

Politecnico di Milano

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Software Engineering 2: “myTaxiService”

Design Document

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Contents

[1 Introduction 4](#_Toc435522730)

[1.1 Purpose 4](#_Toc435522731)

[1.2 Scope 4](#_Toc435522732)

[1.3 Glossary 5](#_Toc435522733)

[1.4 Reference Documents 5](#_Toc435522734)

[1.5 Document Overview 5](#_Toc435522735)

[2 Architectural design 6](#_Toc435522736)

[2.1 Overview 6](#_Toc435522737)

[2.2 High level components and their interaction 6](#_Toc435522738)

[2.3 Component view 6](#_Toc435522739)

[2.4 Deployment view 6](#_Toc435522740)

[2.5 Runtime view 6](#_Toc435522741)

[2.6 Component interfaces 6](#_Toc435522742)

[2.7 Selected architectural styles and patterns 6](#_Toc435522743)

[2.8 Other design decisions 6](#_Toc435522744)

[3 Algorithm design 9](#_Toc435522745)

[Software Interfaces 9](#_Toc435522746)

[4 User interface design 28](#_Toc435522747)

[5 Requirement traceability 28](#_Toc435522748)

[6 References 28](#_Toc435522749)

# Introduction

## Purpose

The purpose of this document is to provide a comprehensive description of the structure of the myTaxiService system. It will state and analyze the design decisions made in order to satisfy all the requirements stated in the Requirements Analysis and Specification Document (RASD). This document is meant mainly as a guideline for developers of the software in question.

## Scope

The aim of this project is to develop and implement myTaxiService, an application similar to Uber, which makes the process of assigning an available taxi vehicle to possible passengers.

The developed system should allow new users to register. Users, once logged in, should be able to:

* request a taxi
* reserve a taxi
* cancel a ride
* check taxi availability around him
* receive a confirmation with information about the assigned vehicle and ETA once taxi is requested
* create/maintain user profile
* report a taxi driver

The developed system should allow new taxi drivers to register. Drivers, once logged in, should be able to:

* inform the system about their availability
* confirm/decline that they are going to take care of a certain call
* create/maintain taxi driver profile
* report a passenger

The system should keep information about new arrived requests, as well as the confirmed rides. A ride should have and id number, information about the passenger that requested the ride, as well as the code of the assigned vehicle and ETA. System should also keep information about taxi queues connected to particular zone of the city and ensure fair management of the queues. Developed system should keep information about the list of reservations made by passengers, such as id number of the reservation, information about the passenger that made the reservation and the time of reservation and time of the ride.

## Glossary

The following are the definitions of some commonly used phrases throughout the document:

|  |  |
| --- | --- |
| *CSS* | Cascading Style Sheets |
| *DD* | Design Document |
| *DB* | Database |
| *DBMS* | Database Management System |
| *ER* | Entity-Relationship |
| *HTML* | Hypertext Markup Language |
| *HTTP* | Hypertext Transfer Protocol |
| *MVC* | Model View Controller |
| *RASD* | Requirement Analysis and Specification Document |
| *UML* | Unified Modeling Language |
| *ORM* | Object Relational Mapper |

## Reference Documents

* IEEE Design Document template
* Specification Document: myTaxiService Project AA 2015-2016.pdf
* RASD myTaxiSevice

## Document Overview

The document is essentially structured in six parts:

* Chapter 1: Introduction, gives description of document and some basic information about the software
* Chapter 2: Architectural Design, gives an overview of how  and why the system was decomposed, and  how the  individual parts work together
* Chapter 3: Algorithm Design, description of the most relevant algorithms of the software system
* Chapter 4: User interface Design, overview on how the user interfaces of your system will look
* Chapter 5: Requirements traceability, gives an overview of how the requirements defined in RASD map into the design elements defined in DD.
* Chapter 6: References

# Architectural design

## Overview

Identify modules in the software system and explain the relationships between the modules to achieve the complete functionality of the system. This is a high level overview of how responsibilities of the system were partitioned and then assigned to subsystems. Identify each high level subsystem and the roles or responsibilities assigned to it. Describe how these subsystems collaborate with each other in order to achieve the desired functionality.

## High level components and their interaction

## Component view

## Deployment view

## Runtime view

## Component interfaces

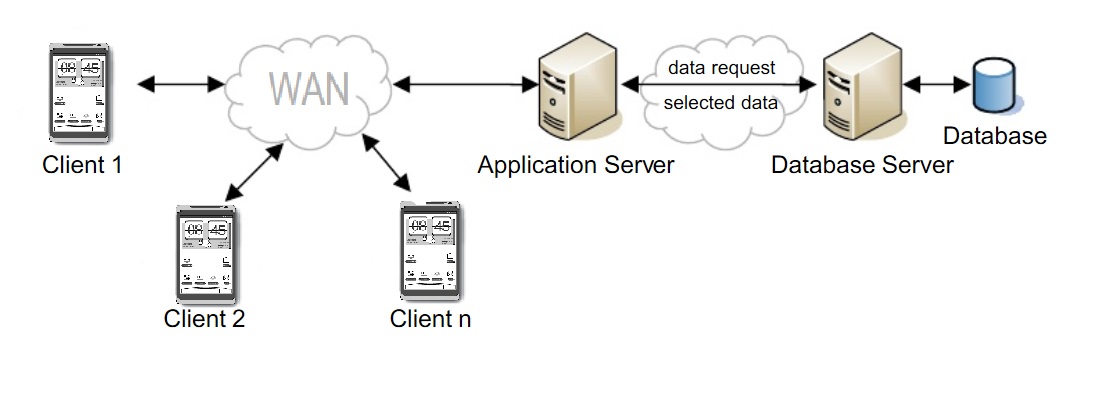
## Selected architectural styles and patterns

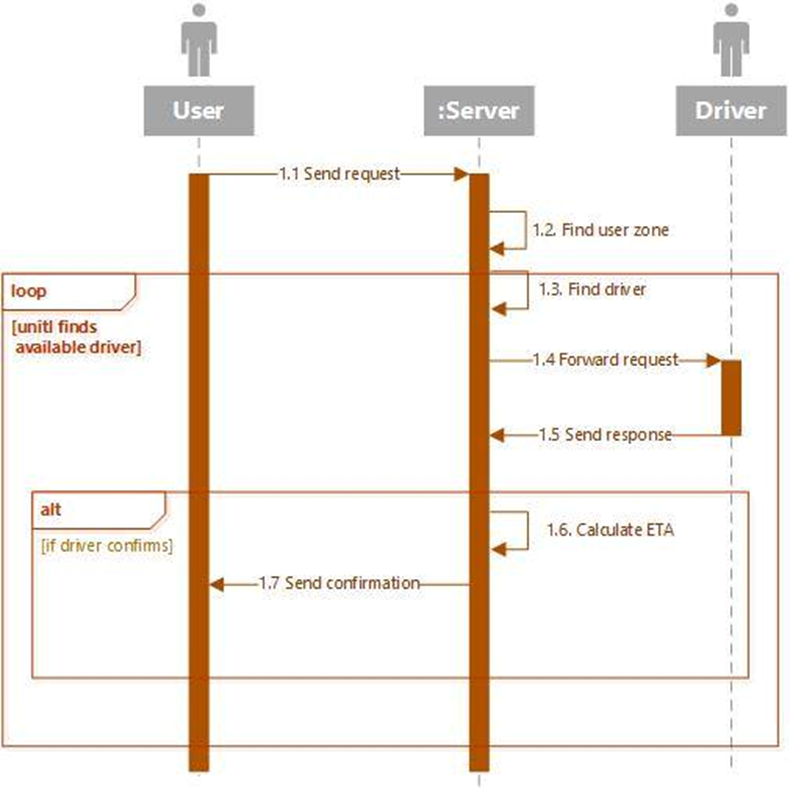
### Architectural styles

Client-Server

The client–server model of computing is a distributed application structure that partitions tasks or workloads between the providers of a resource or service, called servers, and service requesters, called clients. Clients and servers exchange messages in a request–response messaging pattern: The client sends a request, and the server returns a response. This exchange of messages is an example of inter-process communication.

Three-tier architecture is a client–server software architecture style in which the user interface (presentation), functional process logic ("business rules"), computer data storage and data access are developed and maintained as independent modules, most often on separate platforms.





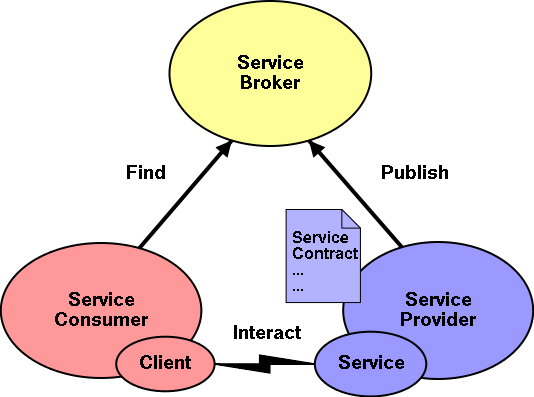
myTaxiService system will be built on three tier client-server architectural style. Communication between the users and the taxi drivers goes through the server as a mediator. Purpose of the server in myTaxiSystem is to handle both users and drivers requests. Server processes the requests and queries the database. In this scenario, the database represents the third tier and is responsible for managing the stored data. After processing the request server sends a response back to the users or drivers. For example:

* user requests a taxi
* request is sent to the server
* server finds the zone and takes first available taxi from the queue
* server forwards the request to the taxi driver
* driver responds positive/negative
* response is sent to the server
* server calculate ETA and send response to user or he finds next taxi in the queue and send him the request

#### SOA

A service-oriented architecture is essentially a collection of services. These services communicate with each other. The communication can involve either simple data passing or it could involve two or more services coordinating some activity. The purpose of SOA is to allow users to combine fairly large chunks of functionality to form applications built from existing software services. If a service presents a simple interface that abstracts away its underlying complexity, then users can access independent services without knowledge of the service's platform implementation.

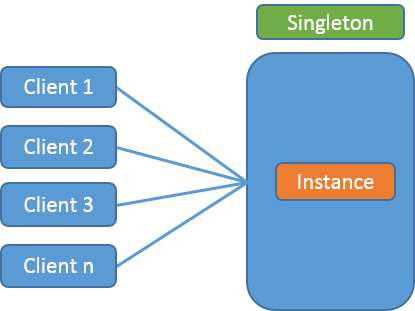
* + When user fills the request form, system will contact the Google Places service for suggesting and autocompleting the input address. The suggested address is sent back to the user.
  + When navigation page is requested by the taxi driver, Google Map service is contacted. Service provides the driver with map page with appropriate route.
  + Google Maps Geocoding service provides coordinates for inputted address.
  + Gmail API as email service of user’s authorization.



### Patterns

#### Singleton

Singleton pattern is a design pattern that restricts the instantiation of a class to one object. This is useful when exactly one object is needed to coordinate actions across the system.



myTaxiService system will have one instance of Database. Every time access to the database is needed, system through this instance will open connection to the database. After the transaction the connection will be closed.

#### MVC

The model-view-controller pattern proposes three main components or objects to be used in software development:

* A Model, which represents the underlying, logical structure of data in a software application and the high-level class associated with it. This object model does not contain any information about the user interface.
* A View, which is a collection of classes representing the elements in the user interface (all of the things the user can see and respond to on the screen, such as buttons, display boxes, and so forth)
* A Controller, which contains the logic of system and is a mediator between the view i.e. user interface and his interaction with it and model which contains the data stored for our system.

DA SE DODA KAKO SE MVC KORISTI U NASEM SISTEMU



Façade?

## Other design decisions

# Algorithm design

# User interface design

Refer to the chapter 3.1 of RASD documents. In chapter 3.1 are shown user interfaces of myTaxiService system.

# Requirement traceability

# References