

Design Specification
JobSeeker
Version 2

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Revision Page

By virtue of submitting this document we electronically sign and date that the work being submitted by all the individuals in the group is their exclusive work as a group and we consent to make available the application developed through [CS] or [SE]-2XB3 project, the reports, presentations, and assignments (not including my name and student number) for future teaching purposes.

First revision:

Senni Tan — Edited the title page and created the contribution table.

Zihao Du — Added the attestation and consent in Revision.

Second revision:

Senni Tan — Edited the contribution table.

Zihao Du — Edited the contribution table.

Wang Wenzhi — Edit the contribution table.

Gengyun Wang — Edited the contribution table.

Third revision:

Senni Tan — Modules MIS; Description of implementation; View of uses relationship; Internal review.

Zihao Du — Modules MIS; Description of implementation; Description of Modules; Internal review.

Wang Wenzhi — Modules MIS; Description of implementation; implementation and two UML for two most interesting classes; Internal review.

Gengyun Wang — Modules MIS; Description of implementation and trace back to requirements; Internal review.

Contribution Page

Name	Role(s)	Contribution	Comments
Zihao Du	Designer Researcher Designer Tester	Proposal Abstract and motivation Database of jobs SRS Functional requirement Graphing algorithm implementation Client module Unit test for graphing algorithm Design Specifications(refer to document revisions)	
Senni Tan	Designer Tester	Proposal I/O SRS Non-functional requirement Sorting Algorithm Implementation Unit test for sorting algorithm implementation Design Specifications(refer to document revisions)	
Gengyun Wang	Designer Tester	Proposal Prior Work SRS Assumptions, Domain Searching Algorithm Implementation Unit test for searching algorithm implementation Design Specifications(refer to document revisions)	
Wenzhi Wang	Designer Tester	Proposal Reference page SRS Maintenance and Development Data processing implementation Test and modify the client code implementation Design Specifications(refer to document revisions)	

Executive Summary

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1 Description of Modules

The design is made up with nine modules including the client module. These modules can be divided into four categories: Data Processing, Sorting, Searching and Graphing.

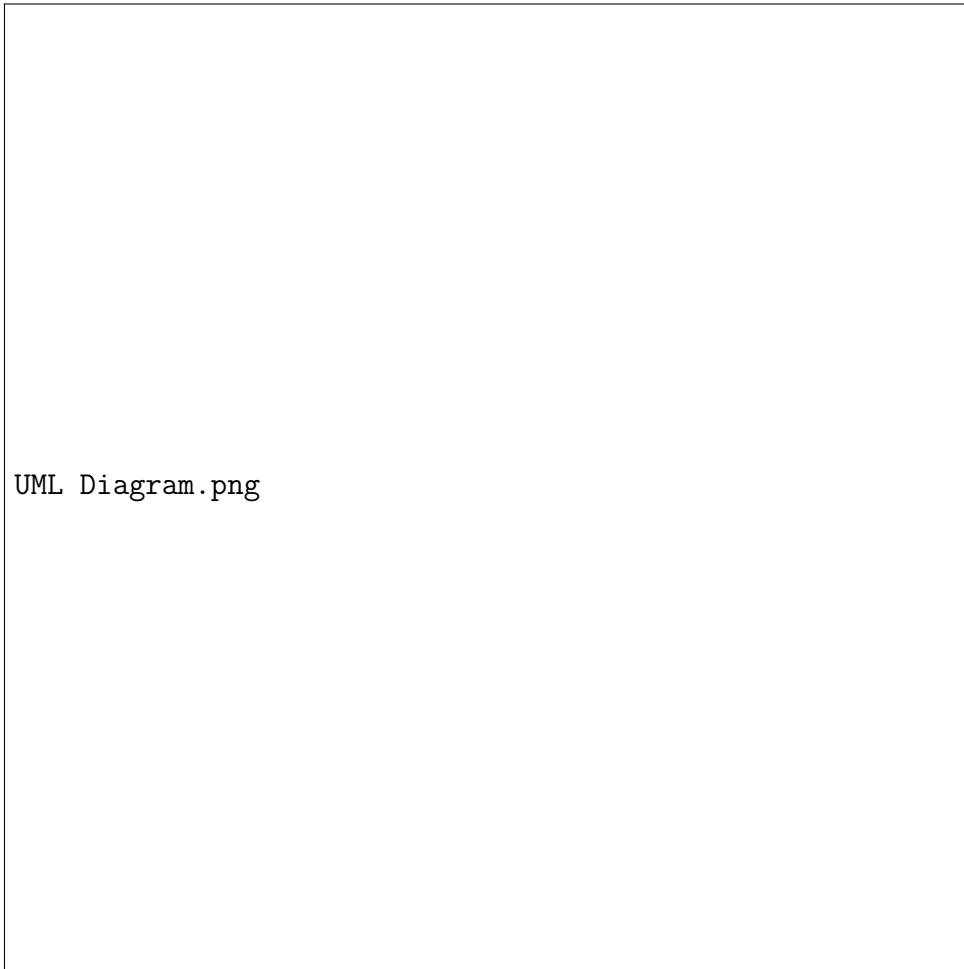
Job class and Dataprocess class belongs to Data Processing, which make use of data from the database and store that into some data structures in Java. Job class defines state variables for an object Job, which is an important and fundamental object for the design. The methods in Job class are all getters. Dataprocess class takes no input and use Job class to store information from dataset into its state variable "joblist".

Sorting catagory contains two classes: Comparable and Sorting. Since we need to sort by different criteria, the Comparable class provides different compareTo methods. The Sorting class inherits these methods and use quicksort algorithm to sort the input ArrayList.

Searching catagory contains only a single module Searching. Just like Sorting class, it provides static functions instead of creating objects. It uses binary search assuming that the ArrayList is already sorted to get the kind of Job the user want and return them in an ArrayList.

The Graphing part is a trival one. It contains two classes: Graph and DFS. Graph creates an undirected graph class while DFS is an object exploring reachable nodes with depth-frist search algorithm based on a Graph class.

The client module part uses outputs of Searching, Sorting and Graphing parts. It also makes use of a class called Noc which provides a list of job catagories for user selection and demonstration.



2 Detailed description of interfaces

Job ADT Module

Template Module

Job

Uses

N/A

Syntax

Exported Types

Job = ?

Exported Access Programs

Routine name	In	Out	Exceptions
Job	seq of \mathbb{Z} , String, \mathbb{Z} , \mathbb{Z} ,String, \mathbb{Z} ,String	Job	
get_noc	\mathbb{Z}	\mathbb{Z}	
getnoc		seq of \mathbb{Z}	
get_title		String	
get_location		String	
get_region		\mathbb{Z}	
get_outlook		\mathbb{Z}	
get_year		\mathbb{Z}	
get_regions		String	
getInfo		String	
getbriefInfo		String	
printInfo			
printbriefInfo			

Semantics

State Variables

noc: seq of \mathbb{Z}

title: String

outlook: \mathbb{Z}
year: \mathbb{Z}
region: \mathbb{Z}
regions: String
location: String

State Invariant

None

Assumptions

The constructor Job is called for each object instance before any other access routine is called for that object. The constructor cannot be called on an existing object.

Access Routine Semantics

Job(*noc*, *title*, *outlook*, *year*, *location*, *region*, *regions*):

- transition: *noc*, *title*, *outlook*, *year*, *location*, *region*, *regions* := *noc*, *title*, *outlook*, *year*, *location*, *region*, *regions*
- output: *out* := *self*
- exception: None

get_noc(*index*):

- output: *out* := *noc*[*index*]
- exception: None

getnoc():

- output: *out* := *noc*[0] * 1000 + *noc*[1] * 100 + *noc*[2] * 10 + *noc*[3]
- exception: None

get_title():

- output: *out* := *title*
- exception: None

get_location():

- output: *out := location*

- exception: None

get_region():

- output: *out := region*

- exception: None

get_outlook():

- output: *out := outlook*

- exception: None

get_year():

- output: *out := year*

- exception: None

get_regions():

- output: *out := regions*

- exception: None

printbriefInfo():

- exception: None

getbriefInfo():

- output: *out := "Job title : " + this.get_title() + "Noc_" + this.get_noc(0) + "" + this.get_noc(1) + "" + this.get_noc(2) + "" + this.get_noc(3)*

- exception: None

printInfo():

- exception: None

getInfo():

- output: *out := "Job title : " + this.get_title() + "\nNoc_" + this.get_noc(0) + "" + this.get_noc(1) + "" + this.get_noc(2) + "" + this.get_noc(3) + "\nOutlook : " + this.get_outlook() + "\nProvince : " + this.get_location() + "\nEconregioncode : " + this.get_region() + "\nEcon region name : " + this.get_regions() + "\nYear" + this.get_year() + "\n"*

- exception: None

DataProcess Module

Module

DataProcess

Uses

Job

Syntax

Exported Types

DataProcess = ?

Exported Access Programs

Routine name	In	Out	Exceptions
DataProcess			FileNotFoundException
get_data		seq of Job	

Semantics

State Variables

dataset: seq of Job

State Invariant

None

Assumptions

The constructor DataProcess is called only once for only one object for reading the dataset files.

Access Routine Semantics

DataProcess():

- transition: $dataset + Job$
- output: $out := self$
- exception: FileNotFoundException

get_data():

- output: $out := dataset$
- exception: None

Comparator Module

Module

Comparable

Uses

Job

Syntax

Exported Access Programs

Routine name	In	Out	Exceptions
CompareString	Job, Job	\mathbb{Z}	
CompareOutlook	Job, Job	\mathbb{Z}	
CompareNOC	Job, Job	\mathbb{Z}	
CompareRegionS	Job, Job	\mathbb{Z}	

Semantics

Access Routine Semantics

CompareString(a, b):

- output: $out := a.get_title.compare_To(b.get_title)$
- exception: None

// compareTo is a build in method to compare String in lexicographical order.

CompareOutlook(a, b):

- output: $out := (a.get_outlook > b.get_outlook) \Rightarrow 1 \mid (a.get_outlook < b.get_outlook) \Rightarrow -1 \mid 0$
- exception: None

CompareNOC(a, b):

- output: $out := (a.get_noc(0) > b.get_noc(0)) \Rightarrow 1 \mid (a.get_noc(0) < b.get_noc(0)) \Rightarrow -1 \mid 0$

- exception: None

CompareRegionS(a, b):

- output: *out* := a.get_regions.compareTo(b.get_regions)
- exception: None

// compareTo is a build in method to compare String in lexicographical order.

Sorting Module

Module

Sorting

Uses

Comparable

Syntax

Exported Access Programs

Routine name	In	Out	Exceptions
sortString	Seq of Job		
sortOutlook	Seq of Job		
sortNOC	Seq of Job		
sortRegionS	Seq of Job		

Semantics

Access Routine Semantics

sortString(a):

- transition: sortString(a, 0, |a|-1)
- exception: None

sortOutlook(a):

- transition: sortOutlook(a, 0, |a|-1)
- exception: None

sortNOC(a):

- transition: sortNOC(a, 0, |a|-1)
- exception: None

sortRegionS(a):

- transition: sortRegionS(a, 0, |a|-1)
- exception: None

Searching Module

Module

Searching

Uses

Job

Syntax

Exported Constants

None

Exported Types

Searching = seq of Job

Exported Access Programs

Routine name	In	Out	Exceptions
LocationSearch	seq of Job, String	seq of Job	
NocSearch	seq of Job, \mathbb{Z}	seq of Job	

Semantics

State Variables

None

State Invariant

None

Assumptions

None

Access Routine Semantics

LocationSearch(*jobs*, *location*):

- output: $out := \langle e : Job | e \in jobs \wedge e.get_regions() = location : e \rangle$ Return a sequence of all the elements from input location in the input sequence jobs
- exception: None

// *get_regions()* is a method from Job ADT class.

NocSearch(*jobs*, *noc*):

- output: $out := \langle e : Job | e \in jobs \wedge e.get_noc(0) = noc : e \rangle$ Return a sequence of all the elements with same input noc number in the input sequence jobs
- exception: None

// *get_noc(int index)* is a method from Job ADT class.

Graph Module

Module

Graph

Uses

N/A

Syntax

Exported Constants

None

Exported Types

Graph = ?

//An undirected graph with unweighed edges

Exported Access Programs

Routine name	In	Out	Exceptions
Graph	\mathbb{Z}	Graph	NegativeArraySizeException
addedge	\mathbb{N}, \mathbb{N}		IllegalArgumentException
V		\mathbb{N}	
E		\mathbb{N}	
adj	\mathbb{N}	Seq of \mathbb{N}	IllegalArgumentException

Semantics

State Variables

$V: \mathbb{N}$

$E: \mathbb{N}$

$adj: \text{Seq of Seq of } \mathbb{N}$

State Invariant

None

Assumptions

The constructor `Graph` is called for each object instance before any other access routine is called for that object. The constructor cannot be called on an existing object.

Access Routine Semantics

//Constructor of Graph class

`Graph(v):`

- transition: $V, E, adj := v, 0, \text{Seq of Seq of } \mathbb{N} \text{ with length } v$
- output: $out := self$
- exception: $exc := v < 0 \Rightarrow \text{NegativeArraySizeException}$

//Connect vertex w and vertex v

`addedge(w, v):`

- transition: $E, adj[w], adj[v] := E + 1, adj[w] || v, adj[v] || w$
- exception: $exc := w < 0 \vee w > V \vee v < 0 \vee v > V \Rightarrow \text{IllegalArgumentException}$

//Getter, get the number of edges

`E():`

- output: $out := E$
- exception: `None`

//Getter, get the number of vertices

`V():`

- output: $out := V$
- exception: `None`

//Getter, get a list of nodes that are conneted with vertex v

`adj(v):`

- output: $out := adj[v]$
- exception: $exc := v < 0 \vee v > V \Rightarrow \text{IllegalArgumentException}$

Graph Module

Module

DFS

Uses

Graph

Syntax

Exported Constants

None

Exported Types

DFS = ?

//Detect the reachable vertices from a source vertex

Exported Access Programs

Routine name	In	Out	Exceptions
DFS	Graph, \mathbb{N}	DFS	IllegalArgumentException
hasPathTo	\mathbb{N}	\mathbb{B}	IllegalArgumentException
count		\mathbb{N}	

Semantics

State Variables

count: \mathbb{N}

marked: Seq of \mathbb{B}

State Invariant

None

Assumptions

The constructor DFS is called for each object instance before any other access routine is called for that object. The constructor cannot be called on an existing object.

Access Routine Semantics

//Constructor of DFS class

Graph(g, s):

- transition: $count, \text{marked} := \text{number of reachable nodes}, \text{Seq of } \mathbb{B} \text{ recording if a vertex is reachable}$
- output: $out := self$
- exception: $exc := s < 0 \vee s \geq g.V() \Rightarrow \text{IllegalArgumentException}$

//Determine if vertex w is reachable from the source vertex

hasPathTo(w):

- output: $out := \text{marked}[w]$
- exception: $exc := w < 0 \vee w \geq V \Rightarrow \text{IllegalArgumentException}$

//Getter, get the number of reachable vertices

count():

- output: $out := count$
- exception: None

3 View of uses relationship

4 Trace back to requirements

5 Description of implementation

DFS Module

Module

DFS

Uses

Graph

Local Functions

dfs: $Graph \times \mathbb{N}$

//The private dfs method recursively call itself to detect deeper layer of the graph until it hits a sink vertex, then it will turn back to the previous layer and detect again. It updates the state variable "count" and "marked[]" to avoid repeatation of exploration

Sorting Module

Module

Sorting

Uses

Comparable

Local Functions

exch: Seq of $\text{Job} \times \mathbb{Z} \times \mathbb{Z} \rightarrow \text{None}$

$\text{exch}(a, i, j) \equiv$ exchange $a[i]$ and $a[j]$ in the array

sortString: Seq of $\text{Job} \times \mathbb{Z} \times \mathbb{Z} \rightarrow \text{None}$

$\text{sortString}(a, lo, hi) \equiv (hi \leq lo) \Rightarrow \text{return} \mid \text{sortString}(a, lo, j-1) \ \&\& \ \text{sortString}(a, j+1, hi)$ where $j = \text{partitionString}(a, lo, hi)$

partitionString: Seq of $\text{Job} \times \mathbb{Z} \times \mathbb{Z} \rightarrow \text{None}$

$\text{partitionString}(a, lo, hi) \equiv$ partition on array a using ComapreString, see detail in code

sortOutlook: Seq of $\text{Job} \times \mathbb{Z} \times \mathbb{Z} \rightarrow \text{None}$

$\text{sortOutlook}(a, lo, hi) \equiv (hi \leq lo) \Rightarrow \text{return} \mid \text{sortOutlook}(a, lo, j-1) \ \&\& \ \text{sortOutlook}(a, j+1, hi)$ where $j = \text{partitionOutlook}(a, lo, hi)$

partitionOutlook: Seq of $\text{Job} \times \mathbb{Z} \times \mathbb{Z} \rightarrow \text{None}$

$\text{partitionOutlook}(a, lo, hi) \equiv$ partition on array a using ComapreOutlook, see detail in code

sortNOC: Seq of $\text{Job} \times \mathbb{Z} \times \mathbb{Z} \rightarrow \text{None}$

$\text{sortNOC}(a, lo, hi) \equiv (hi \leq lo) \Rightarrow \text{return} \mid \text{sortNOC}(a, lo, j-1) \ \&\& \ \text{sortNOC}(a, j+1, hi)$ where $j = \text{partitionNOC}(a, lo, hi)$

partitionNOC: Seq of $\text{Job} \times \mathbb{Z} \times \mathbb{Z} \rightarrow \text{None}$

$\text{partitionNOC}(a, lo, hi) \equiv$ partition on array a using ComapreNOC, see detail in code

sortRegionS: Seq of $\text{Job} \times \mathbb{Z} \times \mathbb{Z} \rightarrow \text{None}$

$\text{sortRegionS}(a, lo, hi) \equiv (hi \leq lo) \Rightarrow \text{return} \mid \text{sortRegionS}(a, lo, j-1) \ \&\& \ \text{sortRegionS}(a,$

j+1, hi) where j = partitionRegionS(a, lo, hi)

partitionRegionS: Seq of Job $\times \mathbb{Z} \times \mathbb{Z} \rightarrow \text{None}$

partitionRegionS(a, lo, hi) \equiv partition on array a using ComapreRegionS, see detail in code

Searching Module

Module

Searching

Uses

Job

Local Functions

Location_Search: Seq of Job $\times \text{String} \rightarrow \mathbb{N}$

Location_Search(jobs, location) $\equiv (m : \mathbb{N} | m \in [0..|jobs| - 1] \wedge jobs.get(m).get_regions() = location] : m)$

//The private Location_Search method is based on binary searching algorithm. It will first create two int variables, l = 0 and r = jobs.size() - 1. Then it will process a while loop : create a int variable m = l + (r - l) \div 2, then it will create another int variable res = noc.compareTo(jobs.get(m).get_noc(0)). If res = 0, return m; if res < 0, then r = m - 1, continue the loop; if res > 0, then l = m + 1, continue the loop.

noc_Search: Seq of Job $\times \mathbb{Z} \rightarrow \mathbb{N}$

noc_Search(jobs, noc) $\equiv (m : \mathbb{N} | m \in [0..|jobs| - 1] \wedge jobs.get(m).get_noc(0) = noc : m)$

//The private Location_Search method is based on binary searching algorithm. It will first create two int variables, l = 0 and r = jobs.size() - 1. Then it will process a while loop : create a int variable m = l + (r - l) \div 2, then it will create another int variable res = location.compareTo(jobs.get(m).get_regions()). If res = 0, return m; if res < 0, then r = m - 1, continue the loop; if res > 0, then l = m + 1, continue the loop.

6 Internal review