scenario

**GdzieJestMojeDziecko?**

Chcesz zadbać o bezpieczeństwo swojego dziecka?

Możesz zaufać naszemu systemowi lokalizacji, który poinformuje Cię jeśli Twoje dziecko opuści miejsce w którym powinno się znajdować.

GdzieJestMojeDziecko? jest bardzo przyjazną aplikacją.

Bardzo łatwo i szybko zdefiniujesz miejsca pobytu Twojego dziecka, takie jak szkoła, basen, dom, mieszkanie babci. Intuicyjnie dodasz, usuniesz, wyłączysz reguły powiadomień.

Zostaniesz szybko poinformowany o sytuacji niezaplanowanej.

Jeśli Twoje dziecko opuści zaplanowany obszar, otrzymasz natychmiast powiadomienie na swój telefon.

**Logowanie** Rejestracja

Email

Hasło

Zaloguj

LUB

Zaloguj z Google

Rysunek 12: Signing in

## Registration

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to register
<b>Trigger:</b>	Parent clicks on Registration button
<b>Initial conditions:</b>	Parent is on our root route on our website
<b>Final conditions for success:</b>	Parent receives email with confirmation link. Account is created.
<b>Final conditions for failure:</b>	If parent already has account then we display an error message.

### Main scenario: Registration

- 1.Parent clicks on Registration button.
- 2.Parent fills in a registration form.
- 3.Parent clicks Register button.
- 4.Account is created. Confirmation email is sent.

### Alternative scenario: Parent already has an account.

- 3a.*Error message is displayed. Parent is asked to login, or change email.*
- 3a.1a.Step 2.
- 3a.1b.Signing in scenario.

Rysunek 13: Registration scenario

**GdzieJestMojeDziecko?**

Chcesz zadbać o bezpieczeństwo swojego dziecka?

Możesz zaufać naszemu systemowi lokalizacji, który poinformuje Cię jeśli Twoje dziecko opuści miejsce w którym powinno się znajdować.

GdzieJestMojeDziecko? jest bardzo przyjazną aplikacją.

Bardzo łatwo i szybko zdefiniujesz miejsca pobytu Twojego dziecka, takie jak szkoła, basen, dom, mieszkanie babci. Intuicyjnie dodasz, usuniesz, wyłączysz reguły powiadomień.

Zostaniesz szybko poinformowany o sytuacji niezaplanowanej.

Jeśli Twoje dziecko opuści zaplanowany obszar, otrzymasz natychmiast powiadomienie na swój telefon.

Logowanie Rejestracja

Nazwa

Imię Nazwisko

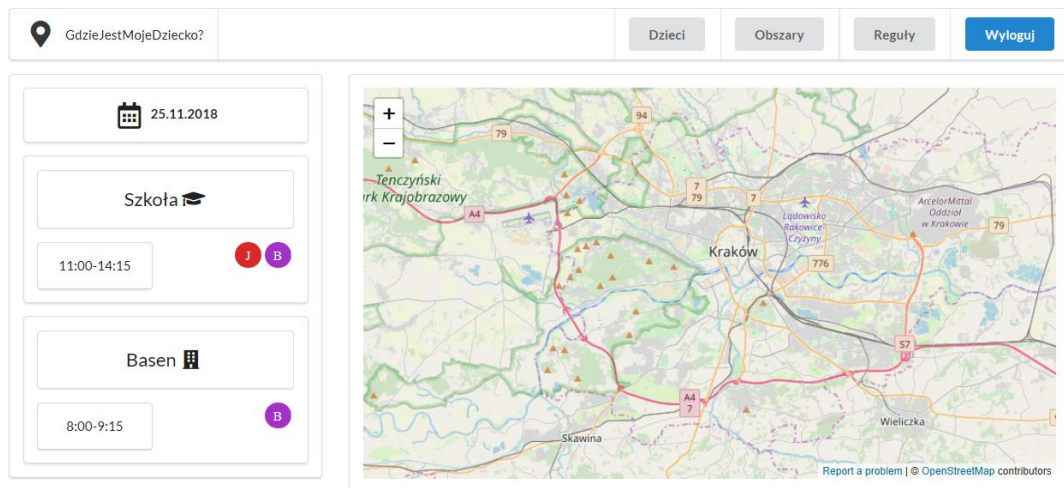
Email

ty@przyklad.pl

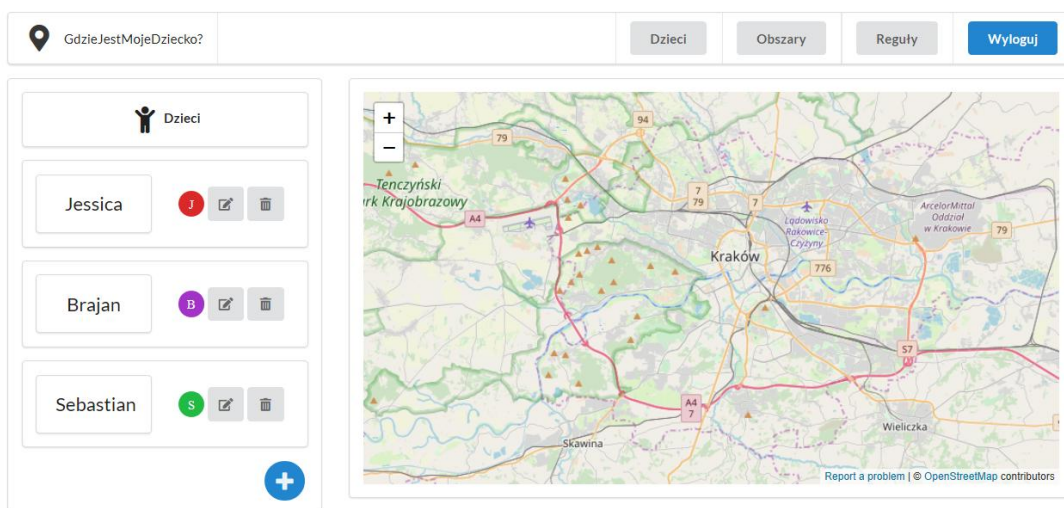
Hasło

Zarejestruj

Rysunek 14: Registering



Rysunek 15: Dashboard



Rysunek 16: Children

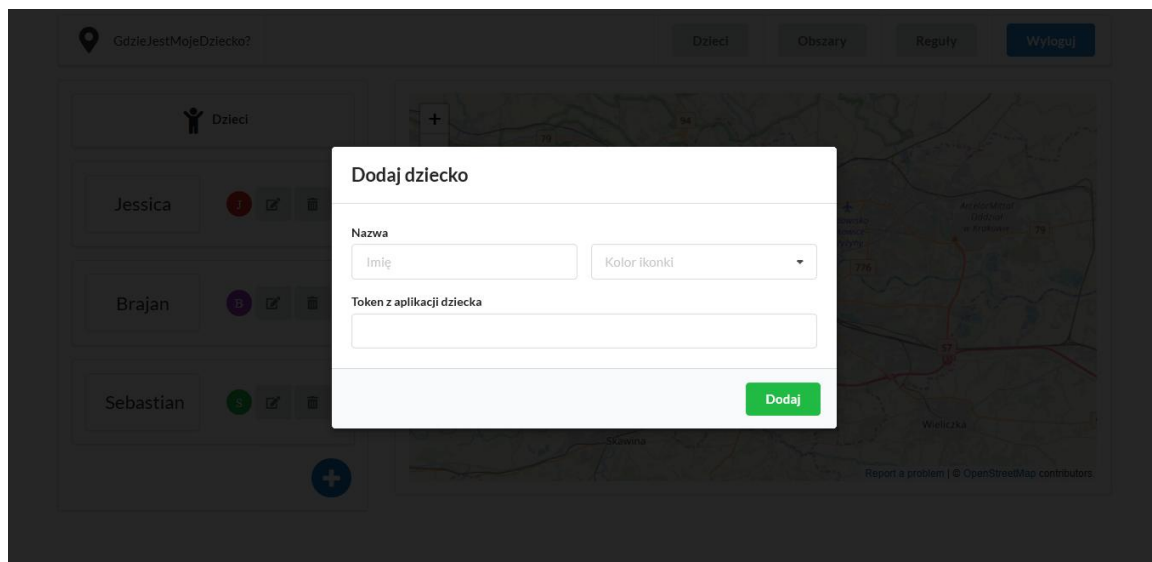
## CRUD Children: create

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to create child
<b>Trigger:</b>	Parent clicks blue button with plus
<b>Initial conditions:</b>	Parent is on children route
<b>Final conditions for success:</b>	Child is created and displayed in list of children

### Main scenario: Creating child

- 1.Parent clicks blue button with plus.
- 2.Parent types name of child.
- 3.Parent chooses color for icon of child.
- 4.Parent saves changes.
- 5.Child is created and displayed in list of children.

Rysunek 17: Creating child scenario



Rysunek 18: Creating child

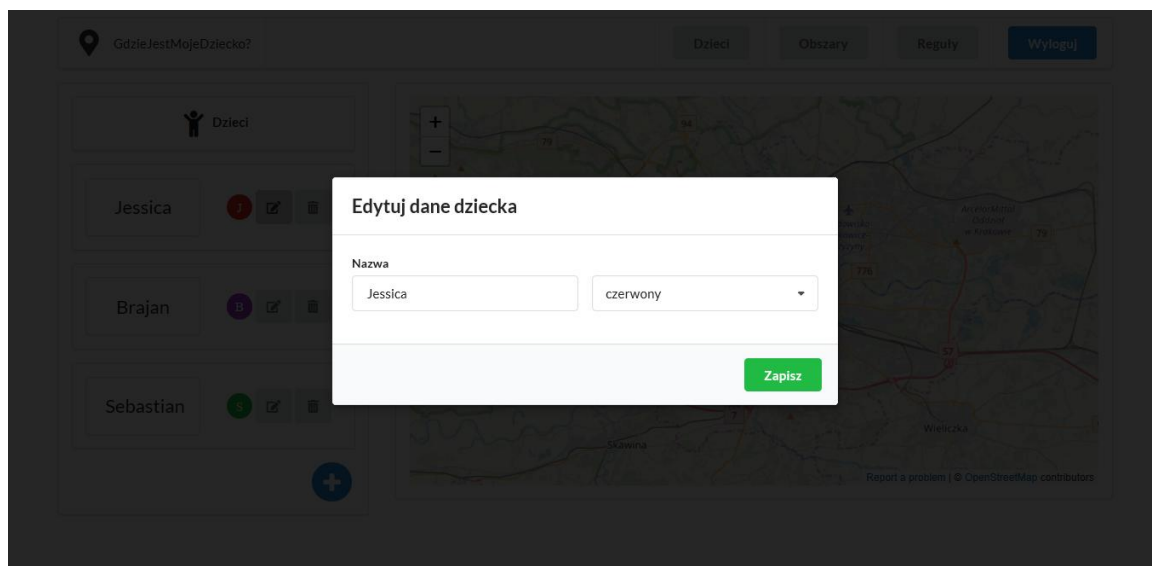
### CRUD Children: update

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to update child
<b>Trigger:</b>	Parent clicks edit icon on the child
<b>Initial conditions:</b>	Parent is on children route
<b>Final conditions for success:</b>	Child is updated and displayed in list of children.

#### Main scenario: Updating child

- 1.Parent clicks edit icon on the child.
- 2.Parent updates name of child or color for icon.
- 3.Parent saves changes.
- 4.Child is updated and displayed in list of children.

Rysunek 19: Updating child scenario



Rysunek 20: Editing child data



## CRUD Children: delete

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to delete child
<b>Trigger:</b>	Parent clicks trash icon on the child
<b>Initial conditions:</b>	Parent is on children route
<b>Final conditions for success:</b>	Child is deleted and list of children is updated.
<b>Final conditions for failure:</b>	Child isn't deleted.

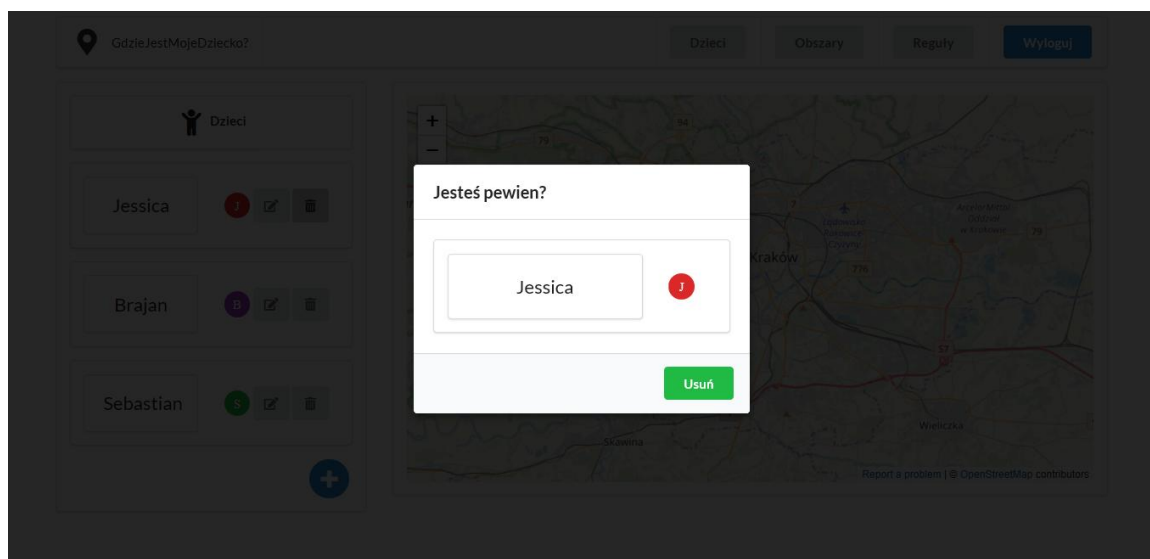
### Main scenario: Deleting child

1. Parent clicks trash icon on the child.
2. Pop up is displayed with question "Are you sure?" with "Yes" button.
3. Parent clicks "Yes".
4. Child is deleted and displayed and list of children is updated.

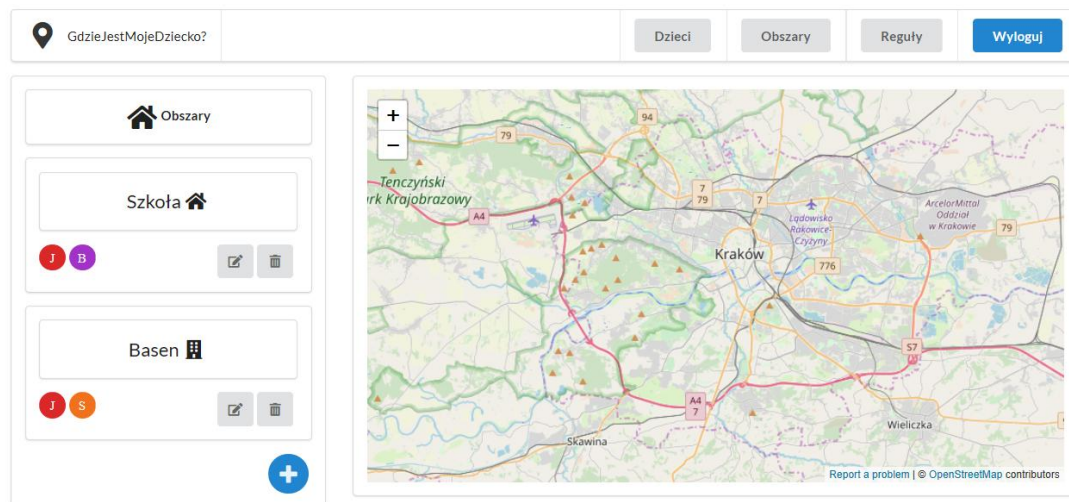
### Alternative scenario: Parent doesn't want to delete.

- 3a. Parent clicks outside of popup.  
3a.1. Child isn't deleted.

Rysunek 21: Deleting child scenario



Rysunek 22: Deleting child



Rysunek 23: Areas

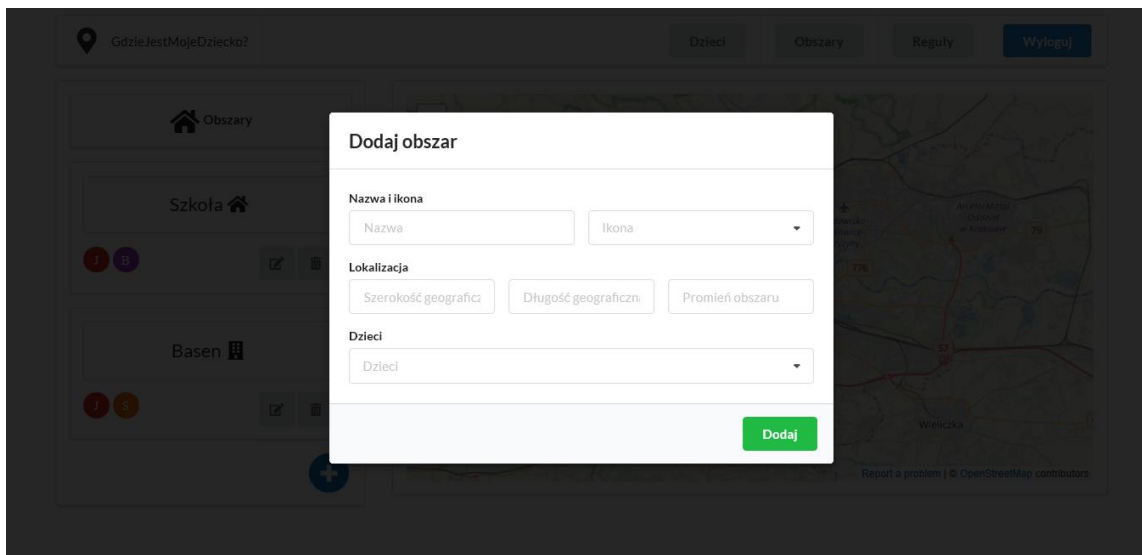
#### CRUD Areas: create

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to create area
<b>Trigger:</b>	Parent clicks blue button with plus
<b>Initial conditions:</b>	Parent is on areas route
<b>Final conditions for success:</b>	Area is created and displayed in list of areas.

#### Main scenario: Creating area

1. Parent clicks blue button with plus.
2. Parent types name of area and chooses icon for area.
3. Parent types address of location.
4. Parent sets radius of area.
5. Parent adds child/children.
6. Parent saves changes.
7. Area is created and displayed in list of areas

Rysunek 24: Creating area scenario



Rysunek 25: Creating area

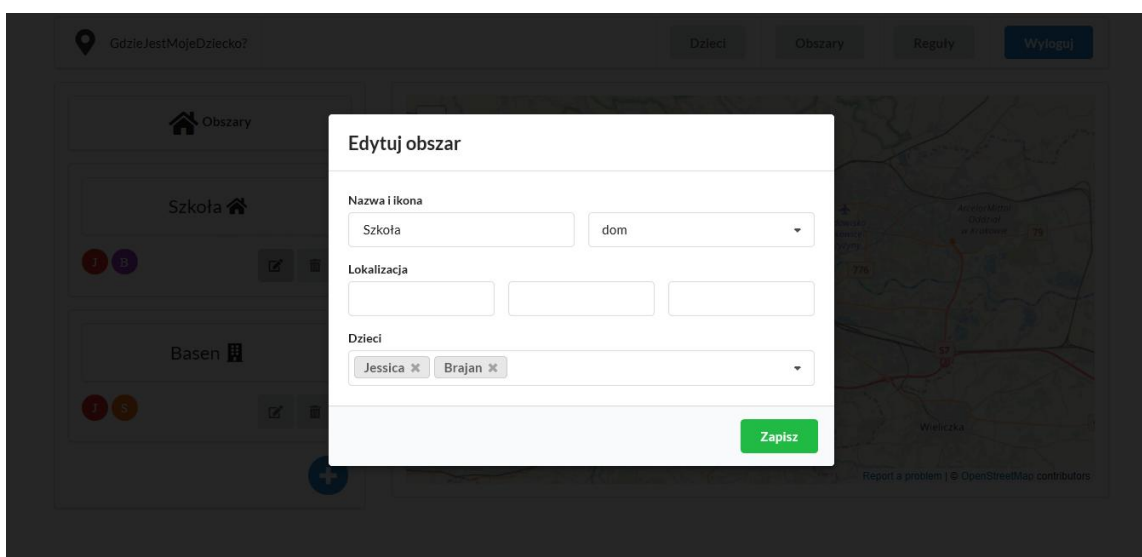
### CRUD Areas: update

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to update area
<b>Trigger:</b>	Parent clicks edit icon on the area
<b>Initial conditions:</b>	Parent is on areas route
<b>Final conditions for success:</b>	Area is updated and displayed in list of areas.

### Main scenario: Updating area

1. Parent clicks edit icon on the area.
2. Parent updates name of area or location address or radius or list of children.
3. Parent saves changes.
4. Area is updated and displayed in list of areas.

Rysunek 26: Updating area scenario



Rysunek 27: Editing area

## CRUD Areas: delete

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to delete area
<b>Trigger:</b>	Parent clicks trash icon on the area
<b>Initial conditions:</b>	Parent is on areas route
<b>Final conditions for success:</b>	Area is deleted and list of areas is updated.
<b>Final conditions for failure:</b>	Area isn't deleted.

### Main scenario: Deleting area

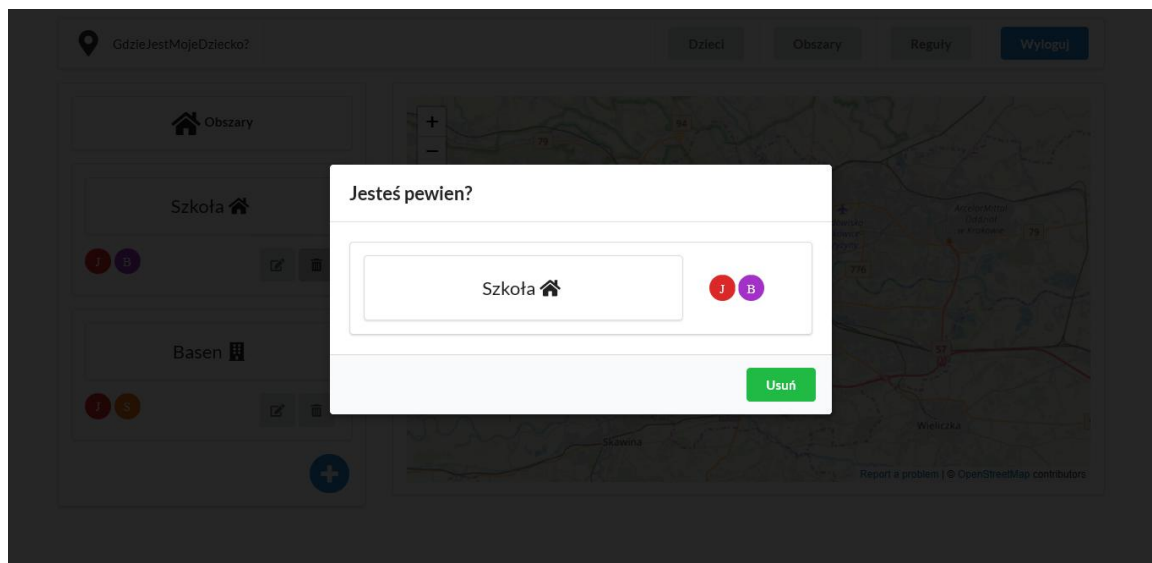
- 1.Parent clicks trash icon on the area.
- 2.Pop up is displayed with question “Are you sure?” with “Yes” button.
- 3.Parent clicks “Yes”.
- 4.Area is deleted and displayed and list of areas is updated.

### Alternative scenario: Parent doesn't want to delete.

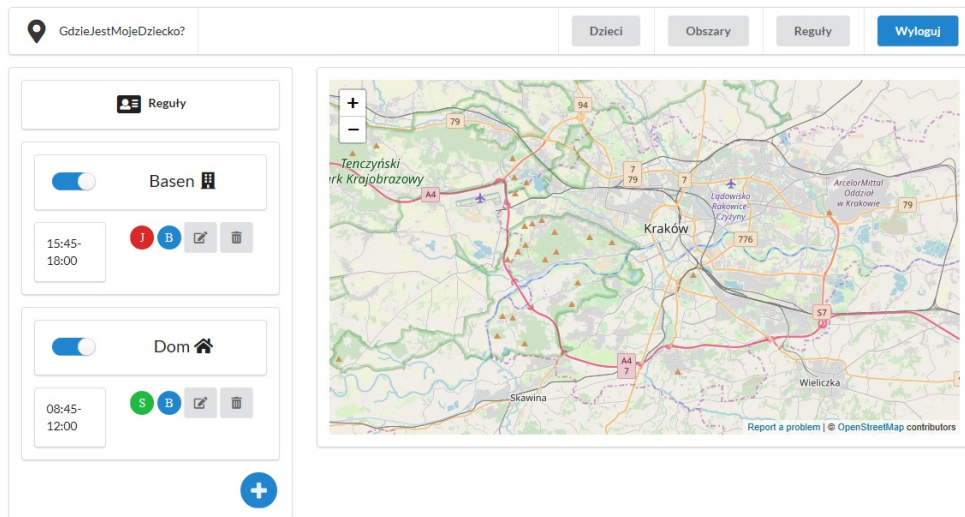
3a.Parent clicks outside the popup.

3a.1.Area isn't deleted.

Rysunek 28: Deleting area scenario



Rysunek 29: Deleting area



Rysunek 30: Rules

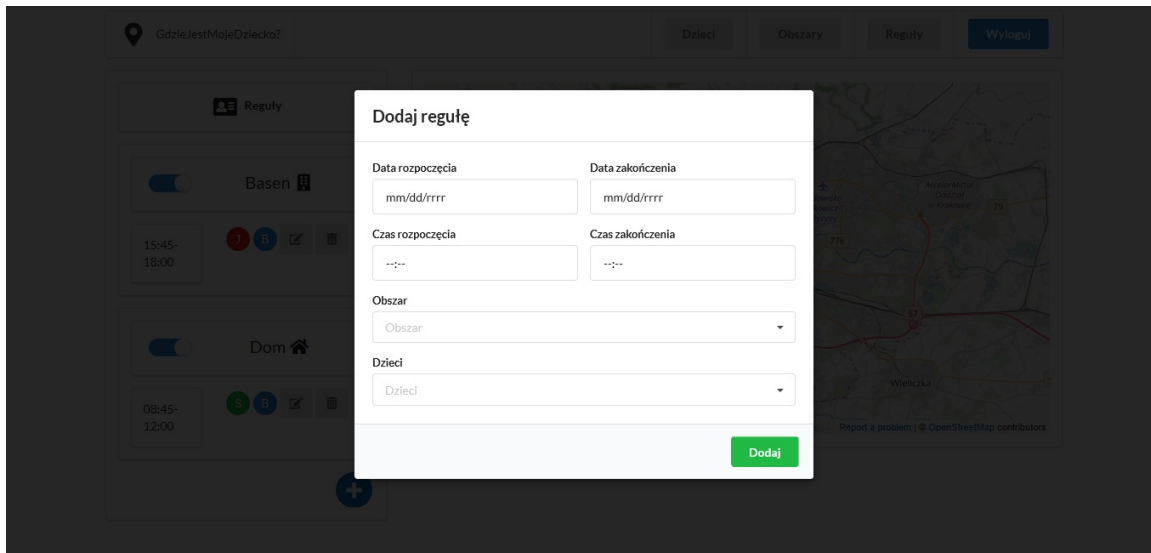
### CRUD Rules: create

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to create rule
<b>Trigger:</b>	Parent clicks blue button with plus
<b>Initial conditions:</b>	Parent is on specific child route
<b>Final conditions for success:</b>	Rule is created and displayed in list of rules.

### Main scenario: Creating rule

1. Parent clicks blue button with plus.
2. Parent chooses range of dates.
3. Parent chooses range of time.
4. Parent chooses location from list.
5. Parent chooses repetition from list.
6. Parent chooses children from list.
7. Parent saves changes.
8. Rule is created and displayed in list of rules.

Rysunek 31: Creating rule scenario



Rysunek 32: Creating rule

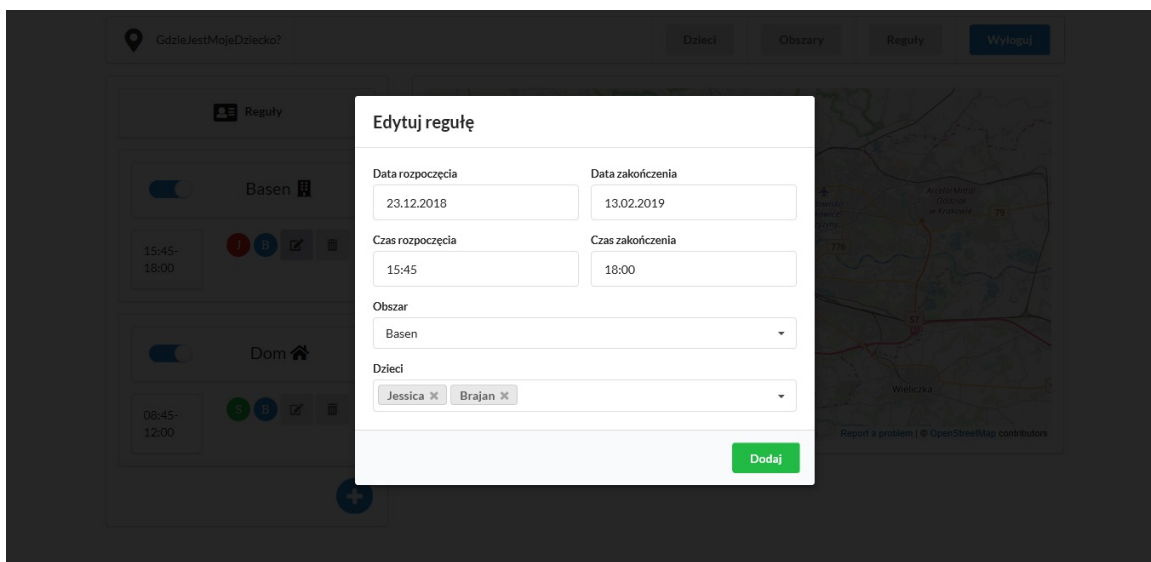
### CRUD Rules: update

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to update rule
<b>Trigger:</b>	Parent clicks edit icon on the rule
<b>Initial conditions:</b>	Parent is on rules route
<b>Final conditions for success:</b>	Rule is updated and displayed in list of rules.

### Main scenario: Updating rule

1. Parent clicks edit icon on the rule.
2. Parent updates range of dates or range of time or location or repetition.
3. Parent saves changes.
4. Rule is updated and displayed in list of rules.

Rysunek 33: Updating rule scenario



Rysunek 34: Updating rule

### CRUD Rules: delete

<b>Actors:</b>	Parent
<b>Range:</b>	Web application
<b>Goals:</b>	<b>Parent</b> wants to delete rule
<b>Trigger:</b>	Parent clicks trash icon on the rule
<b>Initial conditions:</b>	Parent is on rules route
<b>Final conditions for success:</b>	Rule is deleted and list of rules is updated.
<b>Final conditions for failure:</b>	Rule isn't deleted.

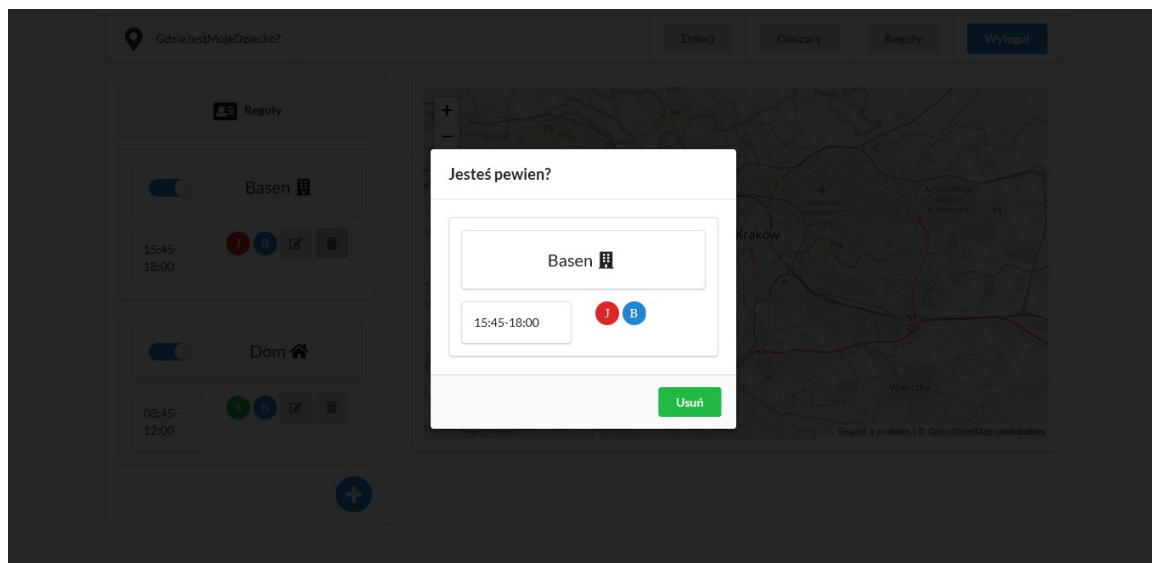
#### Main scenario: Deleting rule

- 1.Parent clicks trash icon on the rule.
- 2.Pop up is displayed with question “Are you sure?” with “Yes” button.
- 3.Parent clicks “Yes”.
- 4.Rule is deleted and displayed and list of rules is updated.

#### Alternative scenario: Parent doesn't want to delete.

- 3a.Parent clicks outside of popup.
- 3a.1.Rule isn't deleted.

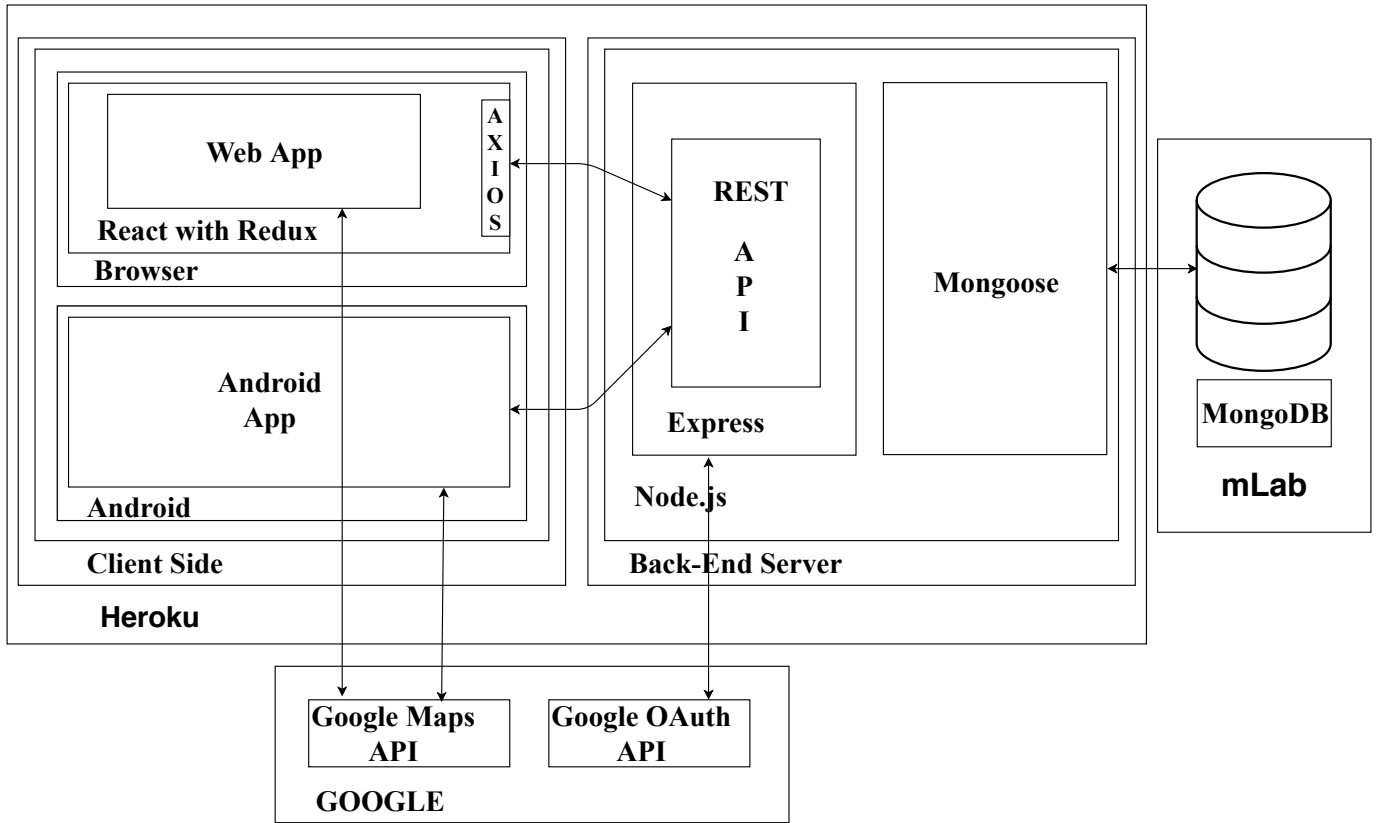
Rysunek 35: Deleting rule scenario



Rysunek 36: Deleting rule

## 4 System's architecture

In our application we are using MongoDB, so our database is identical to our class diagram.



Rysunek 37: Architecture, modules and interfaces

Our application's modules communicate with server through RESTful API. Our application will send requests to server when user fills forms, and clicks buttons. Server will fetch proper data using axios from MongoDB database on mLab server. Based on fetched data web components will update or user will be redirected to proper route.

## 4.1 API

- \api\current\_user - current signed in user,
- \api\logout - logging out user,
- \api\googleAuth - signing user in with Google OAuth,
- \api\register - registering new user,
- \api\login - signing user in,
- \api\rules - rules for current user,
- \api\rules\create - creating new rule for current user,
- \api\rules\read - rule data,
- \api\rules\update - updating rule,
- \api\rules\delete - deleting rule,
- \api\areas - areas for current user,
- \api\areas\create - creating new area,
- \api\areas\read - area data,
- \api\areas\update - updating area,
- \api\areas\delete - deleting area,
- \api\children - children for current user,
- \api\children\create - creating new child,
- \api\children\read - child data,



- \api\children\update - updating child data,
- \api\children\delete - deleting child data,

## 4.2 Project of tests

Tests	What?	Technologies
Unit	backend and frontend methods	Jasmine
Integration	communication between modules	Jasmine
Functional	use cases	Jasmine, Selenium
Manual	Mobile application	manualy
Manual	API	postman

Tablica 2: Project of tests