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Software Engineering 2 Project

Design Document

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1 Introduction

1.1 Purpose

The purpose of this document is to give the detailed structure of PowerEnJoy software system.

So we try to give developers a clear representation of:

- The high level architecture of the system.
- The design patterns applied in order to achieve our specific necessities.
- The main components and the interfaces they provide.
- The Runtime behaviour.

1.2 Scope

PowerEnJoy project aims to provide users and operators with means to use the system services they need and they are supposed to have access to. It also provides an API for external services to access the system with “operator” rights, in order to allow call center operators to interface with the system.

The system allows:

- Users to manage their personal data through both a web and a mobile app and Active Users to manage reservations.
- Callcenter’s operators to manage assistance tickets via the API. The tickets will tne be managed internally by PowerEnJoy.
- PowerEnjoy’s operators to manage the open assistance tickets, take them in charge and update car’s and user’s data accordingly.

The system architecture shall guarantee future proof scalability and allow subsequent improvements and general reliability.

1.3 Abbreviations, Definitions and Acronyms

1.3.1 Abbreviations:

- Gn: the n-th Goal
- An: the n-th Assumption
- Rn: the n-th Requirement

1.3.2 Acronyms

- CC: Credit Card
- DL: Driving Licence
- AU: Active User

1.3.3 Definitions

- Visitor: person that may not be registered to the system or not logged in.
- User: a registered and logged in Visitor, that may be still waiting for his information to be verified.
- Active User: a User whose data (CC, DL) have been verified. (Shares all User's characteristics)
- Safe Zone: predefined zones where parking is allowed, parking is forbidden in any other zone.
- Park: park the car in the safe zone and terminate the rental.

2 Architectural Design

2.1 Overview

The system adopts a three tier architecture with a thin client represented by web and mobile app, which allows users and operators to access through a GUI the different functionalities of the system accordingly to the type of client used. These clients are both managed by a specific server-side ClientHandler offering the same interface to other server-side services and handling appropriately the communication with the two clients adopting in both cases an asynchronous implementation of the RESTful APIs over HTTPS in JSON format in order to achieve complete freedom of development-specific choices on both sides.

The second tier adopts a microservice oriented architecture with shared database that, taking into account the unknown but supposedly not massive load of the system in the near future, reduces the need of synchronization between services. This allows to keep the structure as simple as possible, allowing ibetter performing solutions such as “database per service” or “schema per service” to be implemented when needed. This tier will also manage the communication with the cars and the power station around the city through OpenVPN and MQTT protocols.

The third tier provides the previous one the necessary abstraction on the storage technology chosen and will manage the concurrent access to the databases. In case a PaaS hosting service is chosen, this tier will be managed by the provider.

The second and third tier are designed to be deployed on the cloud in order to take advantage of the “scale on need” possibility it gives. For this reason it has been designed as a micro service architecture.

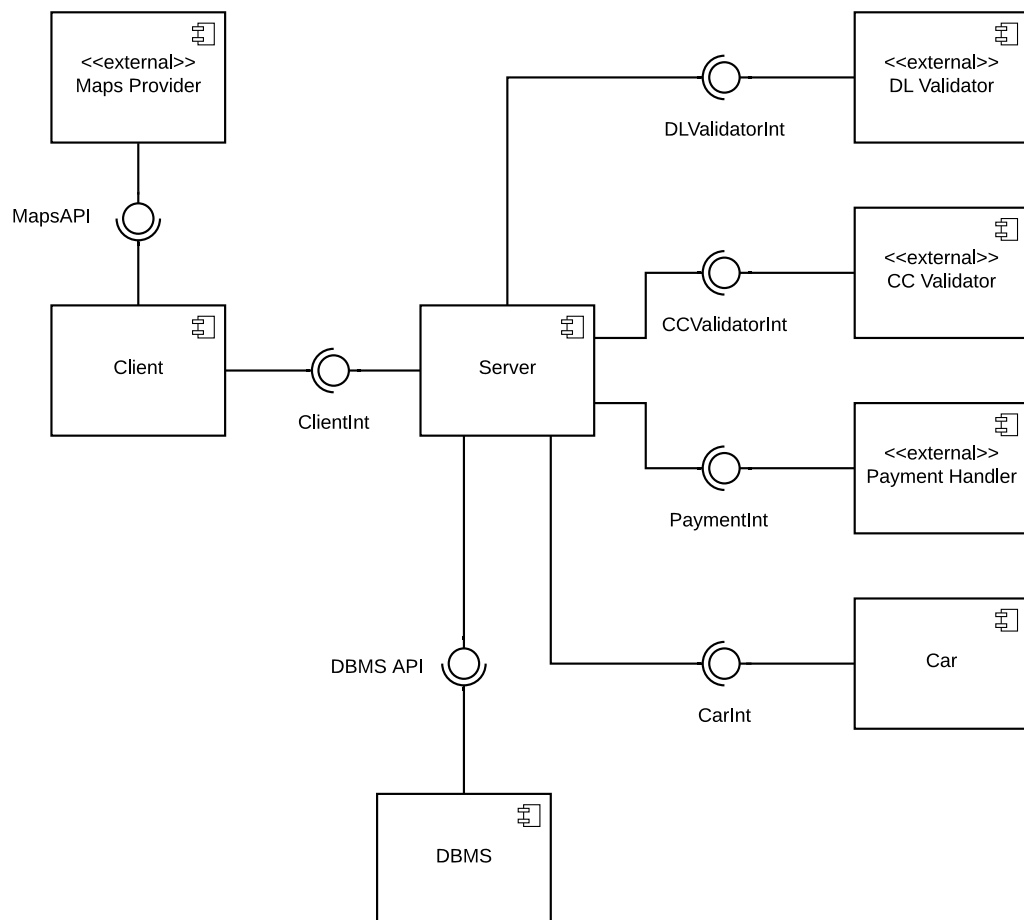


Figure 1: Component View of the server side deployed

2.2 Component View

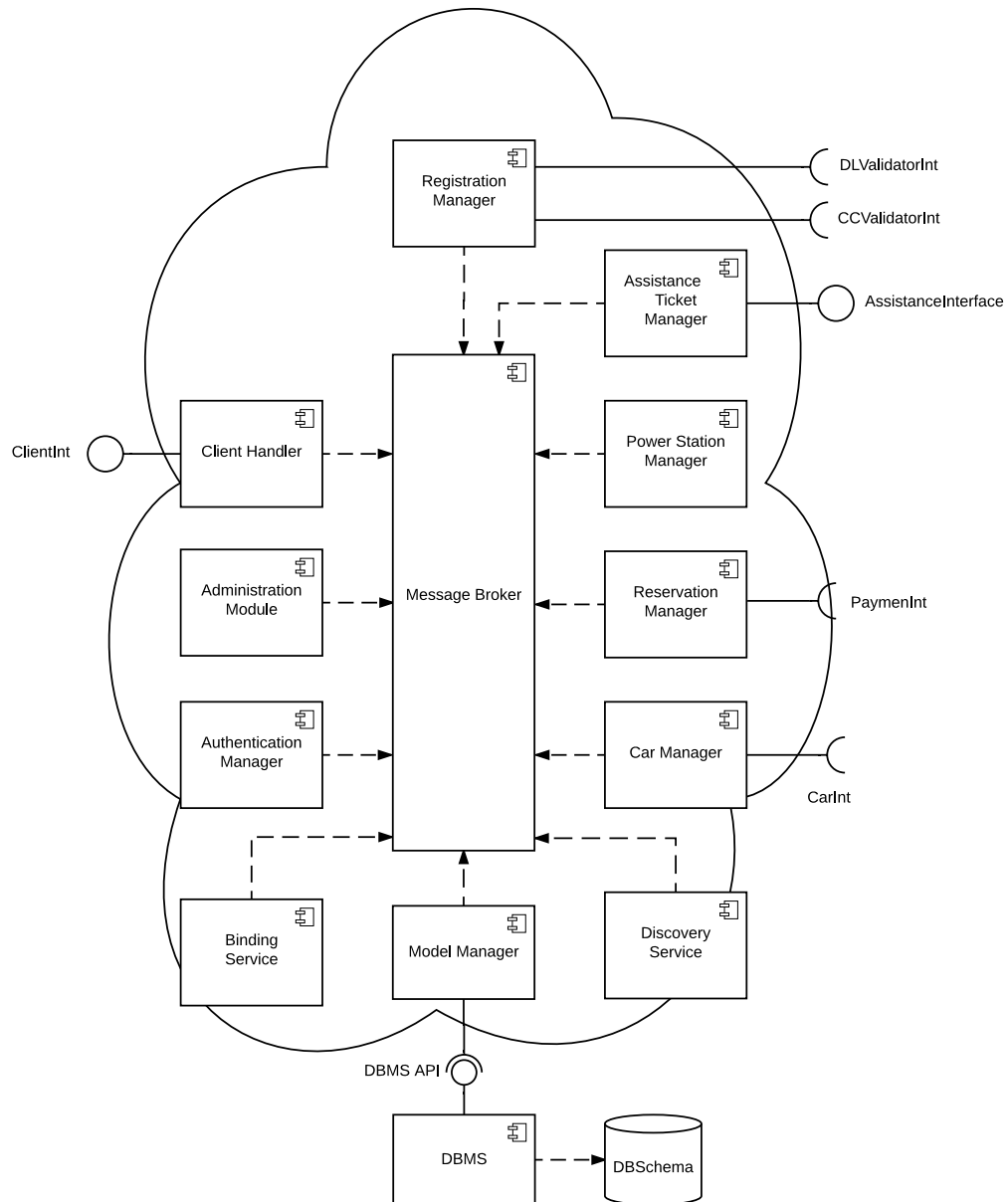


Figure 2: Component View of the server side single services

As previously said the system has been designed in order to respect the principles of microservice architecture. Therefore every component will be stateless, independently deployable, able to deal with a specific aspect of our business domain and to hide to the other services any kind of implementation detail.

The communication between these microservices will use AMQP (Advanced Messaging Queue Protocol) and will be managed by a centralized message broker (such as RabbitMQ or ActiveMQ). When a new instance of a service is created the message broker will be automatically connected to the new service and will publish its existence to the other services through the “discovery service”, then the “binding service” will take charge of setting up the correct queue binding rules with the message broker. That will allow

some advanced traffic routing features including per-version weighting and elastic load balancing on the different instances of the same service.

The hereunder specified components could be in the future divided in much more granular services in order to decouple even more their functionalities:

- Client Handler: orchestrates the needed services for the clients
- Discovery Service: gives the other services the references that allow them to communicate with each other
- Binding Service: manages the queue binding for the services
- Authentication Manager: checks whether or not a certain user is allowed to do a certain action
- Registration Manager: manages the registration of the new users and the update of the registered users data if needed
- Administration Module: grants PowerEnJoy's operators access to some specific features needed to manage the assistance tickets they have to take care of
- Model Manager: grants access to the data to the other components, abstracting any kind of technology specific detail to the other services
- Car Manager: manages the physical cars providing other services with the needed functionalities and informations
- Power Station Manager: manages the physical power stations' data and functionalities
- Assistance Ticket Manager: grants the assistance callcenter, the operators and the other services the APIs to manage the assistance tickets
- Reservation Manager: manages the whole reservation process for an Active User from the reservation intention to the effective payment, interacting with the external payment handler through his APIs

All the communications between the different component will be asynchronous in order to minimise unneeded resource consumption that would result in an increase of the costs for commissioner.

Each of these services can be instantiated and deallocated as many times as needed to handle the momentary load of the system, taking advantage of the queuing system offered by the message broker. This, coupled with a dynamic cloud infrastructure that allows quasi-immediate upscale of computing and networking capability, will allow the system to handle load spikes along with mitigating the risk of a downtime due to the excessive load.

2.3 Deployment View

To reach our goals we have depicted 4 main components to be deployed separately from the numerous services we previously indicated in section 2.2:

- Onboard Car Management system: grants access remotely to the needed data both from the car to the server and vice versa and will grant the system to access functionalities such as locking and unlocking the car remotely.

- PowerStation Data System: deployed inside the single power stations will manage the communication with the central system granting access to it's data to the services that need them.
- Mobile App: will give both the operators and the Active Users, only once they signed in, access to the specific feature they have permission to access, could be implemented in many ways and will communicate with the client handler server side through RESTful APIs. It will use an external map provider to give users a human friendly visualization of cars' positions.
- Web Page: will give the Visitors access to the map with cars' positions and let the signed in Users modify their personal data

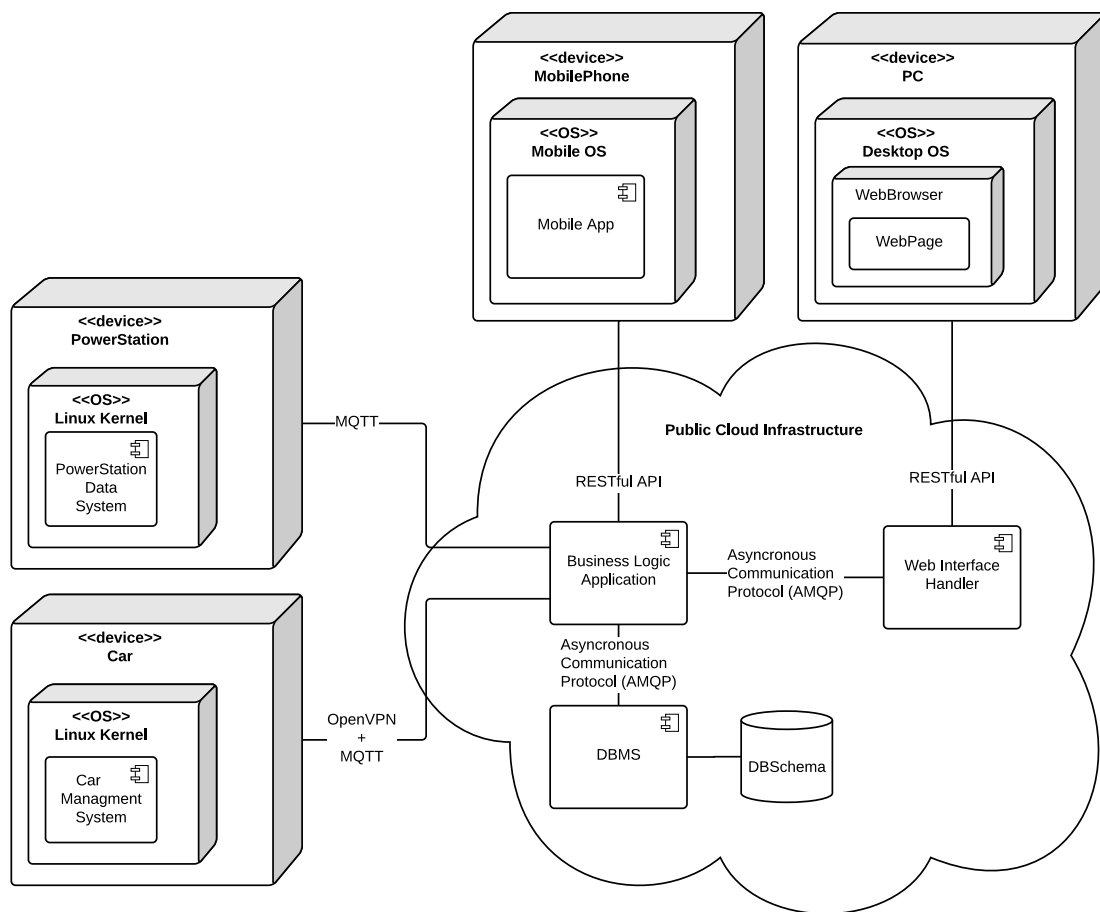


Figure 3: Deployment View of the system

2.4 Runtime View

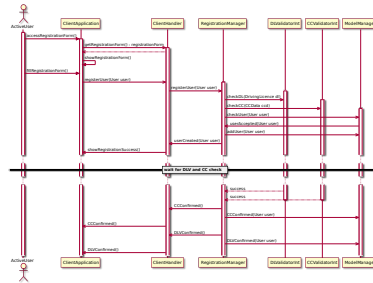


Figure 4: Sign Up sequence diagram

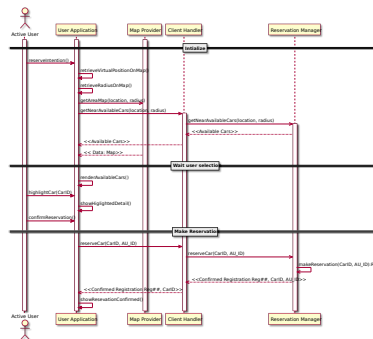


Figure 5: Car reservation sequence diagram

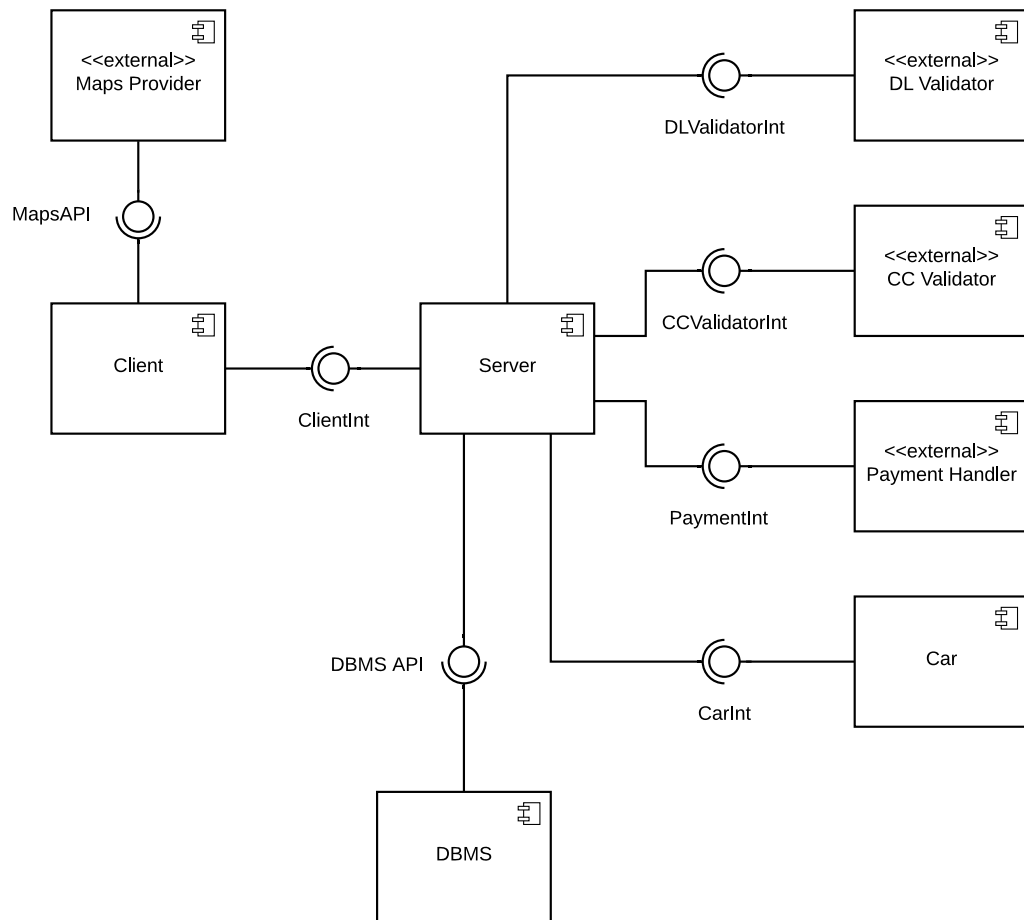


Figure 6: Component View of the server side deployed

2.5 Component Interfaces

2.6 Selected Architectural Styles And Patterns

2.7 Other Design Decisions

3 Algorithm Design

All algorithms needed in the project are trivial but the one dealing with uniform repartition of cars in the city.

Cars are picked up by users in one location dropped off in another one. Of course the distribution of picking up and dropping off locations is not uniform. So some operators are needed in order to perform some relocations, in particular during the night, so that in the morning cars are located where there is actual necessity. The money saving option tries to drop the load of relocations, stimulating users to park where there is a deficiency, with a discount. So the global situation have to be monitored in real time, taking into account, the static situation, the reservations and the current rides.

This problem has been studied a lot and there are in literature various algorithms that solve it. They are mainly based on mixed integer linear programming techniques and in particular [1] presented a complete model. In [2] is presented a greedy algorithm that achieves almost the same result. In [3] a more sophisticated approach is used taking into account a three dimensional objective function and exploiting genetic algorithms and local search methods. [4] offers a sort of classification of the strategies proposed in the past years.

For our purpose the approach described in [2] is the best since it minimizes the number of the operators needed to relocate cars and so the costs.

Riferimenti

- [1] A. G. Kek, R. L. Cheu, Q. Meng, and C. H. Fung, "A decision support system for vehicle relocation operations in carsharing systems", *Transportation Research Part E: Logistics and Transportation Review*, vol. 45, no. 1, pp. 149–158, 2009.
- [2] R. Zakaria, L. Moalic, A. Caminada, M. Dib, "A Greedy Algorithm for relocation problem in one-way carsharing", 10th International Conference on Modeling, Optimization and Simulation - MOSIM'14 – November 5-7-2014- Nancy – France "Toward circular Economy".
- [3] Moalic, L., Lamrous, S., & Caminada, A. (2013). A Multiobjective Memetic Algorithm for Solving the Carsharing Problem. *Proceedings Of The 2013 International Conference On Artificial Intelligence Icai 2013*, Vol. 1, pp. 877-883.
- [4] S. Weikl, K. Bogenberger, "Relocation Strategies and Algorithms for free-floating Car Sharing Systems", 15th International IEEE Conference on Intelligent Transportation Systems Anchorage, Alaska, USA, September 16-19, 2012.

4 User Interface Design

Below are some mockups to show how users will interact with the service. Since PowerEnJoy can be used both from a computer (except for unlocking the car), both Mobile and Web mockups are provided. Moreover, since both Users and Operators have access to the service via browser and app, interfaces for both types of users have been created.

4.1 User Interfaces

As anticipated, in this section all User mockups are analyzed. These mockups show how all actions that can be performed by our users. This section is further split between Web interfaces, imagined for standard browsers, and Mobile interfaces, designed having a smartphone App in mind.

4.1.1 Web Interfaces

4.1.1.1 Home Page (Web) From the home page any user can try to login inserting username and password or they can choose to sign up and go to the registration page. This page will likely show a description of the service as well as providing links to other important part of the website (Map, Pricing, About Us).

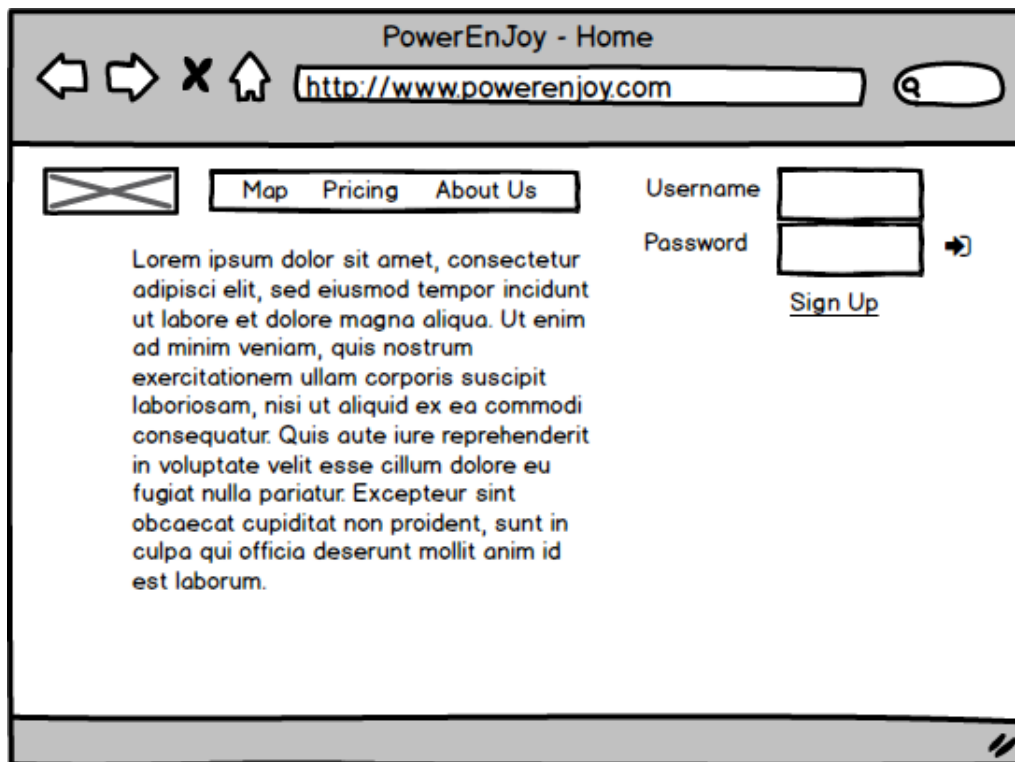


Figure 7: Web Interface - User's Home Page

4.1.1.2 Registration Page (Web) In this page users must input the core informations to register online: name, surname and email address.

The image is a hand-drawn sketch of a web browser window. The title bar at the top reads "PowerEnJoy - SignUp". Below the title bar is a navigation bar with four icons: a left arrow, a right arrow, a close button (X), and a home button. To the right of these icons is a text input field containing the URL "http://www.powerenjoy.com/signup.html" and a search icon (magnifying glass). Below the navigation bar is a main content area. On the left side of this area is a logo consisting of a square with an 'X' inside. To the right of the logo is a horizontal menu with three items: "Map", "Pricing", and "About Us". Below the menu are three input fields stacked vertically, labeled "Name", "Surname", and "Email" to their left. Below these input fields is a green rectangular button with the text "SIGN UP" in white capital letters. The bottom of the browser window is a grey bar with a small double-slash icon on the right side.

Figure 8: Web Interface - User Registration

4.1.1.3 Further Information (Web) After having registered and logged in, users must input their Licence and Credit Card in order to use the service if they haven't already.

The image is a hand-drawn wireframe of a web browser window. The title bar at the top reads "PowerEnJoy - SignUp". Below the title bar is a navigation bar with a back arrow, a forward arrow, a close button (X), and a home button (house icon). The address bar contains the URL "http://www.powerenjoy.com/signup.html" and a search icon. Below the navigation bar is a main content area. On the left, there is a placeholder for a logo (a rectangle with an X). To the right of the logo are three links: "Map", "Pricing", and "About Us". Further right, it says "Welcome, Username!". Below the links, there are two input fields. The first is labeled "Driving Licence" and the second is labeled "Credit Card". Below the input fields, there is a paragraph of text: "The input data will be verified. Only if the provided information is **valid** you will be allowed to use the service. You will be able to update and/or modify these information anytime you want." Below the text is a large green button with the word "CONFIRM" in white. At the bottom right of the window, there is a small icon of a pencil and eraser.

Figure 9: Web Interface - User Further Information

4.1.1.4 Map (Web) All users can view available cars near their position and choose one if they want more info (see next mockup).

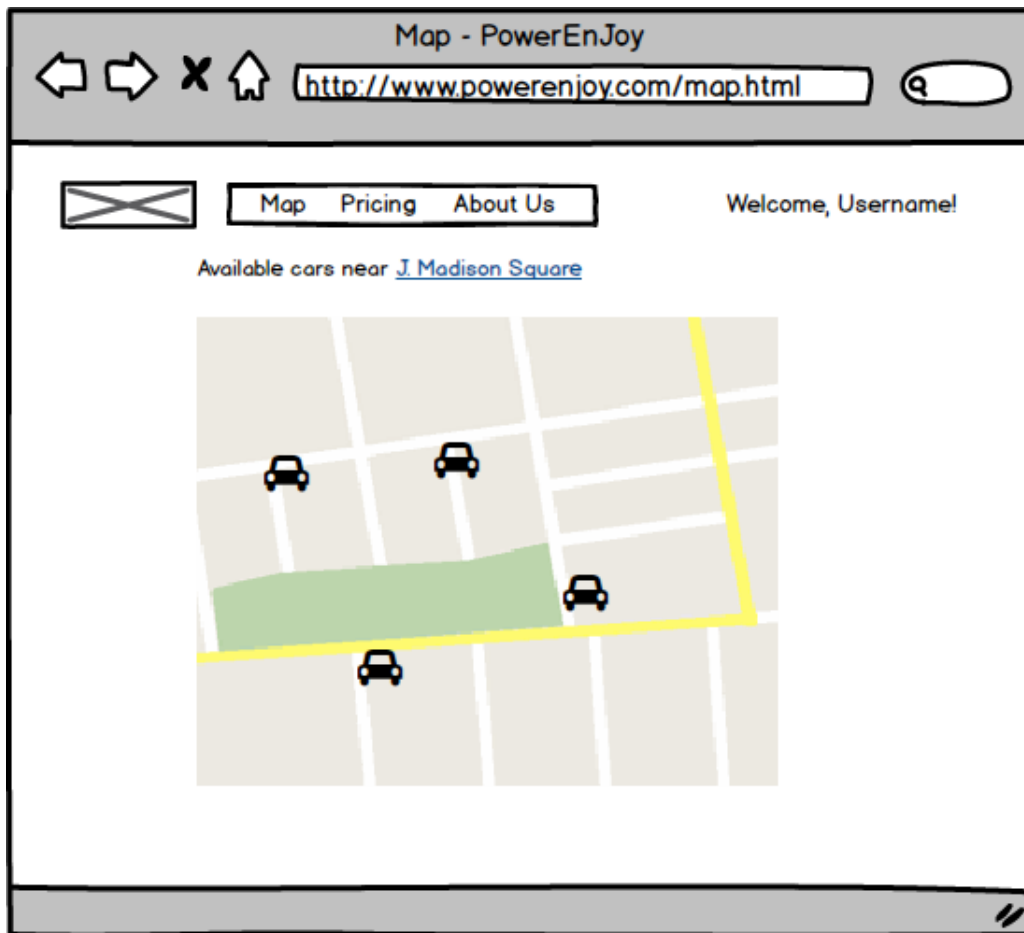


Figure 10: Web Interface - Map

4.1.1.5 Map - Selected Car (Web) Selecting a car provides relevant information about that specific car, in order to give to the user the chance to pick a car that can suit his needs.

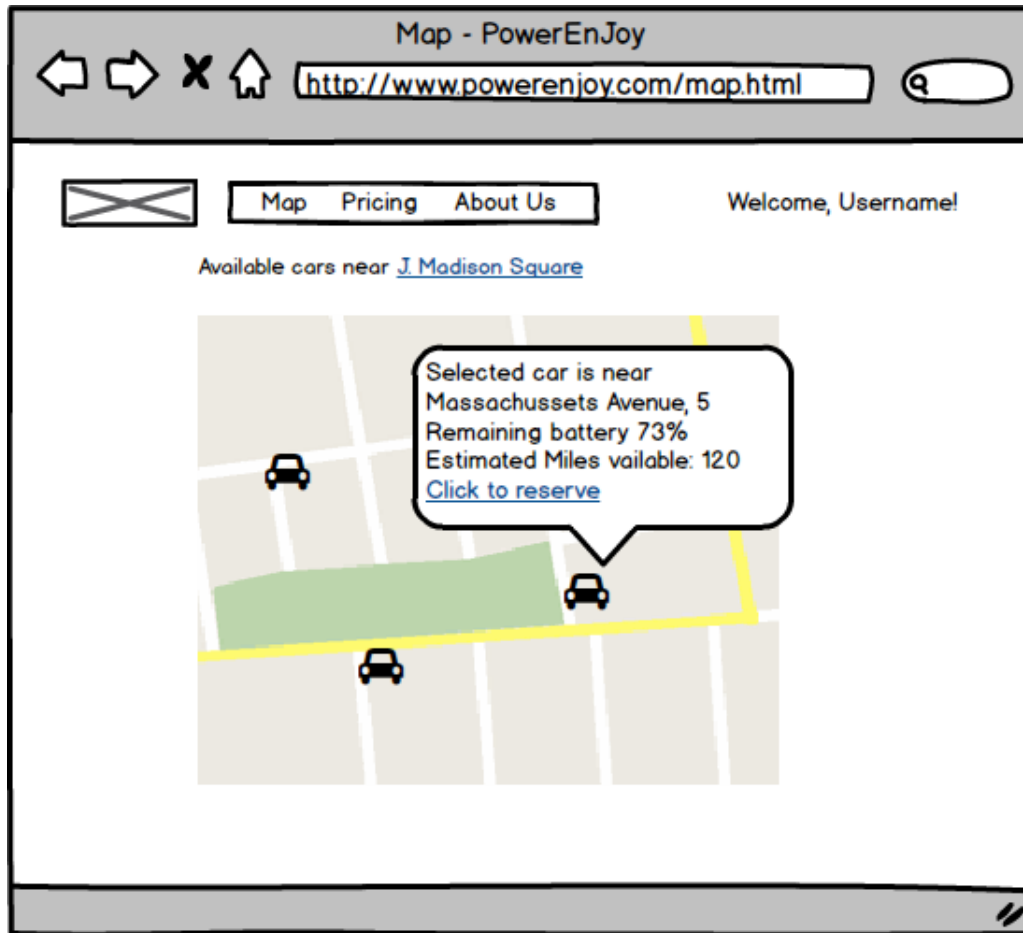


Figure 11: Web Interface - Selected car

4.1.1.6 Selected Car Confirmation (Web) After having selected a car and having pressed “Click to reserve”, users are asked to confirm their choice one last time, to avoid errors in case of mistakenly pressed links or misread information.

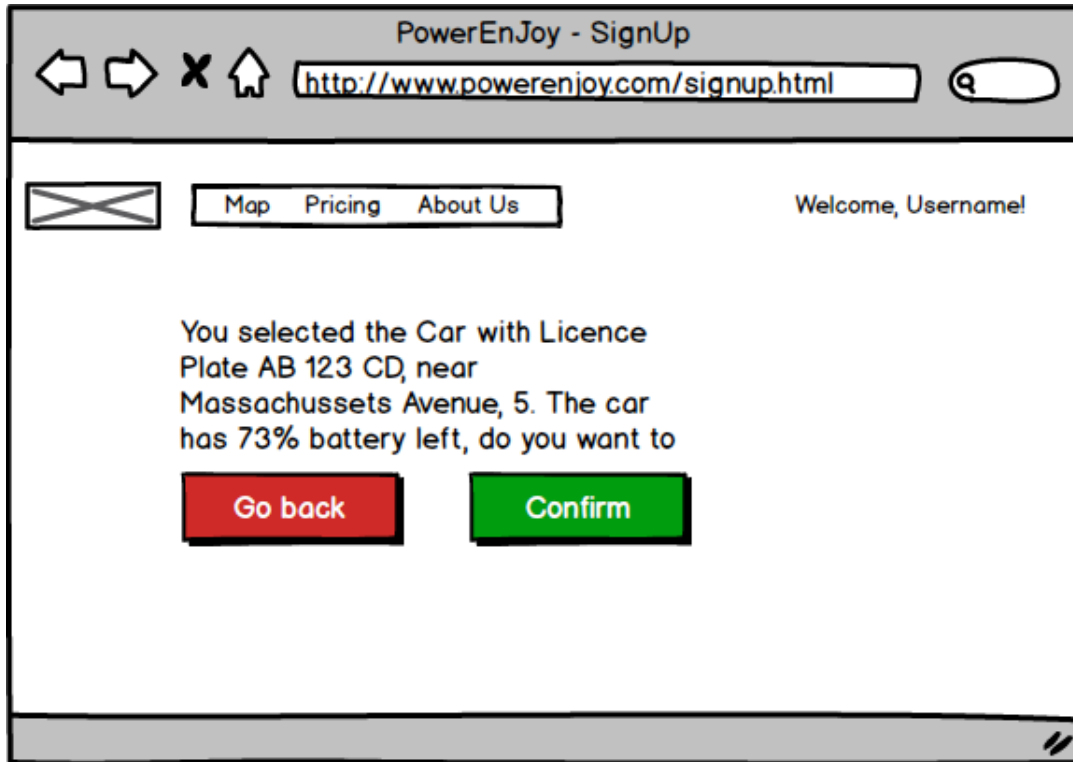


Figure 12: Web Interface - Car Confirmation Screen

4.1.1.7 Reservation Confirmed (Web) Confirming a reservation shows a brief summary containing the address at which the car is parked.

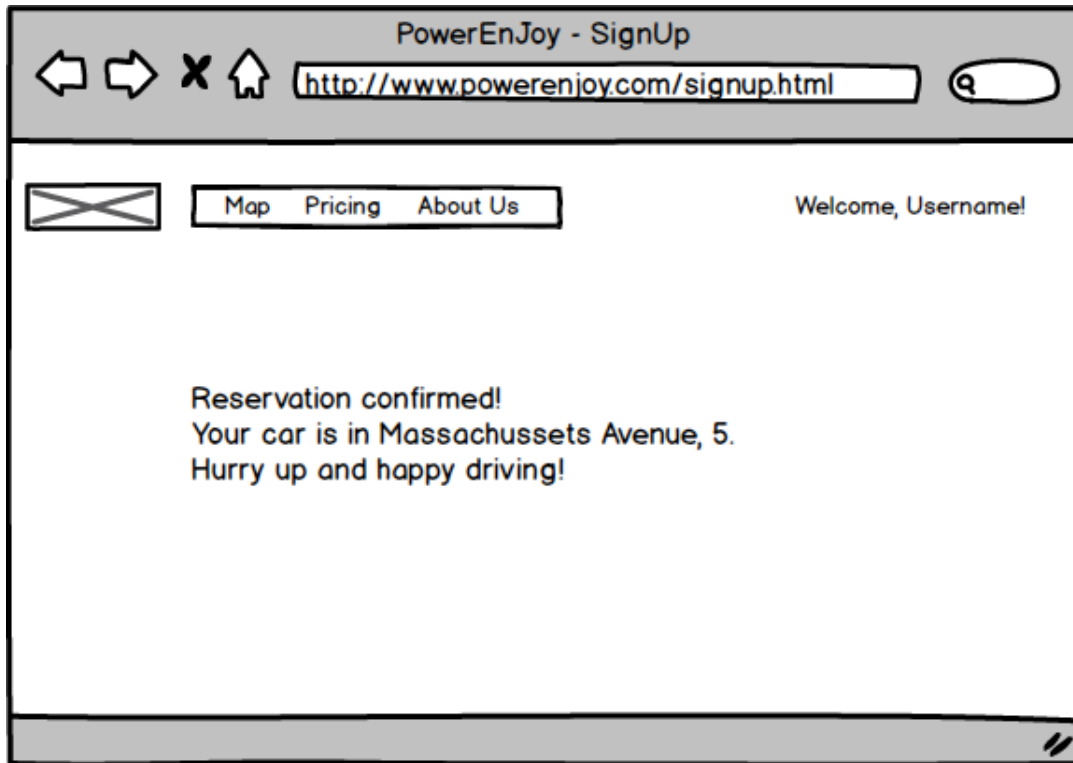


Figure 13: Web Interface - Reservation Confirmed

4.1.2 Mobile Interfaces

4.1.2.1 Home (Mobile) From the App's home page users can either login or create an account. Login is handled inside the app, while to create an account the user is redirected to the website.

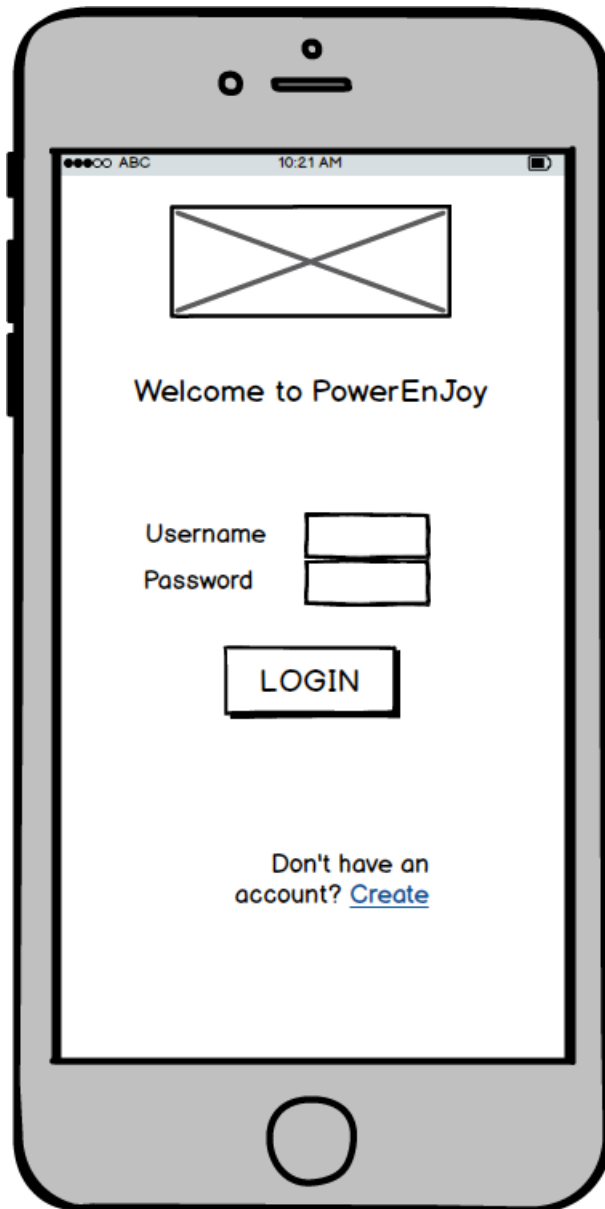


Figure 14: Mobile Interface - Home Page

4.1.2.2 Map (Mobile) The user is shown a map displaying all cars that are nearby. His position can be calculated using the built in GPS receiver or can be manually input.

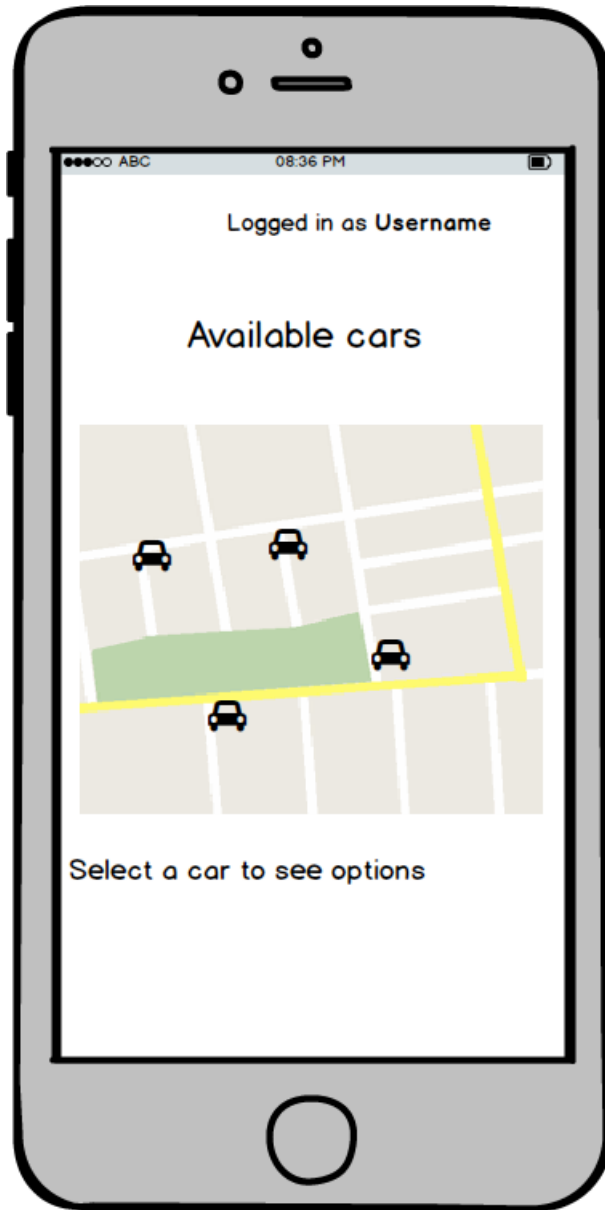


Figure 15: Mobile Interface - Map

4.1.2.3 Selected Car (Mobile) Selecting a car on the map shows relevant information, like it happens on the website.

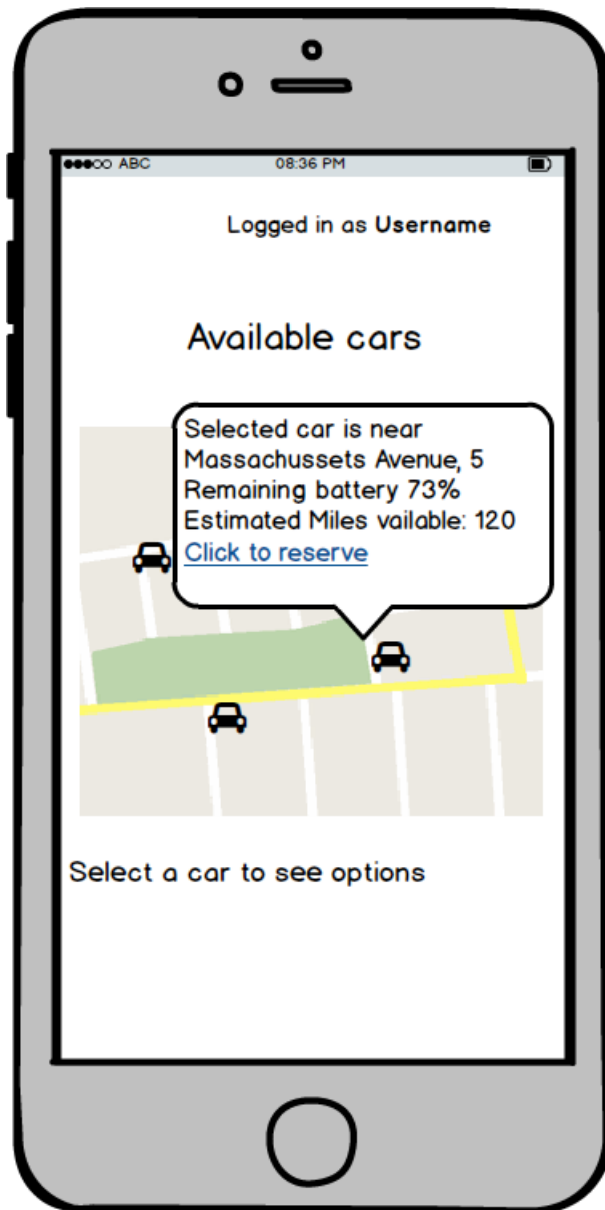


Figure 16: Mobile Interface - Selected Car

4.1.2.4 Car Confirmation (Mobile) A user can confirm a reservation or go back if he chose that car by mistake.

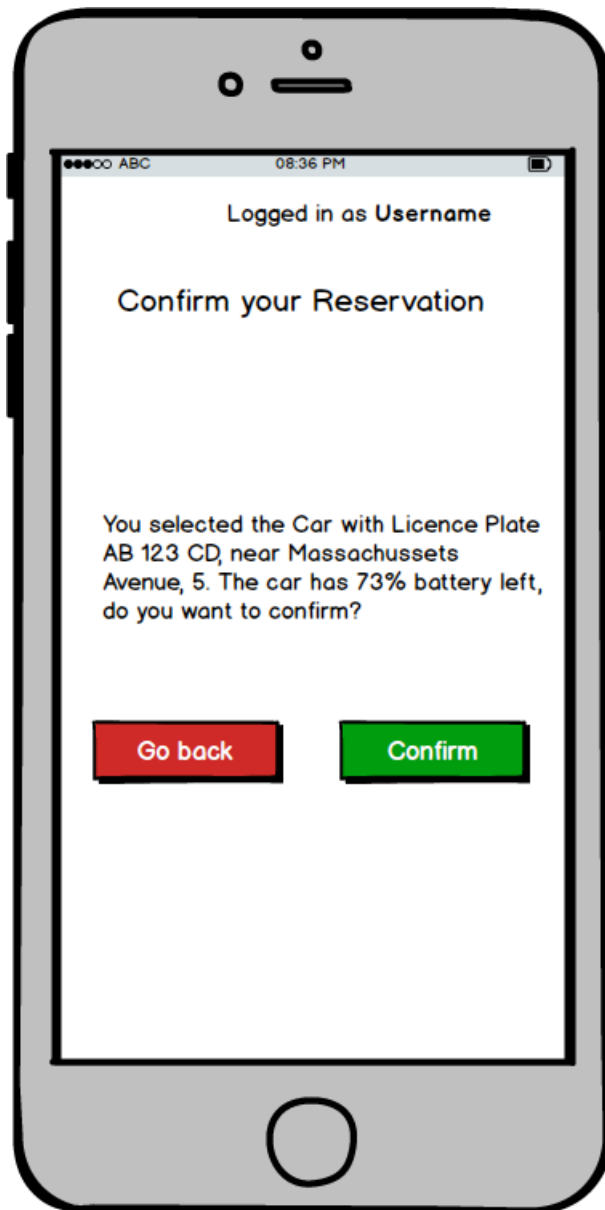


Figure 17: Mobile Interface - Car Confirmation

4.1.2.5 Reservation Confirmed (Mobile) When the reservation is confirmed, the smartphone shows a countdown as well as the car's address.

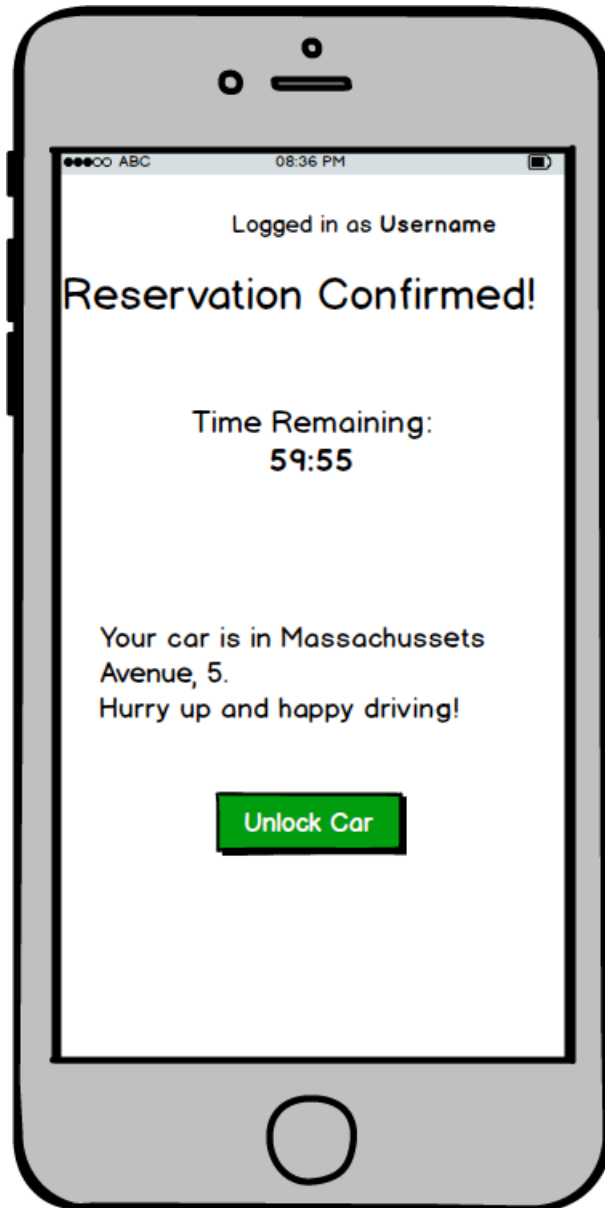


Figure 18: Mobile Interface - Reservation Confirmed

4.1.2.6 Car In Use (Mobile) While using the car, Users can decide to park it — which signals the system that the car will be picked up by the same user and that the rental is not to be terminated — or to end the rental.

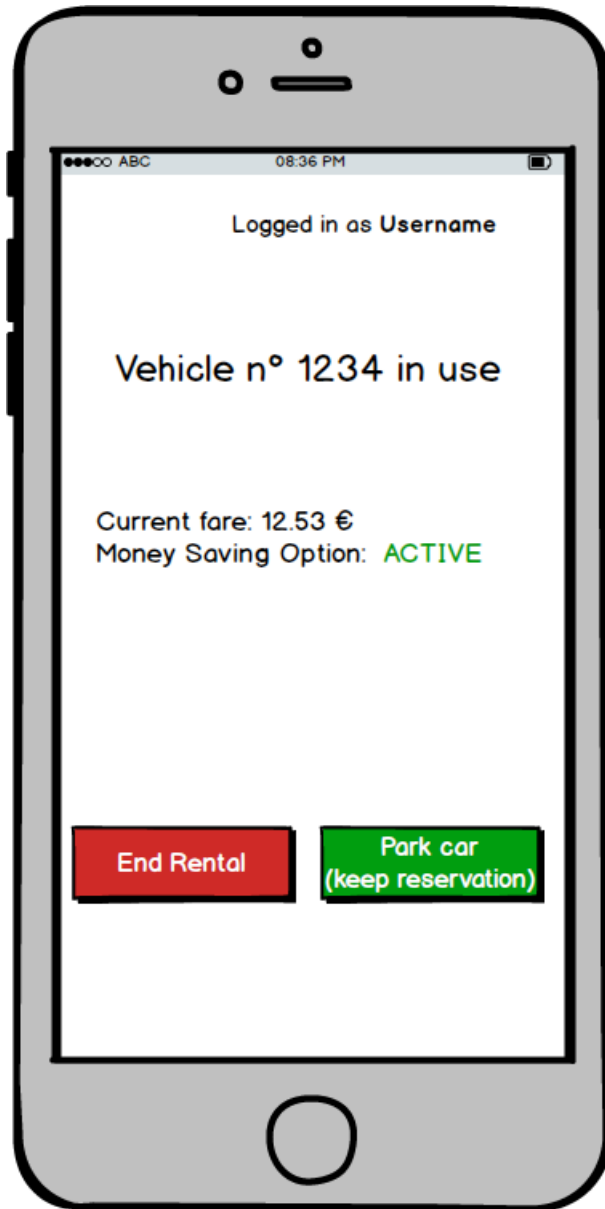


Figure 19: Mobile Interface - Car in Use

4.1.2.7 Car Parked (Mobile) If the car is already parked users can decide to end the rental using the app. In case they want to continue their journey, they only have to jump back on the car.

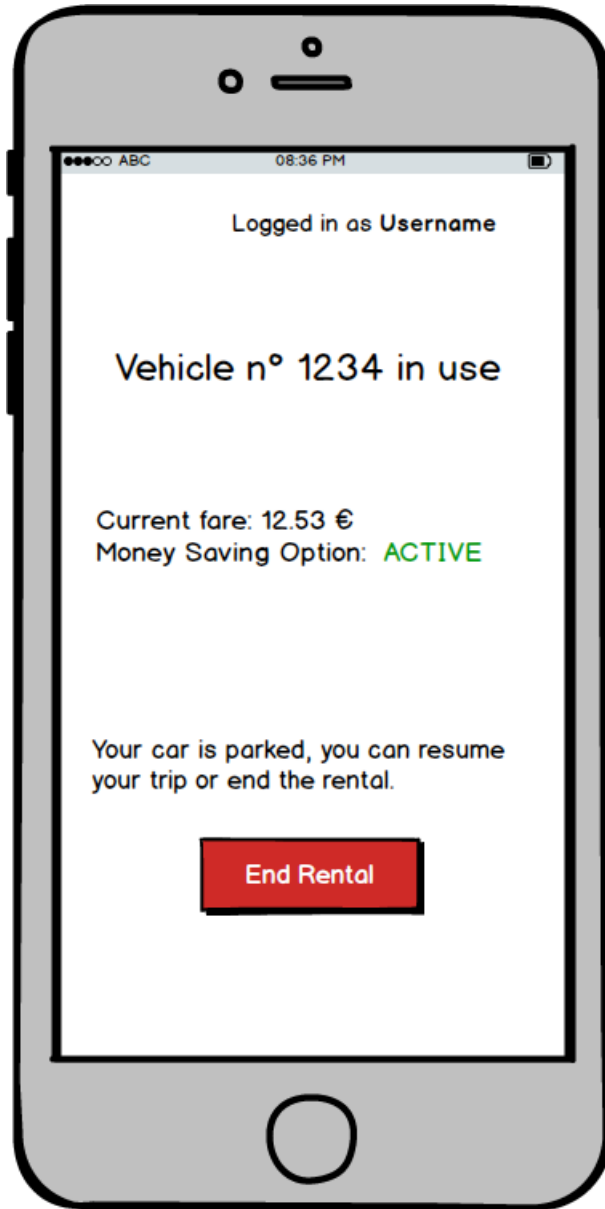


Figure 20: Mobile Interface - Car Parked

4.1.2.8 Rental Ended (Mobile) Ending a rental shows the total as well as whether the Money Saving Option was active for the trip.

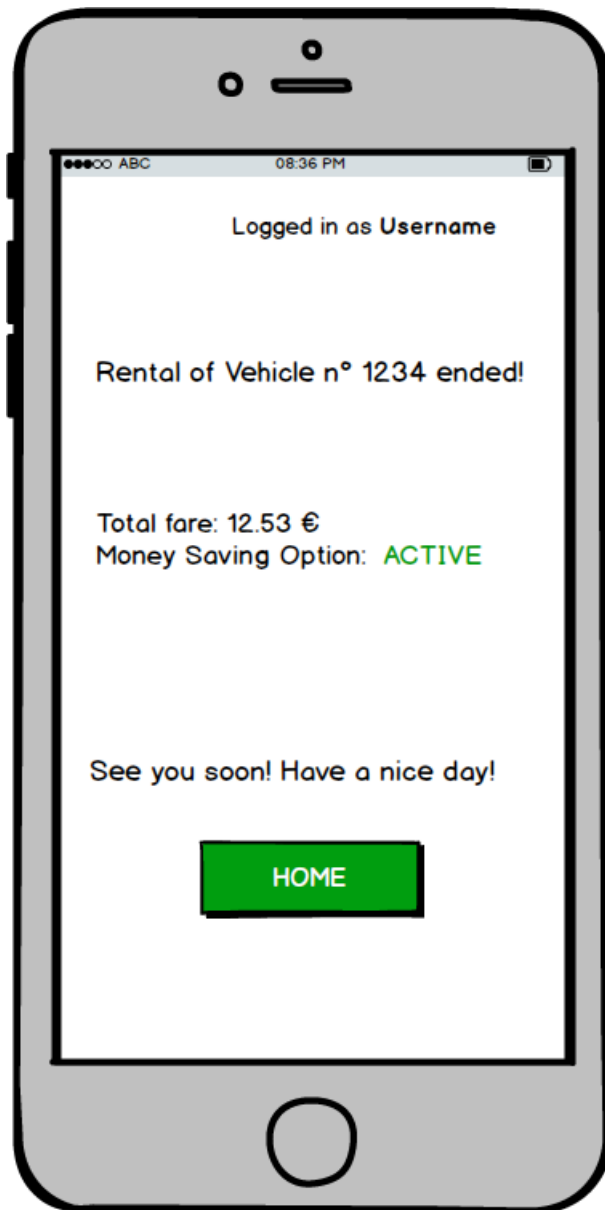


Figure 21: Mobile Interface - Rental Ended

4.2 Operator Interfaces

4.2.1 Web Interfaces

4.2.1.1 Operator Main Page (Web) Operators can choose between performing a pending task (a “Todo”) or managing a specific car.

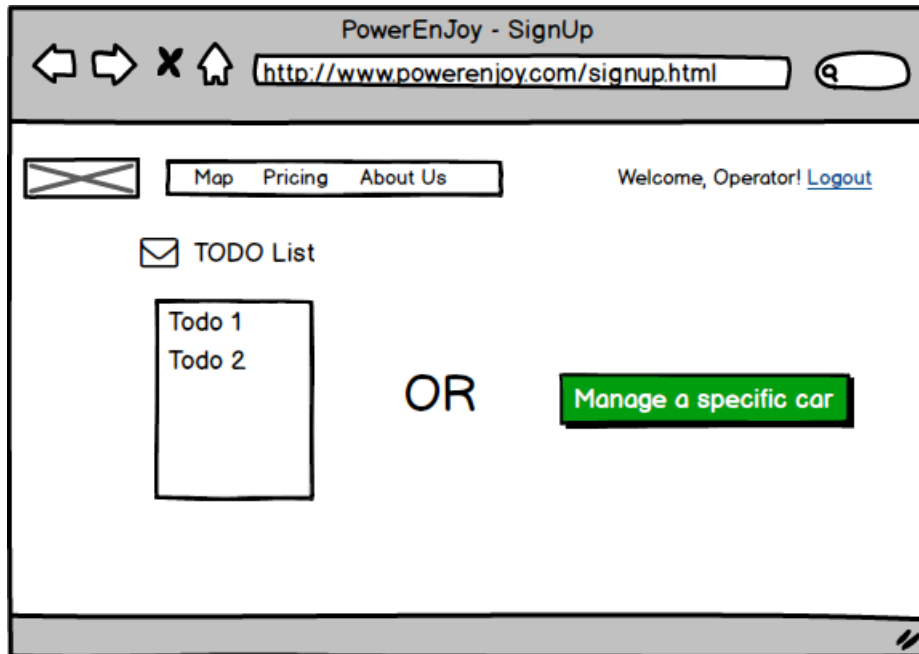


Figure 22: Web Interface - Operator Main Page

4.2.1.2 Operator chose TODO (Web) Choosing a pending operation brings up relevant information about it: its type, the position (if relevant), a short summary and a map. The operator can confirm the task if he will take care of it or go back to the home page(the logo links to the home page).

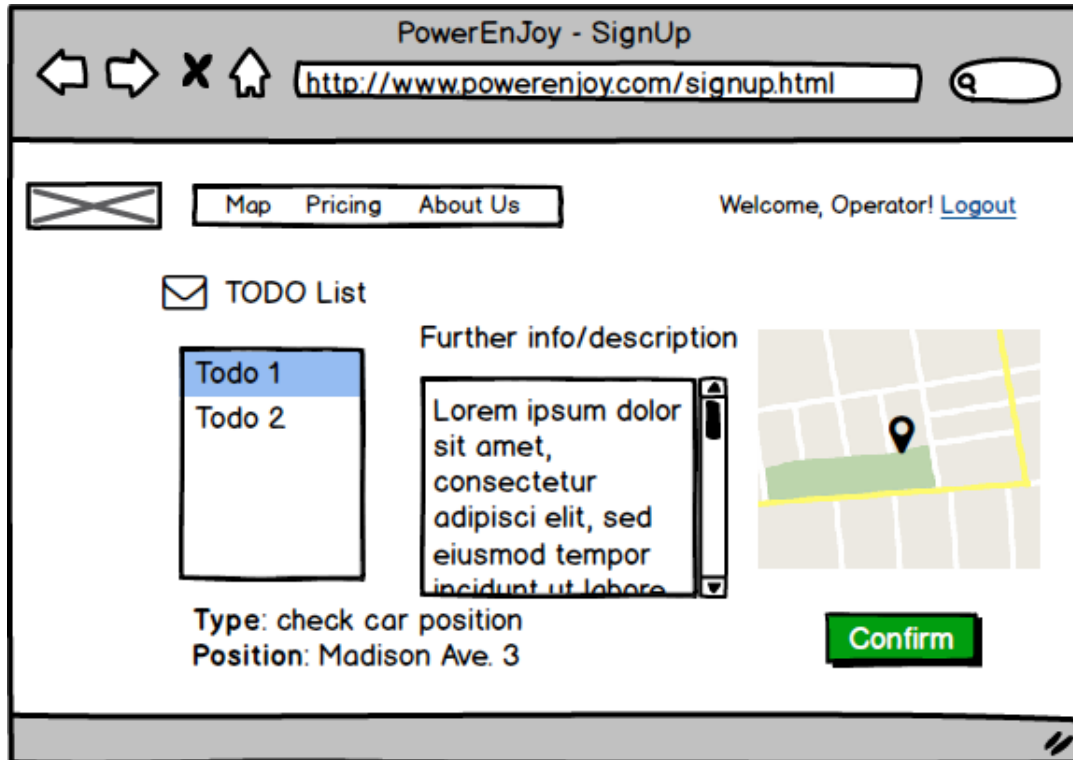


Figure 23: Web Interface - Chosen TODO

4.2.1.3 Operator Searched Car (Web) Choosing to manage a specific car allows the operator to search among all cars, by car Licence Plate or by Current Driver (User) if in use.

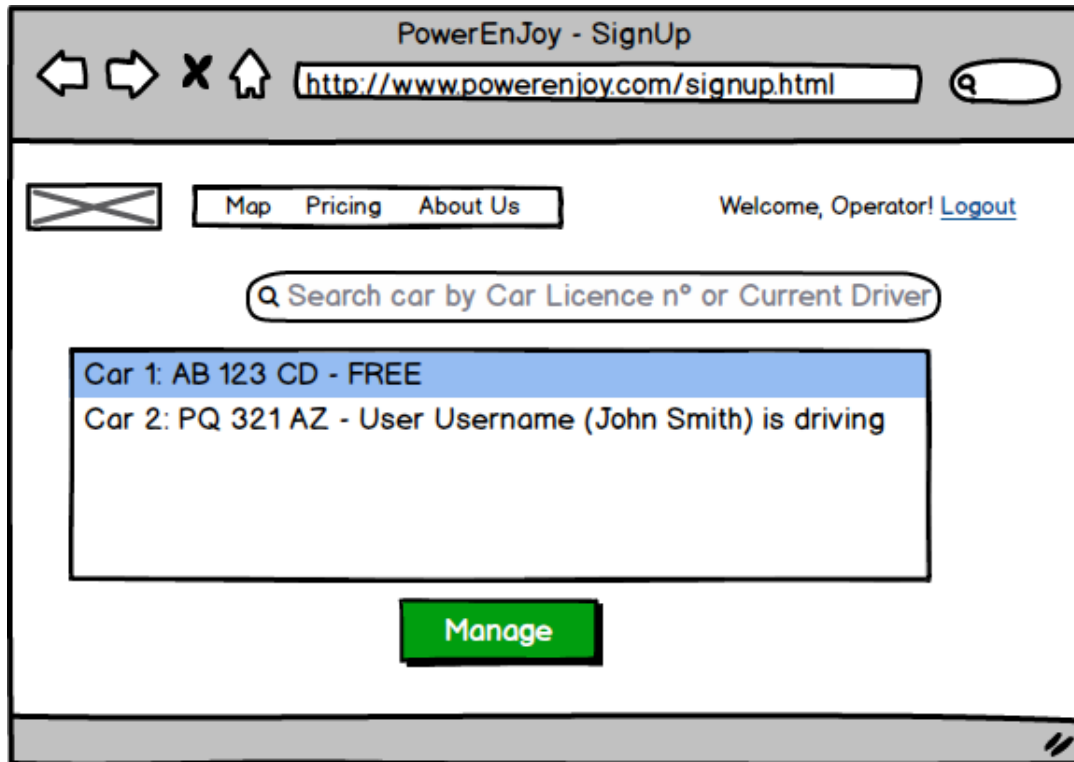


Figure 24: Web Interface - Car Search

4.2.1.4 Car Details (Web) The Car Details page shows all informations available for the chosen car as well as providing buttons to change all editable parameters (for instance the car's status)

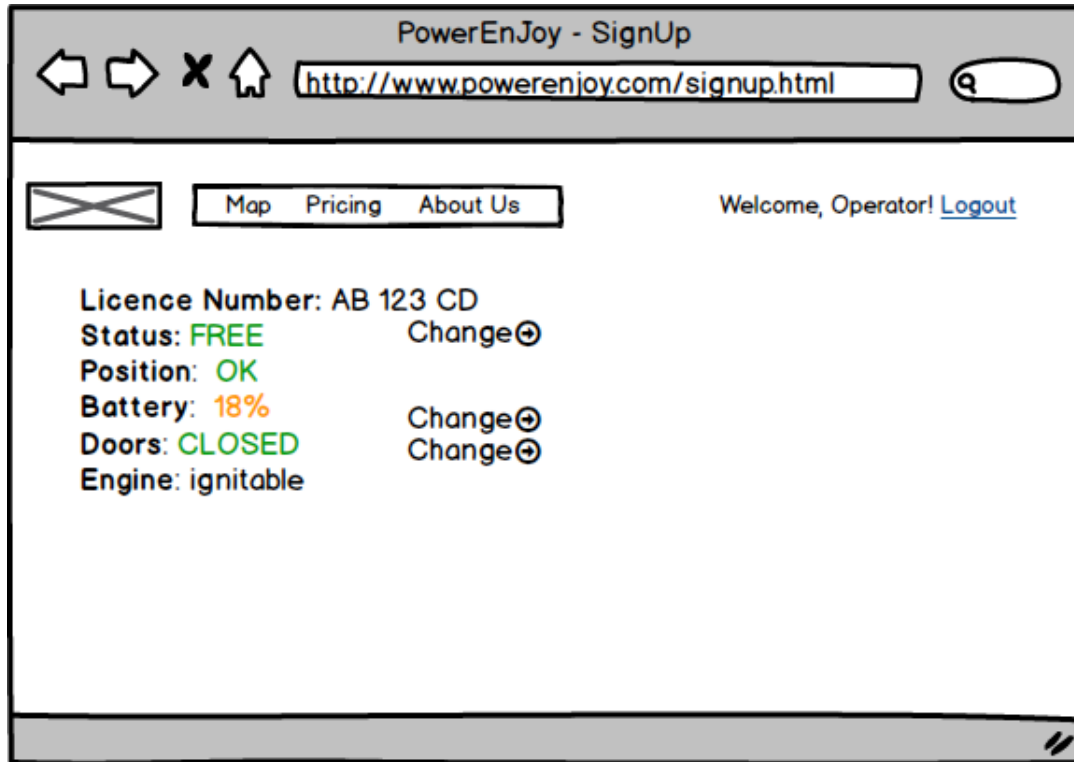


Figure 25: Web Interface - Car Details

4.2.1.5 Changing a Car parameter - Sample (Web) Choosing to edit a parameter brings up a “pop-up” providing the needed options to edit.

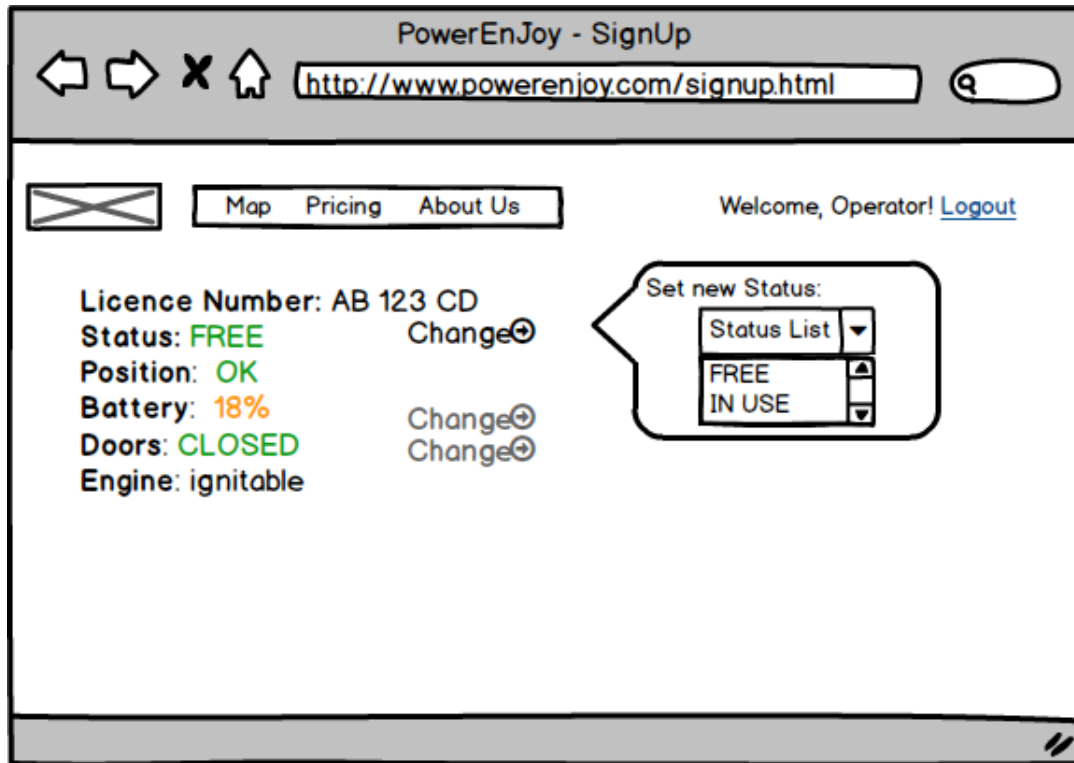


Figure 26: Web Interface - Changing a detail

4.2.2 Mobile Interfaces

4.2.2.1 Main Page (Mobile) The mobile Main page for operators offers the same options of the web one: they can either choose a pending task or opt to manage a car.



Figure 27: Mobile Interface - Operator Main Page

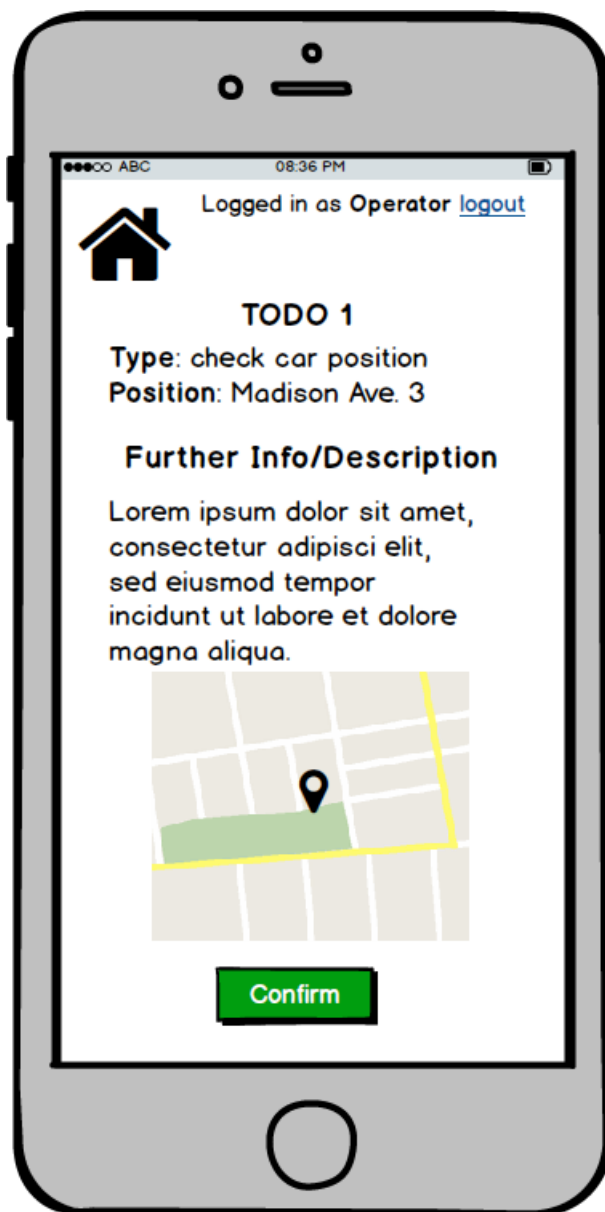


Figure 28: Mobile Interface - Chosen Todo

4.2.2.2 Operator chose TODO (Mobile)

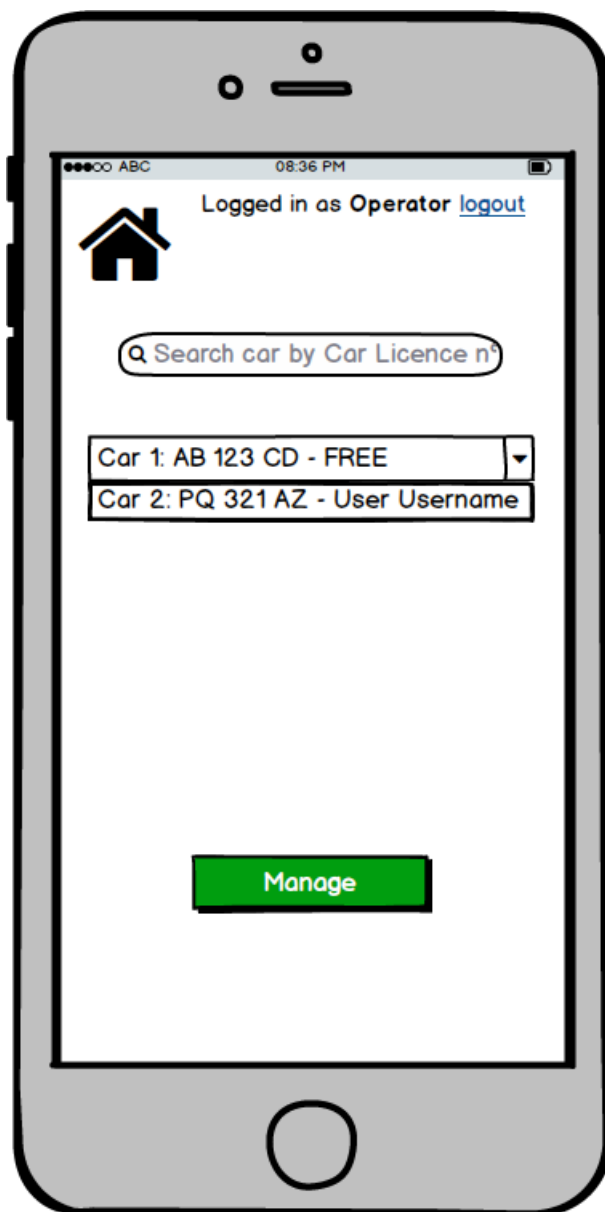


Figure 29: Mobile Interface - Car Search

4.2.2.3 Operator Searched Car (Mobile)

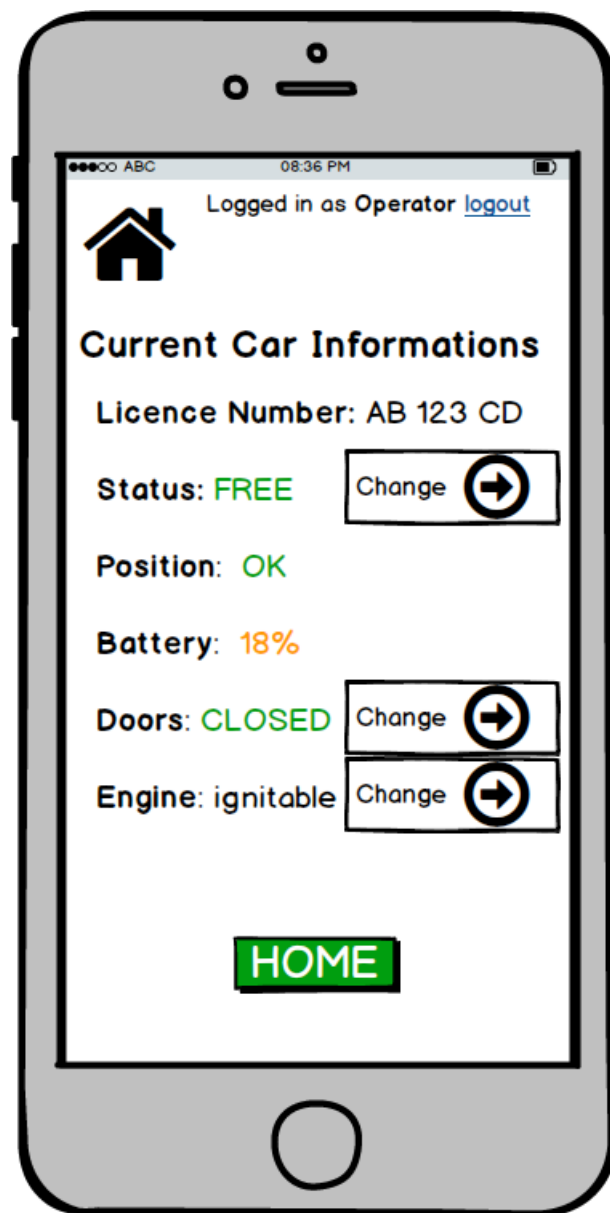


Figure 30: Mobile Interface - Car Details

4.2.2.4 Operator Car Details (Mobile)

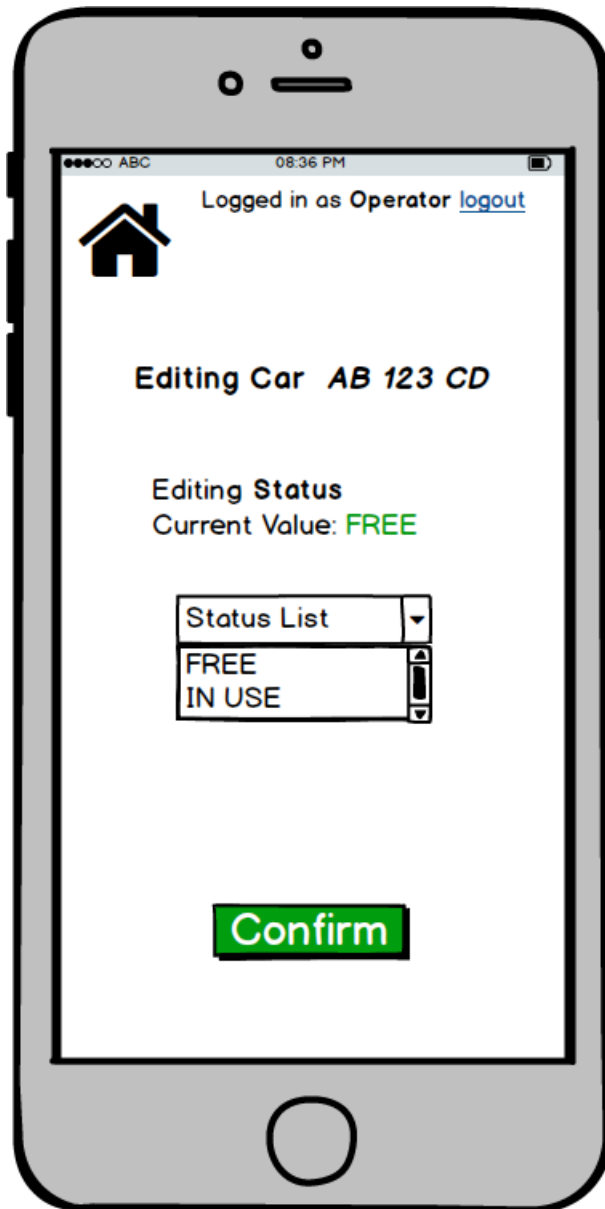


Figure 31: Mobile Interface - Changing a Car's parameter

4.2.2.5 Changing a Car parameter - Sample (Mobile)

4.3 Car Interface

4.3.1 Car Screen

The car has a screen that shows the fare in real time as well as showing whether the Money Saving Option is active or not.

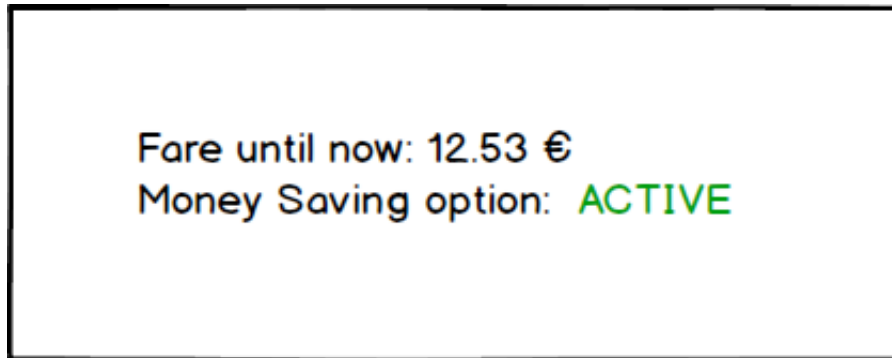


Figure 32: Car Screen

5 Requirements traceability

6 Effort spent

Component	Time spent (in hour)
Philippe Scorsolini	23
Lorenzo Semeria	18
Gabriele Vanoni	24.5