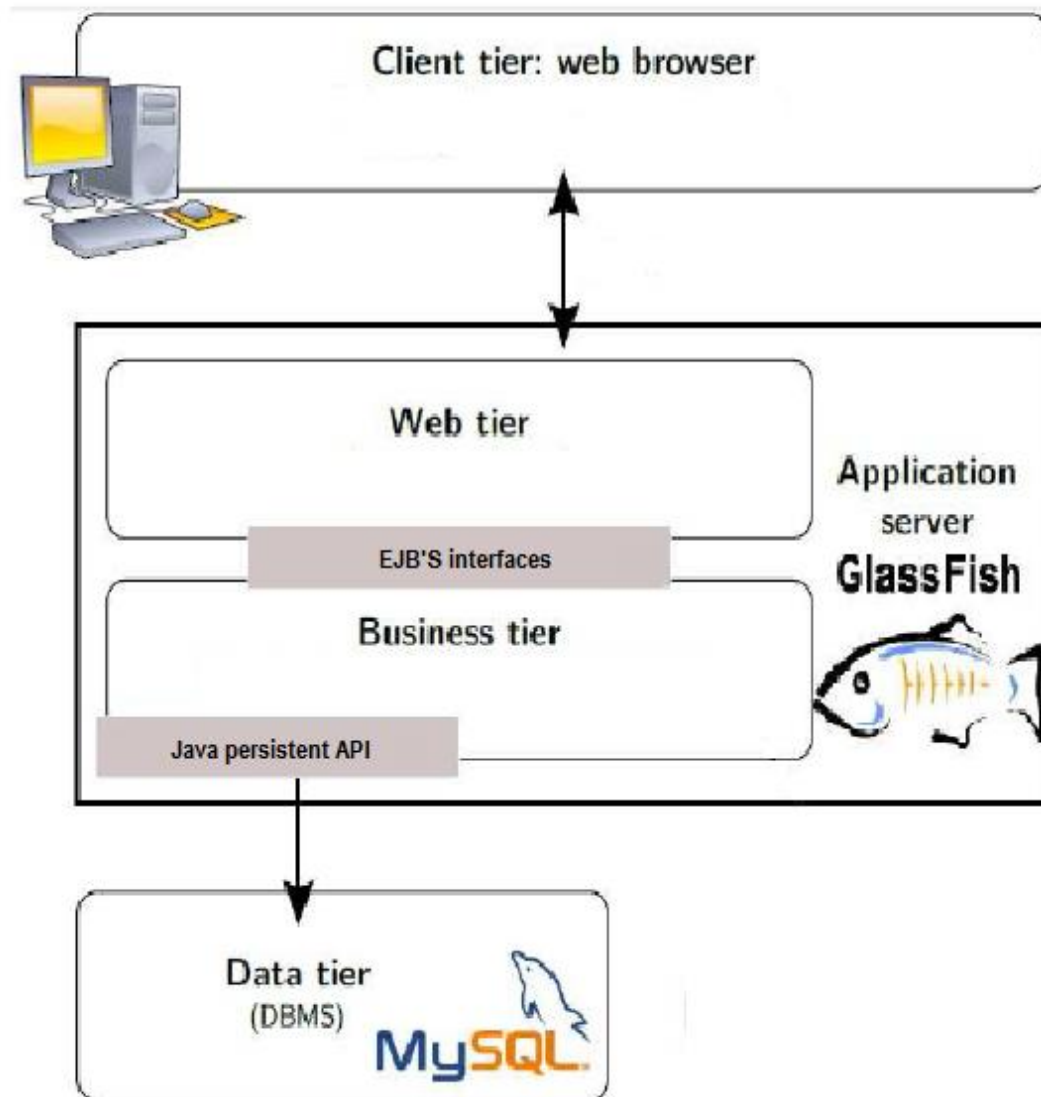


1. Architecture Description

1.1. JEE Architecture Overview

I will show an overview of architecture that I want to use in this project:



Therefore I have these tiers:

-**Client tier:** it contains a web application which the user/guest can use for interfacing with the system.

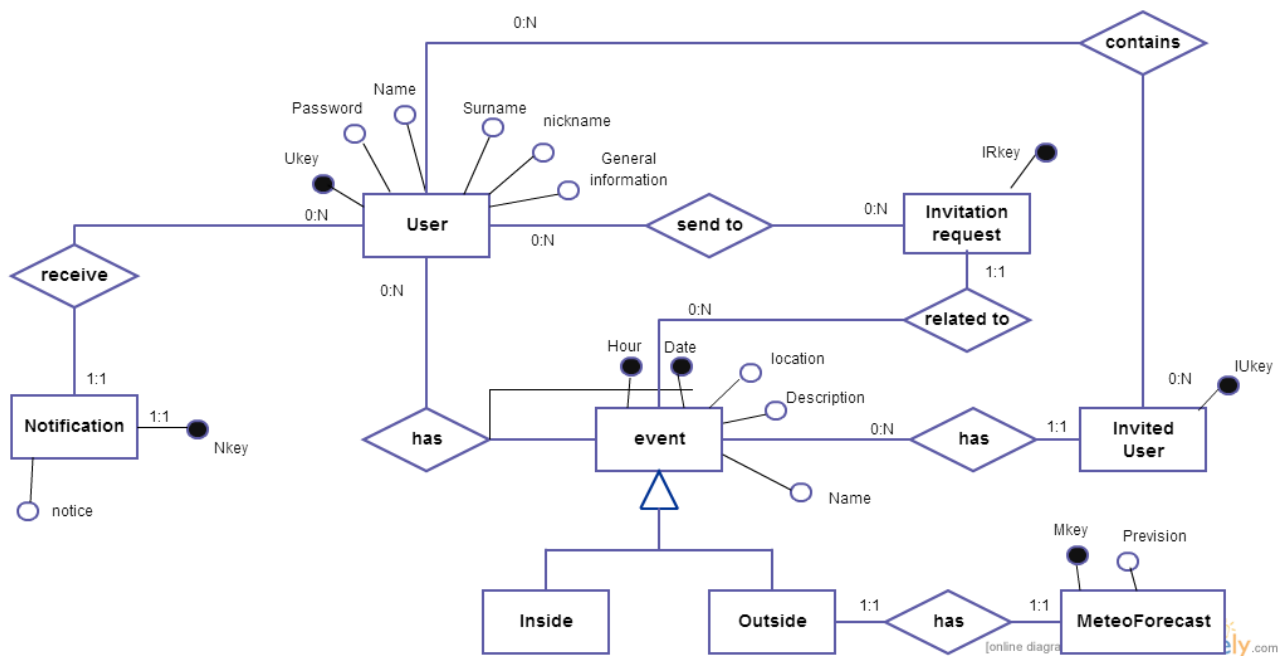
-**Web tier:** it contains the *Servlets* and Dynamic Web Pages that needs to be elaborated. The tier receives the requests from client tier, collects the data and send to the business tier to be processed. Then, when the business tier responds, it will send a proper page to the client.

-**Business tier:** it contains the business logic of application: how to resolve the user questions.

-**Data tier:** the database of my system, where data are stored and used by business tier.

2. Conceptual Design

I will use an Entity-Relationship Diagram for describe my database.



I decide that event is a weak entity, because it is the user who creates events and the presence of an event without his creator is pointless.

Also I decide to split invitation with users who already participate.

Here some other explanation:

- An user can have many events, but an event belongs only to him.
- An user can have notifications, but a notifications belongs only to him.
- An user can receive many invitations and an invitation could be sent to many users.
- Only outside events could have a forecast(only one).

2.1 Logical Design

From the model I can write the final tables which I will use. (I'm going to write in italics the external keys, all the external keys will have into the name "EK").

I decided to use a single variable(likely boolean), to distinguish inside or outside event.

Here the final model:

User (Ukey,Name,Surname,Nickname>Password, *InvitationEK*)

InvitationRequest(IRkey ,Ukey ,*UkeyEK,HourEK,DateEK*)

InvitedUser(*IUkey,Ukey* , *UkeyEK,HourEK,DateEK*)

Notification (Nkey , *UkeyEK* ,Notice)

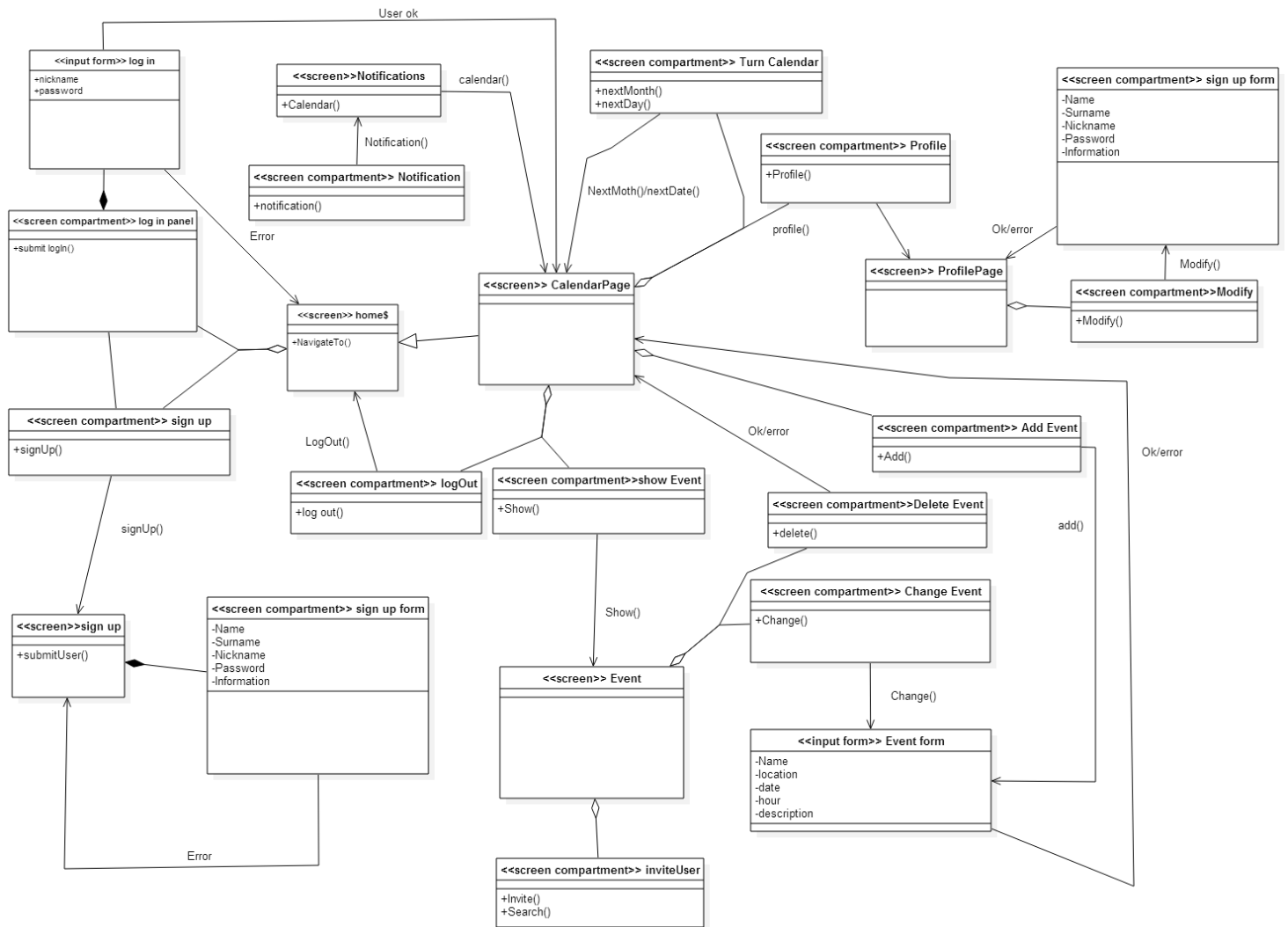
Event(*UkeyEK,Hour,Date* , Name,Location,Description,InOut,*MeteoEK*)

MeteoForecast(Mkey,Prevision).

3. User Experience

In this part of document I want to describe the User experience(UX).

I use a diagram with the standard entities (<<screen>>, <<input form>> etc.) to describe this aspect.



From home, one can sign up or log in into the system.

From Calendar Page, user can:

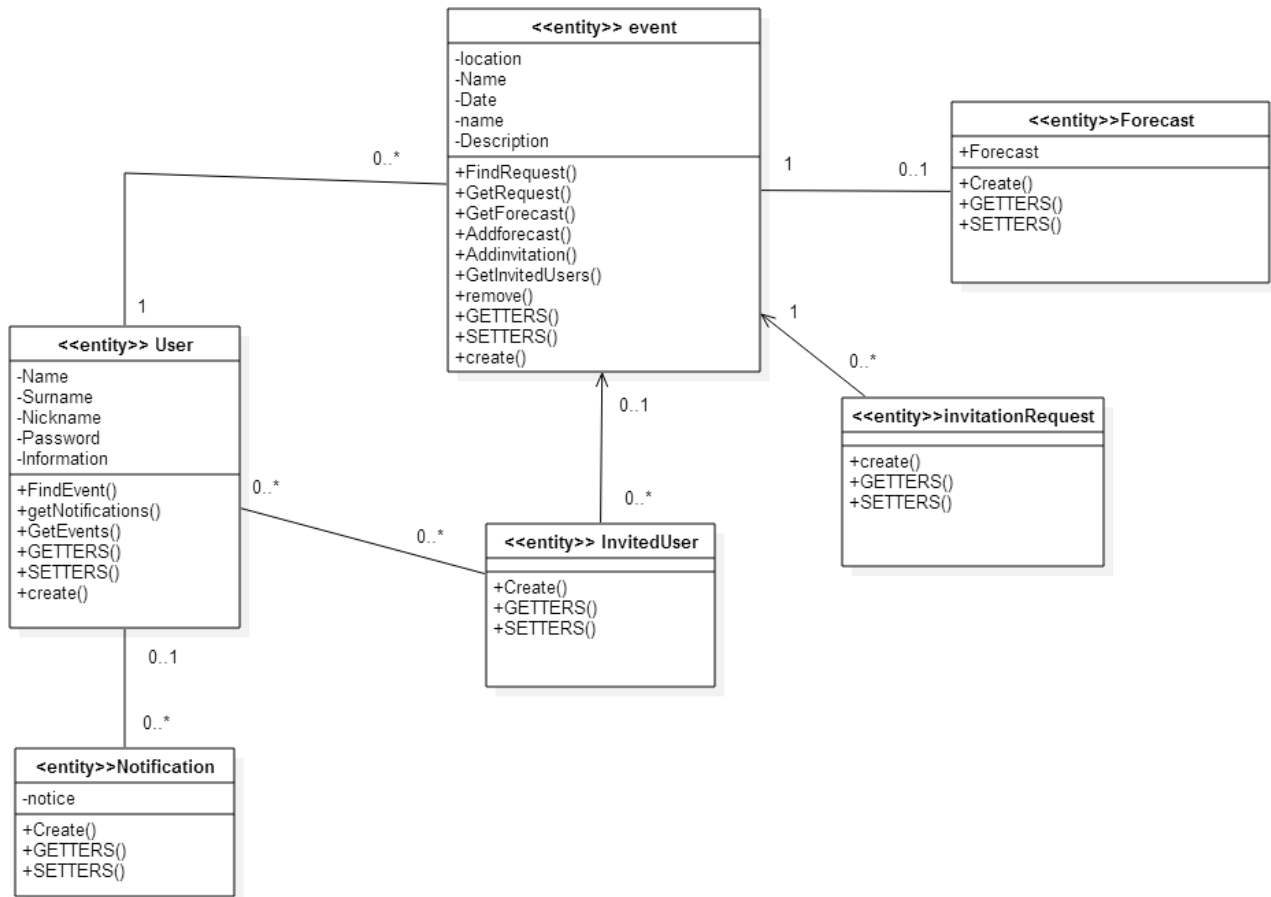
- add event: a new page will show up where the user can modify all about it.
- Go on profile: view his data and change them.
- Look at notification.

4. BCE Diagrams

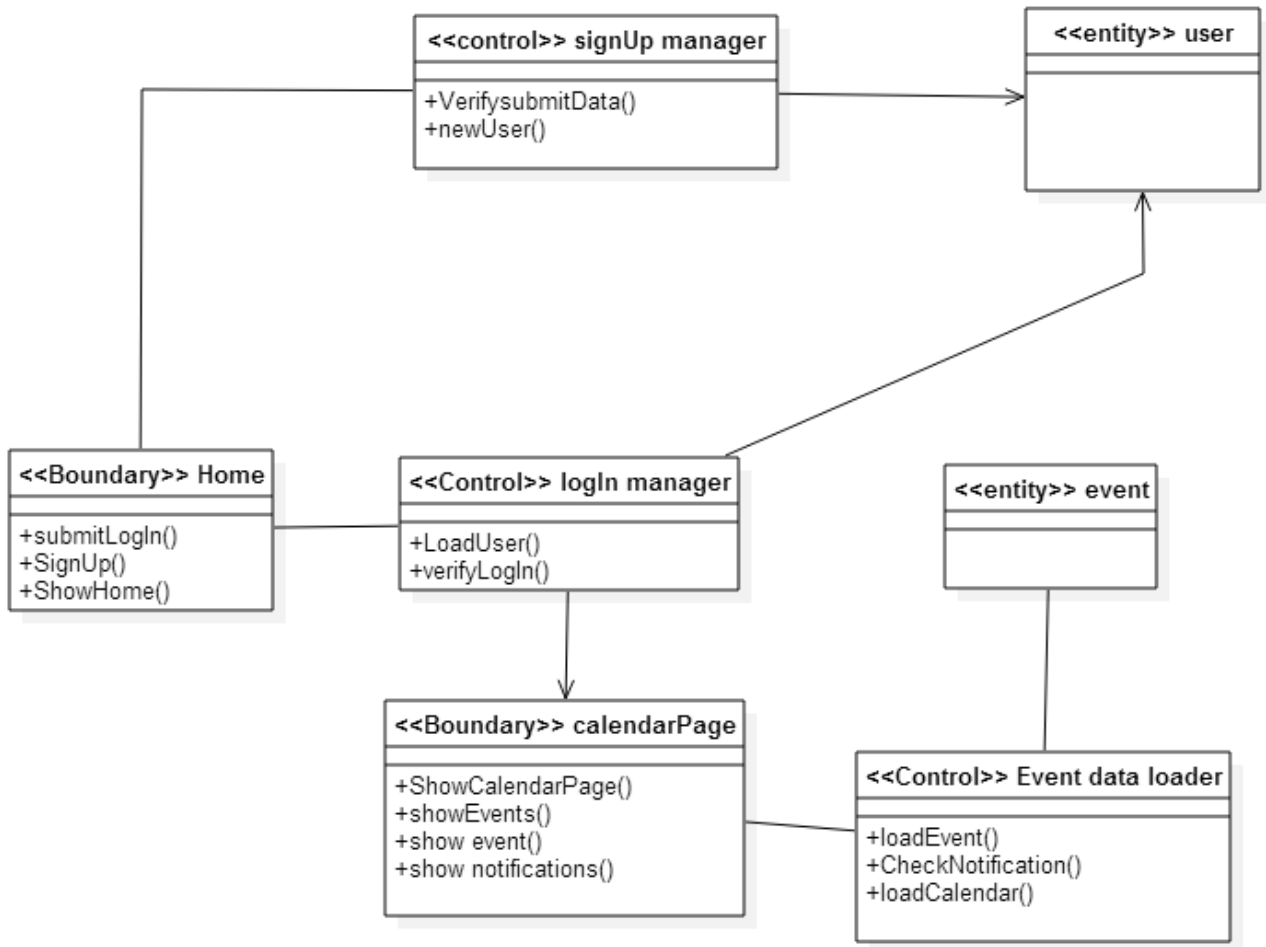
Here I will enter deeply into the system thanks to ER, UX and what I did before. First I will show the entity of my system then how these interact with logic part to achieve the goals.

4.1. Entity overview

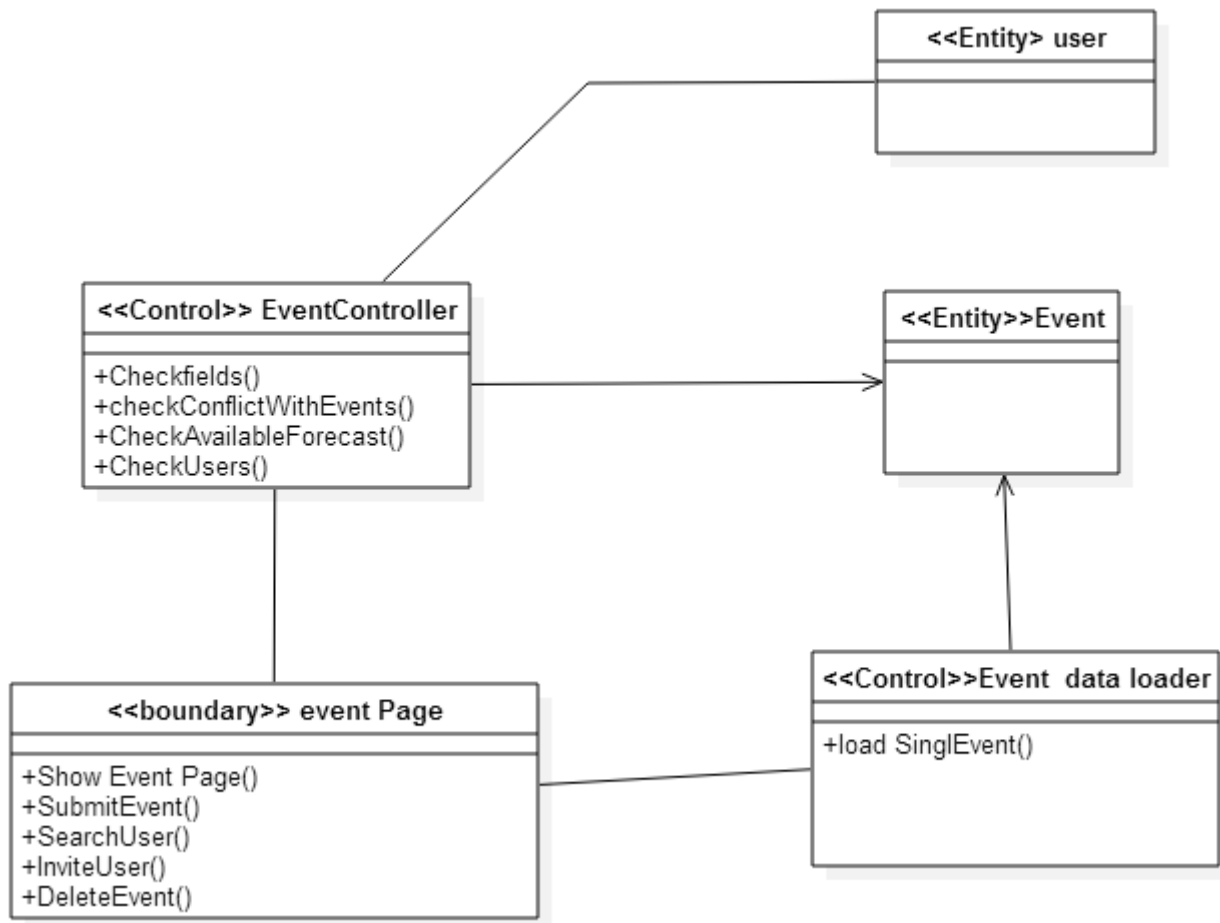
I show here the entities that I need:



4.2. Sign up, log in



4.3. Add, change events



Event data loader is the same as prima, but I have added a new function.

In calendar page there is only a general show of events, minimal; this new method show completely the event.

4.4. Profile page

