

# Object Oriented Analysis & Design with Java UE20CS352

# Movie Review System

Team info(K section)

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GitHub Repository Link -

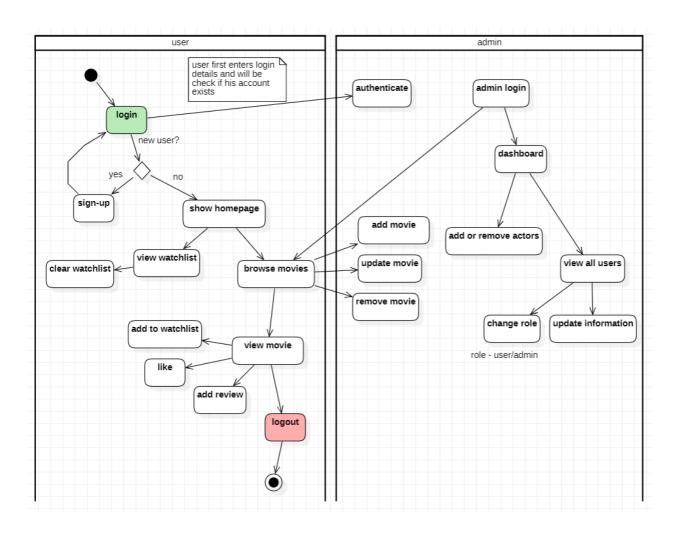
https://github.com/nkilm/movie-review-system-spring-boot

#### Abstract

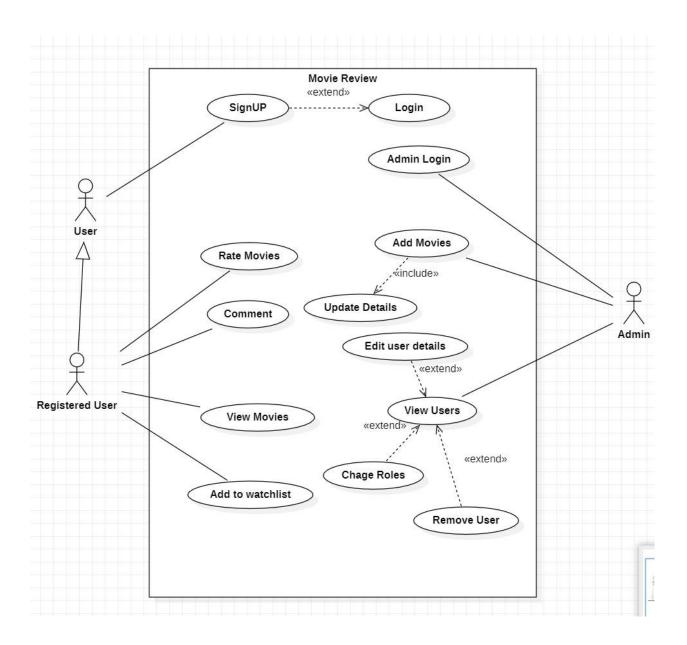
The Movie Review System is a project developed using Spring Boot framework. The system provides a platform for movie enthusiasts to view and post reviews about various movies. The system features user registration and login, movie browsing, review posting, and searching functionalities. The application allows users to rate and comment on movies and also provides a recommendation system based on the user's previous review history. The project is designed with a responsive user interface and follows a RESTful API architecture. The implementation of the system involved the use of technologies such as Spring Boot, MySQL, HTML/CSS, and Bootstrap. Overall, the Movie Review System aims to provide an enjoyable and informative experience for movie lovers.

## **DIAGRAMS**

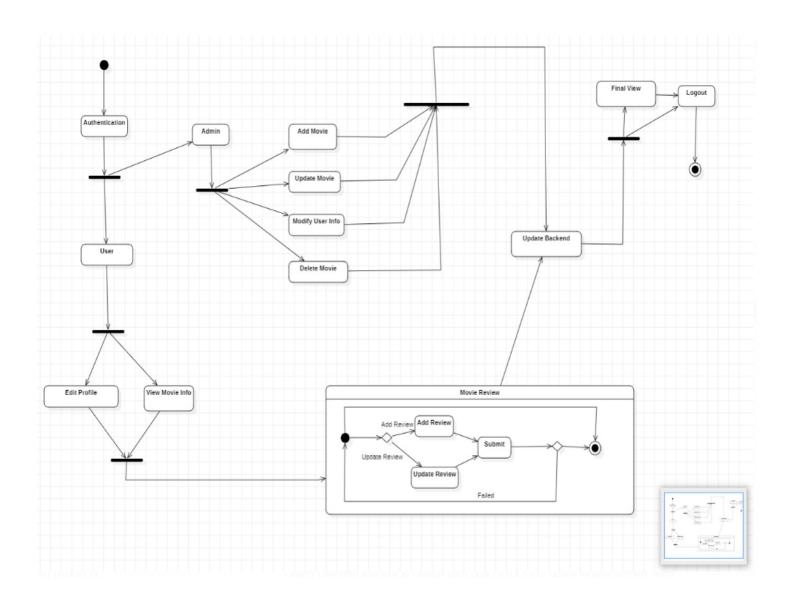
# **Activity Diagram**



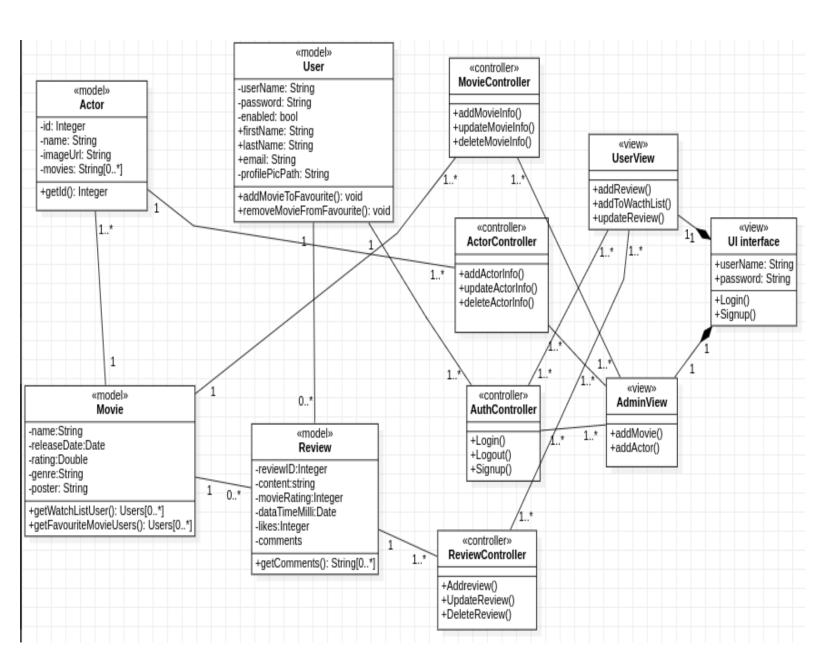
# Use Case diagram



# STATE DIAGRAM



#### **CLASS DIAGRAM**



#### ARCHITECTURE PATTERN:

The MVC (Model View Controller) pattern divides the application logic into three interconnected components: the model, the view, and the controller.

- MODEL: The Model component represents the data and business logic of the application. It includes classes such as Student, Query, and User for login. These classes are responsible for retrieving and manipulating data, as well as performing any necessary calculations or algorithms.
- VIEW: The View component is responsible for rendering the data from the model and presenting it to the user in a user-friendly way. This component includes web pages and interfaces that users interact with, such as login screens, dashboards, and queries.
- CONTROLLER: The Controller component acts as an intermediary between the model and the view. In the project's context, a single controller is used for all user categories. The controller receives requests from users through the view and uses the model to perform necessary operations to fulfill those requests. This includes handling user inputs, validating user data, and invoking appropriate methods on the model to update or retrieve data. The controller then returns the results to the view for display to the user.

#### **DESIGN PRINCIPLES:**

#### The project adheres to the following principles:

- Single Responsibility Principle (SRP): This principle suggests that each
  module or class should have only one responsibility or reason to change. In this
  project, the Student, Faculty, Coordinator, and IT Staff modules are responsible
  only for their own functionalities and should not overlap with other modules.
- Open-Closed Principle (OCP): This principle suggests that a class or module should be open for extension but closed for modification. In this project, the Elective Allocation Algorithm is designed in a way that it can be extended in the future if there are changes in the allocation rules, without modifying the existing code.
- Dependency Inversion Principle (DIP): This principle suggests that high-level
  modules should not depend on low-level modules, but rather on abstractions. In
  this project, the Student, Faculty, Coordinator, and IT Staff modules depend on
  abstractions, such as interfaces, rather than concrete implementations.
- Interface Segregation Principle (ISP): This principle suggests that a class should not be forced to implement interfaces that it does not use. In this project, the modules only implement the interfaces that are relevant to their functionalities.
- Don't Repeat Yourself (DRY): This principle suggests that code should not be duplicated but instead be abstracted into reusable components. In the context of this project, common functionalities such as database access, authentication, and logging is abstracted into separate components to avoid code duplication.

#### **DESIGN PATTERNS:**

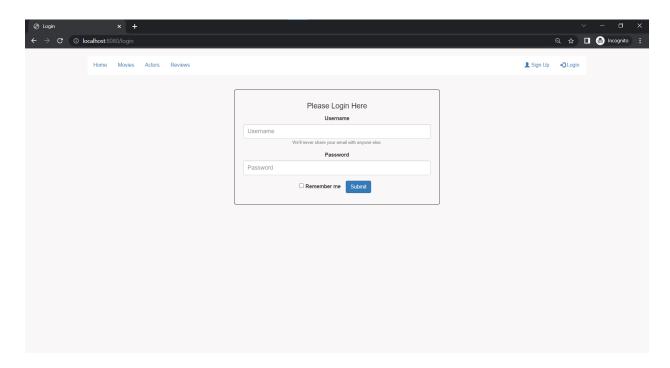
- **Singleton Pattern**: This pattern ensures that only one instance of a class is created and provides a global point of access to it. In the Elective Automation System, a singleton pattern is used to ensure that only one instance of the algorithm for allocation of students and faculty is created.
- Factory Pattern: This pattern provides a way to create objects without exposing the creation logic to the client. A factory interface provides methods to create objects, while a factory implementation provides the actual implementation of these methods. In the Elective Automation System, a factory pattern is used to create instances of the different modules (Student, Faculty, Coordinator, and IT staff).
- Builder Pattern: The Builder pattern is a creational design pattern that separates
  the construction of a complex object from its representation, allowing the same
  construction process to create various representations. In the Elective
  Automation System, a builder pattern is used to update a user's profile. We can
  update any attribute we want without having to remember the values of other
  attributes.
- Repository Pattern: This pattern separates the application's data access logic from the rest of the application. A repository interface provides methods to access and manipulate data, while a repository implementation provides the actual implementation of these methods. The repository pattern is used to handle database operations in the Elective Automation System.

GitHub Repository Link -

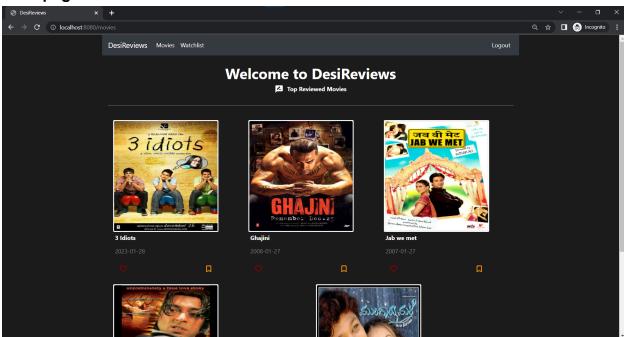
https://github.com/nkilm/movie-review-system-spring-boot

## Visuals of the webpage/Output

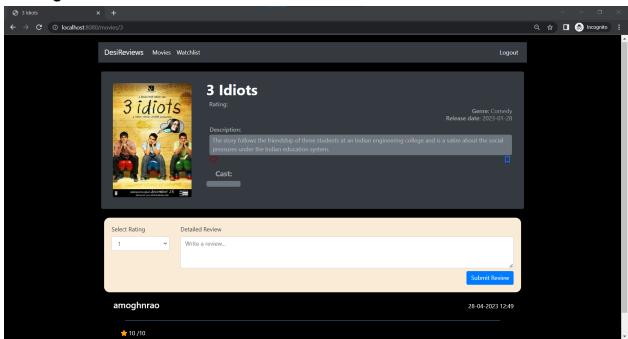
## login/signup page



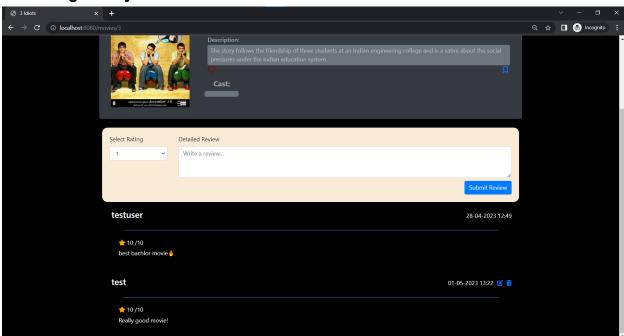
## homepage/movies



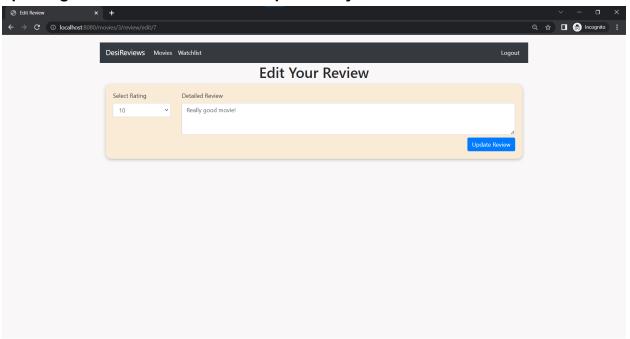
## Viewing individual movie



#### Reviews given by users



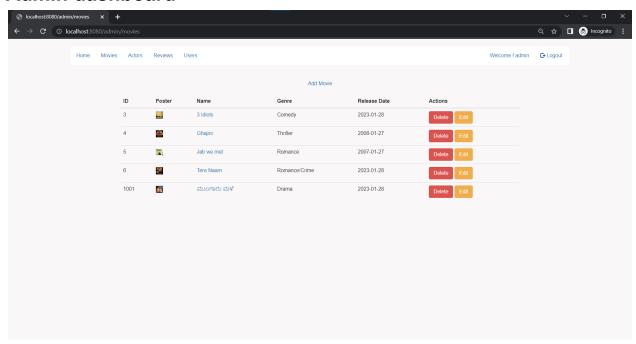
Updating the review - the user can update only his reviews.



# Admin functions - only admin user can perform these

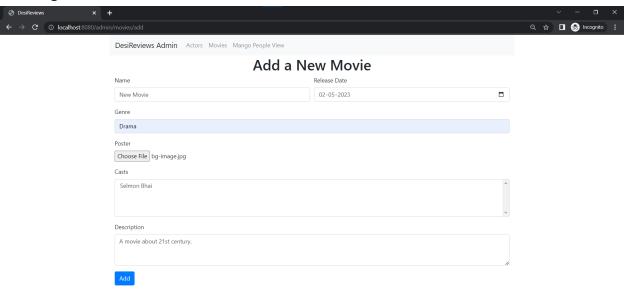
Admin can perform CRUD operation(s) on Movie, Actor, and user.

#### Admin dashboard

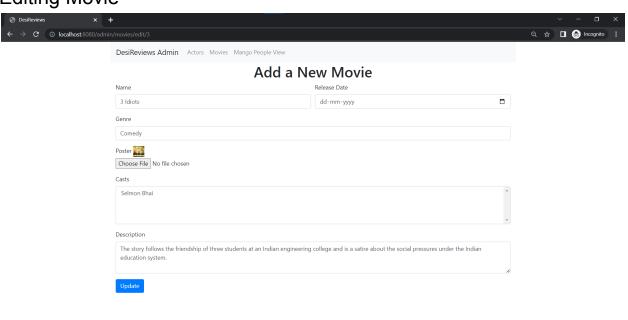


## **MOVIE**

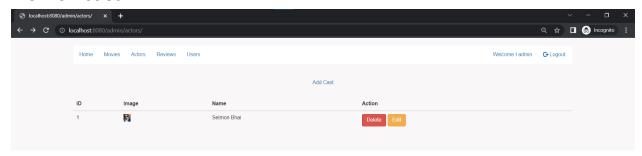
## Adding movie



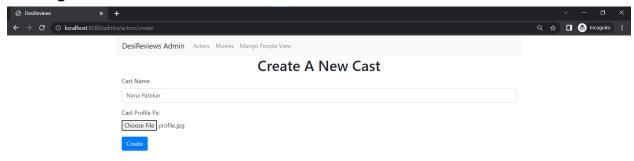
## **Editing Movie**



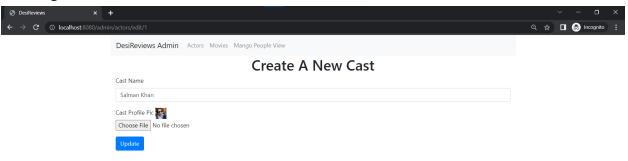
## View all cast



## Adding cast

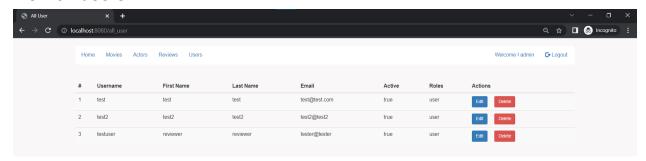


## **Editing cast**

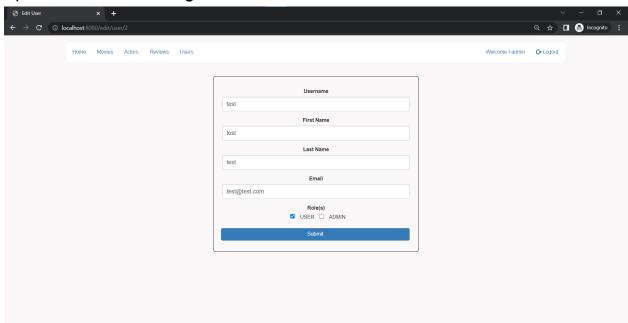


## **USER**

#### View all users



## Update user info/change role



#### **Individual Contributions:**

- Kushagra: User and Admin Authentication, Authentication service implementation, AuthController, security, UserDao, User Model, Login and signup Frontend
- Nikhil: Actor Controller, Actor Service implementation, Actor Dao, Editing actors information Frontend, Actor Model, Adding watchlist
- Pavan : Movie Controller, movie service implementation, Movie Dao, Movie Model, security, List of movies frontend
- Pranav : Review controller,review service implementation,Review Dao,Review Model,Role Management,frontend to add movie reviews