

Tinder Clone

Name: MAXIM FRANCESCO

Group: 30234

Table of Contents

[Deliverable 1 3](#_Toc193372752)

[Project Specification 3](#_Toc193372753)

[Functional Requirements 3](#_Toc193372754)

[Use Case Model 3](#_Toc193372755)

[Use Cases Identification: 3](#_Toc193372756)

[UML Use Case Diagrams 3](#_Toc193372757)

[Supplementary Specification 3](#_Toc193372758)

[Non-functional Requirements 3](#_Toc193372759)

[Design Constraints 3](#_Toc193372760)

[Glossary 3](#_Toc193372761)

[Deliverable 2 3](#_Toc193372762)

[Domain Model 3](#_Toc193372763)

[Architectural Design 3](#_Toc193372764)

[Conceptual Architecture 3](#_Toc193372765)

[Package Design 4](#_Toc193372766)

[Component and Deployment Diagram 4](#_Toc193372767)

[Deliverable 3 4](#_Toc193372768)

[Design Model 4](#_Toc193372769)

[Dynamic Behavior 4](#_Toc193372770)

[Class Diagram 4](#_Toc193372771)

[Data Model 4](#_Toc193372772)

[System Testing 4](#_Toc193372773)

[Future Improvements 4](#_Toc193372774)

[Conclusion 4](#_Toc193372775)

[Bibliography 4](#_Toc193372776)

# Deliverable 1

## Project Specification

This project is a clone of the Tinder application, built using Angular for the frontend and Java Spring Boot for the backend. It allows users to register, create and manage their profiles, browse other profiles (by swiping “like” or “dislike”), form mutual matches, and communicate via text messages. Currently, all modules are implemented except for configuration, DTOs, centralized exception handling, WebSocket communication, and security. This document outlines the specification and design for the project.

## Functional Requirements

1. **User Registration and Authentication:**

* Users must register with an email and password.
* The system should authenticate users via a dedicated endpoint.

2. **Profile Management:**

* Users can create, view, and update their profiles.
* A profile includes details such as name, age, gender, bio, location, and photos.

3. **Swiping and Matching:**

* Users can swipe through other profiles, choosing to “like” or “dislike.”
* A match is created when two users mutually “like” each other.

4. **Messaging:**

* Matched users can send text messages to each other in real time or asynchronously.
* Users can view the conversation history with each match.

## Use Case Model

### Use Cases Identification:

### 

**Use Case 1: User Registration**

* **Use Case:** User Registration
* **Level:** User Goal
* **Primary Actor:** New User
* **Main Success Scenario:**
  1. The user accesses the registration page.
  2. The user enters the required data (email, password, etc.).
  3. The system validates the information and creates a new account.
  4. The user receives a confirmation message.
* **Extensions:**
  1. If the email is already in use, the system informs the user and requests an alternative email.

**Use Case 2: Swiping and Matching**

* **Use Case:** Swiping and Matching
* **Level:** User Goal
* **Primary Actor:** Authenticated User
* **Main Success Scenario:**
  1. The user browses through other users’ profiles.
  2. The user swipes “like” or “dislike” on each profile.
  3. When both users “like” each other, a match is created.
* **Extensions:**
  1. If a user swipes “dislike,” that profile is not shown again.

**Use Case 3: Sending Messages**

* **Use Case:** Sending Messages
* **Level:** User Goal
* **Primary Actor:** User with a Match
* **Main Success Scenario:**
  1. The user selects a match from the conversation list.
  2. The user types a message in the chat interface.
  3. The system saves the message and transmits it to the recipient.
  4. The conversation view is updated in real time (or upon refresh).
* **Extensions:**
  1. If the message fails to send (e.g., due to a weak connection), the system notifies the user and allows a retry.

### UML Use Case Diagrams

A diagram of a diagram

AI-generated content may be incorrect.

## Supplementary Specification

### Non-functional Requirements

1. **Performance:**

* The system must respond to API requests within 2 seconds.
* **Justification:** Fast response times are critical to ensure a smooth and engaging user experience in a social application.

2. **Scalability:**

* The architecture must support significant growth in the number of users by using a modular structure with the possibility of transitioning to microservices.
* **Justification:** As the user base grows, the system must handle increased traffic without performance degradation.

3. **Reliability:**

* The system should maintain an uptime of 99.9% and handle errors gracefully.
* **Justification:** Continuous availability is essential for a dating application where user engagement is time-sensitive.

4. **Security:**

* User data (e.g., passwords, personal information) must be encrypted and the system should implement proper authentication and authorization mechanisms (such as JWT).
* **Justification:** Protecting sensitive user data is critical, especially for social applications handling personal information.

### Design Constraints

1. **Languages and Frameworks:**

* The backend must be developed in Java using Spring Boot.
* The frontend will be implemented using Angular.

2. **Development Process:**

* Maven or Gradle will be used for dependency management and building the project.
* Testing will be carried out using JUnit and Mockito on the backend.

3. **Component Usage:**

* Spring Data JPA will be used for database interactions.
* Libraries such as Lombok will be used to reduce boilerplate in the model classes.

4. **Other Constraints:**

* Initial configuration for aspects like DTOs, exception handling, WebSocket, and security will be added in subsequent development phases.

## Glossary

1. **User:**  
A person using the application, identified by an email and password.

* **Validation:** Must be a valid email and a password of at least 8 characters.

2. **Profile:**  
A set of personal information about a user (name, age, gender, bio, location, photos).

3. **Like:**  
The action a user takes to express interest in another user’s profile.

* **Values:** true (like) or false (dislike).

4. **Match:**  
A connection created when two users mutually “like” each other.

* **Rule:** A match is only generated if both users have liked each other.

5. **Message:**  
A text communication between two users who have a match.

* **Attributes:** Message content, sender, receiver, and timestamp.

6. **Swiping:**  
The mechanism by which users navigate through profiles, choosing to like or dislike.

7. **WebSocket:**  
A protocol enabling real-time, two-way communication between client and server (to be implemented in later stages).

## Deliverable 2

## Domain Model

[Define the domain model and create the conceptual class diagrams]

## Architectural Design

### Conceptual Architecture

[Define the system’s conceptual architecture; use an architectural style and pattern - highlight its use and motivate your choice.]

### Package Design

[Create a package diagram]

### Component and Deployment Diagram

[Create the component and deployment diagrams.]

# Deliverable 3

## Design Model

### Dynamic Behavior

[Create the interaction diagrams (2 sequence) for 2 relevant scenarios]

### Class Diagram

[Create the UML class diagram; apply GoF patterns and motivate your choice]

## Data Model

[Create the data model for the system.]

# System Testing

[Describe the testing methides and some test cases.]

# Future Improvements

[Present some features that apply to the application scope.]

# Conclusion

# Bibliography