SWAG MY RIDE

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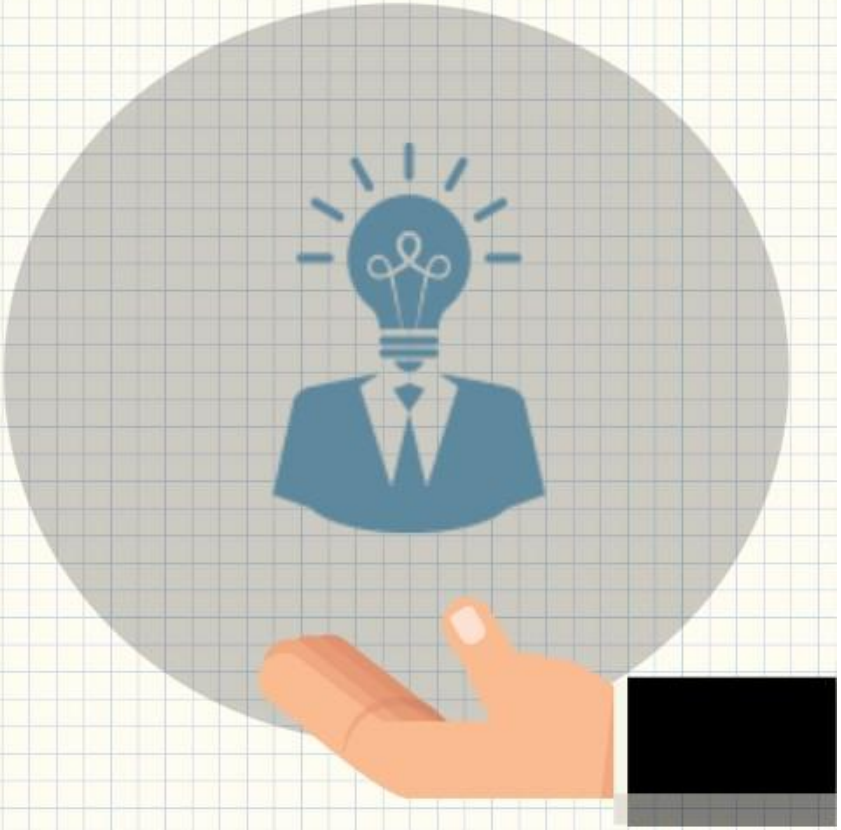


SWAG MY RIDE STEPS

1. Login/Register
2. Pick your vehicle
3. Choose your vehicle parts
4. Swag my ride

Patterns Design

Supertype

Strategy

Builder

1.- Login/Register

2.- 3 Types of Vehicles

3.- Shopping Car

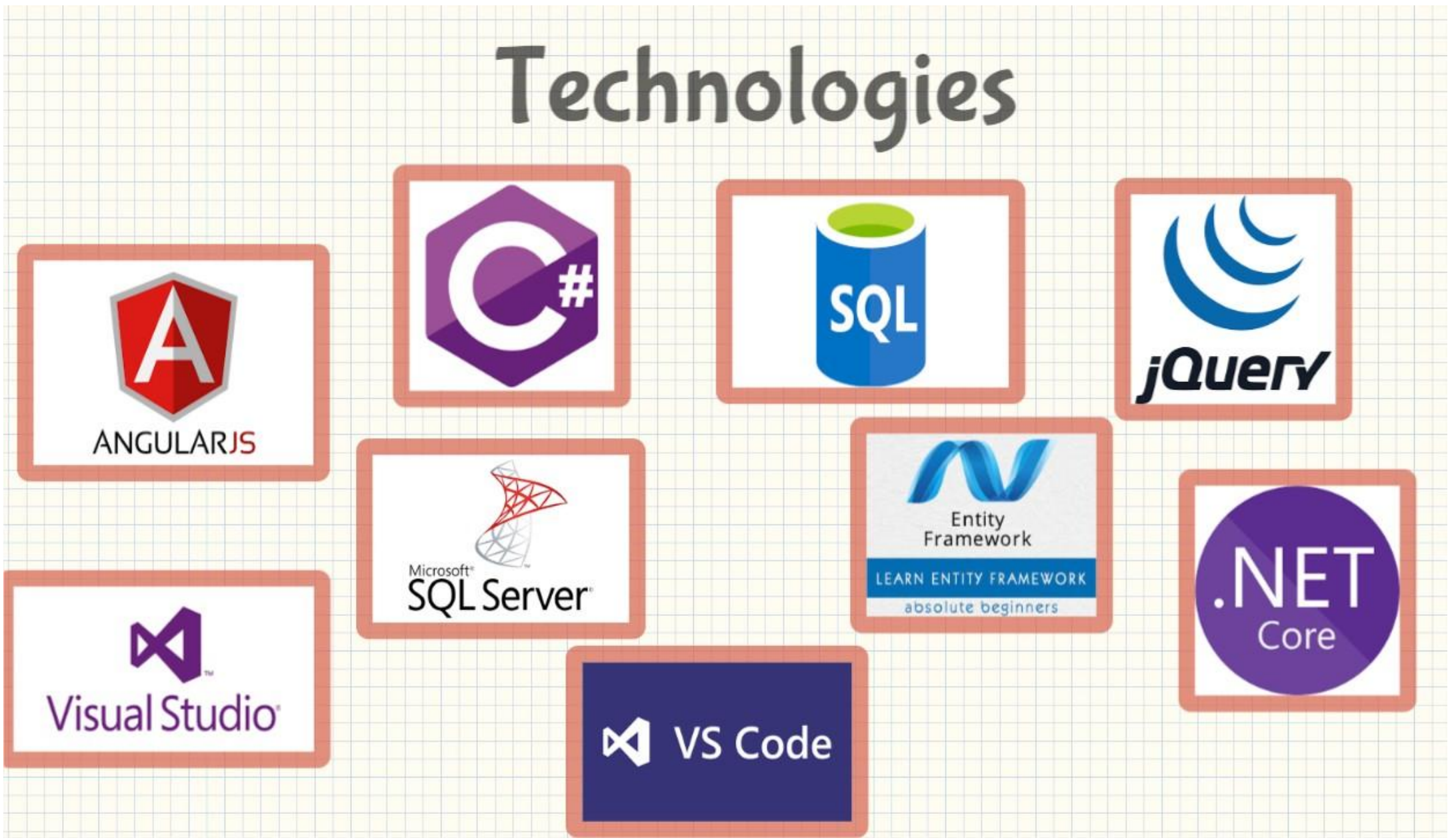
4.- Web System

5.- Cloud (Azure)

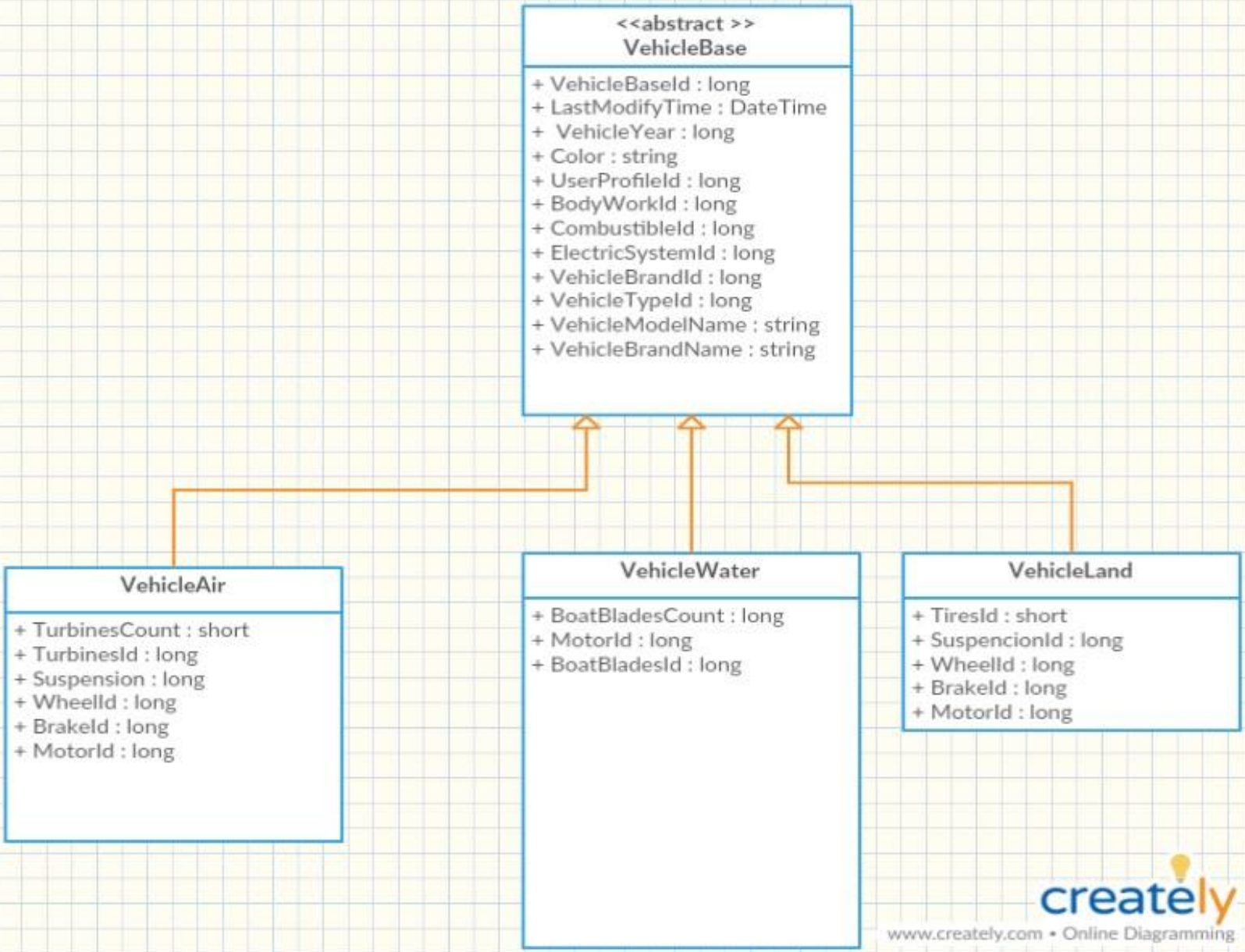
1.-Visual View (vehicle)

2.-Shopping Providers

Technologies



UML Classes


<<abstract >>
VehicleBase
+ VehicleBaseId : long
+ LastModifyTime : DateTime
+ VehicleYear : long
+ Color : string
+ UserProfileId : long
+ BodyWorkId : long
+ CombustibleId : long
+ ElectricSystemId : long
+ VehicleBrandId : long
+ VehicleTypeId : long
+ VehicleModelName : string
+ VehicleBrandName : string
VehicleAir
+ TurbinesCount : short
+ TurbinesId : long
+ Suspension : long
+ WheelId : long
+ BrakeId : long
+ MotorId : long
VehicleWater
+ BoatBladesCount : long
+ MotorId : long
+ BoatBladesId : long
VehicleLand
+ TiresId : short
+ SuspencionId : long
+ WheelId : long
+ BrakeId : long
+ MotorId : long
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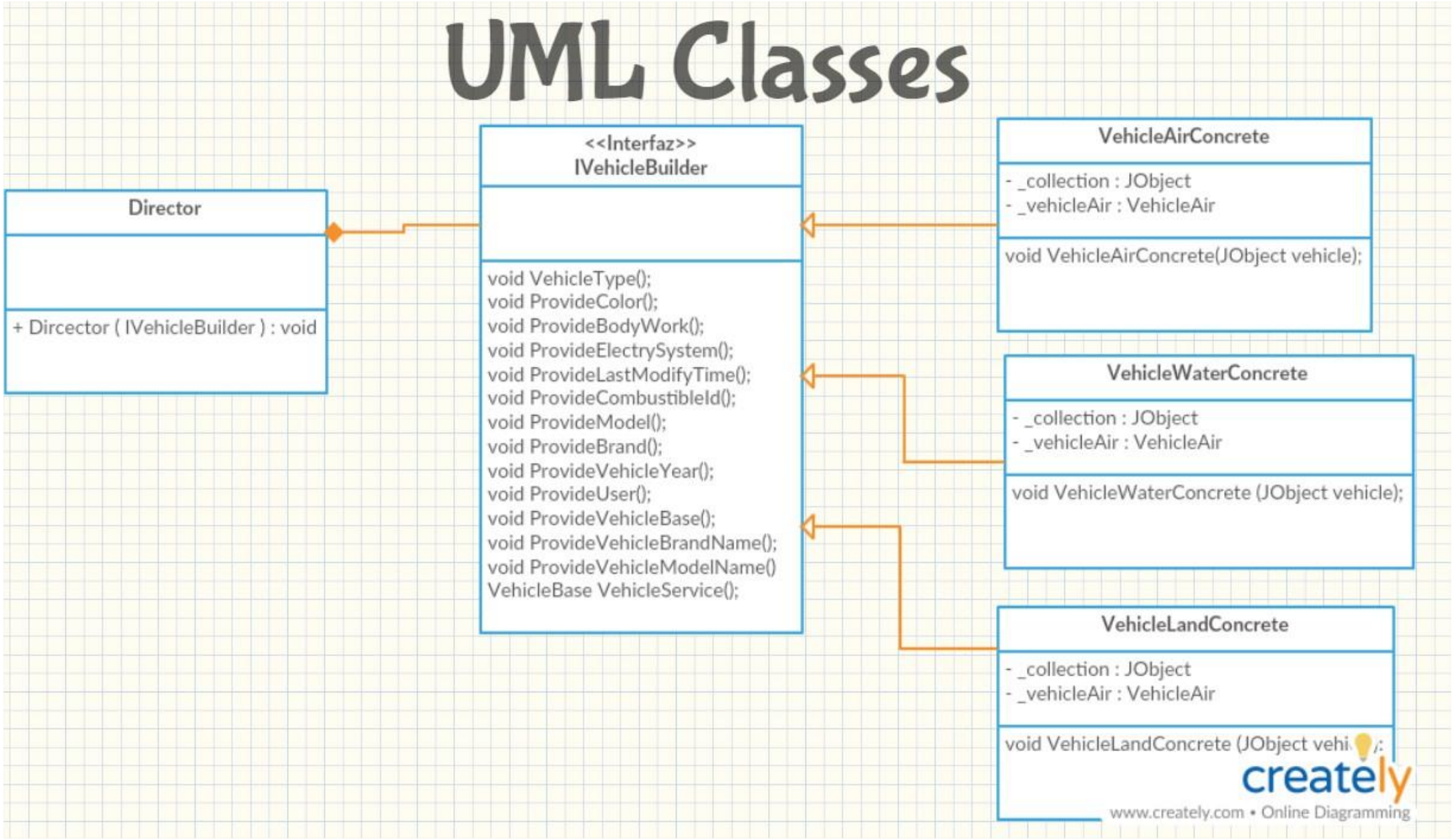
UML Classes


Director
+ Dircector (IVehicleBuilder) : void
<<Interfaz>>
IVehicleBuilder
void VehicleType();
void ProvideColor();
void ProvideBodyWork();
void ProvideElectrySystem();
void ProvideLastModifyTime();
void ProvideCombustibleId();
void ProvideModel();
void ProvideBrand();
void ProvideVehicleYear();
void ProvideUser();
void ProvideVehicleBase();
void ProvideVehicleBrandName();
void ProvideVehicleModelName()
VehicleBase VehicleService();
VehicleAirConcrete
- _collection : JObject
- _vehicleAir : VehicleAir
void VehicleAirConcrete(JObject vehicle);
VehicleWaterConcrete
- _collection : JObject
- _vehicleAir : VehicleAir
void VehicleWaterConcrete (JObject vehicle);
VehicleLandConcrete
- _collection : JObject
- _vehicleAir : VehicleAir
void VehicleLandConcrete (JObject vehi
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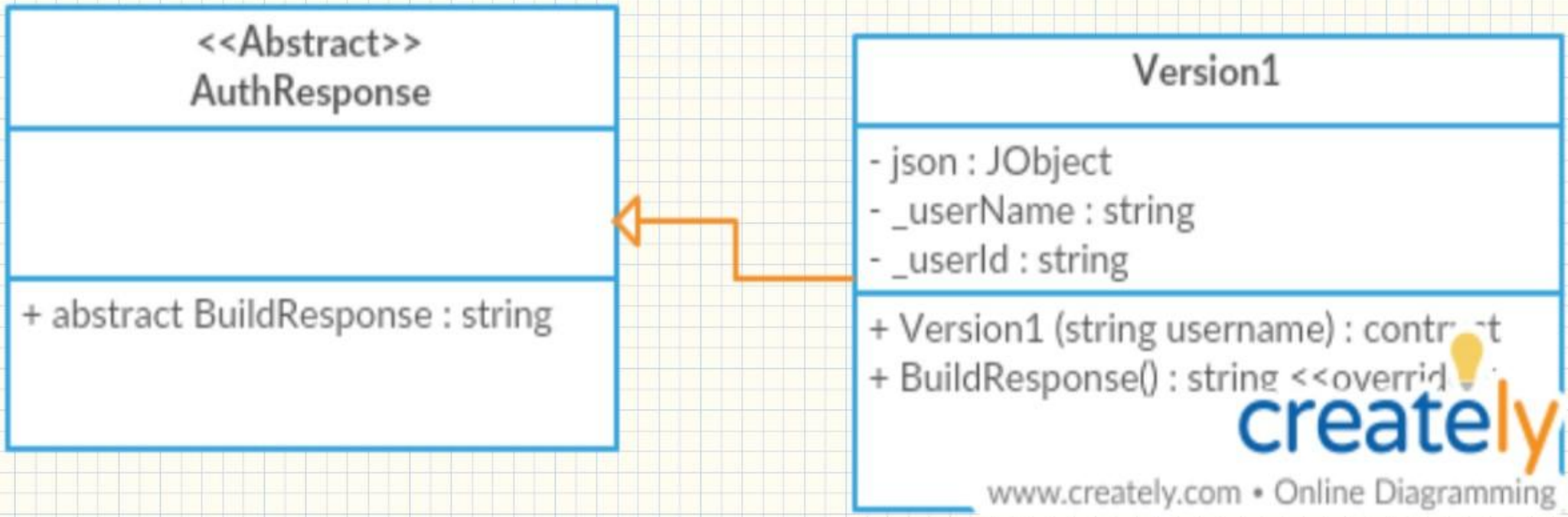
UML Classes


<<Abstract>>
AuthResponse
+ abstract BuildResponse : string
Version1
- json : JObject
- _userName : string
- _userId : string
+ Version1 (string username) : contr t
+ BuildResponse() : string <<overrid
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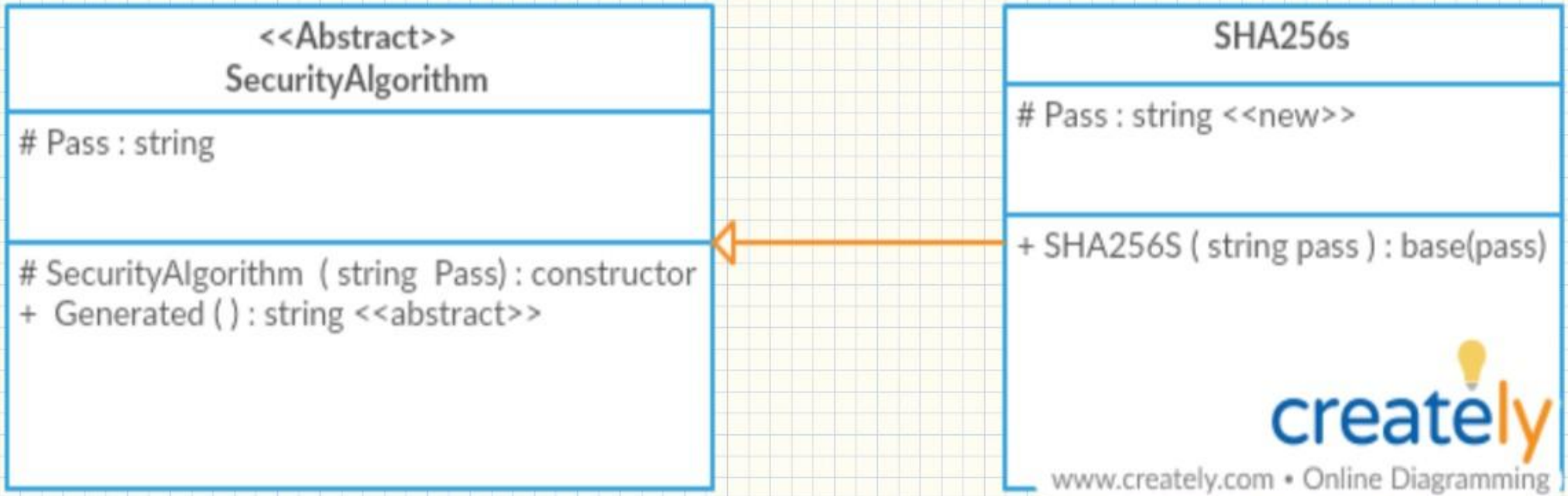
UML Classes


<<Abstract>>
SecurityAlgorithm
Pass : string
SecurityAlgorithm (string Pass) : constructor
+ Generated ( ) : string <<abstract>>
SHA256s
Pass : string <<new>>
+ SHA256S (string pass) : base(pass)
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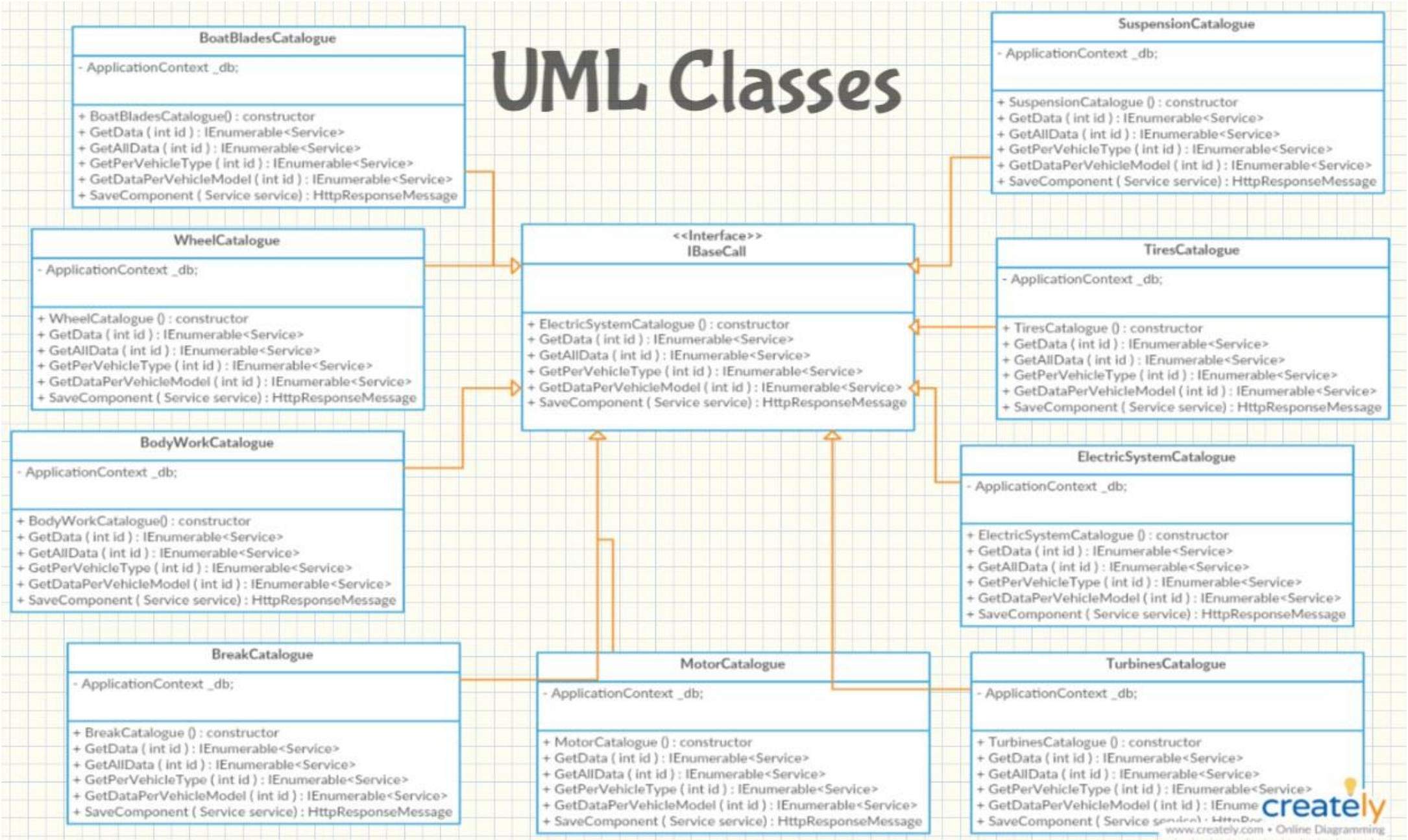
UML Classes


BoatBladesCatalogue
- ApplicationContext _db;
+ BoatBladesCatalogue() : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnumerable<Service>
+ SaveComponent (Service service) : HttpResponseMessage
SuspensionCatalogue
- ApplicationContext _db;
+ SuspensionCatalogue () : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnumerable<Service>
+ SaveComponent (Service service) : HttpResponseMessage
WheelCatalogue
- ApplicationContext _db;
+ WheelCatalogue () : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnumerable<Service>
+ SaveComponent (Service service) : HttpResponseMessage
<<Interface>>
IBaseCall
+ ElectricSystemCatalogue () : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnumerable<Service>
+ SaveComponent (Service service) : HttpResponseMessage
TiresCatalogue
- ApplicationContext _db;
+ TiresCatalogue () : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnumerable<Service>
+ SaveComponent (Service service) : HttpResponseMessage
BodyWorkCatalogue
- ApplicationContext _db;
+ BodyWorkCatalogue() : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnumerable<Service>
+ SaveComponent (Service service) : HttpResponseMessage
ElectricSystemCatalogue
- ApplicationContext _db;
+ ElectricSystemCatalogue () : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnumerable<Service>
+ SaveComponent (Service service) : HttpResponseMessage
BreakCatalogue
- ApplicationContext _db;
+ BreakCatalogue () : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnumerable<Service>
+ SaveComponent (Service service) : HttpResponseMessage
MotorCatalogue
- ApplicationContext _db;
+ MotorCatalogue () : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnumerable<Service>
+ SaveComponent (Service service) : HttpResponseMessage
TurbinesCatalogue
- ApplicationContext _db;
+ TurbinesCatalogue () : constructor
+ GetData (int id) : IEnumerable<Service>
+ GetAllData (int id) : IEnumerable<Service>
+ GetPerVehicleType (int id) : IEnumerable<Service>
+ GetDataPerVehicleModel (int id) : IEnume
+ SaveComponent (Service
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DEMO

SwagMyRide

Login Register

Crea tu vehiculo

Diseña tus vehiculos actuales, para aplicar modificaciones y adaptar nuevos diseños y partes!

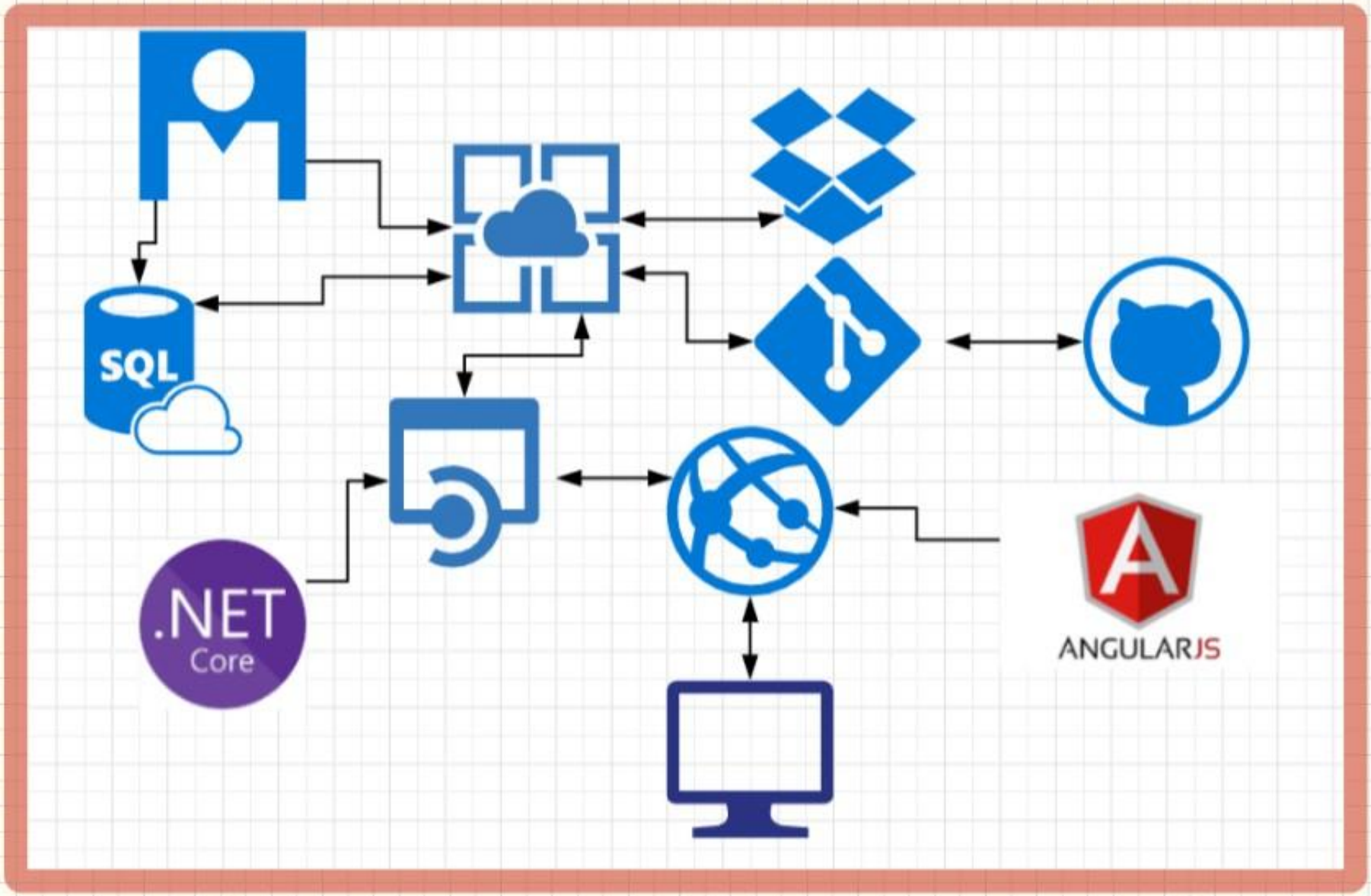
Editalo

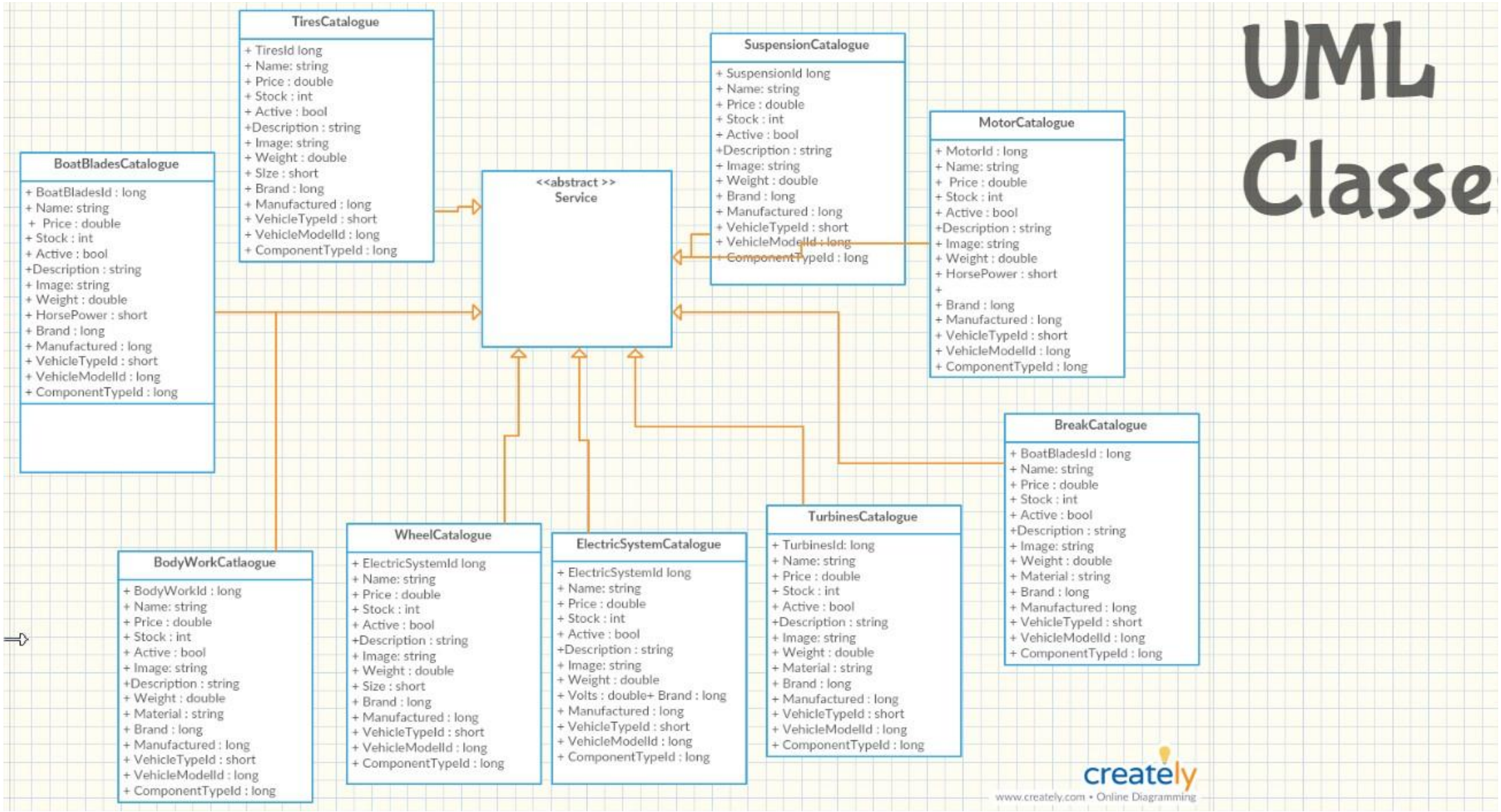
Modifica tus vehiculos ya creados, puedes seleccionar nuevas piezas para visualizar tu auto y posteriormente comprarlas.

Compra partes

Compra las partes que desees de distintos proveedores para tu vehiculo, carros, botes o aviones!.

Architecture Diagram




UML
Classe
TiresCatalogue
+ TiresId long
+ Name: string
+ Price : double
+ Stock : int
+ Active : bool
+Description : string
+ Image: string
+ Weight : double
+ Size : short
+ Brand : long
+ Manufactured : long
+ VehicleTypeId : short
+ VehicleModelId : long
+ ComponentTypeId : long
SuspensionCatalogue
+ SuspensionId long
+ Name: string
+ Price : double
+ Stock : int
+ Active : bool
+Description : string
+ Image: string
+ Weight : double
+ Brand : long
+ Manufactured : long
+ VehicleTypeId : short
+ VehicleModelId : long
+ ComponentTypeId : long
MotorCatalogue
+ MotorId : long
+ Name: string
+ Price : double
+ Stock : int
+ Active : bool
+Description : string
+ Image: string
+ Weight : double
+ HorsePower : short
+
+ Brand : long
+ Manufactured : long
+ VehicleTypeId : short
+ VehicleModelId : long
+ ComponentTypeId : long
BoatBladesCatalogue
+ BoatBladesId : long
+ Name: string
+ Price : double
+ Stock : int
+ Active : bool
+Description : string
+ Image: string
+ Weight : double
+ HorsePower : short
+ Brand : long
+ Manufactured : long
+ VehicleTypeId : short
+ VehicleModelId : long
+ ComponentTypeId : long
<<abstract >>
Service
BreakCatalogue
+ BoatBladesId : long
+ Name: string
+ Price : double
+ Stock : int
+ Active : bool
+Description : string
+ Image: string
+ Weight : double
+ Material : string
+ Brand : long
+ Manufactured : long
+ VehicleTypeId : short
+ VehicleModelId : long
+ ComponentTypeId : long
BodyWorkCatlaogue
+ BodyWorkId : long
+ Name: string
+ Price : double
+ Stock : int
+ Active : bool
+ Image: string
+Description : string
+ Weight : double
+ Material : string
+ Brand : long
+ Manufactured : long
+ VehicleTypeId : short
+ VehicleModelId : long
+ ComponentTypeId : long
WheelCatalogue
+ ElectricSystemId long
+ Name: string
+ Price : double
+ Stock : int
+ Active : bool
+Description : string
+ Image: string
+ Weight : double
+ Size : short
+ Brand : long
+ Manufactured : long
+ VehicleTypeId : short
+ VehicleModelId : long
+ ComponentTypeId : long
ElectricSystemCatalogue
+ ElectricSystemId long
+ Name: string
+ Price : double
+ Stock : int
+ Active : bool
+Description : string
+ Image: string
+ Weight : double
+ Volts : double+ Brand : long
+ Manufactured : long
+ VehicleTypeId : short
+ VehicleModelId : long
+ ComponentTypeId : long
TurbinesCatalogue
+ TurbinesId: long
+ Name: string
+ Price : double
+ Stock : int
+ Active : bool
+Description : string
+ Image: string
+ Weight : double
+ Material : string
+ Brand : long
+ Manufactured : long
+ VehicleTypeId : short
+ VehicleModelId : long
+ ComponentTypeId : long
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