



# TaxiNow

## 2024

*Created by*  
TCEI Group TREE



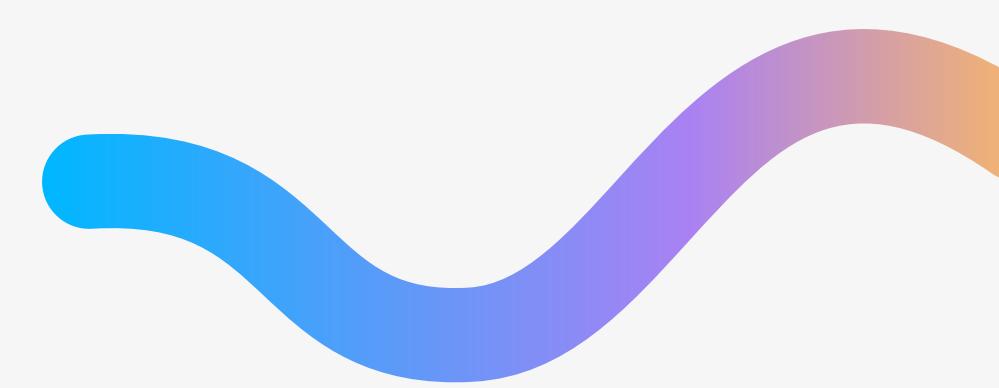
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# Problem

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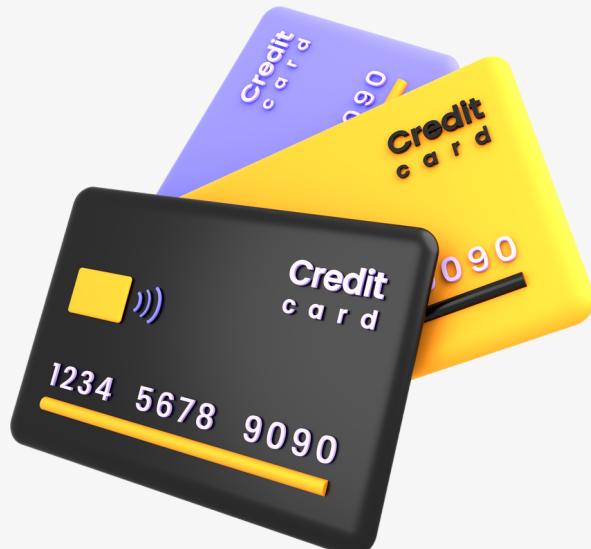


## Private Hire Vehicles

- High Cost



- Might take a long time to find a hire



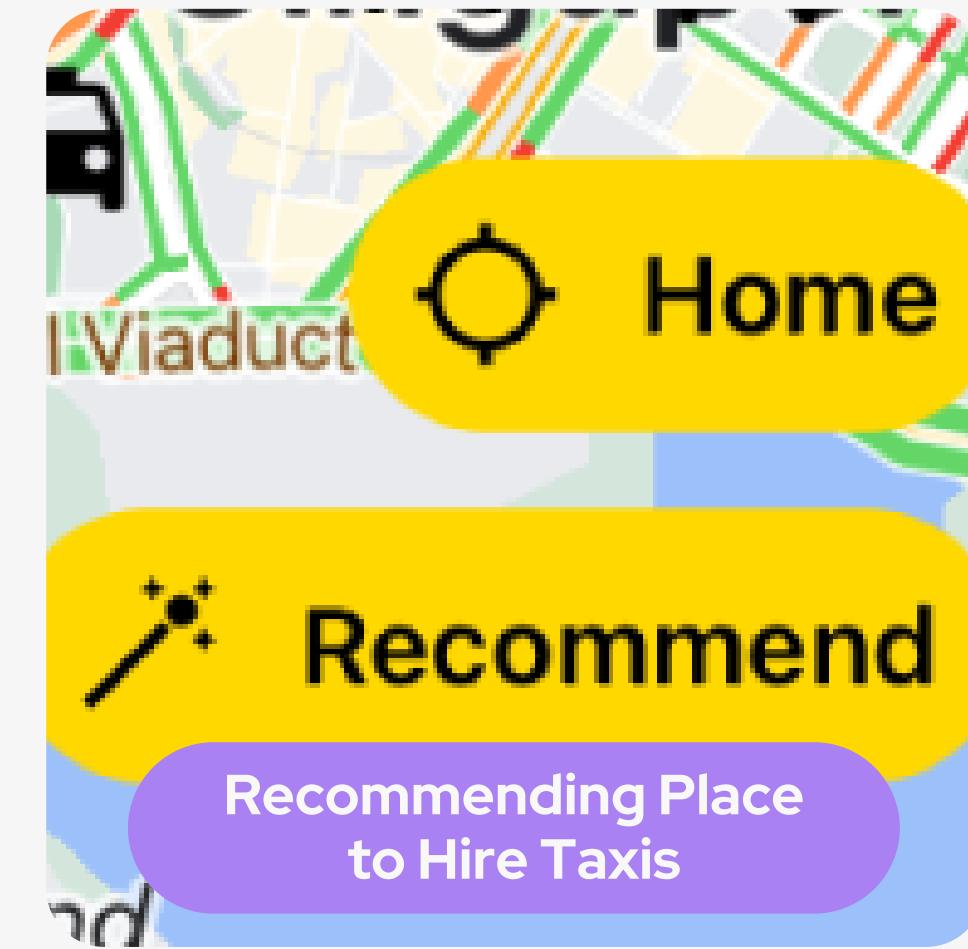
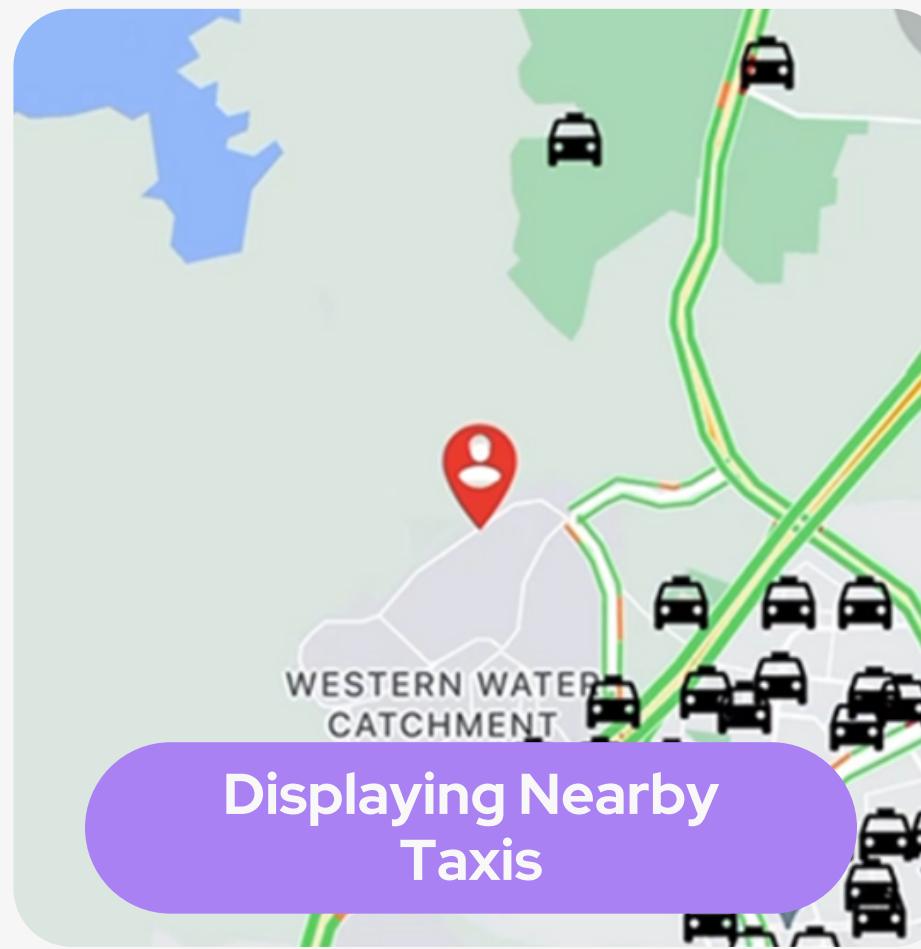
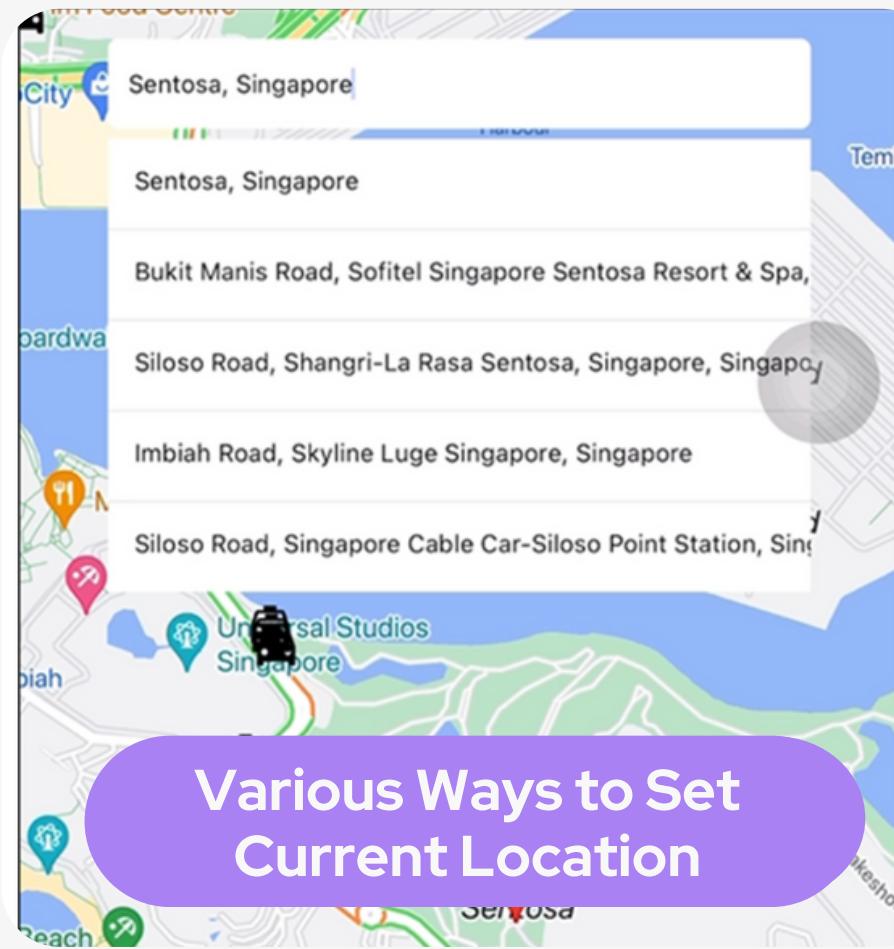
- Needs personal information and credit card details

# Solution - TaxiNow

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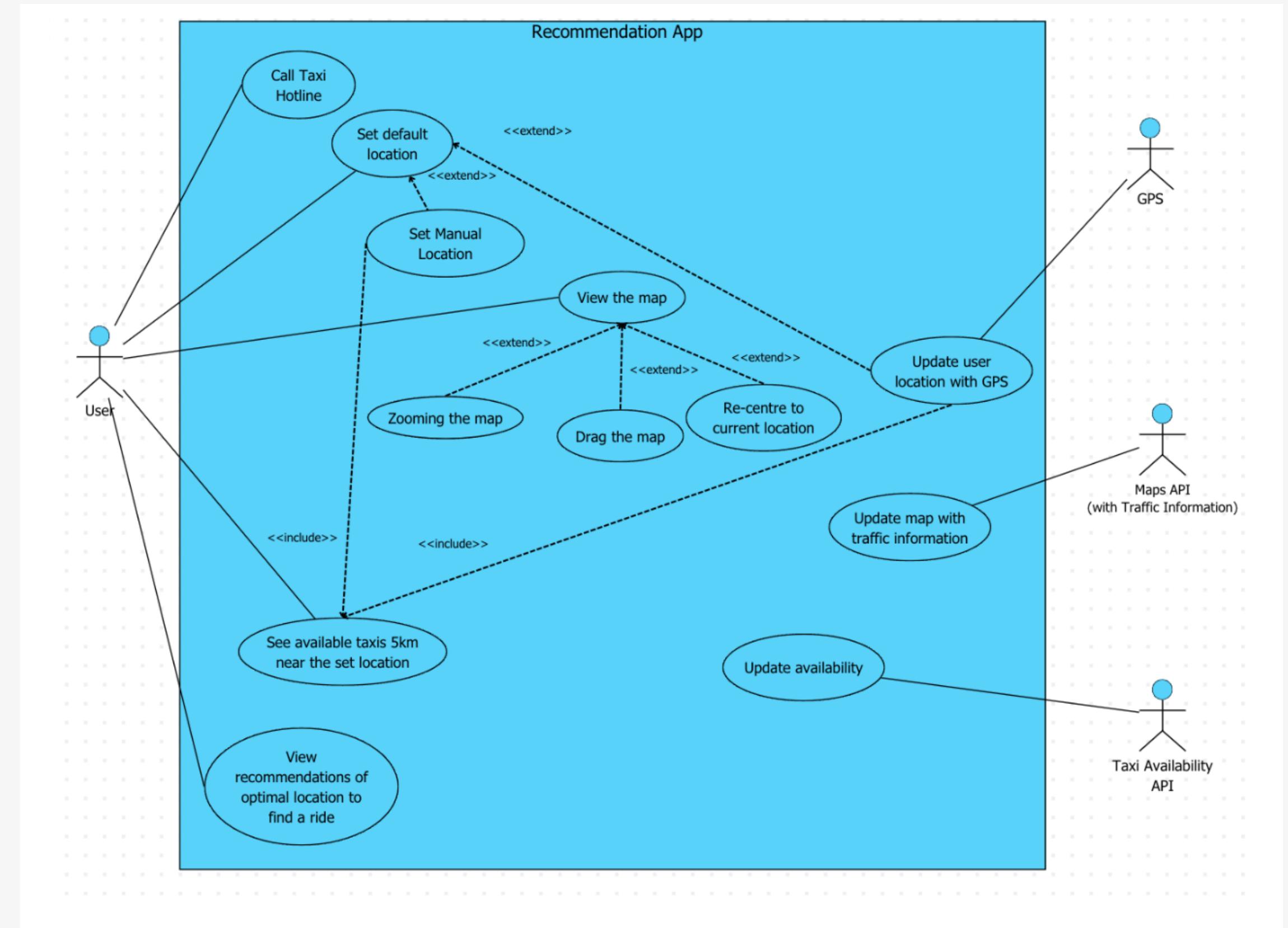
-  Provides users with **accurate real-time information** on available taxis, and recommends an **optimal location** to flag one, based on current **traffic conditions**
-  Saves **time** and **money** without requiring account registration or sensitive information



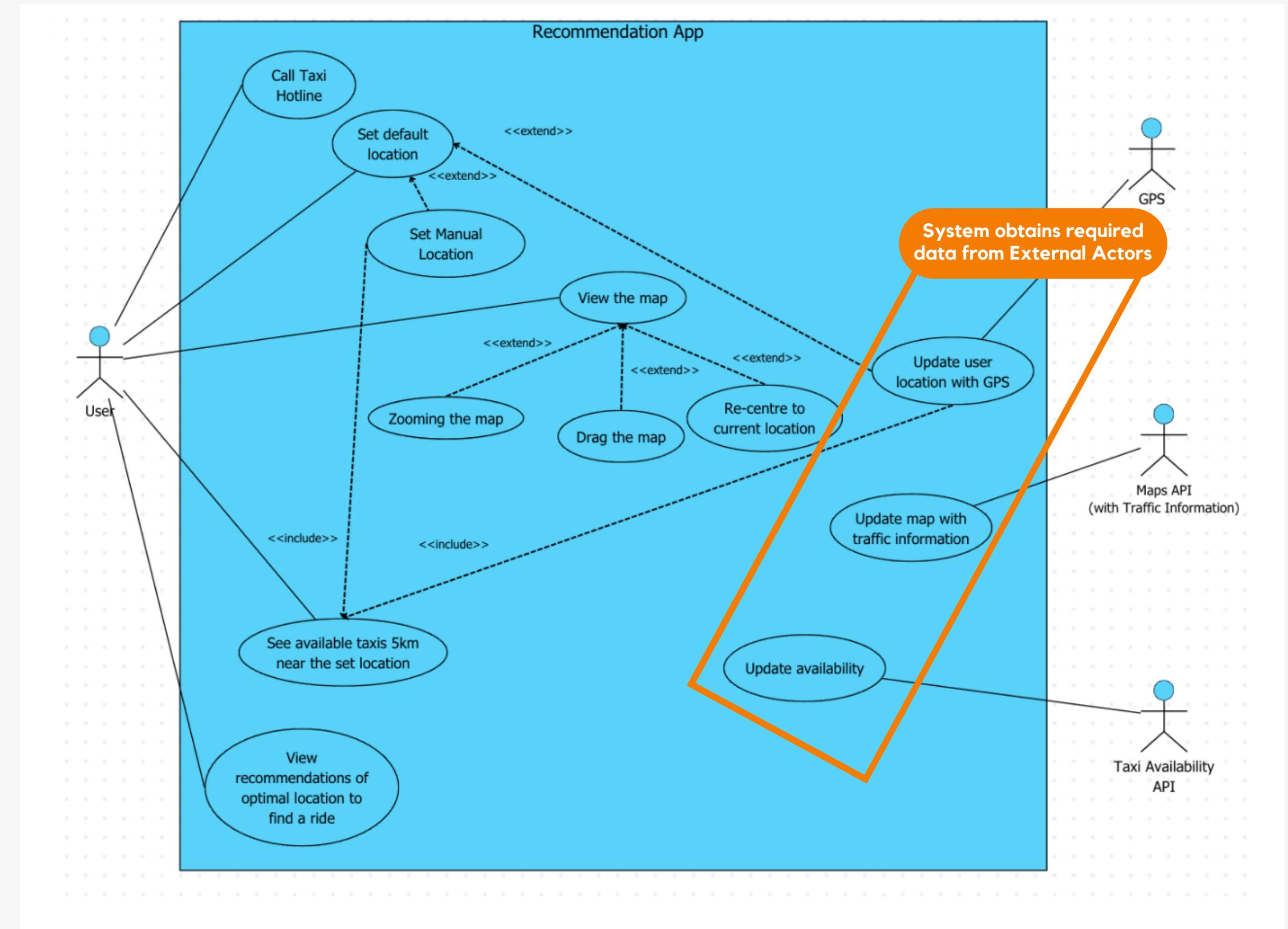


# Key Features

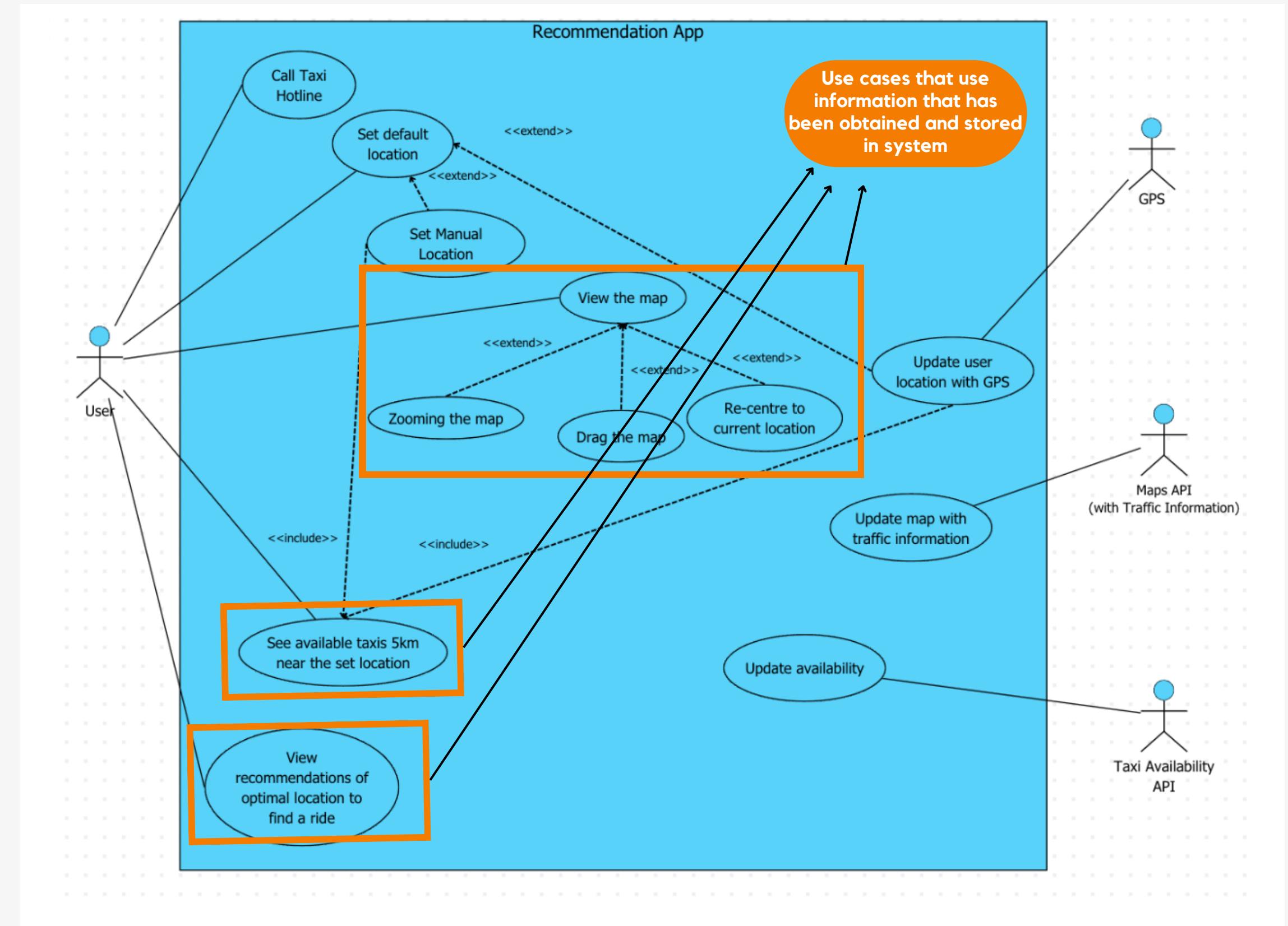
# Use Case Diagram



# Use Case Diagram

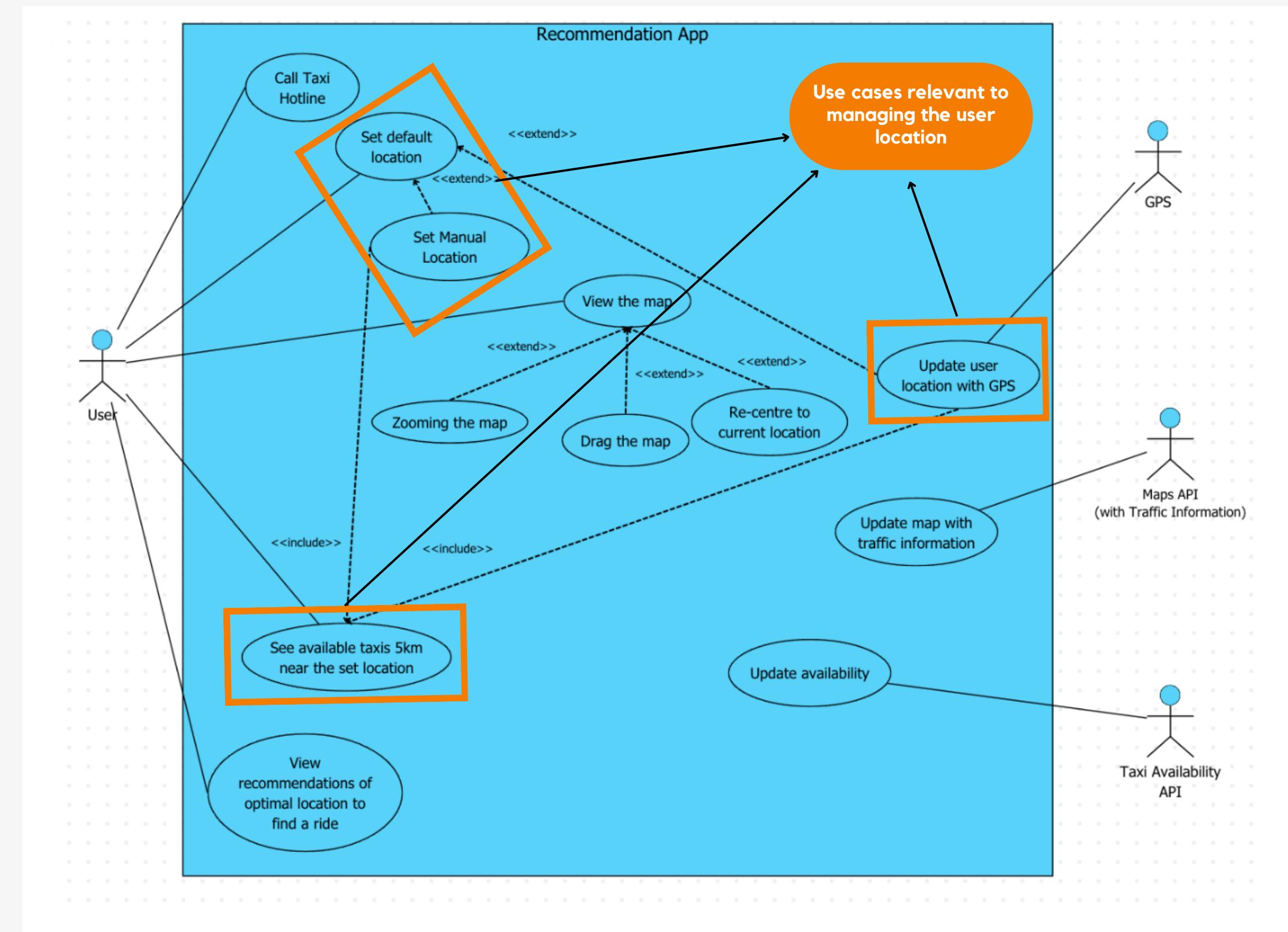


# Use Case Diagram

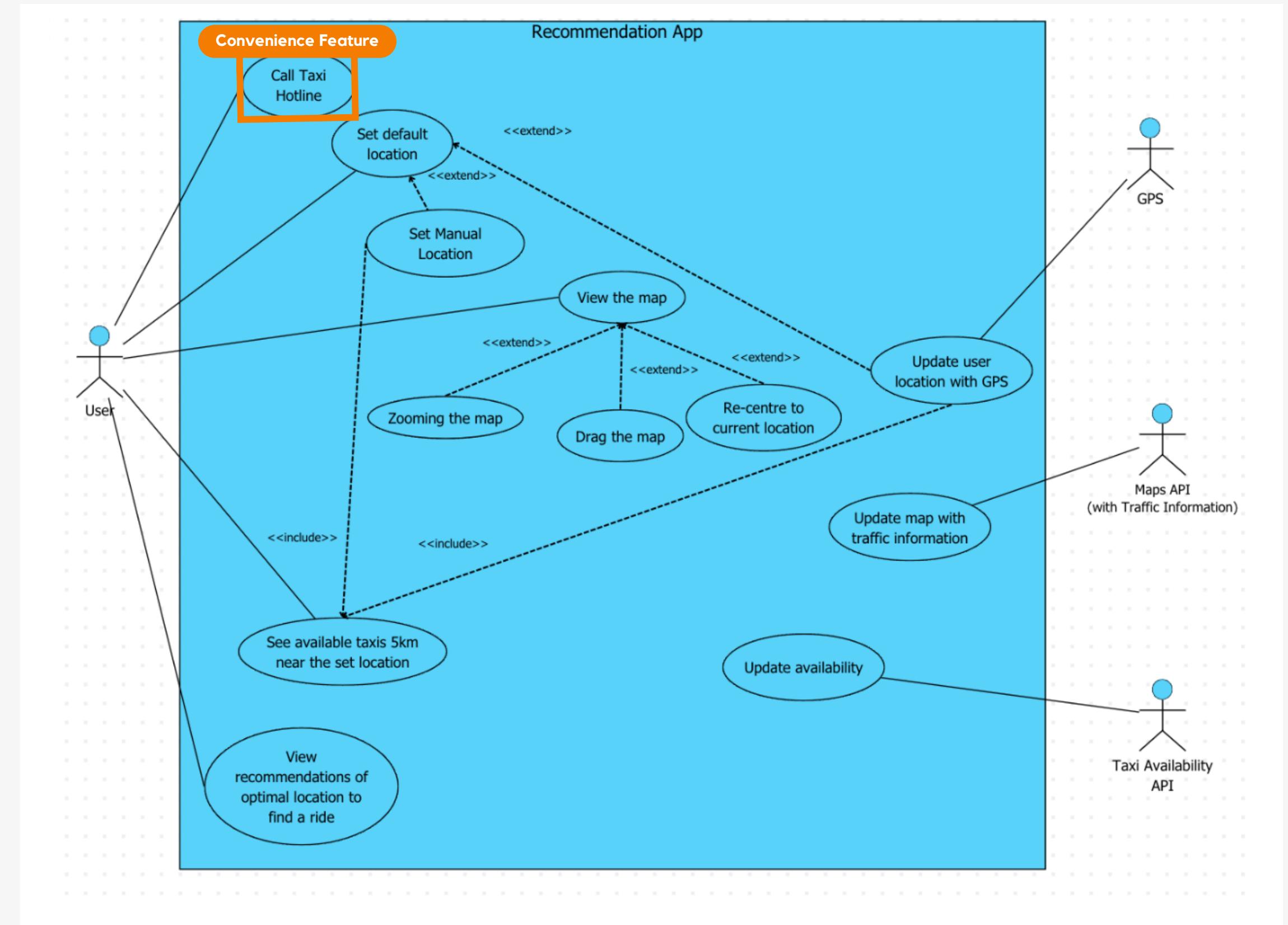




# Use Case Diagram

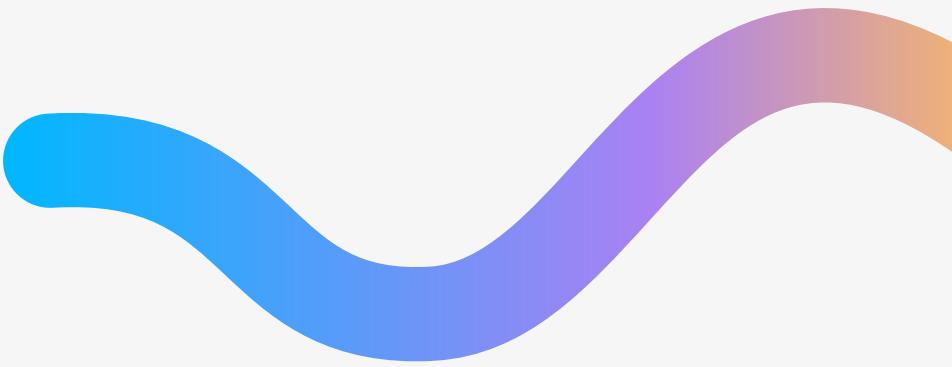


# Use Case Diagram





# Expected Users



## Users who are:

- Looking for taxi locations
- Looking for a recommended location to hail a cab
- Struggling to find drivers on private hire applications
- Want to be able to get find a ride without keying in sensitive information on private hire applications



# Product Demo

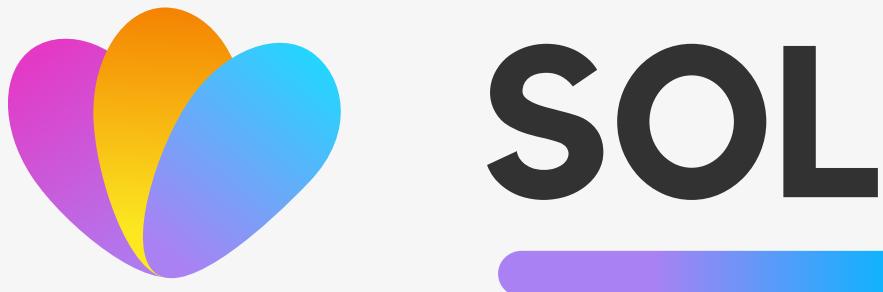


# Good SWE Practices



- 1. SOLID PRINCIPLES**
- 2. MOLDULAR & ORGANISED CODE**
- 3. ERROR HANDLING & LOGGING**
- 4. CONCURRENCY & SYNCHRONISATION**





# SOLID PRINCIPLES



## Single Responsibility Principle

- Each package and function in our codebase has a single responsibility, making the code more modular and easier to understand.
- Example: locationAPI.go handles location-related functionality, while mapsAPI.go handles map-related functionality.

```
go

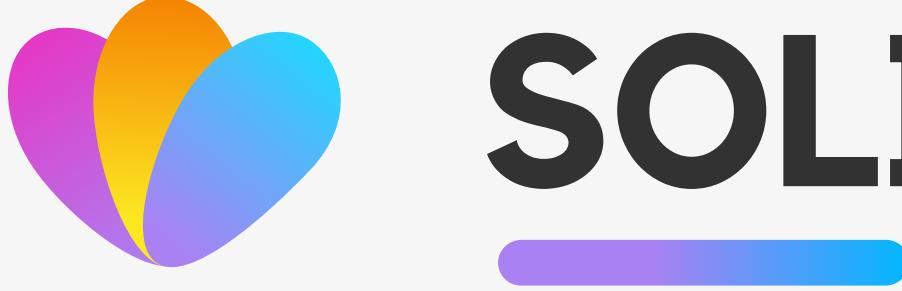
// LocationAPI.go
func handleLocation(c *gin.Context) {
    switch c.Request.Method {
    case "GET":
        handleGetLocation(c)
    case "PUT":
        handleUpdateLocation(c)
    default:
        c.String(http.StatusMethodNotAllowed, "Method not allowed")
    }
}
```

## Open-Closed Principle

- Our code is open for extension but closed for modification. Permissible to add new functionality without modifying existing code.
- Example: Adding a new API endpoint can be done by creating a new function and route without modifying existing code.

```
go

// server.go
r.GET("/taxi", handleTaxiCoordinates)
r.GET("/recommendations", getRecommendedLocationsHandler)
```



# SOLID PRINCIPLES



## Liskov Substitution Principle

- Our code uses interfaces and abstractions to allow for substitutability of objects.
- Example: The `getRecommendedLocations` function in `recommendation.go` depends on the `getNearbyTaxiLocations` function, which returns a slice of `Coordinate` structs. Any implementation that satisfies the `Coordinate` struct can be used

```
go Copy code  
  
// recommendation.go  
  
func getRecommendedLocations(lat float64, lon float64, numOfRandomCoordinates int,  
    var locations [][]float64  
    taxiLocations := getNearbyTaxiLocations(lat, lon)  
    // ...  
}
```

## Interface Segregation Principle

- Our code defines small and focused interfaces to avoid unnecessary dependencies.
- Example: The `Coordinate` struct in `taxiAPI.go` only contains the necessary properties for representing a coordinate.

```
go  
  
// taxiAPI.go  
  
type Coordinate struct {  
    Latitude float64 `json:"latitude"  
    Longitude float64 `json:"longitude"  
}
```



# SOLID PRINCIPLES

## Dependency Inversion Principle

- Our code depends on abstractions (interfaces) rather than concrete implementations, making it more flexible and easier to modify.
- Example: The `getRecommendedLocations` function in `recommendation.go` depends on the `getNearbyTaxiLocations` function, which is an abstraction.

```
go
// recommendation.go
func getRecommendedLocations(lat float64, lon float64, numOfRandomCoordinates int) {
    var locations [][]float64
    taxiLocations := getNearbyTaxiLocations(lat, lon)
    // ...
}
```

- The `getRecommendedLocations` function depends on the `getNearbyTaxiLocations` function, which is an abstraction. This allows for flexibility in the implementation of `getNearbyTaxiLocations`.

## Observation Pattern

- Our code uses the observation pattern to trigger the query of taxi locations every time the current location changes. This allows loose coupling where functions that change `currentLocation` do not have to query taxi locations as well, but just have to notify the change in `currentLocation`.

```
105  useEffect(() => {
106    axios
107      .get(
108        `${server}taxi?latitude=${location.latitude}&longitude=${location.longitude}`
109      )
110      .then((res) => {
111        // setTaxiLocations(res.data);
112
113        if (res.data) {
114          setTaxiLocations(res.data);
115        }
116
117        setCanContactServer(true);
118      })
119      .catch((e: AxiosError) => {
120        console.log(e.request);
121        checkErr(e);
122      });
123  }, [location]); // reset taxi location every time current location is updated.
```



# Good SWE Practices



## Modular and Organized Code Structure

- Codebase divided into separate files based on functionality, such as locationAPI.go, mapsAPI.go, recommendation.go, server.go, and taxiAPI.go

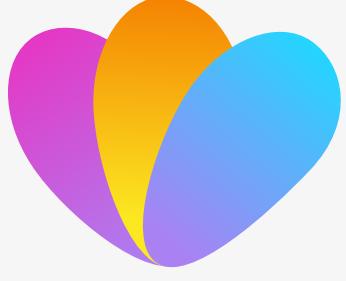
## Error Handling and Logging

- Our code includes proper error handling and logging, improving the reliability and maintainability of the application.

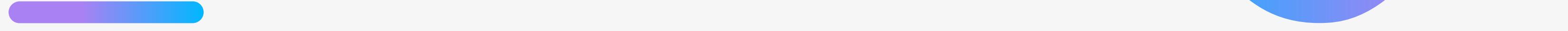
## Concurrency and Synchronization

- In locationAPI.go, we have used a mutex (`sync.Mutex`) to synchronize access to shared variables `latestLat`, `latestLng`, and `locations`.
- Using a mutex ensures that only one goroutine can access the shared data at a time, preventing race conditions and maintaining data integrity.
- Proper synchronization is crucial in concurrent systems to avoid data corruption and unexpected behavior.

```
go
if err != nil {
    log.Printf("Error in handleStreetNameToCoordinates for streetName %s: %v", str
c.JSON(http.StatusInternalServerError, gin.H{
    "error": "Internal Server Error",
})
return
}
```



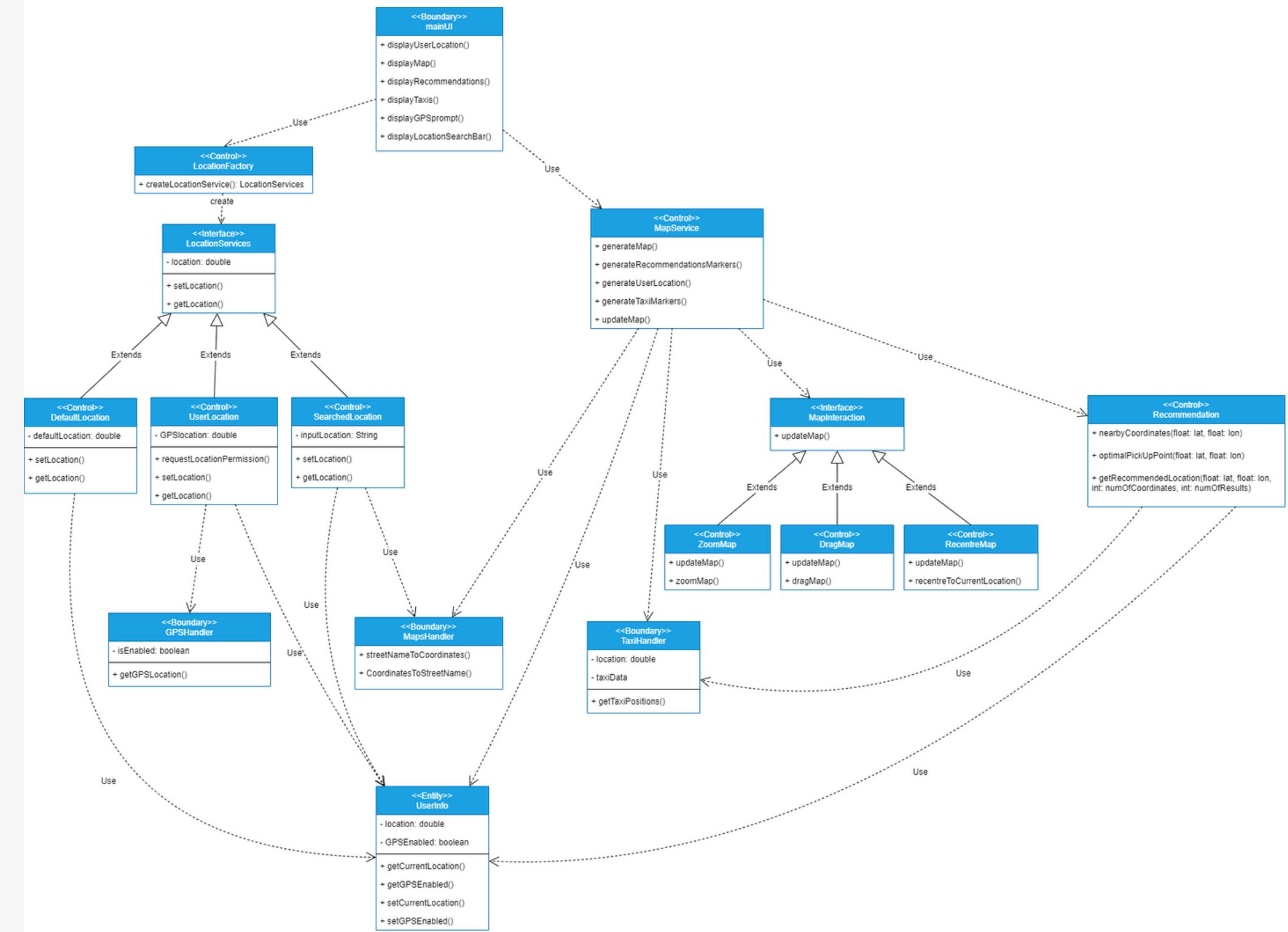
# SYSTEM DESIGN



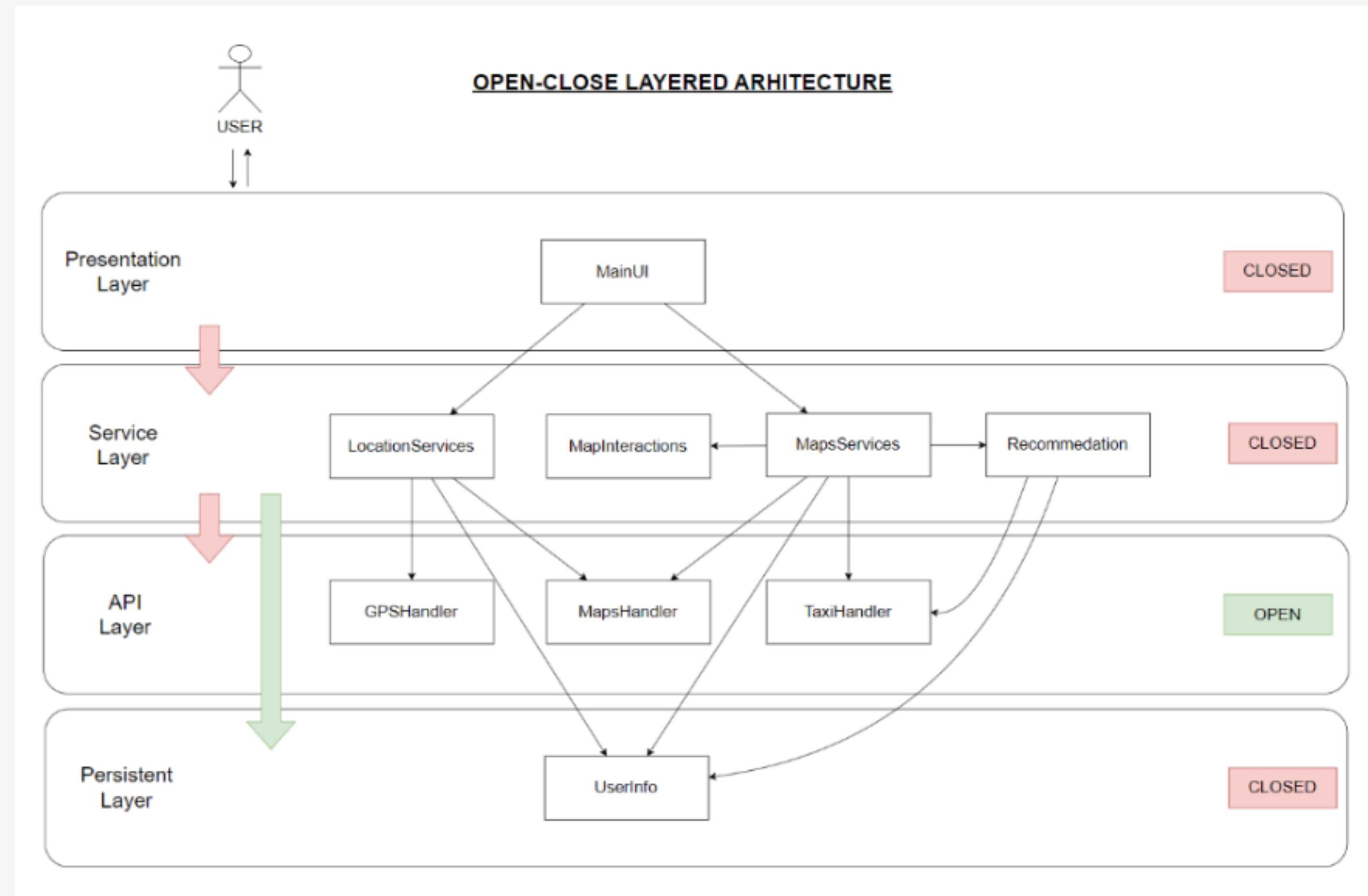
- 1. SYSTEM ARCHITECTURE**
- 2. CLASS DIAGRAM**
- 3. OVERVIEW DIAGRAMS**
- 4. SEQUENCE DIAGRAMS**



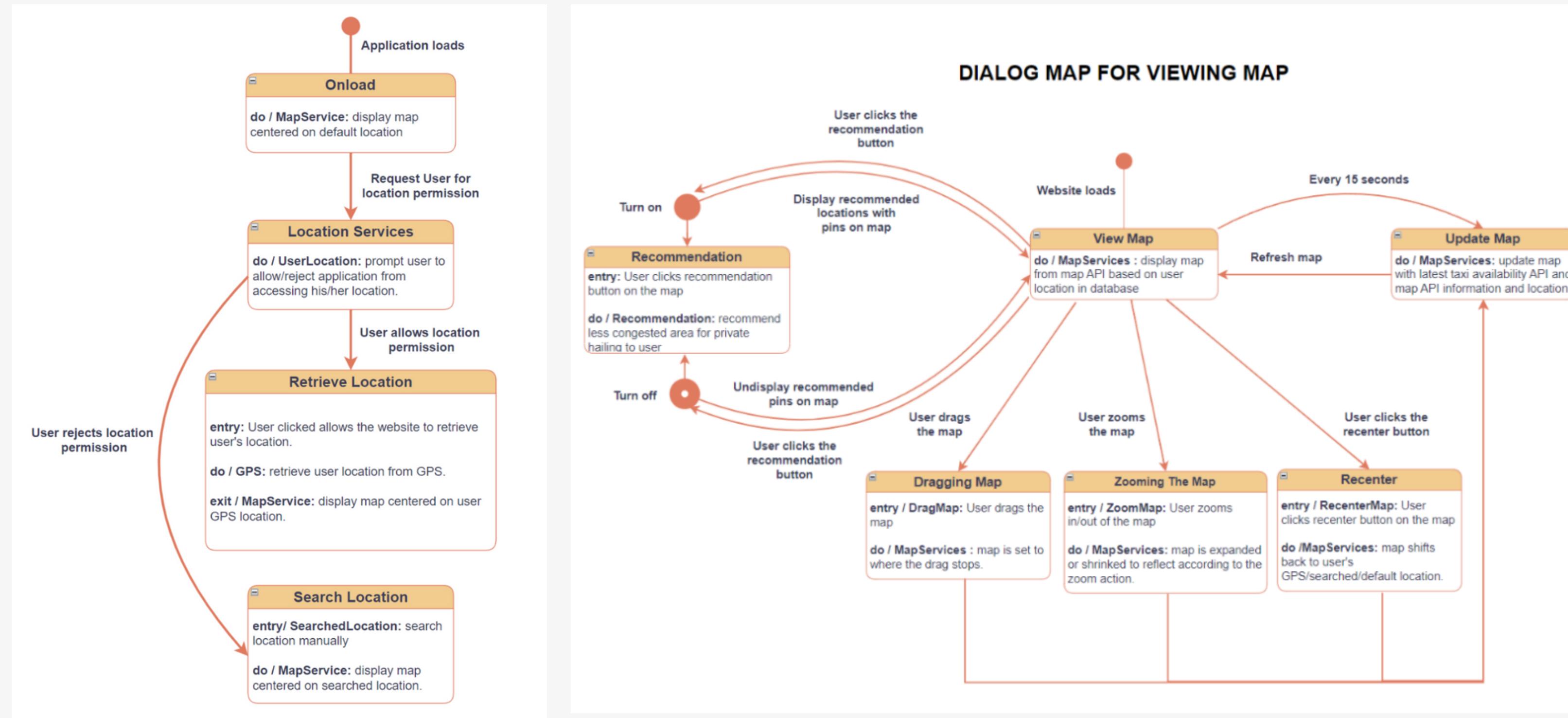
# CLASS DIAGRAM



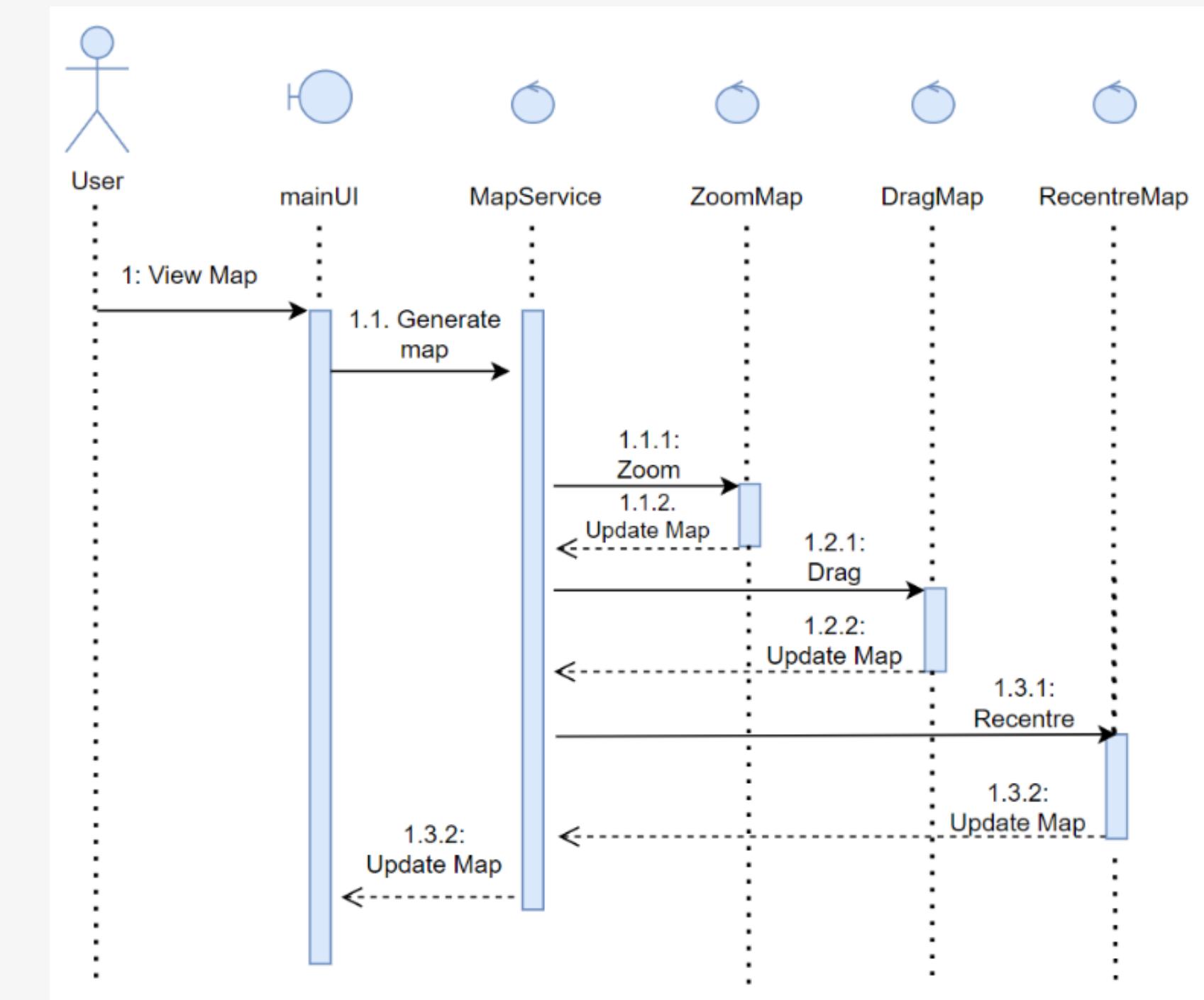
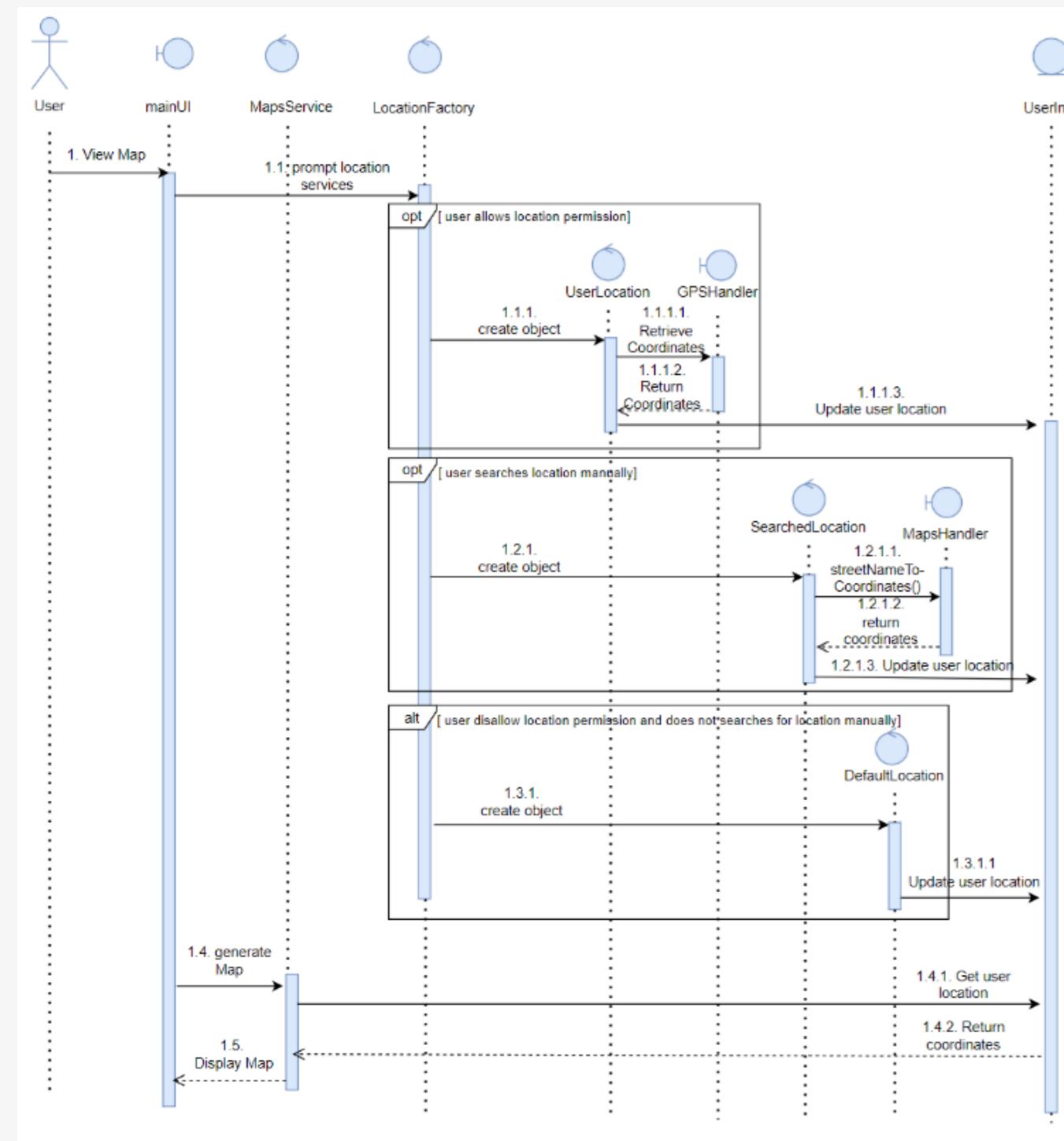
# SYSTEM ARCHITECTURE



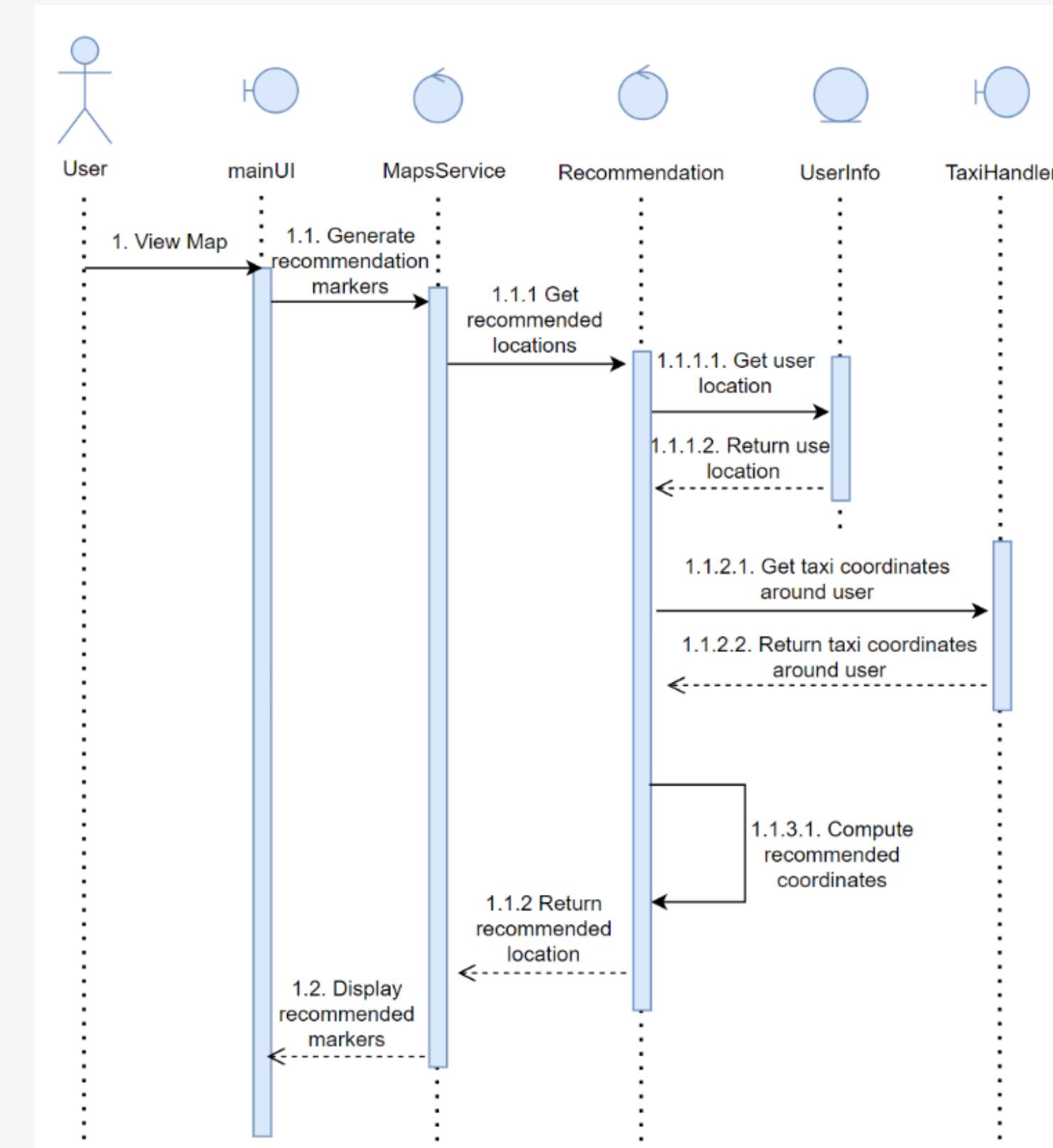
# OVERVIEW DIAGRAM

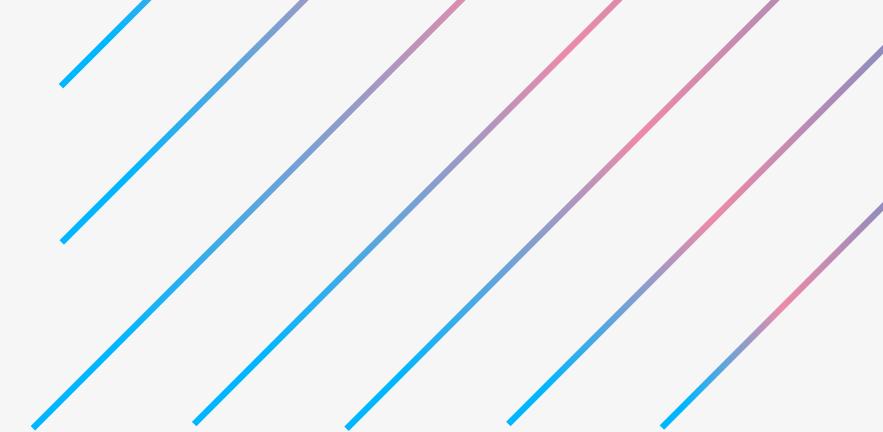


# SEQUENCE DIAGRAM



# SEQUENCE DIAGRAM





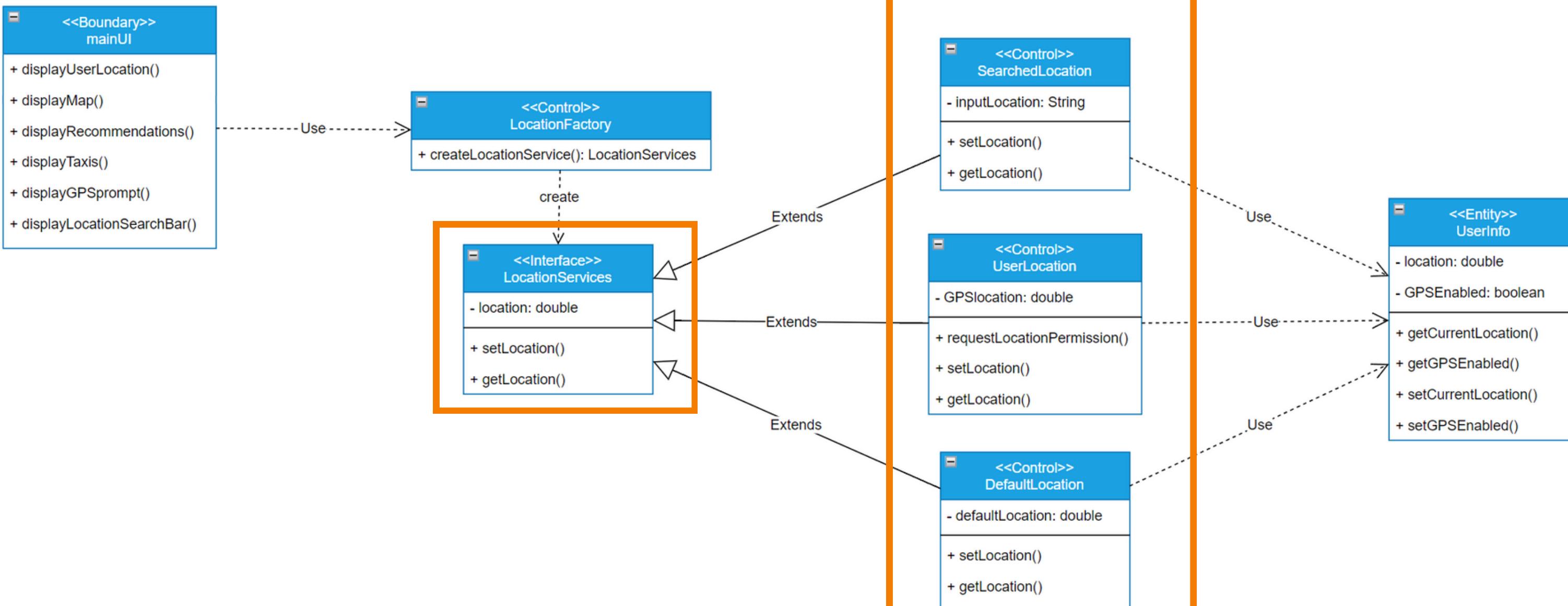
# Highlighted Use Cases



# Setting Location on Map

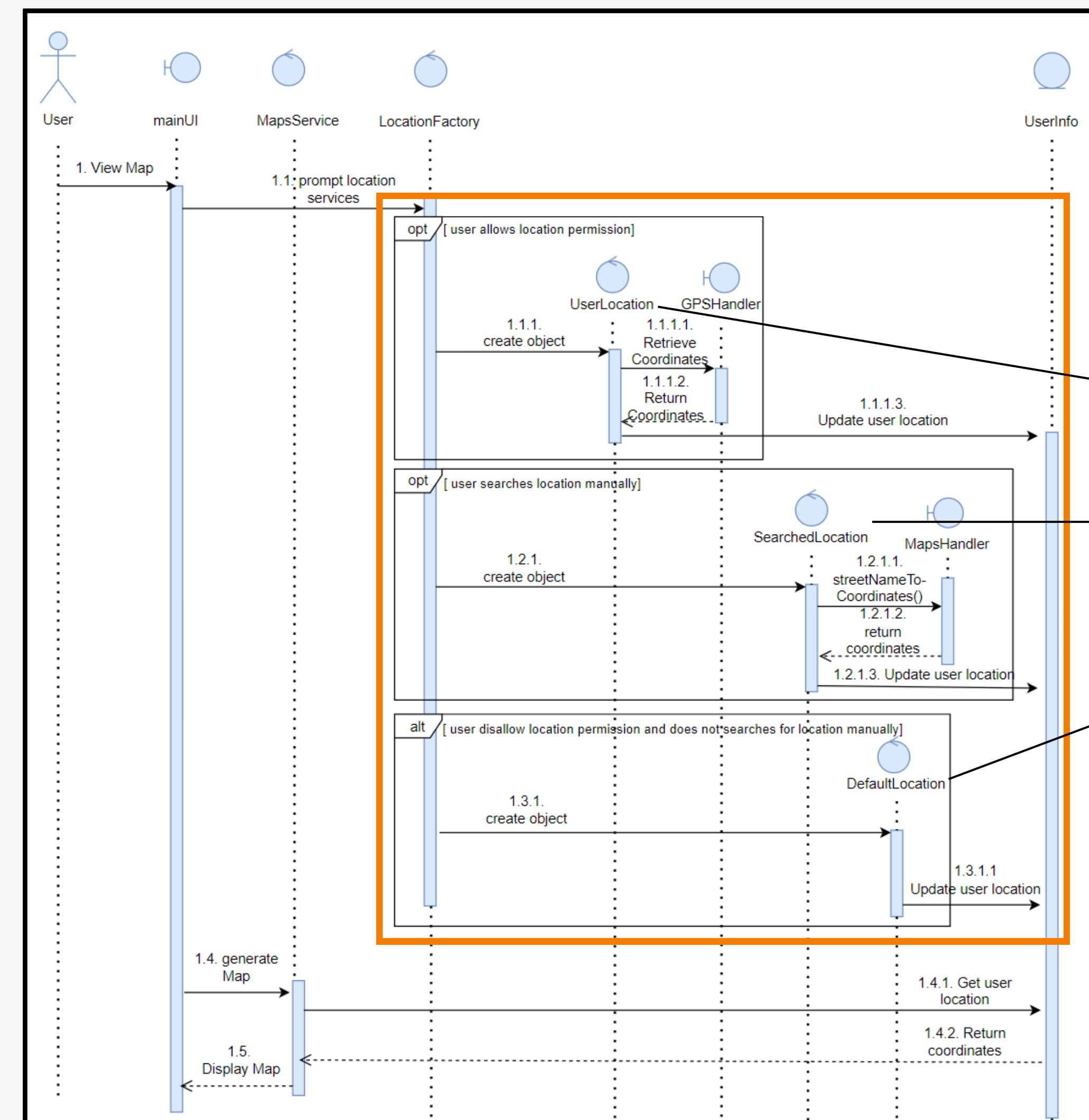
## Factory Design Pattern

Object is created at runtime based on user's action

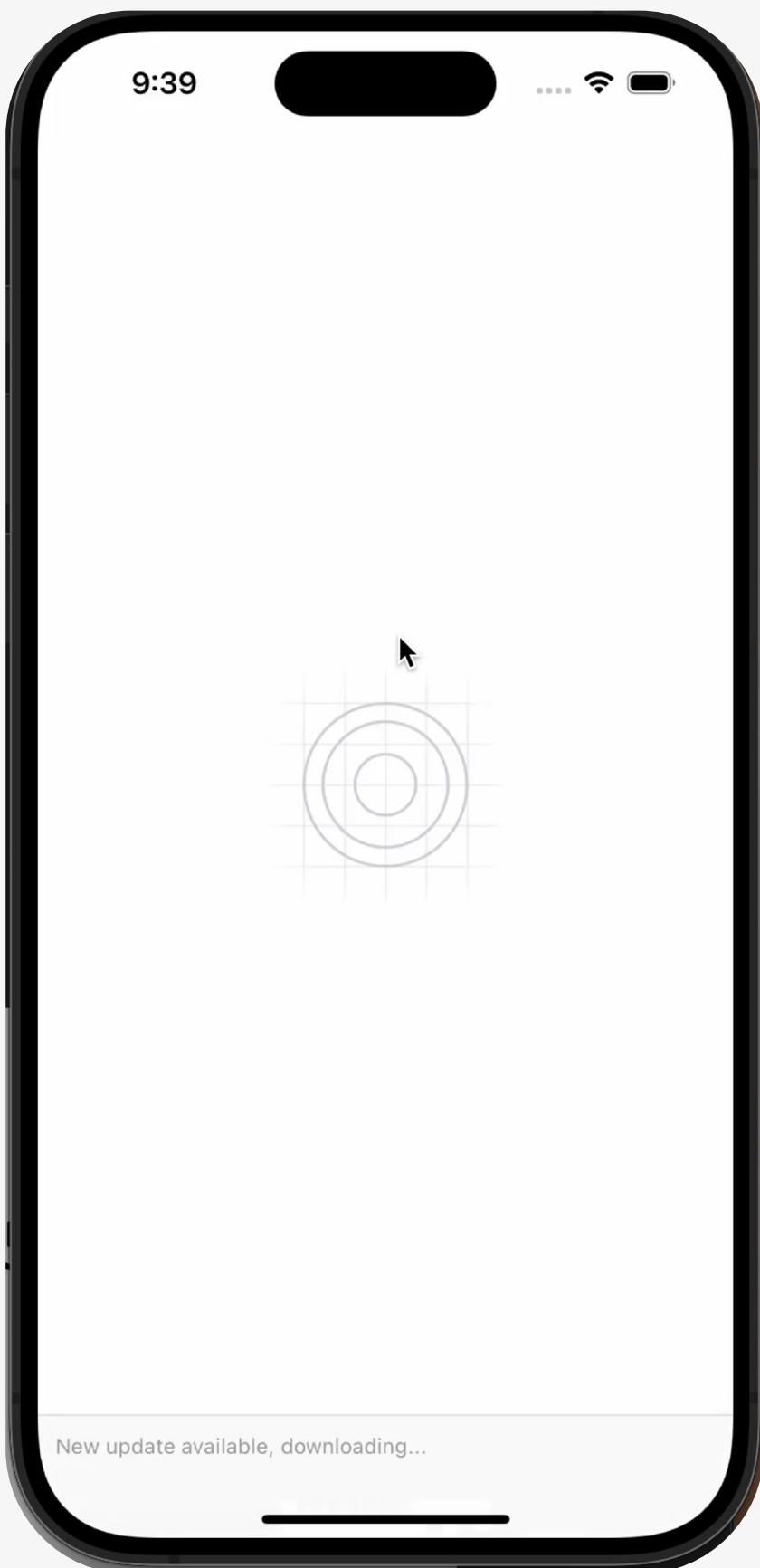




# Factory Design Pattern

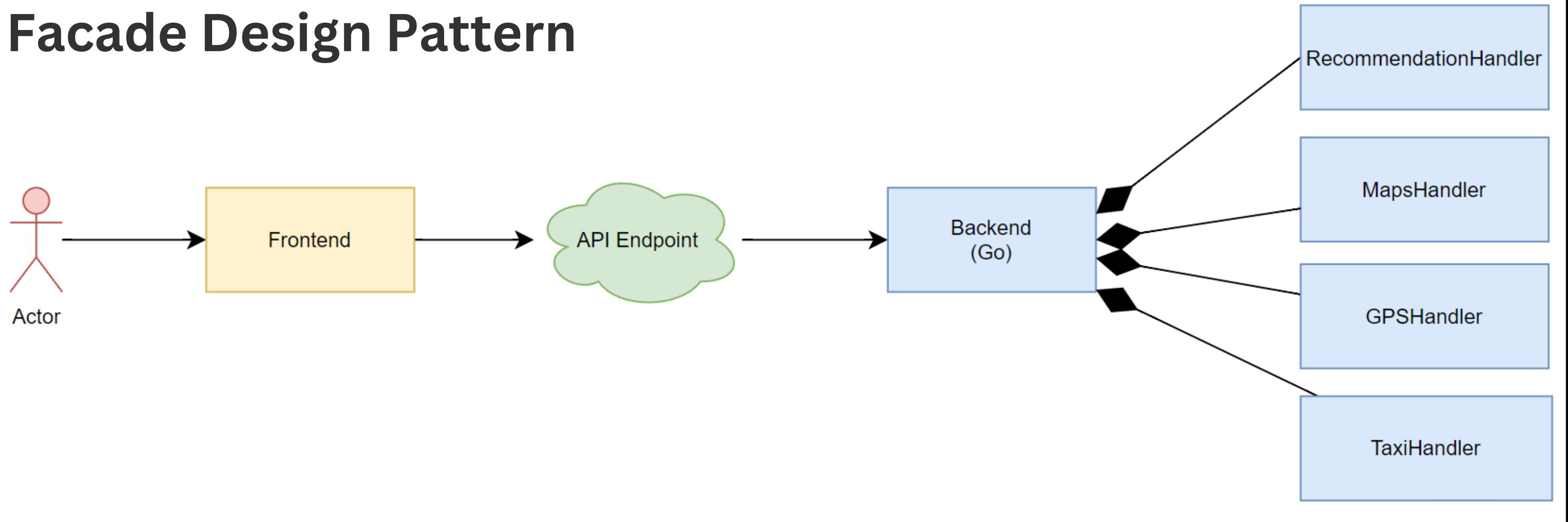


# When GPS Location Service Is Disallowed



# Backend Integration

## Facade Design Pattern



# Traceability

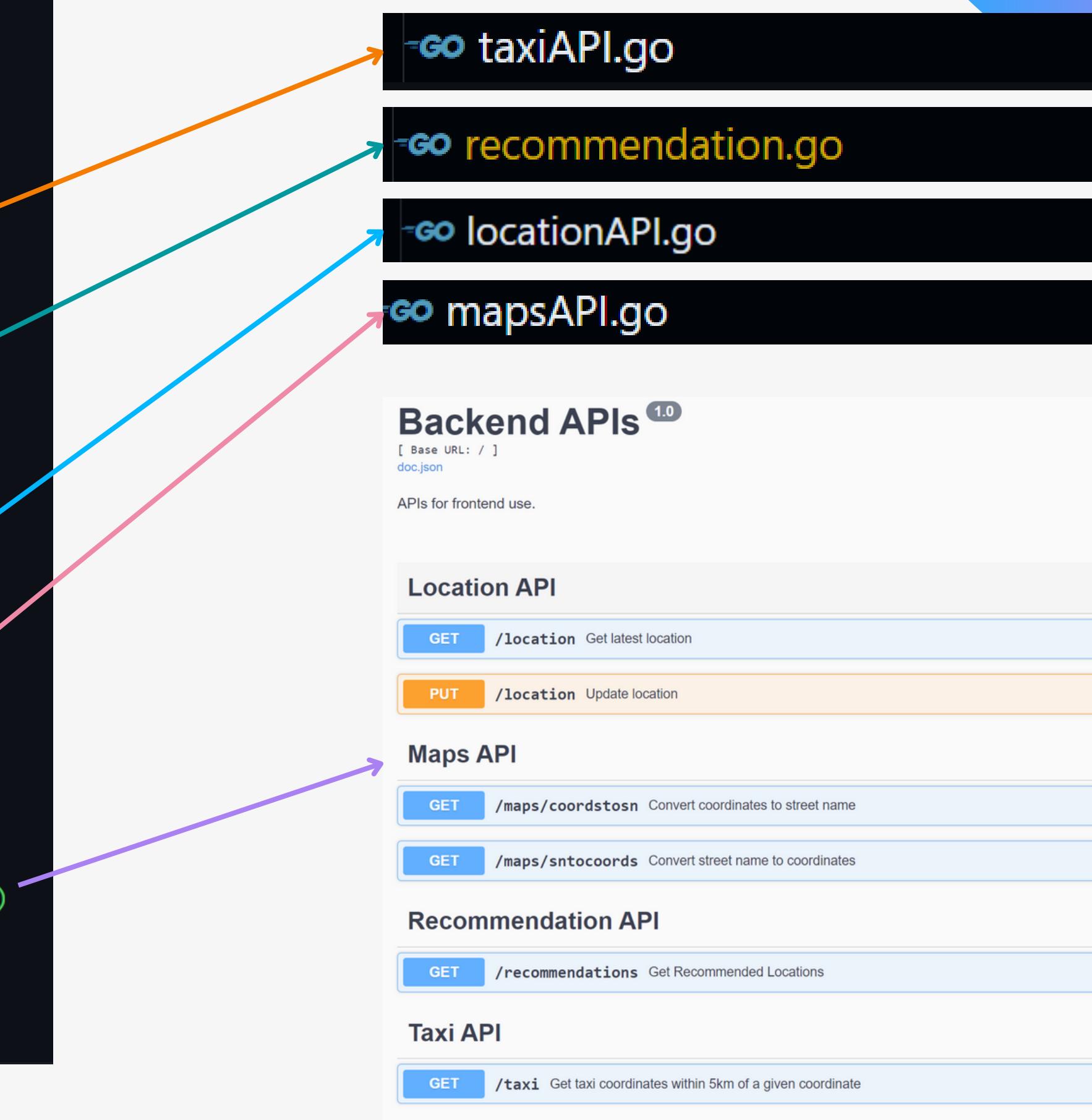
```
// @title Backend APIs
// @version 1.0
// @description APIs for frontend use.
// @BasePath /
func main() {
    // Initialize Gin router
    r := gin.Default()

    // Define routes
    r.GET("/taxi", handleTaxiCoordinates)
    r.GET("/recommendations", getRecommendedLocationsHandler)

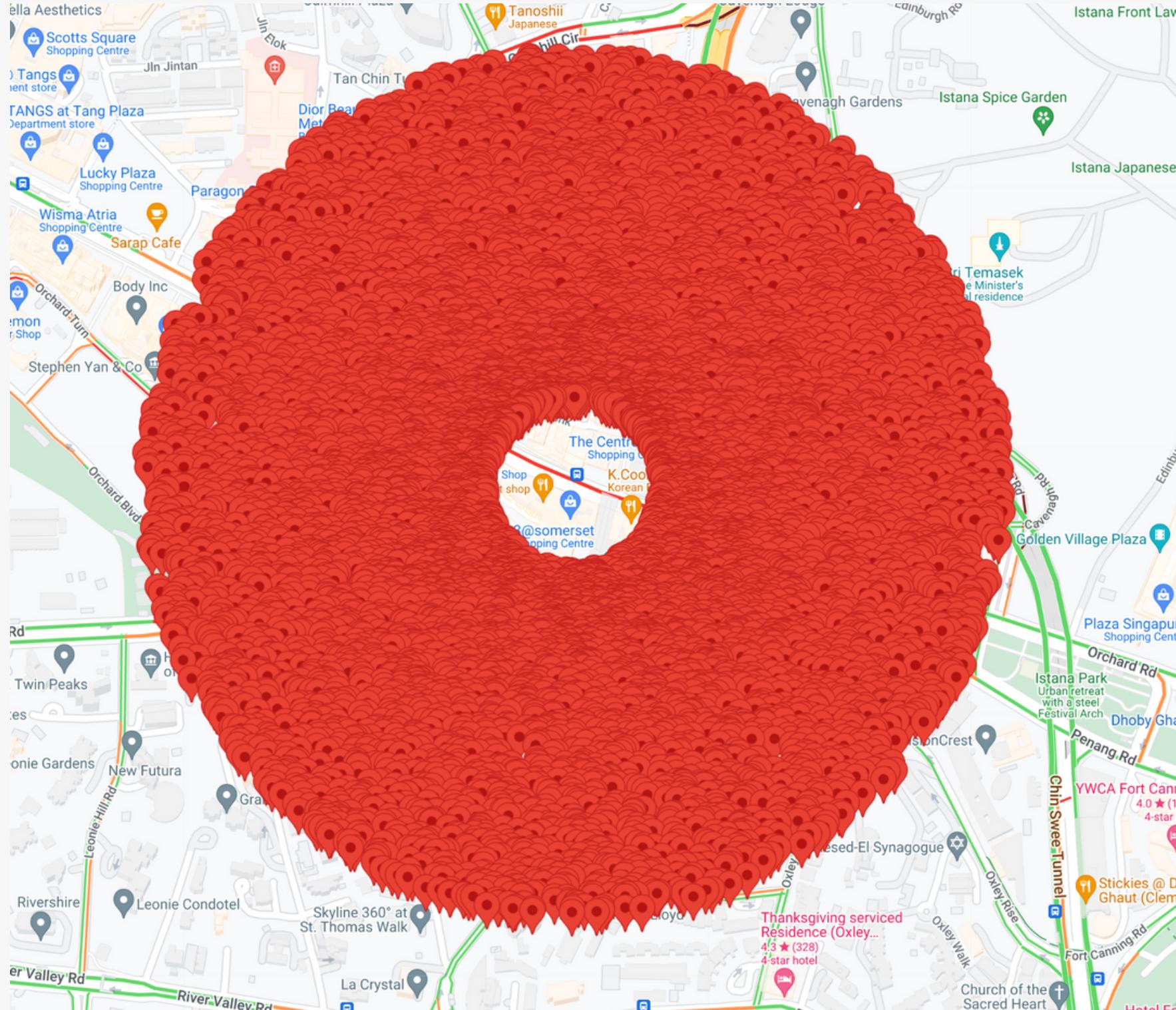
    locationGroup := r.Group("/location")
    {
        locationGroup.Handle("GET", "/", handleLocation)
        locationGroup.Handle("PUT", "/", handleLocation)
    }

    mapsGroup := r.Group("/maps")
    {
        mapsGroup.GET("sntocoords", handleStreetNameToCoordinates)
        mapsGroup.GET("coordstosn", handleCoordinateToStreetName)
    }

    r.GET("/docs/*any", ginSwagger.WrapHandler(swaggerFiles.Handler))
    r.GET("/example", handleExample)
    // Start the HTTP server using Gin
    log.Fatal(r.Run("0.0.0.0:80"))
}
```



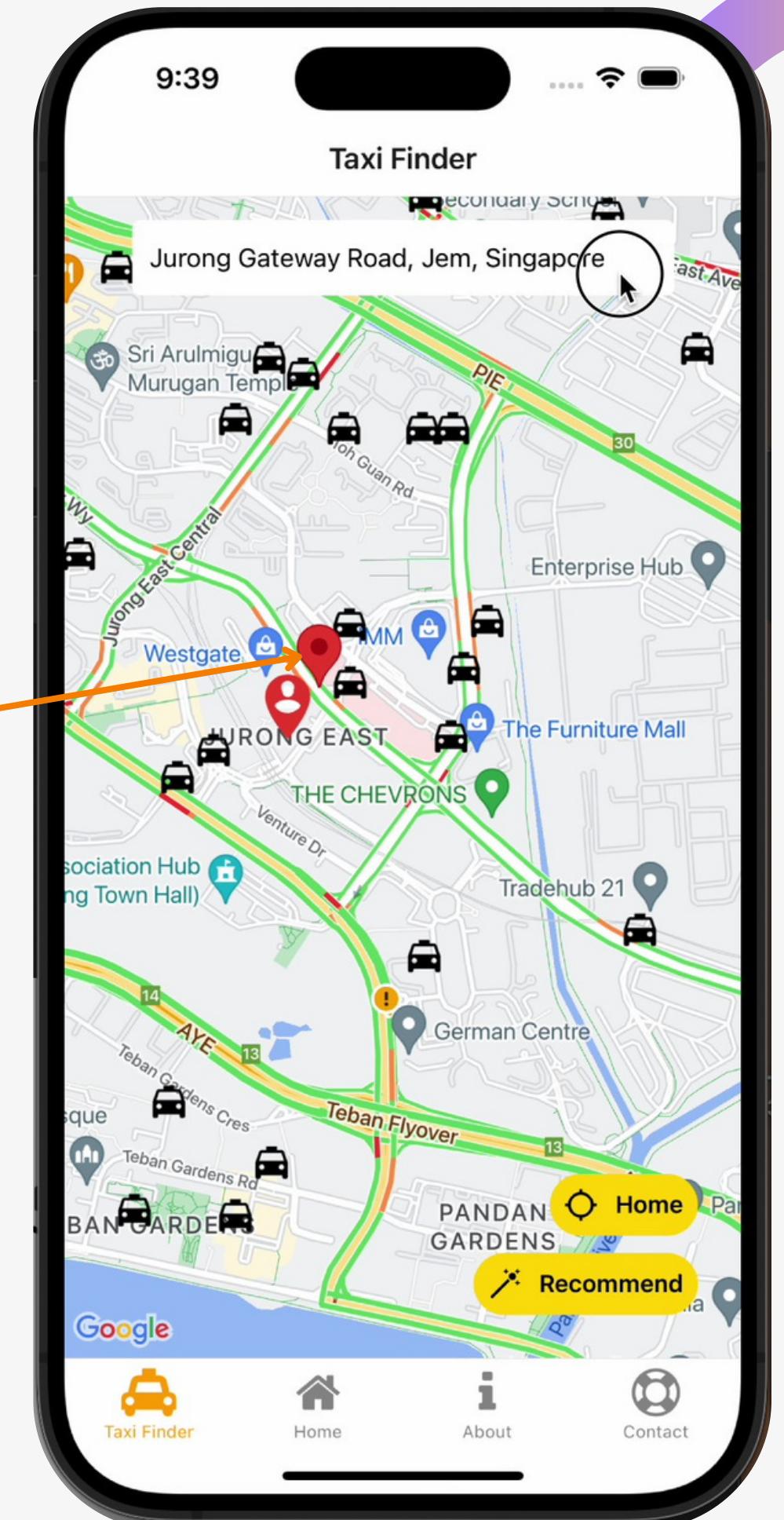
# Recommendation Feature

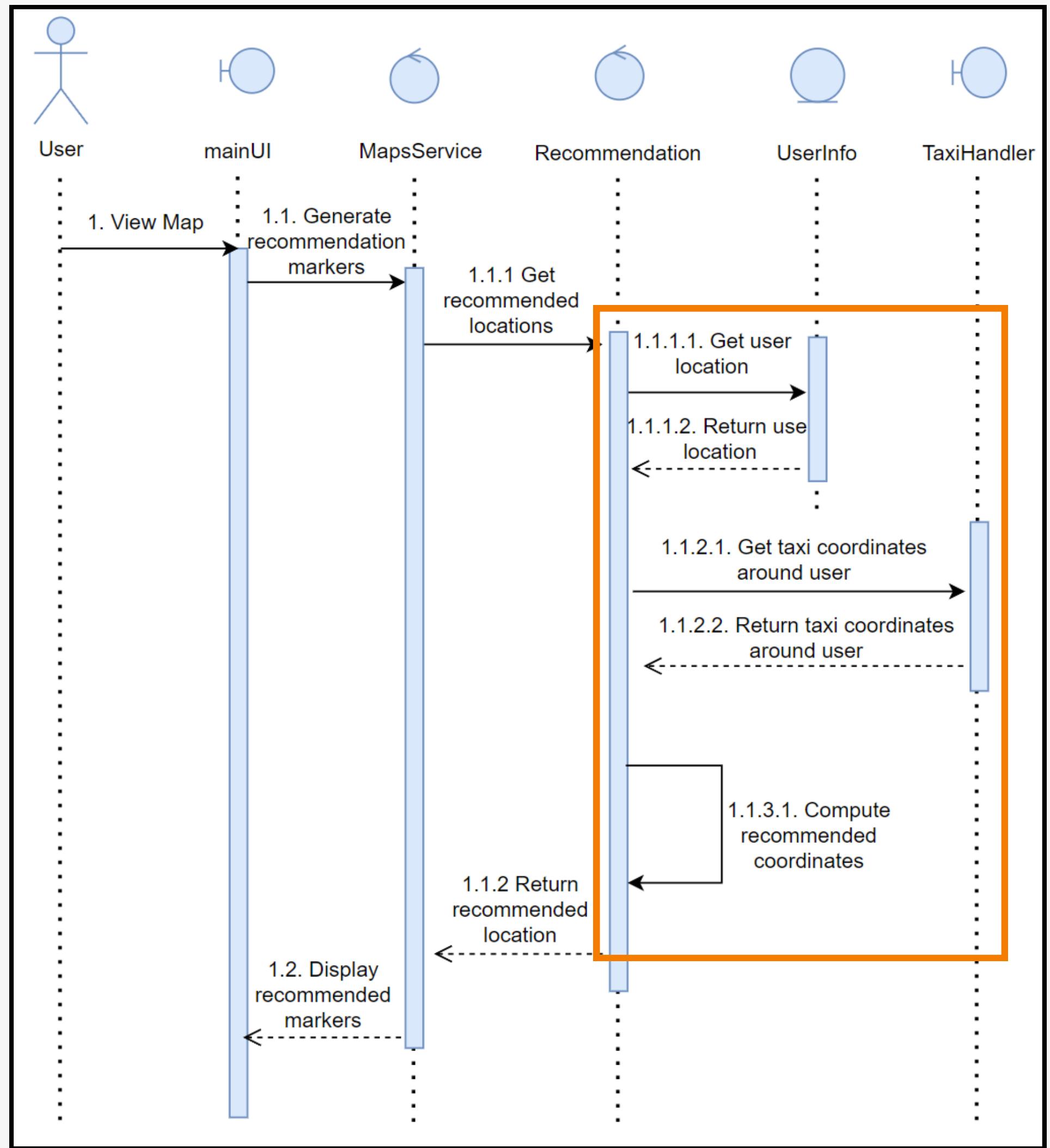


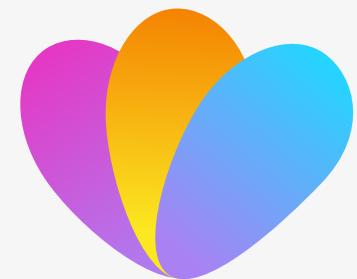
- We generate **10,000** random coordinates around user.
- Compute sum of distance of each coordinate to taxis within **5km** proximity.
- Sort out the top 25 coordinates.



- Filter top 25 coordinates and get the **travel duration** to a centralised location in Singapore.
- Filter **top 5 optimal coordinates** and recommend them; coordinates that are close will be merged together.







# Thank You

