Sports Club Management Application

Analysis and Design Document

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Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 05/04/2017 | 1.0 | Domain Model, Architectural Design (architectural patterns and styles, package design), Component and Deployment diagrams | Ilies Alina Denisa |
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# Project Specification

This project will help sports enthusiast to manage their activities easly. It allows admins and users to create events, location, attends events, in other words to manage their hobbies.

# Elaboration – Iteration 1.1

# Domain Model

The domain model must contains classes like Event,Activity,User,EventDao in order to acces database informations about event, ActivityDao, UserDao.

# Architectural Design

## Conceptual Architecture

The system will use a Model-View-Controller architecture. This is a client-server one and the system functionallity is totally separated.

1. View

This component represents the top level of the application. Using this, it will possible to display some data like events, participant, and a calendar in which are displayed the events. The user, by a web page, communicate directly with this . If we connect the presentation layer with others, it will be possibile to display all the modification from other sub-levels.

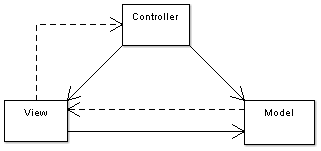
2.Controller

This component control the application and with its help, all the modification in the model side can be display in view component.

3. Model

This part is responsible for information persistence and all the methods that access data.

## Package Design



## Component and Deployment Diagrams

Deployment Diagram

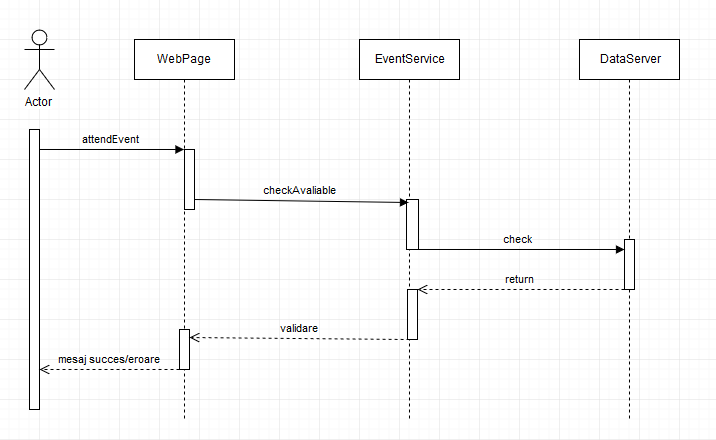
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# Elaboration – Iteration 1.2

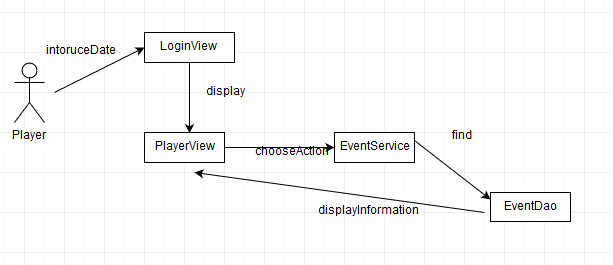
# Design Model

## Dynamic Behavior

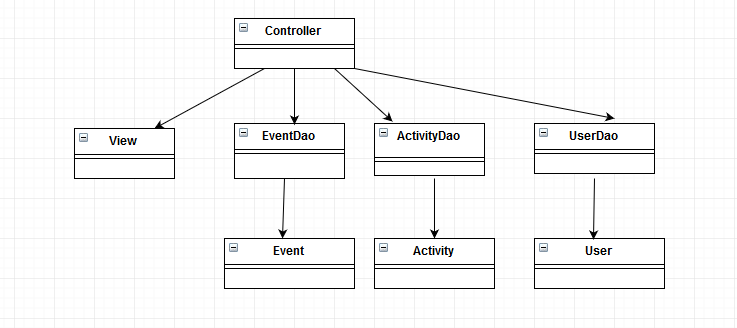
Sequence Diagram



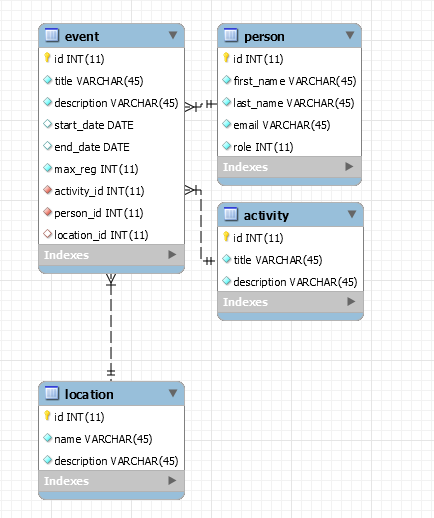
Communication Diagram



## Class Design



# Data Model



# Unit Testing

# Elaboration – Iteration 2

# Architectural Design Refinement

# Design Model Refinement

# Construction and Transition

# System Testing

The system testing was done by using the graphic user interface. I introduce relevant data in text fields and I verify if each button does the correct action , in order to have a correct implementation of model-view-controller design pattern.

# Future improvements

# Bibliography

<https://www.tutorialspoint.com/mvc_framework/mvc_framework_introduction.htm>

<http://www.tutorialspoint.com/swing/>

<https://www.tutorialspoint.com/jdbc/>