Software Documentation for Web application

**“TruckGistic”**

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# Introduction

The purpose of this document is to describe the implementation of the TruckGistic web application. The TruckGistic web application software is designed to help freight management businesses focused in USA territory to track theirs loads, drivers and customers.

This document describes the implementation details of the TruckGistic Web Application. The software will consist of multiple functions. That include create/delete/update loads, customers, drivers, facilities. We will also outline and describe specific components of the project.

When designing this software it was critical to know and deeply understand logistics problems that freight companies have to face every day. This application was consultant with group of people that work in the industry to help understand the best design and solution for the problems.

This application is design for multiple companies/users. Because of the design and lightweight framework that were used it can handle thousands of users making requests with no downtime. Thanks to newest technologies and design techniques used in this project it will me much easier to maintain, troubleshoot, add new features and scale this web application.

All technologies, tools that were used are free besides server that will host database and/or web application. That is really important point since I want this application to be free for all user and deliver to them the best quality of the freight managing web application available on the market for free.

# Subject Area Description

# Description of Technologies Used

## **Back-end**

For the core language I choose **Java** programing language. The reason Java is core language for this web app is that Java has his own JVM and same code can be run on different machines. Another reason for Java is that it has very powerful Spring framework.

Every good application needs to be scalable and have lightweight technologies that work great with each other. That was the reason I choose **Spring Boot** **framework** as a backend. This framework of Java is great if it comes to large, enterprise applications and have many API, Documentation, support that helps implement different technologies to it. Spring Boot has no XML based configurations at all. Very much simplified properties. The beans are initialized, configured and wired automatically. Spring is also lightweight container, can deployed on tomcat or jetty, easy to implement new features if your application getting bigger and bigger.

For database connectivity I choose **Hibernate** over JDBC because JDBC is complex when is used in large projects, it is harder to implement MVC concept, there is no encapsulation. Hibernate on other side has transparent persistence that ensures automatic connection between the application’s object with the database tables. This feature prevents developers from writing lines of connection code. Transparent persistence enables hibernate to reduce the development time and maintenance cost. Hibernate supports both first level and second level caching mechanism. The first level caching is associated with Session object which is used by default. The second level caching is associated with Session Factory Object. Through caching concept, Hibernate retains the objects in cache so as to reduce repeated hits to the database. This feature makes Hibernate highly scalable and optimizes the application’s performance. Hibernate supports optimistic locking through its version property feature. This functionality supports multiple transactions without affecting one another. For example, when two or more users try to alter a database entity at the same time, the version field avoids the conflict and gives preference to the user who commits the changes first. The other user will be prompted with an error message and will be asked to restart the process.

I integrate Hibernate with **Spring Data** so I will have repositories CRUD out of box, nice and easy ways to extend your repositories with query methods, to navigate between entities.

For authentication and authorization, I used **Spring Security.** It is a powerful and highly customizable authentication and access-control framework. It is the de-facto standard for securing Spring-based applications.

As a database I choose **MySQL** because is globally renowned for being the most secure and reliable database management system used in popular web applications. MySQL offers unmatched scalability to facilitate the management of deeply embedded apps using a smaller footprint even in massive warehouses that stack terabytes of data. On-demand flexibility is the star feature of MySQL. This open source solution allows complete customization to eCommerce businesses with unique database server requirements. MySQL features a distinct storage-engine framework that facilitates system administrators to configure the MySQL database server for a flawless performance. Whether it is an eCommerce website that receives a million queries every single day or a high-speed transactional processing system, MySQL is designed to meet even the most demanding applications while ensuring optimum speed, full-text indexes and unique memory caches for enhanced performance. All the fears and worries that arise in an open source solution can be brought to an end with My SQL’s round-the-clock support and enterprise indemnification. The secure processing and trusted software of MySQL combine to provide effective transactions for large volume projects. It makes maintenance, debugging and upgrades fast and easy while enhancing the end-user experience. MySQL is considered a very fast database program. This speed has been backed up by a large number of benchmark tests (though such tests -- regardless of the source -- should be considered with a good dose of skepticism). MySQL is really easy to use with hibernate. There is nothing too complicated to have those two technologies configure and up and running in less than 1 hour. MySQL also provides with very powerful tool – MySQL Workbench – that makes your development of database super easy and enjoyable. On top of that this tool has many other useful tools like data migration, database backup, UML creator, schema generator etc.

**Webpack** is an open-source JavaScript module bundler. Webpack takes modules with dependencies and generates static assets representing those modules. It takes the dependencies and generates a dependency graph allowing web developers to use a modular approach for their web application development purposes.

**Node.js** is an open-source, cross-platform JavaScript run-time environment that executes JavaScript code server-side. Historically, JavaScript was used primarily for client-side scripting, in which scripts written in JavaScript are embedded in a webpage's HTML and run client-side by a JavaScript engine in the user's web browser. Node.js lets developers use JavaScript for server-side scripting—running scripts server-side to produce dynamic web page content before the page is sent to the user's web browser. Consequently, Node.js represents a "JavaScript everywhere" paradigm, unifying web application development around a single programming language, rather than different languages for server side and client side scripts

## **Front-end**

**HTML** is the markup language that we use to structure and give meaning to our web content, for example defining paragraphs, headings, and data tables, or embedding images and videos in the page.

**JavaScript** is a scripting language that enables you to create dynamically updating content, control multimedia, animate images, and pretty much everything else. (Okay, not everything, but it is amazing what you can achieve with a few lines of JavaScript code.)

For front end part I have choose **ReactJS**. It is pretty new JavaScript framework developed and released by Facebook. With React, it is possible to develop large web-based applications that change data while reloading pages. You can also use React together with other forms of frameworks or JavaScript libraries like Angular in MVC. React is an open source JavaScript (JS) library used for developing user interfaces, basically for the single-page applications. When dealing with ReactJS, the basic programming knowledge that you need to possess is HTML and CSS. Angular, on the other hand, is more difficult to learn. If you have not familiarized yourself with typescript, then do so before learning Angular. Typescript on its own is not easy to learn, so be prepared for a long learning curve.One major advantage Facebook brought with ReactJS is the possibility of reusing code components. Webmasters can now use codes of different levels anytime, and this saves time. Usually, system upgrades are a headache to webmasters, as other components can be affected by any changes made.With ReactJS, it is easier to manage updates. The reason is that all the components of the system are completely isolated. As a result of this, changes initiated in any of the components will not affect the others. It makes it possible to reuse components that didn’t produce changes, and this makes programming more comfortable and precise.Another advantage with ReactJS is code stability. It allows programmers to work directly with the components and also make use of the [data-binding technique](https://www.techopedia.com/definition/15652/data-binding) to make sure changes that what took place in child structures doesn’t affect the parents.

**CSS** is used for presentation layer. CSS stands for Cascading Style Sheets.CSS describes how HTML elements are to be displayed on screen, paper, or in other media.CSS saves a lot of work. It can control the layout of multiple web pages all at once.

**Bootstrap** framework is responsible for presentation layer. Bootstrap is responsive, mobile-first, prevailing, and front-end framework, which is developed along with CSS, JavaScript, and HTML. It is extremely an easy and speedy procedure to begin with Bootstrap. Bootstrap is very adaptable too.One of the main benefits of utilizing Bootstrap happens to be the speed of the development. While driving out a new, fresh website or application swiftly, you should certainly reflect upon utilizing Bootstrap. Instead of coding from scrape, Bootstrap lets you to use ready-made coding blocks in order to assist you in setting up. You can blend that along with CSS-Less functionality and cross-browser compatibility that can give way to saving of ample hours of coding. You can even buy ready-made Bootstrap themes and alter them to fit your requirements, for gaining the quickest potential route. The Bootstrap can be customized as per the designs of your project. Bootstrap approaches with a pack of JavaScript components for including the functionality that crafts it in simple way for operating things, such as tooltips, modal windows, alerts, etc. You can even leave out the writing scripts completely.

## **Host**

This application is hosted online on **Apache Tomcat**. Apache Tomcat is an open source Web server tool developed by the Apache Software Foundation (ASF). It is one of many Apache-related open source products used by IT professionals for various tasks and objectives. Apache tomcat is an incredibly lightweight. If offers only the most basic functionality necessary to run a server, meaning it provides relatively quick load and redeploy times compared to many of its peers, which are bogged down with far too many bells and whistles. This lightweight nature also allows it to enjoy a significantly faster development cycle. It is open-source always counts as a win. Tomcat’s free, and the source code for the server is readily available to anyone who’d care to download it. Tomcat is an extremely stable platform to build on – and using it to run your applications will contribute to your server’s stability, as well. This is because Tomcat runs independently of your Apache installation – even if a significant failure in Tomcat caused it to stop working, the rest of your server would run just fine.

Apache Tomcat web server is hosted on **Centos**. Centos is a [Linux distribution](https://en.wikipedia.org/wiki/Linux_distribution) that provides a free, [enterprise-class](https://en.wikipedia.org/wiki/Enterprise_software), community-supported computing platform functionally compatible with its upstream source, Red Hat Enterprise Linux (RHEL). When CentOS 7 is properly configured, and running on quality hardware, it is a very stable server operating system, with very few (if any) problems. There is reduced risk of crashes and errors, as it runs only stable versions of packaged software.

For PaaS (**P**latfrom **a**s **a** **S**ervice) I used **DigitalOcean.** It is an [American](https://en.wikipedia.org/wiki/Americas) [cloud](https://en.wikipedia.org/wiki/Cloud_computing) infrastructure provider headquartered in [New York City](https://en.wikipedia.org/wiki/New_York_City) with data centers worldwide. DigitalOcean provides developers cloud services that help to deploy and scale applications that run simultaneously on multiple computers. As of January 2018, DigitalOcean was the third-largest [hosting](https://en.wikipedia.org/wiki/Web_hosting_service) company in the world in terms of web-facing computers.

# Database Design

The first step in the database design was to analyze the data that would be collected and determine the expected uses of the data.

Customer place an order through freight company representative. Then representative have to enter load information to the system, assign it to the driver and to customer. In this database we have total of 5 tables. They are:

1. users – this table hold information about users that logging in to the application. They are drivers and dispatchers (representative that agree with customer on rate and load). This is the most important table since it connects to rest 4 tables.
2. customer – this table is responsible for keeping information about customer.
3. facilities – this table contain information about facility that load is picking up from
4. loads – this table contain information about driver that is assign for this load, rate, extra cost, instruction
5. pick\_drops – this table connect load table to facilities table and contain extra information about each pickup or drop like time, date, type (pick or drop), instruction for this specific pickup.

Also, all of those table (besides table user) contain reference to table user because we have multiples users. When user creates account, he creates root account for his company. When user is creating driver it automatically creates new user in database. There are two roles of user aviaible. One is role ROLE\_MANAGER which is responsible for creating/deleting/updating customers, loads, facilities, pick\_drops, users tables (for users table ROLE\_MANAGER can only manipulate users with role ROLE\_DRIVER. Second role is ROLE\_DRIVER and he can only view data in customers, loads, facilities, pick\_drops tables assign only for his manager account.

# Application Structure and UI Design

# Algorithms Design

# Testing

# Conclusion

# References