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Project overview

The Currency Management application is a simple Java desktop client for setting and calculating exchanges for a fixed set of Currencies.

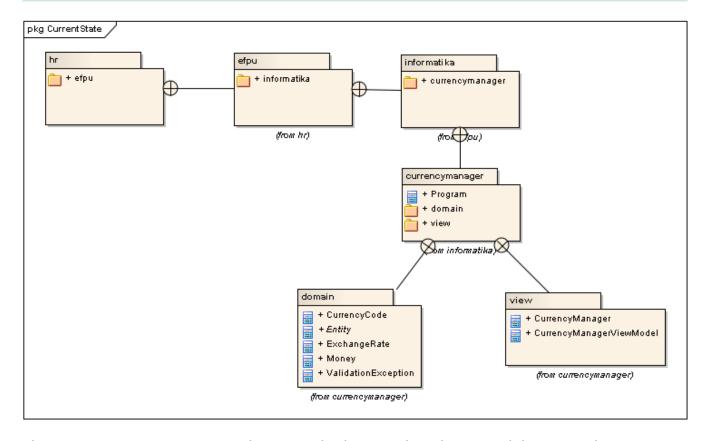
The application is developed with the following technologies:

- 1. OpenJDK 1.7 on Linux
- 2. SWING

The source code of the application and the entire project is located here:

git://github.com/nstjelja/efpu-informatika.git

High Level Architecture



The Currency Management application is built around a 2-layer model (since it doesn't require persistence of its entities the usual third layer is missing).

- The application layers are:
 - hr.efpu.informatika.currencymanager.view
 hr.efpu.informatika.currencymanager.domain

The Class program is a thin element used to run the main form of the application located in the **view** package.

The **hr.efpu.informatika.currencymanager.view** where all the SWING, e.g. UI components are located and is tasked only with the presentation and orchestration of the business logic executed and contained within the domain layer. The MVVM pattern is used to provide a testable environment for testing UI related logic without the use of complicated Functional testing tools.

The **hr.efpu.informatika.currencymanager.domain** is the main business logic layer where the entire application logic is organized and executed. Here are defined all the application entities, their interactions and all the business actions that can be executed on them.

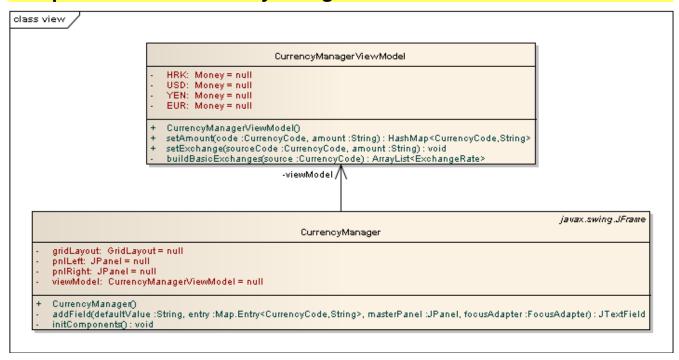
The principal goal is to model the entire application domain inside the domain layer and use

the UI only as an orchestration and presentation mechanism thus enabling domain logic testability and multiple UI reuse (REST and SOAP web Services, JSP web pages or JavaFX UI etc) .

Detailed Design

The API specification can be found in the **javadoc** folder.

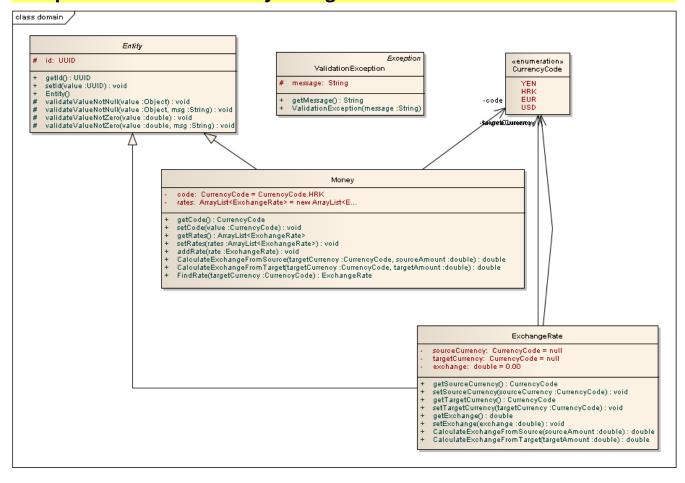
hr.efpu.informatika.currencymanager.view



There are two components in the View package:

Name	Description
CurrencyManager	Main window of the application. Its only goal is to present and gather data from and to the user. The rest of the orchestration logic is handled by its associated view model
CurrencyManagerViewModel	Main orchestration component of the view. It handles input from the form class, translates it into domain objects and orchestrates their usages.

hr.efpu.informatika.currencymanager.domain



The following is a list of domain components and their goals and responsabilities:

Name	Description
Entity	Root abstract class inherited by all entities. It provides a system unique identifier shared by all its children. It also provides common validation methods.
ValidationException	Exception raised whenever a value is entered into an entity which would set is in a an invalid state.
Money	Domain principal entity. It tracks the association between a currency code and its exchange rates toward other currency codes.
CurrencyCode	Enumeration listing basic currency codes.
ExchangeRate	Entity offering services and states tasked with the goal to convert a source currency code to a target currency code and vice versa.

Patterns and Practices

Layered Architecture

All application and business concerns will be separated into appropriate layers each feeding the layer above with functionality needed for that layer to operate and getting functionality from the layer directly bellow.

The main reason is a clear separation of concerns and a simple flow of responsibility and data across the application.

Domain Driven Design

The entire business domain is represented as application objects with the names and interactions with closely (as possible) represent the domain they mimic. The domain is the most important part of the application and only it can execute and contain business logic.

Model View View Model

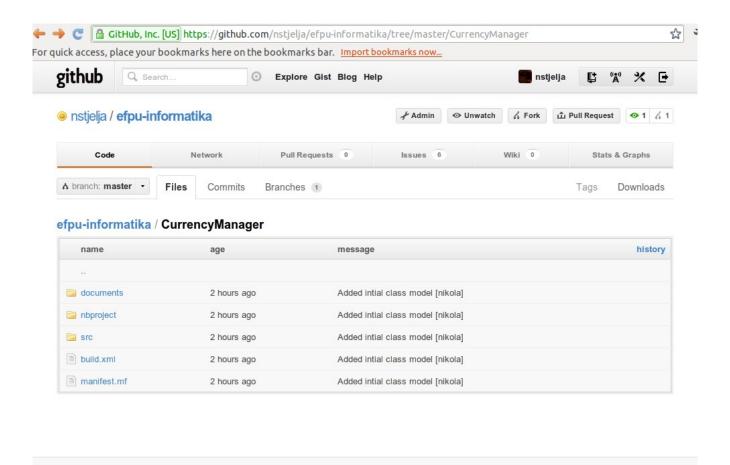
The MVVM design pattern will be used to extract the UI logic in a easily testable class. Thus the UI system can be easily unit tested without worrying about UI components and their interactions.

Unit testing

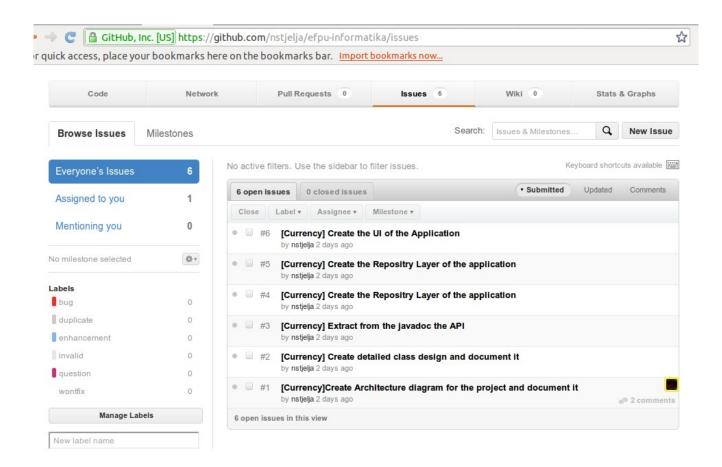
Using the Junit unit testing framework all the Domain and View classes (except those inheriting from the SWING package) will be tested in order to ascertain their validity as software components.

Configuration Management

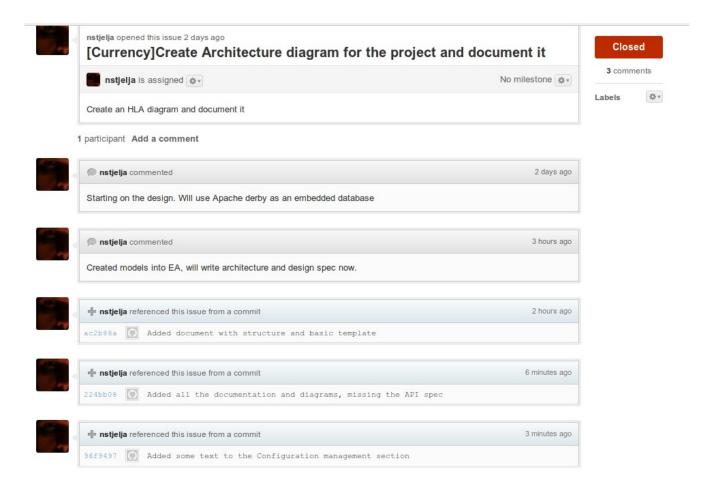
The entire application source and all its documents are located inside GITHub a GIT distributed version control system and all the tasks assigned to the project are managed trough its issue tracker.



The above image is a representation of the project document tree pushed to the main branch of the GIT server.



The above image is view on the currently open issue/tasks on the project which need to be completed before end. The goal is to document all the tasks, problems and defects which need to be completed before project end.



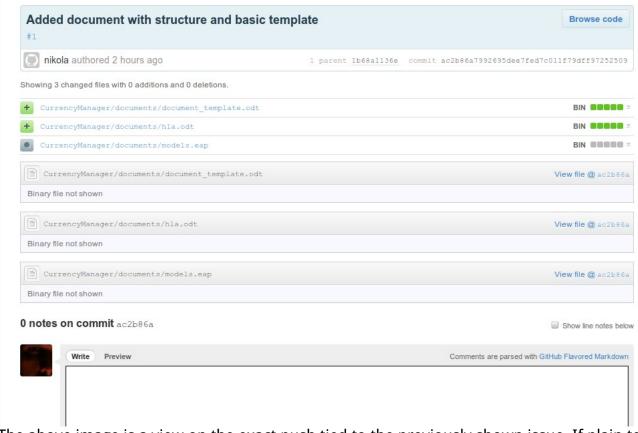
The above image shows the complete activity taken around an issue:

- Issue description
- Issue workflow and assignee
- Pushes linked with the issue

The principal points to take from this screen are as follows:

- The task and the steps taken to solve it are document
- All the parties which worked on an issue are known and trackable

• All pushes linked with the issue are visible and we can see all the changes made in the system for that issue.



The above image is a view on the exact push tied to the previously shown issue. If plain text files were pushed a diff would also be shown.