

Dedication

Acknowledgments

Contents

Dedication	2
Acknowledgments	3
1 Overview	14
1.1 Introduction	14
1.2 Overview of the Host Organization	14
1.3 Presentation of the Project Context	14
1.3.1 Problem Statement	15
1.3.2 Existing Solutions	15
1.3.3 Proposed Solution	15
1.3.3.1 Use of PlantUML	16
1.4 Methodology	17
1.4.1 Agile Approach	17
1.4.2 Comparison of Agile Methods	17
1.4.3 Scrum Framework	18
1.4.3.1 Key Principles of Scrum	18
1.4.3.2 Roles	18
1.4.3.3 Events	18
1.4.3.4 Artifacts	19
1.5 Modeling Language	19
1.5.1 Definition	19
1.5.2 UML Overview	19
1.6 Conclusion	20
2 Project Initiation	22
2.1 Introduction	22
2.2 Analysis and Specification of Requirements	23
2.2.1 Identification of Actors	23
2.2.2 Identification of Requirements	23
2.2.2.1 Functional Requirements	23
2.2.2.2 Non-Functional Requirements	25

CONTENTS

2.3 Project Management with Scrum	26
2.3.1 Scrum Roles	26
2.3.2 Product Backlog	26
2.3.3 Global Use Case Diagram	28
2.3.4 Sprint Planning	30
2.4 Deployment diagram	30
2.5 Technological Architecture of the Project	31
2.6 Tools and Environment	31
2.7 Conclusion	32
3 Sprint I	34
3.1 Introduction	34
3.2 Sprint Planning	35
3.2.1 Objectives of Sprint I	35
3.2.2 Backlog of Sprint I	35
3.3 Technologies and Tools Used	36
3.3.1 PostgreSQL	36
3.3.2 MinIO	36
3.3.3 PlantUML Server	36
3.3.4 Next.js with Prisma	36
3.3.5 Docker and Docker Compose	36
3.4 Deliverables of Sprint I	37
3.4.1 Database Infrastructure	37
3.4.1.1 Database Schema Design	37
3.4.2 Object Storage Service	37
3.4.3 Diagram Generation Service	38
3.4.4 Web Application Container	38
3.5 Environment Configuration	39
3.6 Retrospective of Sprint I	39
3.6.1 Achievements	39
3.6.2 Challenges and Lessons Learned	40
3.6.3 Areas for Enhancement	40
3.7 Conclusion	40
4 Sprint II	42
4.1 Introduction	42
4.2 Sprint Planning	43
4.2.1 Objectives of Sprint II	43
4.2.2 Backlog of Sprint II	43
4.3 Technologies and Tools Used	43

CONTENTS

4.3.1	NextAuth.js	43
4.3.2	Prisma	44
4.4	Analyse	44
4.4.1	Use case diagram for Sprint II	44
4.4.2	Refined use case "Authentication"	45
4.4.2.1	Use case	45
4.4.2.2	Textual description of use case	45
4.4.3	Refined use case "Explore Landing Page"	47
4.4.3.1	Use case	47
4.4.3.2	Textual description of use case	48
4.5	Conception	48
4.5.1	Sequence diagram of use case "Authentication"	48
4.6	Deliverables of Sprint II	54
4.7	Retrospective of Sprint II	56
4.8	Conclusion	56
5	Sprint III	57
5.1	Introduction	58
5.2	Sprint Planning	58
5.2.1	Objectives of Sprint III	58
5.2.2	Backlog of Sprint III	58
5.3	Analyse	59
5.3.1	Use case diagram for sprint III	59
5.3.2	Refined use case "Manage projects"	60
5.3.2.1	Use case	60
5.3.2.2	Textual description of use case "Create new project"	61
5.3.2.3	Textual description of use case "View project"	62
5.3.2.4	Textual description of use case "Update project details"	63
5.3.2.5	Textual description of use case "Delete project"	64
5.3.2.6	Textual description of use case "Download project diagrams compressed"	65
5.4	Conception	65
5.4.1	Sequence diagram of use case	66
5.5	Deliverables of Sprint III	71
5.6	Retrospective of Sprint III	74
5.7	Conclusion	75
6	Sprint IV	76
6.1	Introduction	77
6.2	Sprint Planning	77

CONTENTS

6.2.1	Objectives of Sprint IV	77
6.2.2	Backlog of Sprint IV	77
6.3	Analyse	78
6.3.1	Use case diagram for sprint IV	78
6.3.2	Refined use case "Manage Diagrams"	78
6.3.2.1	Use case	78
6.3.2.2	Textual description of use case "Create new diagram"	79
6.3.2.3	Textual description of use case "View diagram"	79
6.3.2.4	Textual description of use case "Delete diagram"	80
6.3.3	Refined use case "Manage Workspace"	80
6.3.3.1	Textual description of use case "load workspace"	81
6.3.3.2	Textual description of use case "chat with AI"	81
6.3.3.3	Textual description of use case "clear chat"	82
6.3.3.4	Textual description of use case "edit diagram"	82
6.3.3.5	Textual description of use case "save changes"	83
6.3.3.6	Textual description of use case "Download Diagram Image"	84
6.4	Conception	84
6.4.1	Activity Diagrams	85
6.4.2	Sequence Diagrams	86
6.5	Deliverables of Sprint IV	90
6.6	Retrospective of Sprint IV	93
6.7	Conclusion	94
7	Sprint V	95
7.1	Introduction	95
7.2	Sprint Planning	96
7.2.1	Objectives of Sprint V	96
7.2.2	Backlog of Sprint V	97
7.3	Analyse	98
7.3.1	Use case diagram for sprint V	98
7.3.2	Refined use case "Community Interaction"	98
7.3.2.1	Use case	98
7.3.2.2	Textual description of use case "Explore community"	99
7.3.2.3	Textual description of use case "Comment on projects"	100
7.3.2.4	Textual description of use case "Like/Unlike projects"	101
7.3.2.5	Textual description of use case "Update comments"	102
7.3.2.6	Textual description of use case "Delete comments"	103
7.3.2.7	Textual description of use case "Like/Unlike comments"	104
7.3.2.8	Textual description of use case "Copy projects to workspace"	105

CONTENTS

7.3.3	Refined use case "Profile Management"	105
7.3.3.1	Textual description of use case "Edit profile"	106
7.3.3.2	Textual description of use case "View Public Projects on Profile"	107
7.4	Conception	107
7.4.1	Community Interaction Sequence Diagrams	108
7.4.2	Profile Management Sequence Diagrams	116
7.5	Deliverables of Sprint V	117
7.6	Retrospective of Sprint V	119
7.7	Conclusion	120
8	Sprint VI	121
8.1	Introduction	123
8.2	Sprint Planning	123
8.2.1	Objectives of Sprint VI	123
8.2.2	Backlog of Sprint VI	123
8.3	Technologies and Tools Used	123
8.3.1	Tool 1	123
8.3.2	Tool 2	123
8.4	Analyse	123
8.4.1	Use case diagram for sprint I	123
8.4.2	Refined use case "u1"	123
8.4.2.1	Use case	123
8.4.2.2	textual description of use case	123
8.4.3	Refined use case "u2"	123
8.4.3.1	Use case	123
8.4.3.2	textual description of use case	123
8.5	Conception	123
8.5.1	Sequence diagram of use case "u1"	123
8.5.2	Sequence diagram of use case "u2"	123
8.6	Deliverables of Sprint VI	123
8.6.1	Milestone 1	123
8.6.2	Milestone 2	123
8.6.3	Milestone 3	123
8.7	Retrospective of Sprint VI	123
8.8	Conclusion	123
9	General Conclusion	124
9.1	Summary of Achievements	124
9.2	Challenges Faced	124

CONTENTS

9.3 Future Perspectives	124
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List of Figures

1.1	UML Official Logo	19
1.2	UML 2.5 Diagram Types Classification	20
2.1	Global Use Case Diagram	29
2.2	Deployment diagram	30
3.1	Database Entity Relationship Diagram	37
4.1	Use Case Diagram for Sprint II	44
4.2	Refined Use Case Diagram for Authentication Feature	45
4.3	Sequence Diagram - Google Authentication	49
4.4	Sequence Diagram - Cross-Device Authentication	51
4.5	Sequence Diagram - Sign Out Process	53
4.6	Landing Page Implementation	54
4.7	Sign-In Page with OAuth Options	55
4.8	Sign-Out Confirmation Interface	55
5.1	Use case diagram for Sprint III - Project Management	59
5.2	Refined use case diagram for project management feature	60
5.3	Sequence diagram for Create New Project use case	66
5.4	Sequence diagram for View Project Details use case	67
5.5	Sequence diagram for Update Project Details use case	68
5.6	Sequence diagram for Delete Project use case	69
5.7	Sequence diagram for Download Project Diagrams as Zip use case	70
5.8	Sequence diagram for Share Project use case	71
5.9	Home page showing project overview and navigation	72
5.10	Add project interface with form validation and user guidance	72
5.11	Project details page displaying comprehensive project information	73
5.12	Extended project view with diagram management capabilities	73
5.13	Project deletion confirmation dialog with safety measures	74
5.14	User profile and project management dashboard	74
6.1	Use Case Diagram of Sprint IV	78
6.2	Refined Use Case - Manage Diagrams	78

LIST OF FIGURES

6.3	Refined Use Case - Manage Workspace	80
6.4	Activity Diagram - Edit Diagrams	85
6.5	Sequence Diagram - Create New Diagram	86
6.6	Sequence Diagram - Delete Diagram	87
6.7	Sequence Diagram - Download Diagram Images	87
6.8	Sequence Diagram - Edit Diagram Code	88
6.9	Sequence Diagram - Chat with AI Mode	89
6.10	Sequence Diagram - Save Changes	89
6.11	Add Diagram Interface	90
6.12	Interactive Code Editor	91
6.13	AI Assistant Integration	92
6.14	Diagram Project Editor - View 1	92
6.15	Diagram Project Editor - View 2	93
7.1	Use Case Diagram for Sprint V	98
7.2	Refined Use Case Diagram for Community Interaction Feature	98
7.3	Refined Use Case Diagram for Profile Management Feature	105
7.4	Sequence Diagram: Explore Community as User	108
7.5	Sequence Diagram: Comment on Projects	109
7.6	Sequence Diagram: Like/Unlike Projects	110
7.7	Sequence Diagram: Share Projects	111
7.8	Sequence Diagram: Update Comments	112
7.9	Sequence Diagram: Delete Comments	113
7.10	Sequence Diagram: Like/Unlike Comments	114
7.11	Sequence Diagram: Copy Community Projects to Workspace	115
7.12	Sequence Diagram: Edit User Profile	116
7.13	Sequence Diagram: View Public Projects on Profiles	117
7.14	Community Exploration Interface - Main View	118
7.15	Community Exploration Interface - Project Details View	118
7.16	Comment Section Implementation	119
7.17	Profile Editing Interface	119

List of Tables

1.1	Comparison of Textual Diagramming Tools	16
1.2	Comparison of Agile Methodologies	17
2.1	Scrum roles and their respective members	26
2.2	Product Backlog with User Stories and Priorities (Imported from backlog.csv)	26
2.3	Scrum Sprint Planning with Estimated Durations	30
2.4	Tools and Environment Used in the Project (Ordered by Usage)	31
4.1	Sprint II Backlog Items	43
4.2	Textual Description - Sign in with Google Account	46
4.3	Textual Description - Sign in with GitHub Account	46
4.4	Textual Description - Cross-Device Authentication	47
4.5	Textual Description - Sign Out	47
4.6	Textual Description - Explore Landing Page	48
5.1	Textual description of "Create new project" use case	61
5.2	Textual description of "View project" use case	62
5.3	Textual description of "Update project details" use case	63
5.4	Textual description of "Delete project" use case	64
5.5	Textual description of "Download project diagrams compressed" use case	65
6.1	Sprint IV Backlog	77
6.2	Use Case Description - Create New Diagram	79
6.3	Use Case Description - View Diagram	79
6.4	Use Case Description - Delete Diagram	80
6.5	Use Case Description - Load Workspace	81
6.6	Use Case Description - Chat with AI	81
6.7	Use Case Description - Clear Chat	82
6.8	Use Case Description - Edit Diagram	82
6.9	Use Case Description - Save Changes	83
6.10	Use Case Description - Download Diagram Image	84
7.1	Sprint V Product Backlog	97
7.2	Use Case: Explore Community	99

LIST OF TABLES

7.3	Use Case: Comment on Projects	100
7.4	Use Case: Like/Unlike Projects	101
7.5	Use Case: Update Comments	102
7.6	Use Case: Delete Comments	103
7.7	Use Case: Like/Unlike Comments	104
7.8	Use Case: Copy Projects to Workspace	105
7.9	Use Case: Edit Profile	106
7.10	Use Case: View Public Projects on Profile	107

Chapter 1

Overview of the Project

1.1 Introduction

The rapid evolution of software development has increased demand for efficient design tools. UML diagrams serve as essential visual representations bridging conceptual design and implementation, facilitating stakeholder communication and providing standardized documentation approaches [1].

Traditional diagramming approaches present productivity barriers through manual effort and technical complexity. AI and natural language processing technologies have opened possibilities for automating diagram generation, transforming how developers create visual system representations [2].

This project addresses the need for an intelligent platform combining textual diagram precision with natural language accessibility, democratizing UML creation while maintaining professional standards.

1.2 Overview of the Host Organization

1.3 Presentation of the Project Context

Goodwill focuses on the software development aspect by creating tailored solutions to support its clients in the finance and insurance sectors. The company designs and implements intelligent systems based on Business Intelligence and Big Data technologies. It also offers services in system integration, ERP solution development, payroll management tools, and analytical accounting, all aimed at enhancing performance and decision-making. As an official partner of SAGE, Goodwill further strengthens its technical capabilities in delivering and marketing software solutions.

1.3.1 Problem Statement

UML diagram creation faces challenges across GUI-based tools and textual specification languages.

GUI-Based Tool Challenges:

Traditional graphical tools present steep learning curves, time-consuming manual positioning, collaboration difficulties, and poor version control integration [3]. These limitations impact productivity and create inconsistencies across projects.

Textual Tool Challenges:

Tools like PlantUML and Mermaid require specific syntax knowledge, creating barriers for non-technical users [4]. Complex error debugging and lack of real-time feedback slow the design process.

Workflow Integration Issues:

Both approaches suffer from poor development workflow integration, limited automation capabilities, and inadequate collaboration features [5].

1.3.2 Existing Solutions

Several platforms address textual diagram generation challenges through different approaches.

AI-Powered Platforms:

Diagramming AI tools utilize artificial intelligence to interpret natural language and generate diagrams [6]. These provide conversational interfaces and multi-format support but often lack precision for professional development.

Conversational Tools:

ChatUML and similar tools focus on natural language processing through chat interfaces [7]. They excel at simple diagrams and provide immediate feedback but struggle with complex enterprise requirements.

Current Limitations:

Existing solutions lack comprehensive AI integration, limited community features, and inconsistent output quality that falls short of professional standards [8].

1.3.3 Proposed Solution

Our platform addresses identified challenges through intelligent diagram generation that integrates AI with textual specification technologies.

Core Innovation:

The platform uses natural language processing to interpret user requirements and automatically generate UML diagrams [9]. By combining PlantUML precision with conversational interfaces, we eliminate traditional barriers.

Key Features:

Intelligent requirement interpretation processes natural language descriptions to identify entities and relationships, generating appropriate PlantUML code. Dynamic generation allows conversational refinement with real-time validation ensuring UML standard compliance [10].

Collaboration features enable team-based development with version control, while a community marketplace facilitates template sharing and knowledge exchange.

Technical Architecture:

The microservices architecture separates NLP, diagram generation, and UI components, ensuring scalability and API integration [11].

Competitive Advantages:

Superior AI integration maintains consistency across complex diagrams, community focus creates sustainable knowledge sharing, and professional-grade output meets enterprise standards while remaining accessible to all users.

1.3.3.1 Use of PlantUML

PlantUML selection as core diagram generation engine resulted from comprehensive analysis of textual diagramming tools.

Comparative Analysis:

Table 1.1: Comparison of Textual Diagramming Tools

Criteria	PlantUML	Mermaid	Graphviz
UML Support	Comprehensive	Limited	Minimal
Syntax Complexity	Moderate	Simple	Complex
Output Quality	High	Medium	High
Community Size	Large	Growing	Established
Integration APIs	Excellent	Good	Limited
Enterprise Ready	Yes	Partially	Yes

Selection Rationale:

PlantUML provides comprehensive UML support covering all standard diagram types [12]. Its mature ecosystem includes extensive documentation and proven enterprise stability. The syntax balances expressiveness with readability, suitable for AI-driven generation.

Technical advantages include robust API integration and multiple output formats (PNG, SVG, PDF) [13]. Industry adoption ensures workflow compatibility and reduces learning curves.

The open-source nature allows customization while proven scalability supports enterprise deployment and community innovation [14].

1.4 Methodology

1.4.1 Agile Approach

Agile methodology represents a fundamental shift from traditional waterfall development approaches, emphasizing iterative development, continuous collaboration, and adaptive planning [15]. This approach prioritizes individuals and interactions over processes and tools, working software over comprehensive documentation, customer collaboration over contract negotiation, and responding to change over following a plan.

Agile methodologies are particularly suited for projects with evolving requirements, where frequent stakeholder feedback and rapid adaptation to changing needs are essential. The iterative nature allows for continuous improvement and risk mitigation throughout the development lifecycle [16].

1.4.2 Comparison of Agile Methods

Table 1.2: Comparison of Agile Methodologies

Criteria	Scrum	Kanban	XP	Lean
Structure	High	Low	Medium	Medium
Roles Definition	Clear	Flexible	Defined	Minimal
Sprint Planning	Fixed	Continuous	Fixed	Continuous
Documentation	Minimal	Minimal	Low	Minimal
Team Size	5-9 members	Flexible	Small	Flexible
Learning Curve	Moderate	Low	High	Low
Feedback Frequency	Regular	Continuous	High	Continuous
Change Adaptation	High	Very High	High	Very High

Based on the comparative analysis, Scrum emerges as the optimal choice for our diagram generation platform project. Scrum provides the necessary structure and clear role definitions essential for coordinating AI development and user interface design components. The fixed sprint planning aligns well with iterative development of complex features, while

CHAPTER 1. OVERVIEW

regular feedback cycles ensure continuous validation of AI-generated diagram quality and user experience [17].

1.4.3 Scrum Framework

1.4.3.1 Key Principles of Scrum

Scrum operates on fundamental principles that promote transparency, inspection, and adaptation [18]. Transparency ensures all team members have visibility into project progress and challenges. Inspection involves regular examination of artifacts and progress toward sprint goals. Adaptation enables teams to adjust their approach based on inspection outcomes.

The framework emphasizes empirical process control, where decisions are based on observation and experimentation rather than detailed upfront planning. This approach is particularly valuable for AI-driven projects where outcomes can be difficult to predict [19].

1.4.3.2 Roles

Scrum defines three primary roles that are pivotal for the effective execution of projects and maintaining seamless communication with stakeholders [20]:

- **Product Owner:** The Product Owner is the voice of the stakeholders and is responsible for managing the product backlog. They prioritize features and tasks to ensure the team focuses on delivering maximum business value and addressing user needs effectively.
- **Scrum Master:** Acting as a facilitator, the Scrum Master ensures that the Scrum framework is followed. They remove obstacles, enable team productivity, and help the team adhere to Scrum principles for continuous improvement.
- **Development Team:** This is a group of cross-functional professionals responsible for delivering potentially shippable increments of the product. The team collaborates closely and takes ownership of the work, ensuring high-quality deliverables.

These roles collectively foster accountability, streamlined communication, and adaptability, which are essential for navigating complex technical projects, such as those involving artificial intelligence and user experience design.

1.4.3.3 Events

Scrum events provide structured opportunities for inspection, adaptation, and planning [21]. Sprint Planning establishes sprint goals and selects backlog items for development. Daily Standups facilitate communication and identify impediments. Sprint Reviews

CHAPTER 1. OVERVIEW

demonstrate completed work to stakeholders and gather feedback. Sprint Retrospectives enable team reflection and process improvement.

These time-boxed events ensure regular progress assessment and continuous alignment with project objectives while maintaining development momentum.

1.4.3.4 Artifacts

Scrum artifacts provide transparency and opportunities for inspection and adaptation [22]. The Product Backlog contains prioritized requirements and features. The Sprint Backlog includes selected items for the current sprint and tasks needed for completion. The Product Increment represents potentially shippable functionality delivered each sprint.

These artifacts ensure stakeholder visibility into project progress and facilitate informed decision-making throughout the development process.

1.5 Modeling Language

1.5.1 Definition

Modeling languages provide standardized notations for representing system structures, behaviors, and requirements [23]. Unlike programming languages that instruct computers, modeling languages communicate design concepts among stakeholders and document system architecture.



Figure 1.1: UML Official Logo

UML distinguishes itself from other modeling languages through comprehensive standardization, widespread industry adoption, and extensive tool support. While domain-specific languages like BPMN focus on business processes and SysML targets systems engineering, UML provides broad coverage suitable for software-intensive systems [24].

1.5.2 UML Overview

UML (Unified Modeling Language) serves as the industry standard for software system modeling, offering a comprehensive set of diagram types that address various aspects of system design and analysis [25]. UML's value proposition lies in its ability to bridge

CHAPTER 1. OVERVIEW

communication gaps between technical and non-technical stakeholders while providing sufficient precision for implementation guidance.

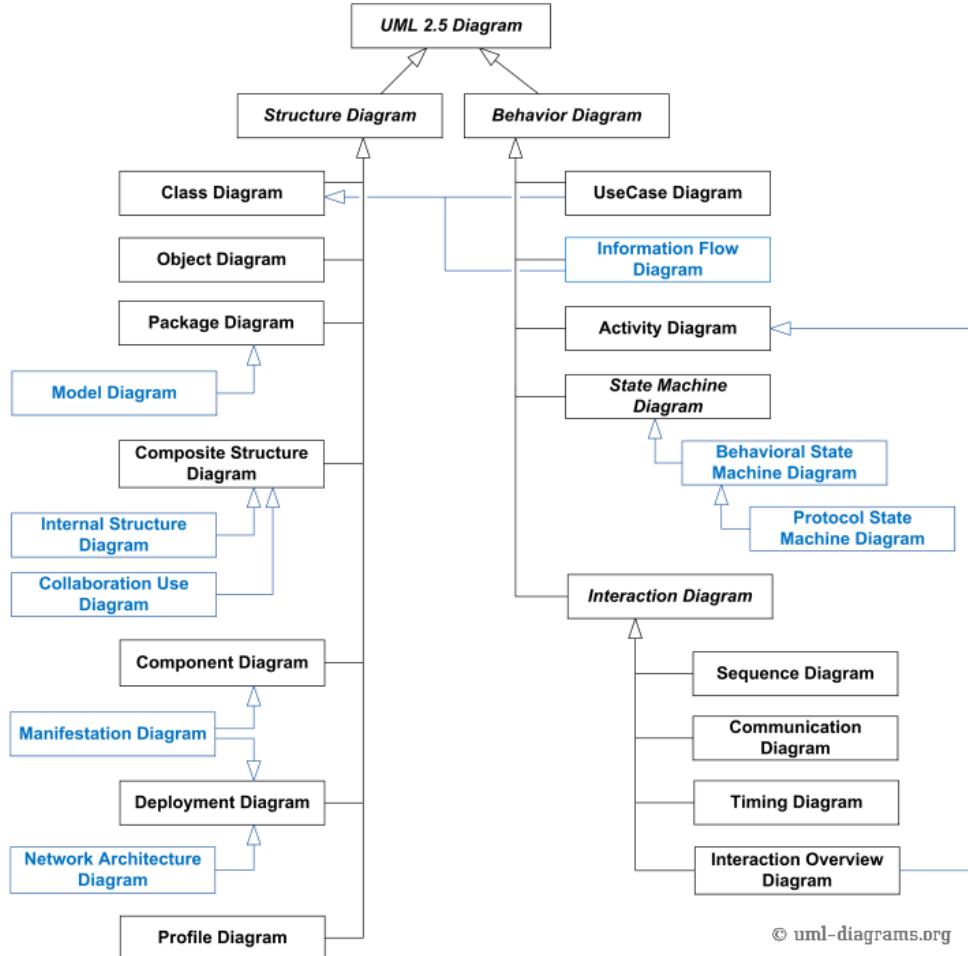


Figure 1.2: UML 2.5 Diagram Types Classification

UML 2.5 encompasses fourteen diagram types organized into two primary categories [26]. Structure diagrams capture static aspects of systems, including Class Diagrams for object-oriented design, Component Diagrams for system architecture, and Deployment Diagrams for physical system configuration. Behavior diagrams represent dynamic aspects, featuring Use Case Diagrams for functional requirements, Sequence Diagrams for interaction modeling, and Activity Diagrams for process flows.

This comprehensive coverage makes UML particularly suitable for AI-driven diagram generation, as the standardized notation enables consistent interpretation and generation algorithms while supporting diverse modeling needs across software development lifecycles.

1.6 Conclusion

This chapter established the foundation for developing an intelligent UML diagram generation platform by addressing critical challenges in current diagramming approaches.

CHAPTER 1. OVERVIEW

The analysis revealed significant limitations in both traditional GUI-based tools and textual specification methods, highlighting the need for innovative solutions that combine precision with accessibility.

Our proposed platform leverages artificial intelligence and natural language processing to bridge these gaps, offering intelligent requirement interpretation and automated diagram generation through PlantUML integration. The selection of Scrum methodology ensures structured yet flexible development approach suitable for complex AI-driven projects, while UML's comprehensive standardization provides the necessary foundation for diverse modeling requirements.

The combination of proven technologies (PlantUML), established methodologies (Scrum), and innovative AI integration positions this project to deliver significant value to software development communities. The platform's focus on collaboration and community building creates sustainable ecosystem for knowledge sharing and continuous improvement in diagram-driven development practices.

Chapter 2

Project Initiation

2.1 Introduction

This project aims to develop a comprehensive PlantUML-based diagramming platform that combines individual productivity tools with community collaboration features. The platform serves as a web-based solution for creating, editing, and sharing PlantUML diagrams while fostering a collaborative environment where users can explore, learn from, and build upon each other's work.

The primary motivation behind this project stems from the need for an integrated platform that not only provides powerful diagramming capabilities but also incorporates modern features such as AI-assisted code editing and community-driven learning. The platform targets developers, software architects, system designers, and educational institutions who require efficient tools for creating technical diagrams and visual documentation.

Key objectives of this project include:

- Developing a user-friendly web interface for PlantUML diagram creation and editing
- Implementing robust project and diagram management capabilities
- Creating a collaborative workspace with AI-powered assistance
- Building a community platform for sharing and discovering diagrams
- Ensuring scalable architecture with proper authentication and administration features

The project follows agile development methodologies using Scrum framework, ensuring iterative development and continuous stakeholder feedback integration.

2.2 Analysis and Specification of Requirements

2.2.1 Identification of Actors

Through comprehensive analysis of the system requirements and user stories, we have identified the following actors who will interact with the PlantUML platform:

Primary Actors (Human Users):

- **User:** Authenticated individuals who can create, manage, and share diagrams and projects. They have full access to the platform's features including workspace management, community interaction, and profile customization.
- **Visitor:** Unauthenticated users who have limited access to the platform. They can explore the landing page and browse community content but cannot create or modify diagrams.
- **Administrator:** System administrators with elevated privileges responsible for platform maintenance, user management, content moderation, and overall system integrity.

Secondary Actors (System Components):

- **AI System:** An intelligent assistant that responds to user requests and provides code editing assistance for diagram creation and modification.
- **PlantUML Server:** External service responsible for rendering PlantUML code into visual diagram representations.

2.2.2 Identification of Requirements

2.2.2.1 Functional Requirements

The functional requirements have been categorized based on the main feature areas of the platform:

Authentication and Security:

- Support for OAuth authentication via Google and GitHub accounts
- Cross-device authentication persistence
- Secure logout functionality
- Administrative authentication with elevated privileges

CHAPTER 2. PROJECT INITIATION

Project and Diagram Management:

- Complete CRUD operations for projects and diagrams
- Project organization and categorization capabilities
- Bulk download functionality for project diagrams
- Individual diagram export in multiple formats
- Project sharing and collaboration features

Workspace and Editing:

- Interactive code editor for PlantUML syntax
- Split-view workspace with customizable layouts
- Real-time diagram rendering and preview
- AI-powered code assistance and suggestions
- Syntax highlighting and error detection

Community Features:

- Public project exploration and discovery
- Comment system with full CRUD operations
- Like/unlike functionality for projects and comments
- Project forking and copying capabilities
- Social sharing features

Profile and Administration:

- User profile management and customization
- Public project portfolio display
- Comprehensive administrative dashboard
- User and content management tools

2.2.2.2 Non-Functional Requirements

Performance Requirements:

- Page load times should not exceed 3 seconds under normal conditions
- Diagram rendering should complete within 5 seconds for standard-sized diagrams
- The system should support concurrent access by up to 1000 users
- Real-time editor updates should have latency below 100ms

Security Requirements:

- All data transmission must be encrypted using HTTPS/TLS
- User authentication must follow OAuth 2.0 security standards
- Input validation and sanitization for all user-generated content
- Protection against common web vulnerabilities (XSS, CSRF, SQL injection)

Usability Requirements:

- Intuitive user interface following modern web design principles
- Responsive design supporting desktop, tablet, and mobile devices
- Accessibility compliance with WCAG 2.1 Level AA standards
- Multilingual support with initial focus on English

Reliability and Availability:

- System uptime of 99.5% excluding scheduled maintenance
- Automated backup systems with 24-hour recovery point objective
- Graceful error handling with meaningful user feedback
- Fault tolerance for external service dependencies

Scalability Requirements:

- Horizontal scaling capability for increased user load
- Database optimization for efficient query performance
- CDN integration for static asset delivery
- Microservices architecture for independent component scaling

2.3 Project Management with Scrum

2.3.1 Scrum Roles

The project adopts the Scrum framework with clearly defined roles and responsibilities:

Role	Member(s)
Product Owner	Issam Mekni
Scrum Master	Issam Mekni
Development Team	Issam Mekni, Souhaieb Askri

Table 2.1: Scrum roles and their respective members

Roles in the Scrum Team:

2.3.2 Product Backlog

The product backlog represents a prioritized list of features and requirements derived from stakeholder needs and market analysis. Each backlog item follows the user story format and includes priority classification using MoSCoW method (Must have, Should have, Could have, Won't have this time).

Table 2.2: Product Backlog with User Stories and Priorities (Imported from backlog.csv)

ID	Feature	Sub-ID	User Story	Priority
1	Authentication	1.1	As a user; I want to authenticate using my Google account so that I can log in easily.	M
		1.2	As a user; I want to authenticate using my GitHub account so that I can log in with my developer profile.	M
		1.3	As a user; I want to stay authenticated across multiple devices so that I can access my account anywhere.	S
		1.4	As a user; I want to log out from my account so that my information is secure when I finish.	M
2	Explore Landing Page	2.1	As a user; I want to explore the landing page so that I can understand the platform's features and benefits.	M

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CHAPTER 2. PROJECT INITIATION

Table 2.2 – continued from previous page

ID	Feature	Sub-ID	User Story	Priority
3	Manage Projects	3.1	As a user; I want to create a new project so that I can organize my diagrams.	M
		3.2	As a user; I want to view my project details so that I can track my work.	M
		3.3	As a user; I want to update project details so that I can keep information current.	M
		3.4	As a user; I want to delete a project so that I can remove unwanted content.	M
		3.5	As a user; I want to download project diagrams as images in a compressed ZIP file so that I can use them offline.	S
		3.6	As a user; I want to share my project with others so that I can collaborate or showcase my work.	S
4	Manage Diagrams	4.1	As a user; I want to create a new diagram so that I can visualize my ideas.	M
		4.2	As a user; I want to view my diagram so that I can review my work.	M
		4.3	As a user; I want to update diagram details so that I can improve my designs.	M
		4.4	As a user; I want to delete a diagram so that I can remove unwanted content.	M
		4.5	As a user; I want to download diagram images in appropriate formats so that I can use them in other applications.	S
5	Manage Workspace	5.1	As a user; I want to control and split views in my workspace so that I can work efficiently.	S
		5.2	As a user; I want to edit diagram code in an interactive editor so that I can create diagrams efficiently.	M
		5.3	As a user; I want to chat with an AI model to edit diagram code so that I can get assistance with complex diagrams.	C
		5.4	As an AI system; I need to respond to user requests and help edit diagram code so that users can create better diagrams.	C

Continued on next page

Table 2.2 – continued from previous page

ID	Feature	Sub-ID	User Story	Priority
6	Community Interaction	5.5	As a PlantUML Server; I need to render diagram code into diagram images so that users can visualize their work.	M
		6.1	As a user; I want to explore the community so that I can discover interesting projects.	S
		6.2	As a visitor; I want to explore the community so that I can see what the platform offers.	S
		6.3	As a user; I want to comment on projects so that I can provide feedback to other users.	C
		6.4	As a user; I want to like/unlike projects so that I can show appreciation for good work.	C
		6.5	As a user; I want to share projects so that I can promote interesting content.	C
		6.6	As a user; I want to update my comments so that I can correct or improve my feedback.	C
		6.7	As a user; I want to delete my comments so that I can remove inappropriate or outdated feedback.	C
		6.8	As a user; I want to like/unlike comments so that I can engage in community discussions.	C
		6.9	As a user; I want to copy community projects to my workspace so that I can learn from and build upon others' work.	S
7	Profile Management	7.1	As a user; I want to edit my profile so that I can keep my information current.	S
		7.2	As a user; I want to view public projects on profiles so that I can see others' work.	S
8	Administration	8.1	As an admin; I want to authenticate with elevated privileges so that I can manage the platform.	M
		8.2	As an admin; I want to manage all platform data so that I can maintain system integrity and user safety.	M

2.3.3 Global Use Case Diagram

The global use case diagram provides a comprehensive overview of the system's functionality and actor interactions. It illustrates the relationships between different use

CHAPTER 2. PROJECT INITIATION

cases and demonstrates how various actors engage with the platform's features.

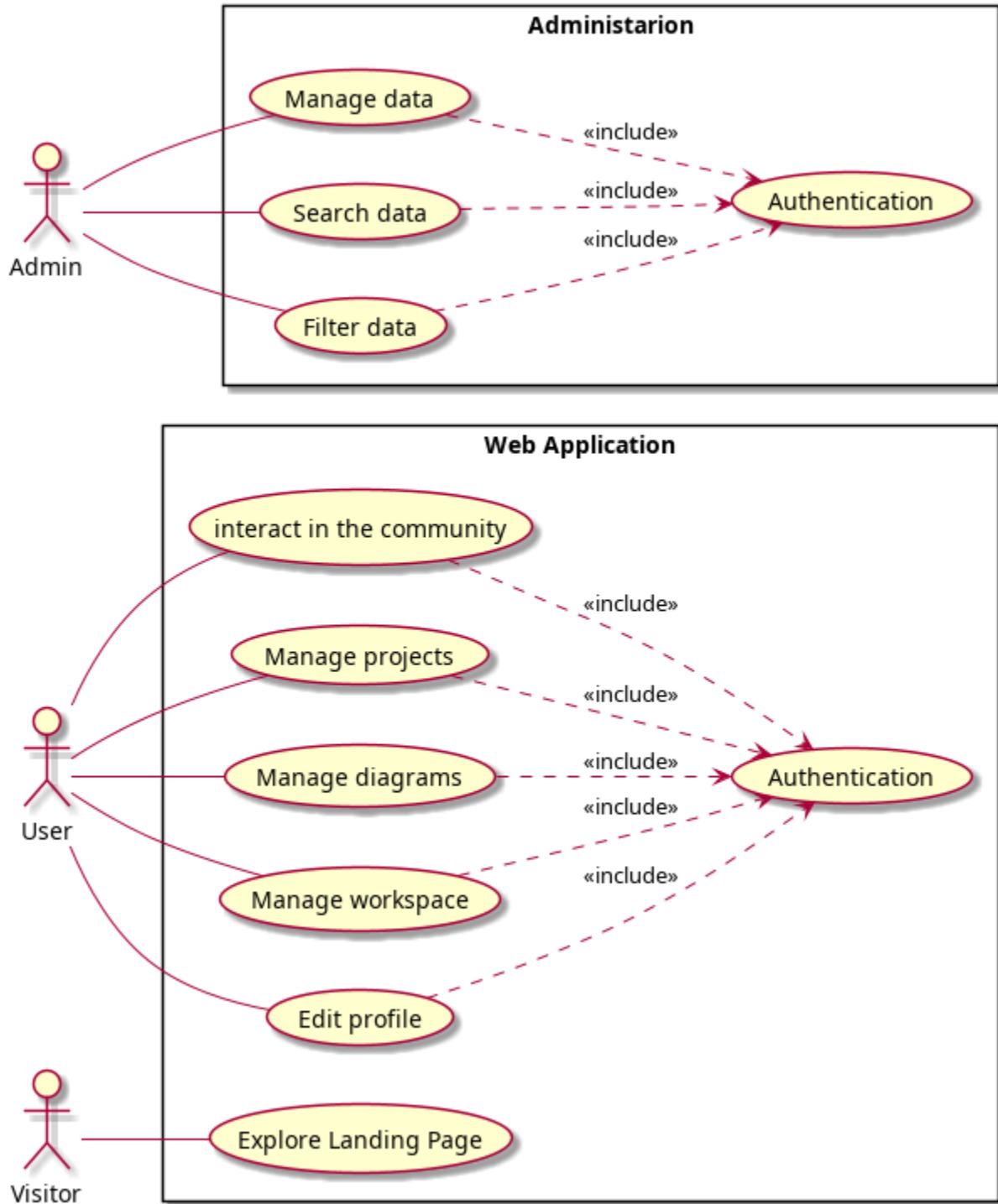


Figure 2.1: Global Use Case Diagram

2.3.4 Sprint Planning

The project is organized into six strategic sprints, each focusing on specific functional areas and building upon previous deliverables. The total project duration is designed to fit within 3.5 months (14 weeks) with efficient resource allocation and parallel development activities.

Sprint	Focus Area	Backlog Features	Estimated Duration (Weeks)
I	Infrastructure Setup	N/A	2
II	Authentication and Landing Page	1,2	2
III	Project Management	3	3
IV	Diagram and Project Management	4,5	3
V	Community Interaction and Profiles	6 ,7	3
VI	Administration	8	1

Table 2.3: Scrum Sprint Planning with Estimated Durations

2.4 Deployment diagram

The deployment diagram illustrates the system's architecture at the deployment level, showing how components are deployed and how they interact with external systems and services.

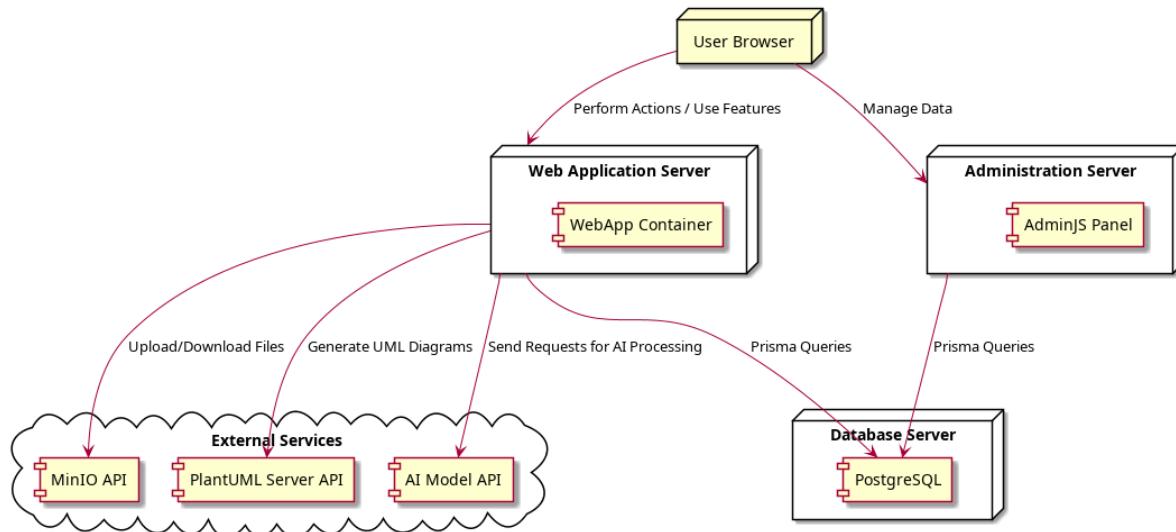


Figure 2.2: Deployment diagram

2.5 Technological Architecture of the Project

2.6 Tools and Environment

The development of the platform leverages a modern web technology stack, development tools, and runtime environments that support scalable, maintainable, and collaborative software engineering practices.

Table 2.4: Tools and Environment Used in the Project
(Ordered by Usage)

Tool/Technology	Logo	Purpose
Linux		Operating system environment for development and deployment
Git		Distributed version control system
GitHub		Version control and collaborative code hosting
VSCodium		Open-source code editor used for development
LaTeX		Document preparation system for high-quality typesetting
Node.js		JavaScript runtime for backend services
Next.js		React framework for server-side rendering and routing
React		JavaScript library for building user interfaces
TypeScript		Static typing for JavaScript to enhance code quality
NextAuth.js		Authentication library for Next.js applications

Tool/Technology	Logo	Purpose
Tailwind CSS		Utility-first CSS framework for fast UI development
ShadCN/UI		Component library built on top of Tailwind for accessible UI components
Prisma		ORM for database access and modeling
PostgreSQL		Relational database used for storing platform data
Express.js		Web server for handling API routes and middleware
LangChain		Framework for developing AI-driven assistant features
PlantUML		Tool for creating UML diagrams from plain text
AdminJS		Admin panel framework for managing application data
Docker		Containerization platform for application deployment
MinIO		Object storage server compatible with Amazon S3 API
Firefox		Browser used for development and testing

2.7 Conclusion

The project initiation phase has established a solid foundation for the development of the platform through comprehensive requirement analysis, stakeholder identification, and strategic planning. The adoption of Scrum methodology ensures iterative development with regular feedback incorporation and continuous improvement.

Key achievements of this initiation phase include:

CHAPTER 2. PROJECT INITIATION

- Clear identification of system actors and their interactions
- Comprehensive functional and non-functional requirements specification
- Well-structured product backlog with prioritized user stories
- Detailed sprint planning with realistic timelines and deliverables
- Established project management framework using Scrum principles

The systematic approach to requirement gathering and analysis has revealed the complexity and scope of the platform while ensuring that all stakeholder needs are addressed. The priority-based classification of requirements enables focused development on core functionality while maintaining flexibility for future enhancements.

The sprint-based development approach provides clear milestones and deliverables, facilitating progress tracking and stakeholder communication. The incremental nature of the development process allows for early feedback integration and risk mitigation.

Moving forward, the project is well-positioned to proceed with the technical architecture design and implementation phases, building upon the solid foundation established during this initiation phase. The comprehensive documentation created during this phase will serve as a reference throughout the development lifecycle, ensuring consistency and alignment with project objectives.

Chapter 3

Study and Implementation of Sprint I: Infrastructure Setup

Contents

1.1	Introduction	14
1.2	Overview of the Host Organization	14
1.3	Presentation of the Project Context	14
1.3.1	Problem Statement	15
1.3.2	Existing Solutions	15
1.3.3	Proposed Solution	15
1.4	Methodology	17
1.4.1	Agile Approach	17
1.4.2	Comparison of Agile Methods	17
1.4.3	Scrum Framework	18
1.5	Modeling Language	19
1.5.1	Definition	19
1.5.2	UML Overview	19
1.6	Conclusion	20

3.1 Introduction

The first sprint of our project focuses on establishing a robust and scalable infrastructure foundation. This sprint is crucial as it sets up the development environment and core services that will support the entire application ecosystem. The infrastructure includes containerized services for database management, file storage, diagram generation, and the main web application framework.

Our approach emphasizes modern DevOps practices using Docker containerization to ensure consistency across different development environments and facilitate easy deployment. This chapter documents the planning, implementation, and outcomes of Sprint I, providing insights into the technical decisions made and lessons learned during the infrastructure setup phase.

3.2 Sprint Planning

3.2.1 Objectives of Sprint I

The primary objectives of Sprint I are centered around creating a solid foundation for the development process:

- Establish a containerized development environment using Docker Compose
- Set up PostgreSQL database with proper configuration and data persistence
- Configure MinIO object storage for file management capabilities
- Deploy PlantUML server for automated diagram generation
- Create a Next.js application structure with Prisma ORM integration
- Implement authentication system using NextAuth.js with Google OAuth
- Configure environment variables and security settings
- Ensure all services communicate effectively within the Docker network

3.2.2 Backlog of Sprint I

The sprint backlog was organized into distinct components, each representing a critical piece of the infrastructure:

1. **Database Setup:** Configure PostgreSQL container with persistent storage and proper networking
2. **Object Storage:** Set up MinIO service for file storage and management
3. **Diagram Service:** Deploy PlantUML server for automated diagram generation
4. **Web Application:** Initialize Next.js project with TypeScript and Tailwind CSS
5. **ORM Configuration:** Set up Prisma with PostgreSQL integration
6. **Authentication:** Implement NextAuth.js with Google OAuth provider

7. **Environment Configuration:** Secure configuration of all environment variables
8. **Integration Testing:** Verify all services work together seamlessly

3.3 Technologies and Tools Used

3.3.1 PostgreSQL

PostgreSQL was chosen as our primary database management system due to its robust feature set, ACID compliance, and excellent support for complex queries. As an open-source relational database, it provides enterprise-level performance while maintaining flexibility for development. The containerized deployment ensures consistent database behavior across different environments and simplifies backup and migration processes.

3.3.2 MinIO

MinIO serves as our object storage solution, providing S3-compatible API for file management. This choice enables seamless integration with existing S3-based workflows while maintaining full control over our storage infrastructure. MinIO's lightweight nature and excellent performance make it ideal for development environments and can scale effectively for production use.

3.3.3 PlantUML Server

The PlantUML server provides automated diagram generation capabilities, essential for maintaining up-to-date system documentation. By containerizing this service, we ensure consistent diagram rendering and enable programmatic generation of architectural diagrams, sequence diagrams, and other technical documentation.

3.3.4 Next.js with Prisma

Next.js framework was selected for its full-stack capabilities, excellent developer experience, and built-in optimization features. Combined with Prisma ORM, it provides type-safe database access and seamless integration with PostgreSQL. This combination enables rapid development while maintaining code quality and performance.

3.3.5 Docker and Docker Compose

Docker containerization ensures environment consistency and simplifies deployment processes. Docker Compose orchestrates multiple services, making it easy to manage complex multi-container applications. This approach facilitates both development and production deployments while maintaining service isolation and scalability.

3.4 Deliverables of Sprint I

3.4.1 Database Infrastructure

The PostgreSQL database service has been successfully containerized with the following configuration:

```
postgres:  
  image: postgres:16  
  container_name: my_postgres  
  environment:  
    POSTGRES_USER: user  
    POSTGRES_PASSWORD: password  
    POSTGRES_DB: database  
  ports:  
    - "5432:5432"  
  volumes:  
    - postgres_data:/var/lib/postgresql/data
```

This configuration provides persistent data storage through Docker volumes and exposes the database on the standard PostgreSQL port. The database supports the main application's data requirements and includes proper backup capabilities.

3.4.1.1 Database Schema Design

The database schema has been designed to support the application's core functionality. The following class diagram illustrates the main entities and their relationships:

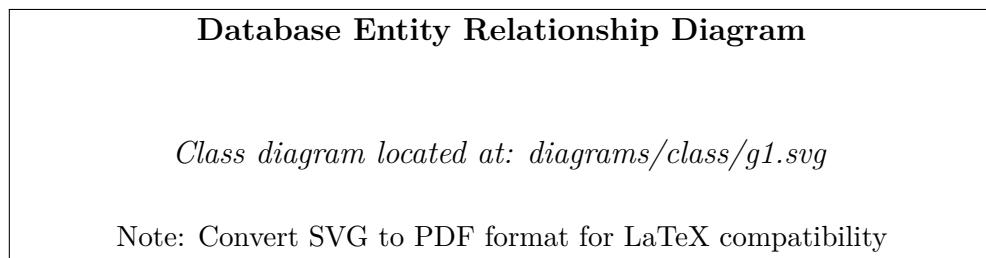


Figure 3.1: Database Entity Relationship Diagram

The schema implements proper normalization principles and includes indexes for optimal query performance. Foreign key constraints ensure data integrity, while the design allows for future scalability and feature additions.

3.4.2 Object Storage Service

MinIO object storage has been configured to provide S3-compatible file management:

```
minio:  
  image: minio/minio  
  container_name: minio  
  ports:  
    - "9000:9000"    # API  
    - "9001:9001"    # Web UI  
  volumes:  
    - ./minio-data:/data  
  environment:  
    MINIO_ROOT_USER: minioadmin  
    MINIO_ROOT_PASSWORD: minioadmin  
  command: server /data --console-address ":9001"
```

The service provides both API access on port 9000 and a web management interface on port 9001. Local data persistence is ensured through volume mounting, making it suitable for development and testing scenarios.

3.4.3 Diagram Generation Service

PlantUML server deployment enables automated diagram generation:

```
plantuml:  
  image: plantuml/plantuml-server  
  container_name: plantuml_server  
  ports:  
    - "3030:8080"  
  restart: unless-stopped
```

This service processes PlantUML markup and generates various diagram formats, supporting the documentation and visualization needs of the project.

3.4.4 Web Application Container

The Next.js application has been containerized with proper development workflow support:

```
FROM node:20-alpine  
  
WORKDIR /app  
  
COPY package*.json ./
```

CHAPTER 3. SPRINT I

```
COPY prisma ./prisma/  
  
RUN npm install  
RUN npx prisma generate  
  
COPY . .  
  
EXPOSE 3000  
  
CMD ["npm", "run", "dev"]
```

This configuration ensures consistent Node.js environment, proper dependency management, and Prisma client generation during the build process.

3.5 Environment Configuration

The application requires several environment variables for proper operation:

Listing 3.1: Environment Variables Configuration

```
GOOGLE_CLIENT_SECRET=*****  
GOOGLE_CLIENT_ID=*****  
NEXTAUTH_URL=http://localhost:3000  
NEXTAUTH_SECRET="*****"  
DATABASE_URL=postgresql://user:password@localhost:5434/database?  
    schema=public  
PLANTUML_SERVER=http://localhost:3030  
GEMINI_API_KEY=*****
```

These variables configure authentication services, database connections, external APIs, and service endpoints. Proper security measures have been implemented to protect sensitive configuration data.

3.6 Retrospective of Sprint I

3.6.1 Achievements

Sprint I successfully accomplished all primary objectives:

- Complete infrastructure setup with all services running in containers
- Successful integration between PostgreSQL, MinIO, PlantUML, and Next.js application
- Working authentication system with Google OAuth integration

- Proper environment configuration and security implementation
- Database schema design and Prisma ORM integration
- Comprehensive documentation of all configurations

The infrastructure provides a solid foundation for subsequent development sprints and supports all planned application features.

3.6.2 Challenges and Lessons Learned

Several challenges were encountered and resolved during the sprint:

Port Conflicts: Initial configuration had port conflicts between services, resolved by careful port mapping and documentation.

Database Connectivity: Networking between containers required adjustment of connection strings and proper service naming.

Environment Variable Management: Ensuring secure handling of sensitive data while maintaining development workflow efficiency.

Prisma Schema Synchronization: Managing database migrations and schema generation in containerized environment required careful coordination.

3.6.3 Areas for Enhancement

Future improvements identified for the infrastructure:

- Implementation of health checks for all services
- Addition of logging and monitoring solutions
- Database backup automation
- SSL/TLS configuration for production readiness
- Performance optimization for development workflow
- Integration of CI/CD pipeline preparation

3.7 Conclusion

Sprint I has successfully established a comprehensive development infrastructure that provides all necessary services for the project. The containerized approach ensures consistency, scalability, and ease of deployment across different environments. The integration of PostgreSQL, MinIO, PlantUML, and Next.js creates a powerful foundation for building modern web applications.

CHAPTER 3. SPRINT I

The infrastructure setup demonstrates best practices in DevOps, security, and software architecture. All services are properly configured, documented, and tested, providing a reliable foundation for subsequent development phases. The lessons learned during this sprint will inform future infrastructure decisions and improvements.

The successful completion of Sprint I enables the development team to focus on business logic and user features in upcoming sprints, knowing that the underlying infrastructure is robust, scalable, and well-documented. This foundation supports both current development needs and future scaling requirements.

Chapter 4

Study and Implementation of Sprint II: Authentication & Landing Page

Contents

2.1	Introduction	22
2.2	Analysis and Specification of Requirements	23
2.2.1	Identification of Actors	23
2.2.2	Identification of Requirements	23
2.3	Project Management with Scrum	26
2.3.1	Scrum Roles	26
2.3.2	Product Backlog	26
2.3.3	Global Use Case Diagram	28
2.3.4	Sprint Planning	30
2.4	Deployment diagram	30
2.5	Technological Architecture of the Project	31
2.6	Tools and Environment	31
2.7	Conclusion	32

4.1 Introduction

This chapter presents the study and implementation of Sprint II, which focuses on developing the authentication system and landing page for our application. The sprint encompasses the integration of modern authentication mechanisms using NextAuth.js and database management with Prisma, along with the creation of an intuitive landing page that serves as the entry point for users. This sprint builds upon the foundation established

CHAPTER 4. SPRINT II

in previous iterations and introduces essential user management capabilities that form the backbone of the application's security architecture.

4.2 Sprint Planning

4.2.1 Objectives of Sprint II

The primary objectives of Sprint II include:

- Implement secure user authentication using OAuth providers (Google, GitHub)
- Develop session management for cross-device authentication persistence
- Create an engaging and responsive landing page
- Establish database schema and ORM integration using Prisma
- Ensure seamless user sign-in and sign-out functionality
- Implement user session persistence across multiple devices

4.2.2 Backlog of Sprint II

Table 4.1: Sprint II Backlog Items

ID	User Story	Priority	Effort	Status
1	As a user, I want to sign in with Google account	1	5	Completed
2	As a user, I want to sign in with GitHub account	1	3	Completed
3	As a user, I want to stay authenticated across devices	1	8	Completed
4	As a user, I want to sign out from my account	1	2	Completed
5	As a visitor, I want to explore the landing page	1	5	Completed

4.3 Technologies and Tools Used

4.3.1 NextAuth.js

NextAuth.js is a comprehensive authentication library designed specifically for Next.js applications. It provides a complete authentication solution with support for multiple

OAuth providers, database adapters, and session management strategies. The library offers built-in security features including CSRF protection, JWT tokens, and secure cookie handling. NextAuth.js simplifies the implementation of authentication flows while maintaining high security standards and providing flexibility for customization.

4.3.2 Prisma

Prisma is a next-generation Object-Relational Mapping (ORM) tool that provides type-safe database access for Node.js applications. It offers a declarative schema definition language, automatic migration generation, and a powerful query engine. Prisma's integration with TypeScript ensures compile-time type safety and excellent developer experience through auto-completion and IntelliSense. The tool supports multiple database providers and simplifies complex database operations while maintaining optimal performance.

4.4 Analyse

4.4.1 Use case diagram for Sprint II

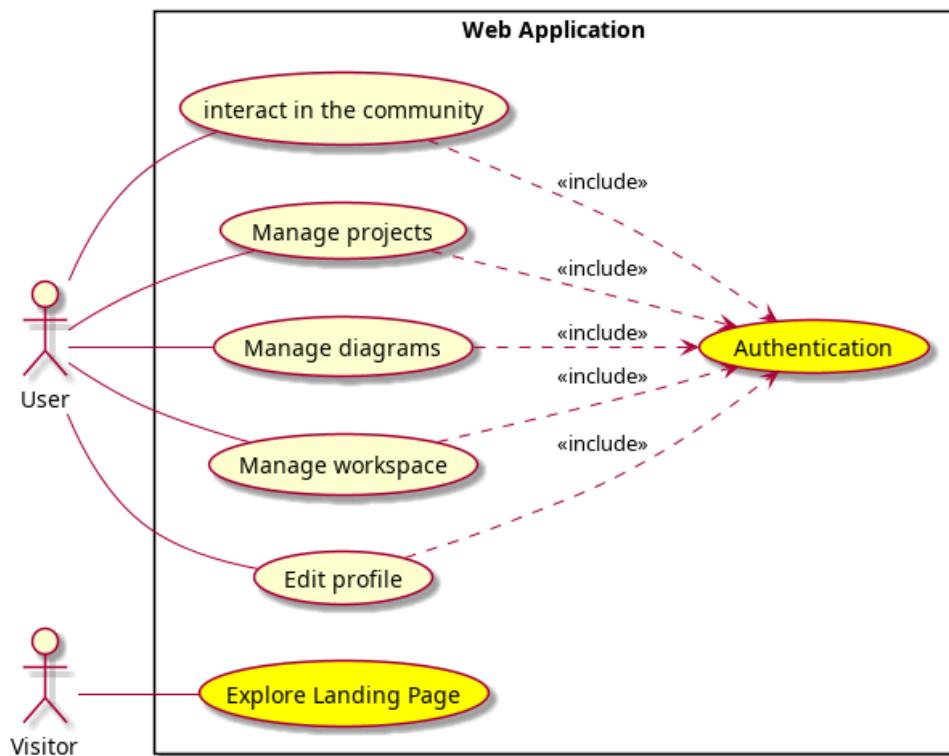


Figure 4.1: Use Case Diagram for Sprint II

The use case diagram for Sprint II illustrates the main interactions between users and the authentication system, highlighting the key functionalities implemented during this

sprint.

4.4.2 Refined use case "Authentication"

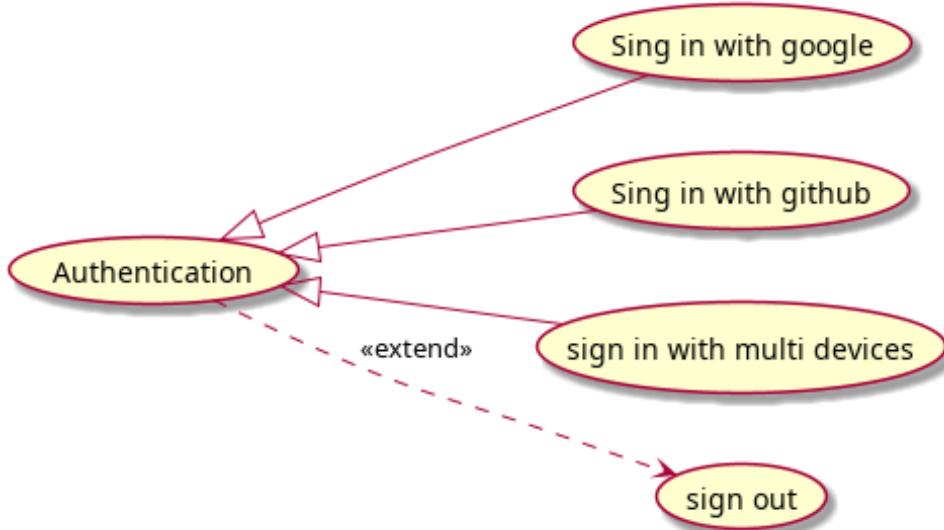


Figure 4.2: Refined Use Case Diagram for Authentication Feature

4.4.2.1 Use case

The authentication use case encompasses all user authentication-related activities including sign-in through OAuth providers, session management, and sign-out functionality.

4.4.2.2 Textual description of use case

Use Case: Sign in with Google Account

Table 4.2: Textual Description - Sign in with Google Account

Use Case Name	Sign in with Google Account
Primary Actor	User
Goal	Authenticate user using Google OAuth
Preconditions	User has a valid Google account
Main Flow	<ol style="list-style-type: none"> 1. User clicks "Sign in with Google" button 2. System redirects to Google OAuth page 3. User enters Google credentials 4. Google validates credentials 5. System receives authorization code 6. System creates user session 7. User is redirected to dashboard
Alternative Flow	A1. Invalid credentials: Display error message A2. OAuth cancelled: Return to sign-in page
Postconditions	User is authenticated and session is created

Use Case: Sign in with GitHub Account

Table 4.3: Textual Description - Sign in with GitHub Account

Use Case Name	Sign in with GitHub Account
Primary Actor	User
Goal	Authenticate user using GitHub OAuth
Preconditions	User has a valid GitHub account
Main Flow	<ol style="list-style-type: none"> 1. User clicks "Sign in with GitHub" button 2. System redirects to GitHub OAuth page 3. User authorizes application access 4. GitHub returns authorization code 5. System validates and creates session 6. User is redirected to dashboard
Alternative Flow	A1. Authorization denied: Return to sign-in page A2. Network error: Display retry option
Postconditions	User is authenticated with GitHub identity

Use Case: Stay Authenticated Across Multiple Devices

Table 4.4: Textual Description - Cross-Device Authentication

Use Case Name	Stay Authenticated Across Multiple Devices
Primary Actor	Authenticated User
Goal	Maintain authentication state across devices
Preconditions	User is authenticated on one device
Main Flow	<ol style="list-style-type: none"> 1. User signs in on Device A 2. System creates persistent session 3. User accesses application on Device B 4. System validates session token 5. User gains access without re-authentication
Alternative Flow	A1. Session expired: Redirect to sign-in A2. Security breach detected: Force re-authentication
Postconditions	User maintains access across devices

Use Case: Sign Out

Table 4.5: Textual Description - Sign Out

Use Case Name	Sign Out From Account
Primary Actor	Authenticated User
Goal	Terminate user session securely
Preconditions	User is currently authenticated
Main Flow	<ol style="list-style-type: none"> 1. User clicks sign-out button 2. System invalidates current session 3. System clears authentication tokens 4. User is redirected to landing page
Alternative Flow	A1. Network error: Local session cleared
Postconditions	User session is terminated

4.4.3 Refined use case "Explore Landing Page"

4.4.3.1 Use case

The landing page exploration use case covers the visitor's interaction with the application's entry point, including navigation, information consumption, and call-to-action engagement.

4.4.3.2 Textual description of use case

Table 4.6: Textual Description - Explore Landing Page

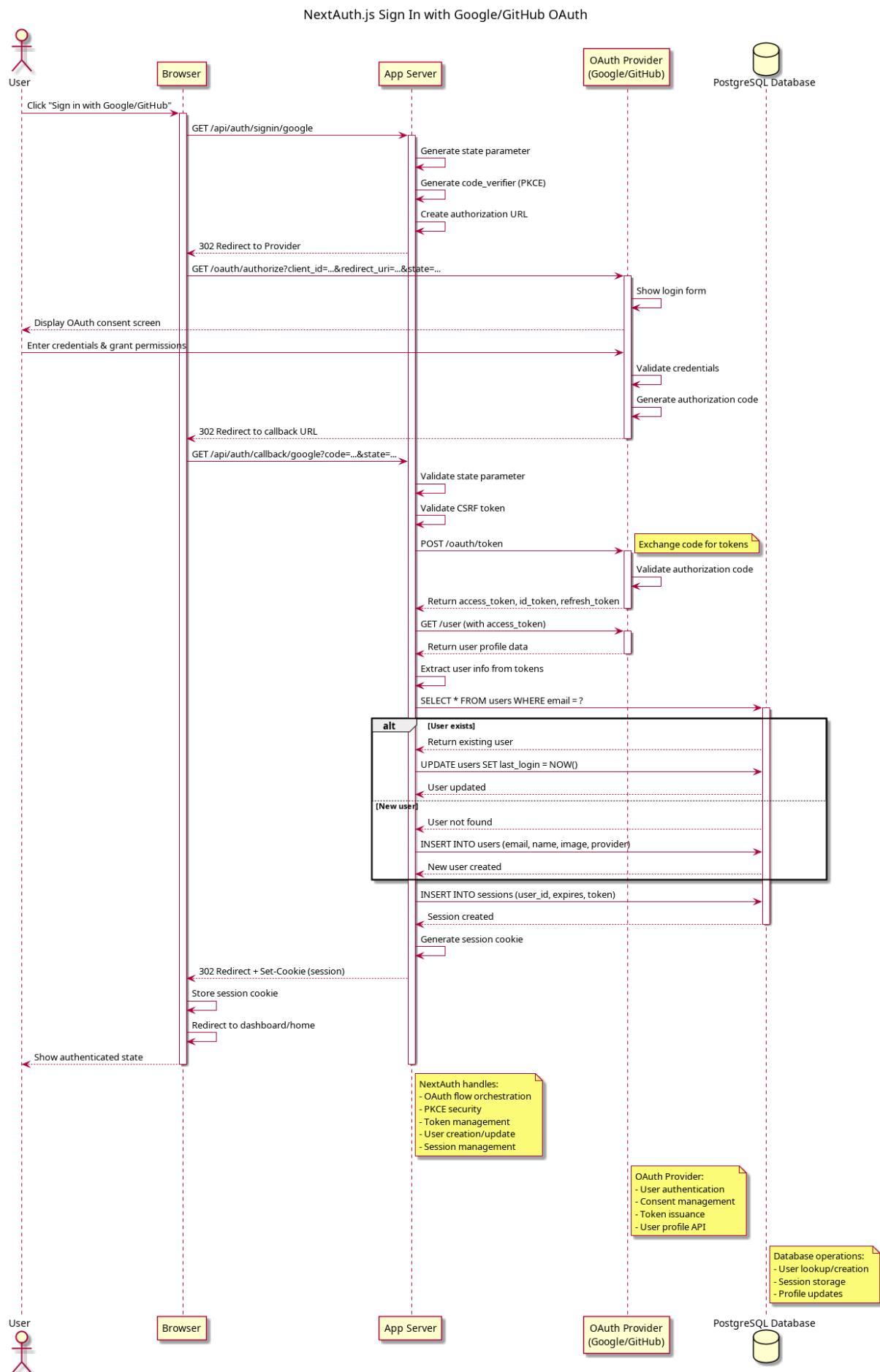
Use Case Name	Explore Landing Page
Primary Actor	Visitor
Goal	Learn about the application and its features
Preconditions	None
Main Flow	<ol style="list-style-type: none">1. Visitor accesses landing page URL2. System displays hero section with value proposition3. Visitor scrolls through feature sections4. Visitor reviews testimonials and pricing5. Visitor clicks call-to-action button6. System redirects to sign-in page
Alternative Flow	A1. Mobile device: Display responsive layout A2. Slow connection: Show progressive loading
Postconditions	Visitor understands application value

4.5 Conception

4.5.1 Sequence diagram of use case "Authentication"

Authenticate Using Google Account

CHAPTER 4. SPRINT II



The sequence diagram illustrates the OAuth 2.0 flow for Google authentication, showing the interaction between the user, client application, authorization server, and resource server.

Stay Authenticated Across Devices

CHAPTER 4. SPRINT II

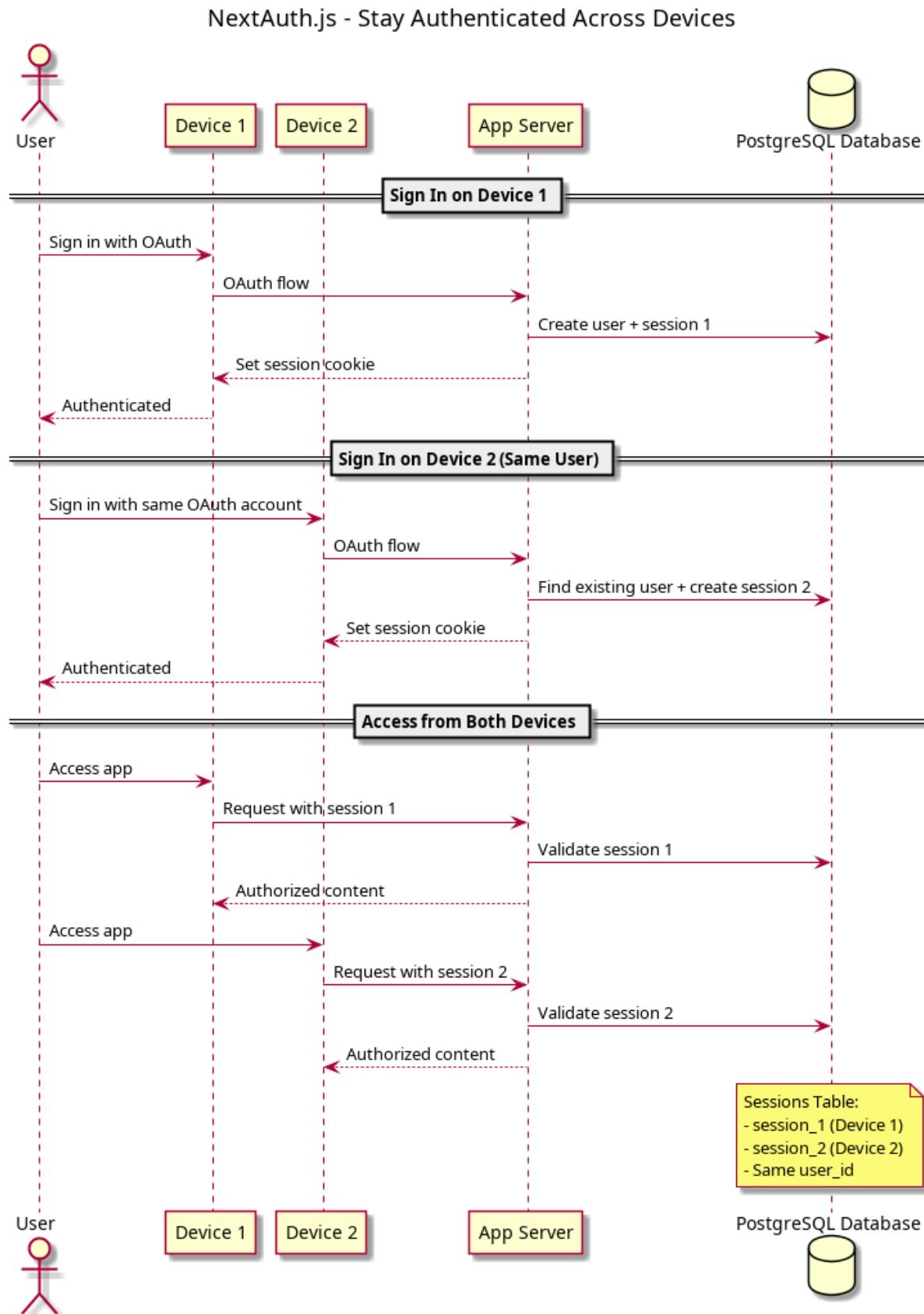


Figure 4.4: Sequence Diagram - Cross-Device Authentication

CHAPTER 4. SPRINT II

This sequence diagram demonstrates how the application maintains user sessions across multiple devices using persistent tokens and session validation mechanisms.

Sign Out From Account

CHAPTER 4. SPRINT II

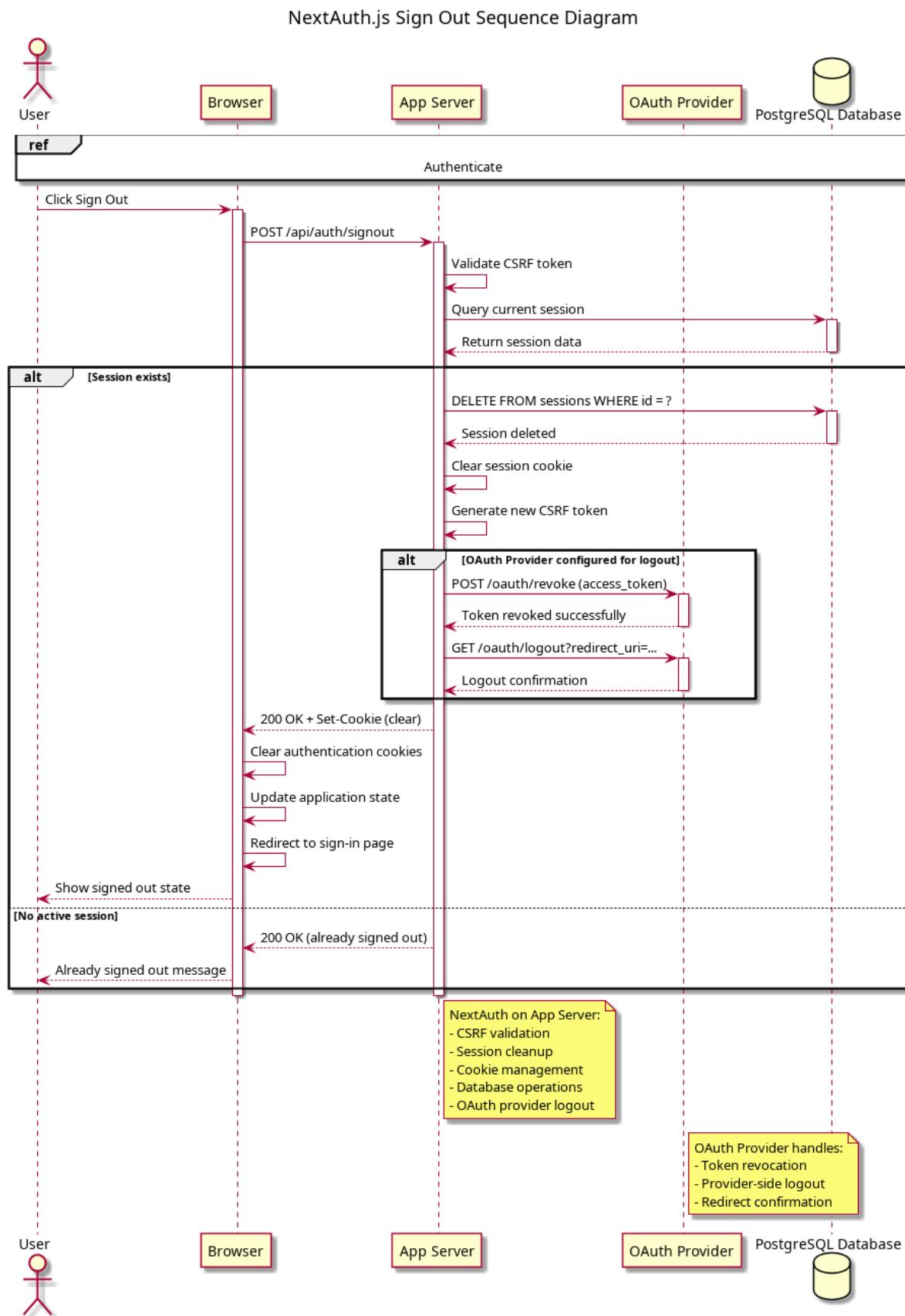


Figure 4.5: Sequence Diagram - Sign Out Process

CHAPTER 4. SPRINT II

The sign-out sequence diagram shows the secure termination of user sessions, including token invalidation and cleanup processes.

4.6 Deliverables of Sprint II

The following screenshots demonstrate the key deliverables implemented during Sprint II:

Landing Page

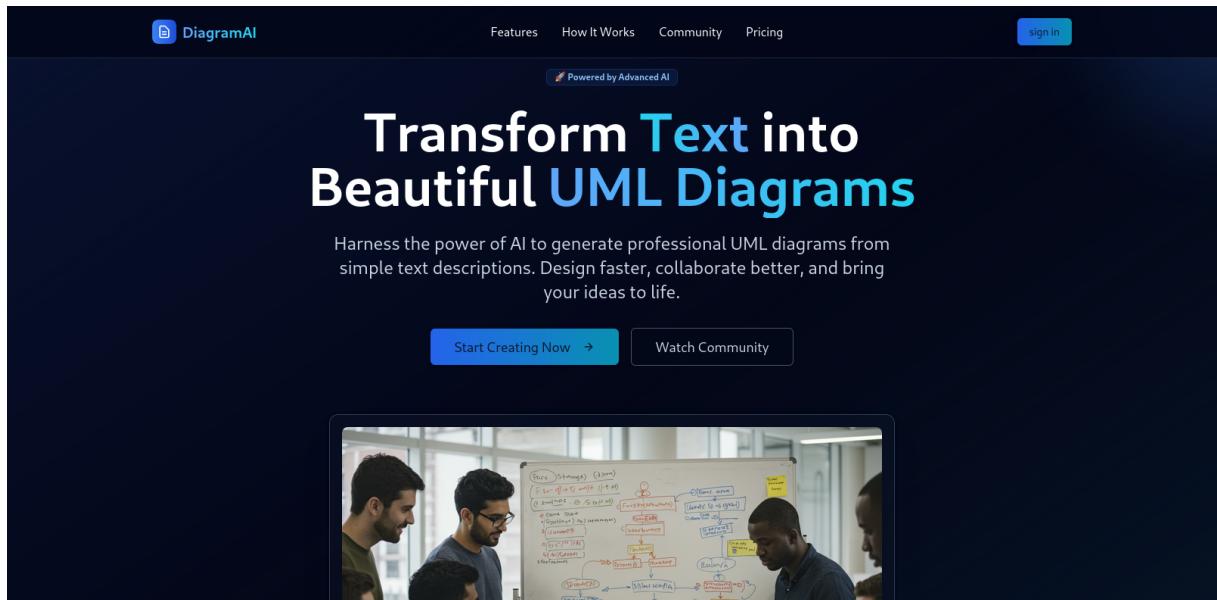


Figure 4.6: Landing Page Implementation

The landing page serves as the application's entry point, featuring a modern design with clear value proposition, feature highlights, and prominent call-to-action elements.

Sign-In Interface

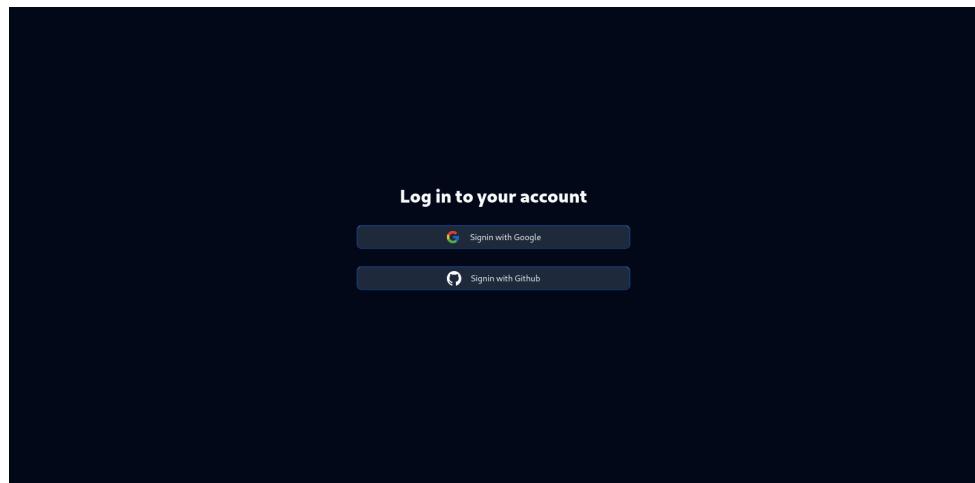


Figure 4.7: Sign-In Page with OAuth Options

The sign-in interface provides users with multiple authentication options, including Google and GitHub OAuth integration, presented in a clean and user-friendly design.

Sign-Out Confirmation

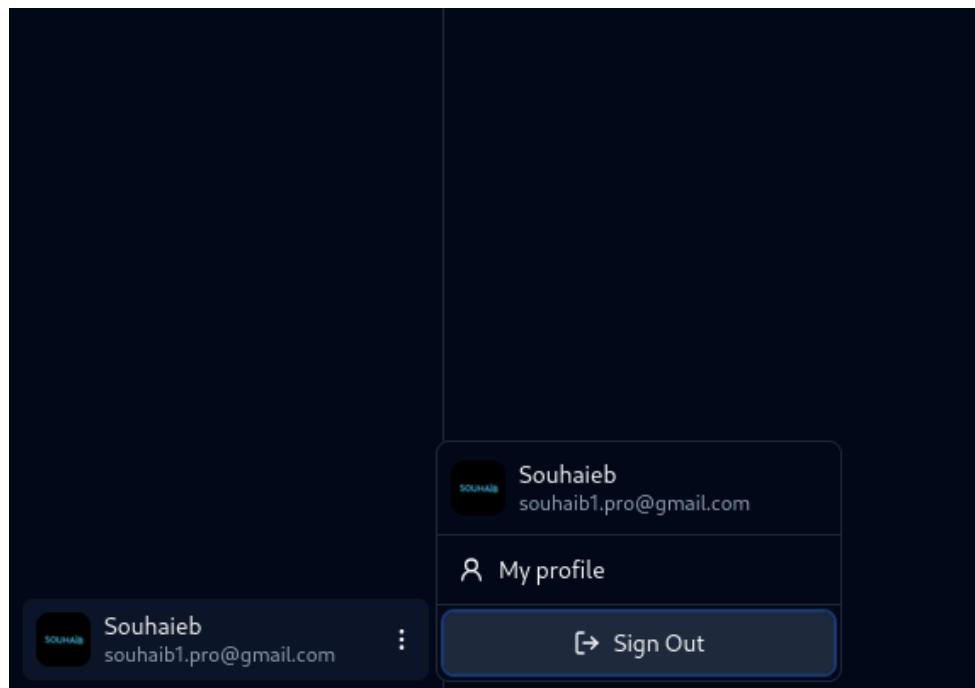


Figure 4.8: Sign-Out Confirmation Interface

The sign-out interface ensures users can securely terminate their sessions with appropriate confirmation mechanisms.

4.7 Retrospective of Sprint II

Sprint II successfully delivered all planned authentication features and the landing page implementation. The team effectively integrated NextAuth.js with OAuth providers, establishing a robust authentication foundation. Key achievements include seamless Google and GitHub authentication, persistent cross-device sessions, and an engaging landing page. Challenges encountered included OAuth configuration complexities and session management across different environments, which were resolved through thorough testing and documentation review. The sprint demonstrated strong collaboration between frontend and backend development, resulting in a cohesive user experience.

4.8 Conclusion

Sprint II established the essential authentication infrastructure and user entry point for the application. The successful implementation of OAuth-based authentication using NextAuth.js, combined with Prisma's database management capabilities, provides a secure and scalable foundation for user management. The responsive landing page effectively communicates the application's value proposition while guiding users toward engagement. These achievements position the project well for subsequent sprints, with a solid authentication system that supports the application's security requirements and user experience goals.

Chapter 5

Study and Implementation of Sprint III: Project Management

Contents

3.1	Introduction	34
3.2	Sprint Planning	35
3.2.1	Objectives of Sprint I	35
3.2.2	Backlog of Sprint I	35
3.3	Technologies and Tools Used	36
3.3.1	PostgreSQL	36
3.3.2	MinIO	36
3.3.3	PlantUML Server	36
3.3.4	Next.js with Prisma	36
3.3.5	Docker and Docker Compose	36
3.4	Deliverables of Sprint I	37
3.4.1	Database Infrastructure	37
3.4.2	Object Storage Service	37
3.4.3	Diagram Generation Service	38
3.4.4	Web Application Container	38
3.5	Environment Configuration	39
3.6	Retrospective of Sprint I	39
3.6.1	Achievements	39
3.6.2	Challenges and Lessons Learned	40
3.6.3	Areas for Enhancement	40
3.7	Conclusion	40

5.1 Introduction

Sprint III focuses on implementing comprehensive project management functionality within the UML diagram generation platform. This sprint represents a crucial milestone in the application's development, introducing essential features that enable users to organize, manage, and maintain their UML projects effectively. The project management module serves as the foundation for user workflow organization, providing capabilities for project creation, modification, visualization, and data export. This sprint emphasizes user-centric design principles while ensuring robust backend functionality to support scalable project operations.

5.2 Sprint Planning

The sprint planning phase involved careful analysis of user requirements and technical specifications to deliver a comprehensive project management system. The planning process focused on implementing core CRUD operations while incorporating advanced features such as diagram export and project sharing capabilities.

5.2.1 Objectives of Sprint III

The primary objectives of Sprint III include implementing a complete project management system that allows users to efficiently organize their UML diagram projects. Key goals encompass enabling project creation with customizable parameters, providing intuitive project browsing and viewing capabilities, implementing secure project modification features, ensuring safe project deletion with appropriate confirmations, and developing a robust export system for project diagrams in compressed formats. Additionally, the sprint aims to establish a foundation for future collaboration features through preliminary sharing mechanisms.

5.2.2 Backlog of Sprint III

The Sprint III backlog comprises five essential user stories that form the core of the project management functionality:

- **User Story 3.1:** As a user, I want to create new projects to organize my UML diagrams systematically (Priority: Must Have)
- **User Story 3.2:** As a user, I want to read and view project details to access my existing work (Priority: Must Have)
- **User Story 3.3:** As a user, I want to update project details to maintain current and accurate information (Priority: Must Have)

- **User Story 3.4:** As a user, I want to delete projects to manage my workspace efficiently (Priority: Must Have)
- **User Story 3.5:** As a user, I want to download project diagrams in appropriate formats compressed in a zip file for offline access and sharing (Priority: Must Have)

5.3 Analyse

The analysis phase involved comprehensive examination of user requirements and system specifications to design an optimal project management solution. This phase included detailed use case modeling and requirement specification to ensure all functional aspects are properly addressed.

5.3.1 Use case diagram for sprint III

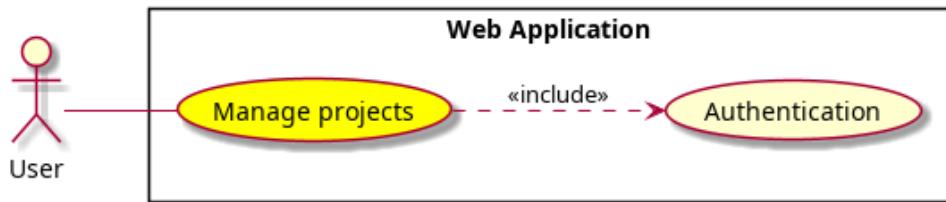


Figure 5.1: Use case diagram for Sprint III - Project Management

The use case diagram illustrates the complete scope of project management functionality, showing the interactions between users and the system across all implemented features. The diagram demonstrates the comprehensive nature of the project management module and its integration with the overall system architecture.

5.3.2 Refined use case "Manage projects"

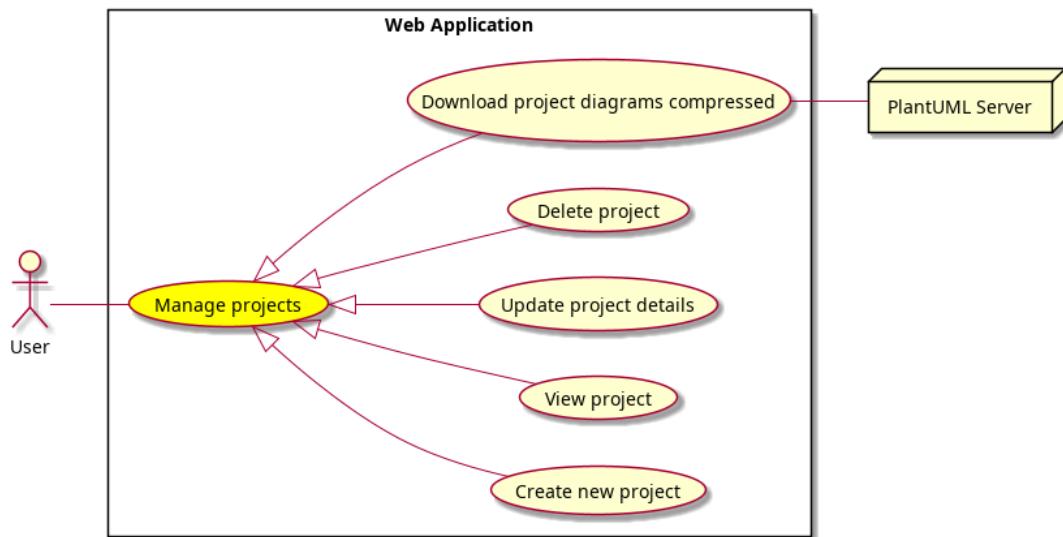


Figure 5.2: Refined use case diagram for project management feature

5.3.2.1 Use case

The refined use case diagram provides detailed visualization of the project management feature, showing the relationships between different use cases and their extensions. This diagram serves as the foundation for understanding the complete functional scope of the project management system.

CHAPTER 5. SPRINT III

5.3.2.2 Textual description of use case "Create new project"

Table 5.1: Textual description of "Create new project" use case

Field	Description
Use Case Name	Create new project
Use Case ID	UC-3.1
Brief Description	Allows users to create a new project with specified details and initial configuration
Primary Actor	User
Preconditions	User must be authenticated and have access to the project creation interface
Main Flow	<ol style="list-style-type: none">1. User accesses project creation form2. User enters project name and description3. User selects project type and initial settings4. System validates input data5. System creates new project with unique identifier6. System displays success confirmation7. User is redirected to project dashboard
Postconditions	New project is created and available in user's project list
Alternative Flows	A1. Invalid input data: System displays validation errors and prompts for correction
Exception Flows	E1. System error: Display error message and maintain form data

5.3.2.3 Textual description of use case "View project"

Table 5.2: Textual description of "View project" use case

Field	Description
Use Case Name	View project
Use Case ID	UC-3.2
Brief Description	Enables users to view detailed information about existing projects including diagrams and metadata
Primary Actor	User
Preconditions	User must be authenticated and have access to at least one project
Main Flow	<ol style="list-style-type: none"> 1. User accesses project list interface 2. User selects specific project to view 3. System retrieves project details and associated diagrams 4. System displays project information in organized layout 5. User can navigate through different project sections 6. User can view individual diagrams within the project
Postconditions	User has viewed project details and can proceed with other actions
Alternative Flows	A1. Empty project: System displays message indicating no diagrams are available
Exception Flows	E1. Project not found: Display appropriate error message E2. Access denied: Redirect to authentication or show permission error

5.3.2.4 Textual description of use case "Update project details"

Table 5.3: Textual description of "Update project details" use case

Field	Description
Use Case Name	Update project details
Use Case ID	UC-3.3
Brief Description	Allows users to modify existing project information including name, description, and settings
Primary Actor	User
Preconditions	User must be authenticated and have ownership/edit permissions for the target project
Main Flow	<ol style="list-style-type: none"> 1. User accesses project edit interface 2. System displays current project information in editable form 3. User modifies desired fields 4. User submits changes 5. System validates updated information 6. System saves changes to database 7. System displays success confirmation 8. Updated information is reflected in project views
Postconditions	Project details are updated and changes are persisted in the system
Alternative Flows	<p>A1. No changes made: System displays message and returns to project view</p> <p>A2. Validation errors: System highlights errors and prompts for correction</p>
Exception Flows	<p>E1. Concurrent modification: Display conflict resolution options</p> <p>E2. Database error: Show error message and maintain user input</p>

5.3.2.5 Textual description of use case "Delete project"

Table 5.4: Textual description of "Delete project" use case

Field	Description
Use Case Name	Delete project
Use Case ID	UC-3.4
Brief Description	Enables users to permanently remove projects from their workspace with appropriate safety measures
Primary Actor	User
Preconditions	User must be authenticated and have ownership/delete permissions for the target project
Main Flow	<ol style="list-style-type: none"> 1. User selects project for deletion 2. System displays confirmation dialog with project details 3. User confirms deletion intent 4. System performs additional confirmation for critical projects 5. System removes project and associated data from database 6. System cleans up related files and resources 7. System displays deletion confirmation 8. User is redirected to updated project list
Postconditions	Project and all associated data are permanently removed from the system
Alternative Flows	A1. User cancels deletion: Return to project view without changes A2. Shared project: Display warning about impact on other users
Exception Flows	E1. System error during deletion: Display error message and maintain project data E2. Referenced project: Show dependencies and require resolution

5.3.2.6 Textual description of use case "Download project diagrams compressed"

Table 5.5: Textual description of "Download project diagrams compressed" use case

Field	Description
Use Case Name	Download project diagrams compressed
Use Case ID	UC-3.5
Brief Description	Allows users to export all project diagrams in various formats packaged in a compressed zip file
Primary Actor	User
Preconditions	User must be authenticated, have access to the project, and project must contain at least one diagram
Main Flow	<ol style="list-style-type: none"> 1. User accesses project export interface 2. User selects desired export formats (PNG, SVG, PDF) 3. User initiates download process 4. System generates diagrams in selected formats 5. System creates compressed zip file containing all diagrams 6. System initiates file download to user's device 7. User receives compressed file with organized diagram collection
Postconditions	User has downloaded a compressed file containing all project diagrams in selected formats
Alternative Flows	<p>A1. Large project: System displays progress indicator during generation</p> <p>A2. Selective export: User can choose specific diagrams to include</p>
Exception Flows	<p>E1. Generation error: Display error message and suggest alternative formats</p> <p>E2. File size limit: Warn user and offer options to reduce file size</p>

5.4 Conception

The conception phase involved detailed design of system interactions and workflow processes for each project management feature. Sequence diagrams were developed to illustrate the communication patterns between system components and ensure proper implementation of business logic.

5.4.1 Sequence diagram of use case

The following sequence diagrams illustrate the detailed interactions between system components for each implemented use case:

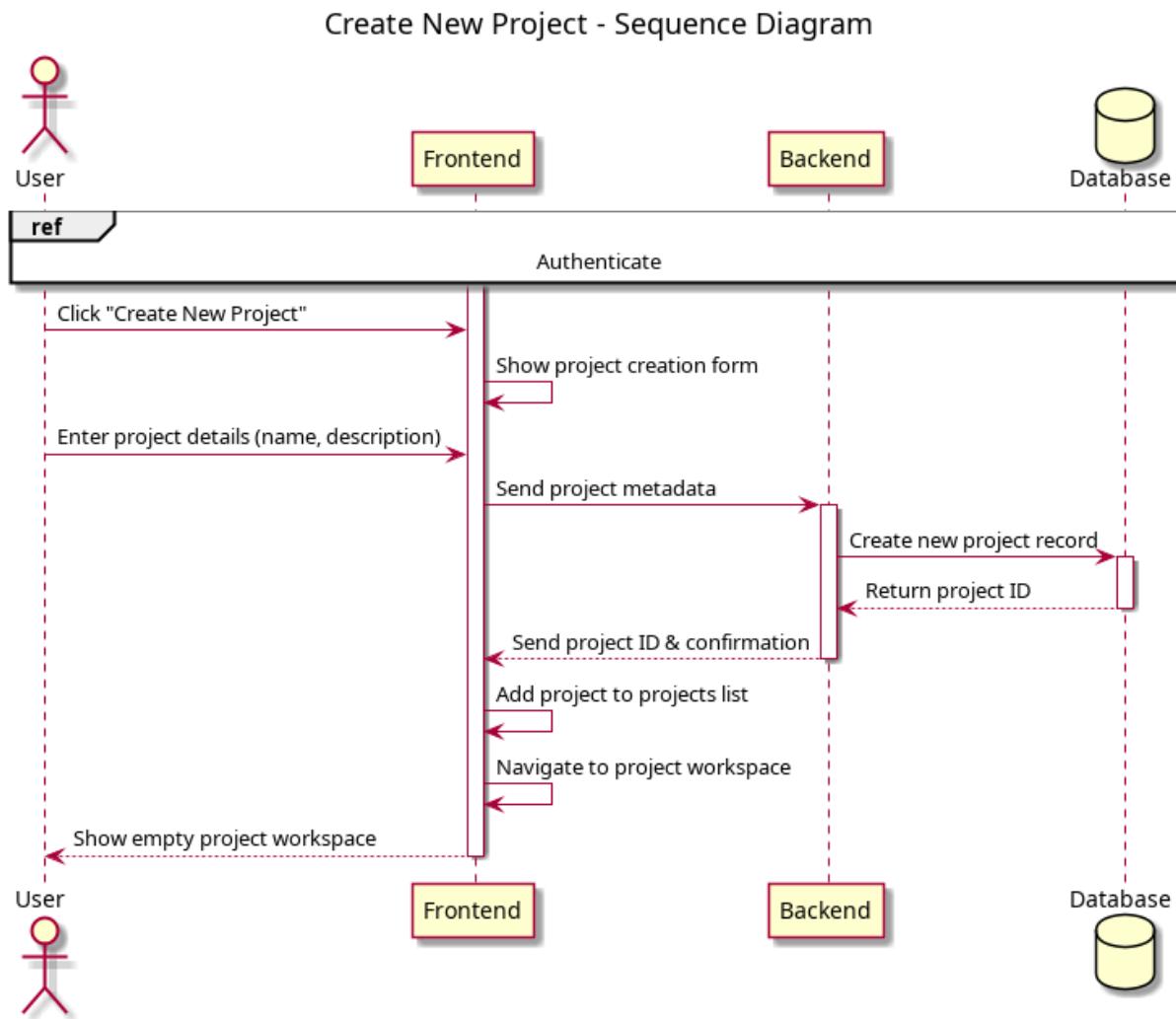


Figure 5.3: Sequence diagram for Create New Project use case

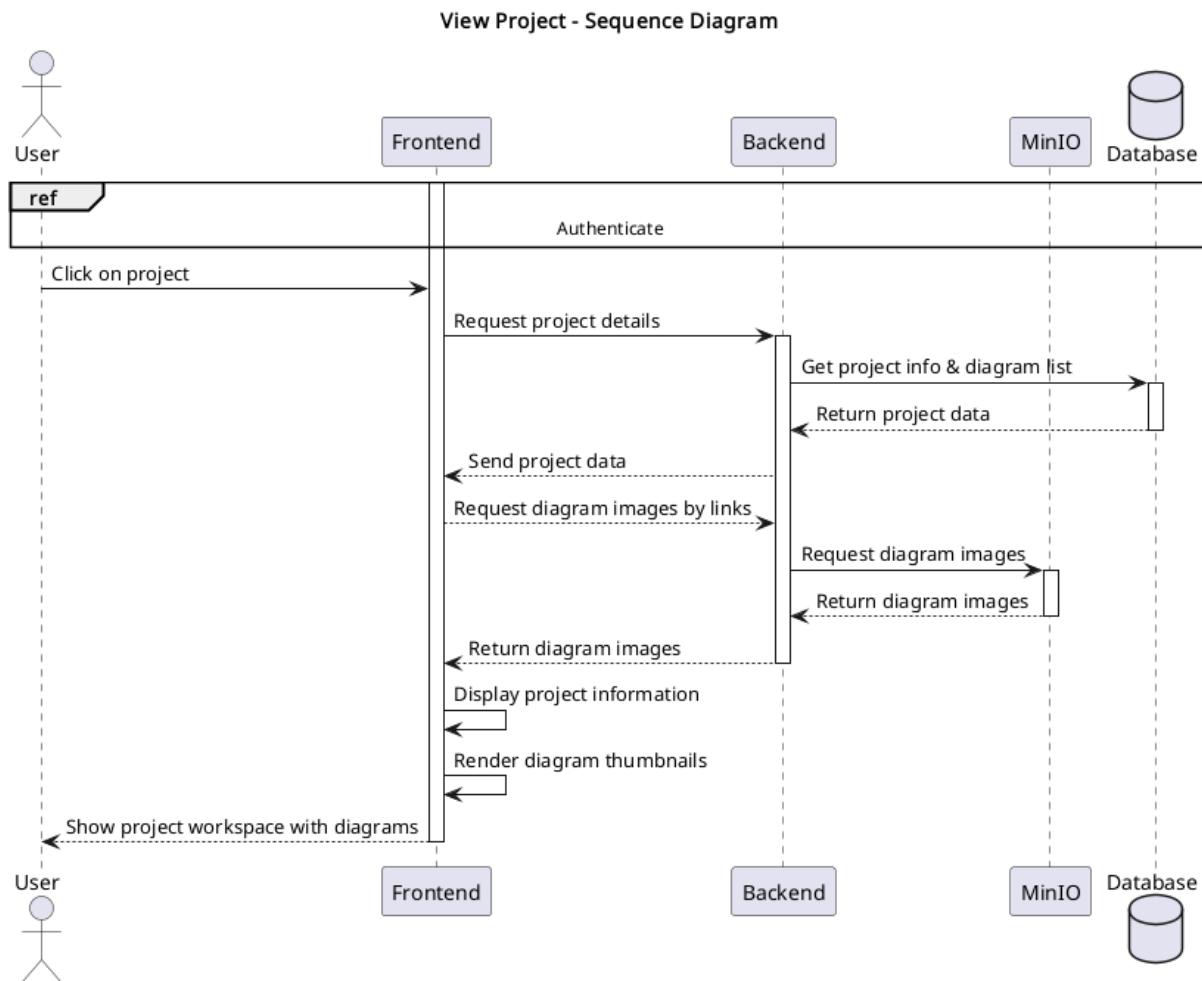


Figure 5.4: Sequence diagram for View Project Details use case

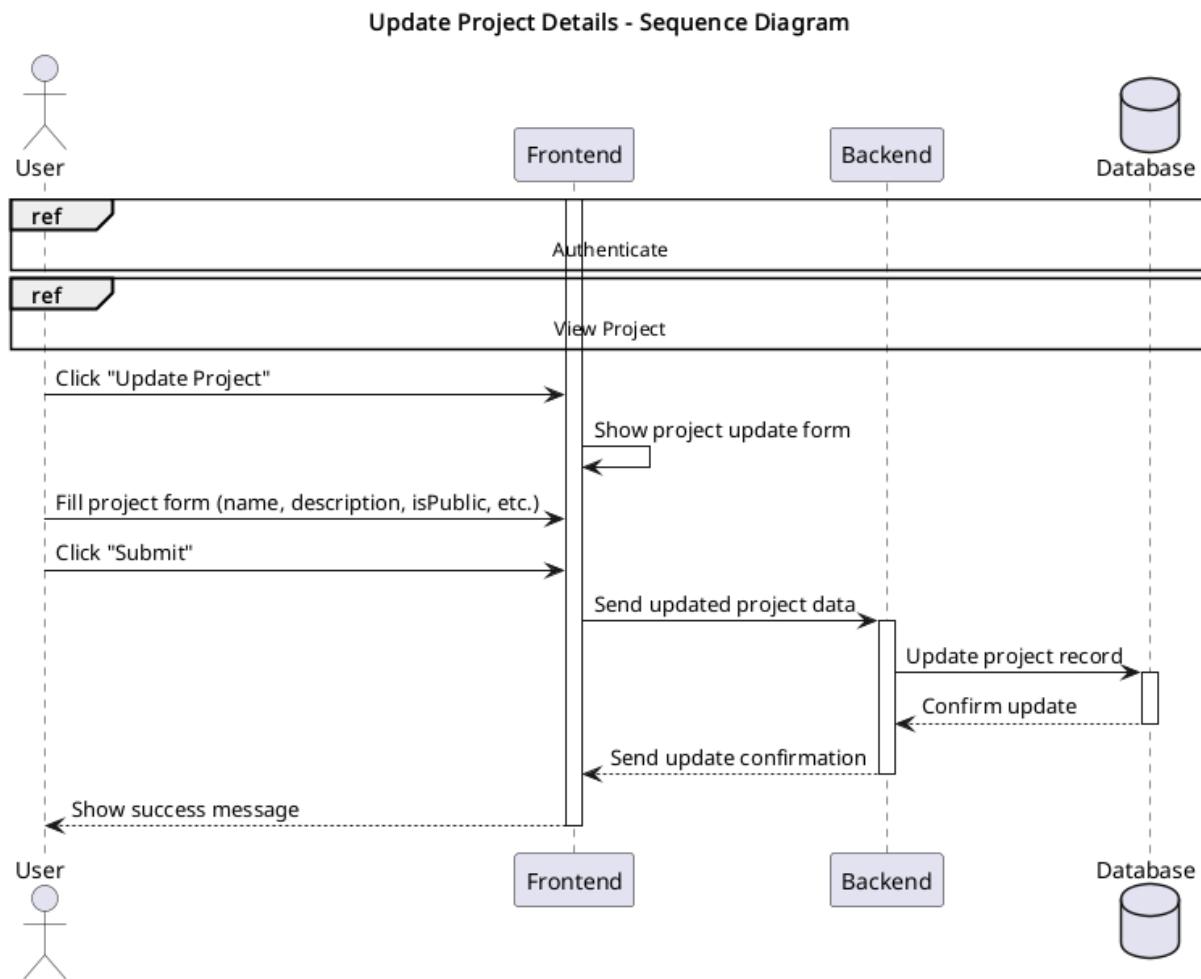


Figure 5.5: Sequence diagram for Update Project Details use case

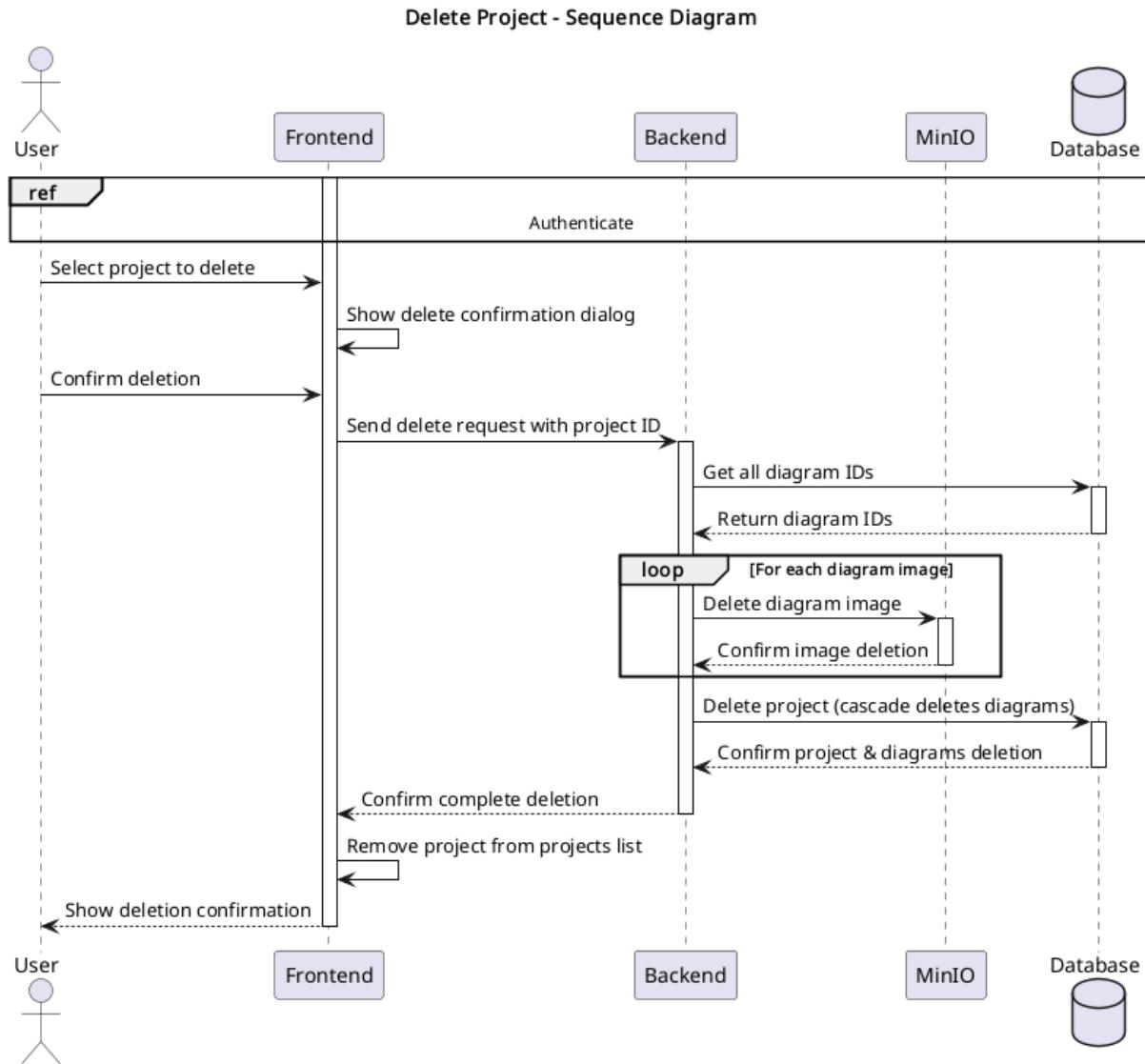


Figure 5.6: Sequence diagram for Delete Project use case

CHAPTER 5. SPRINT III

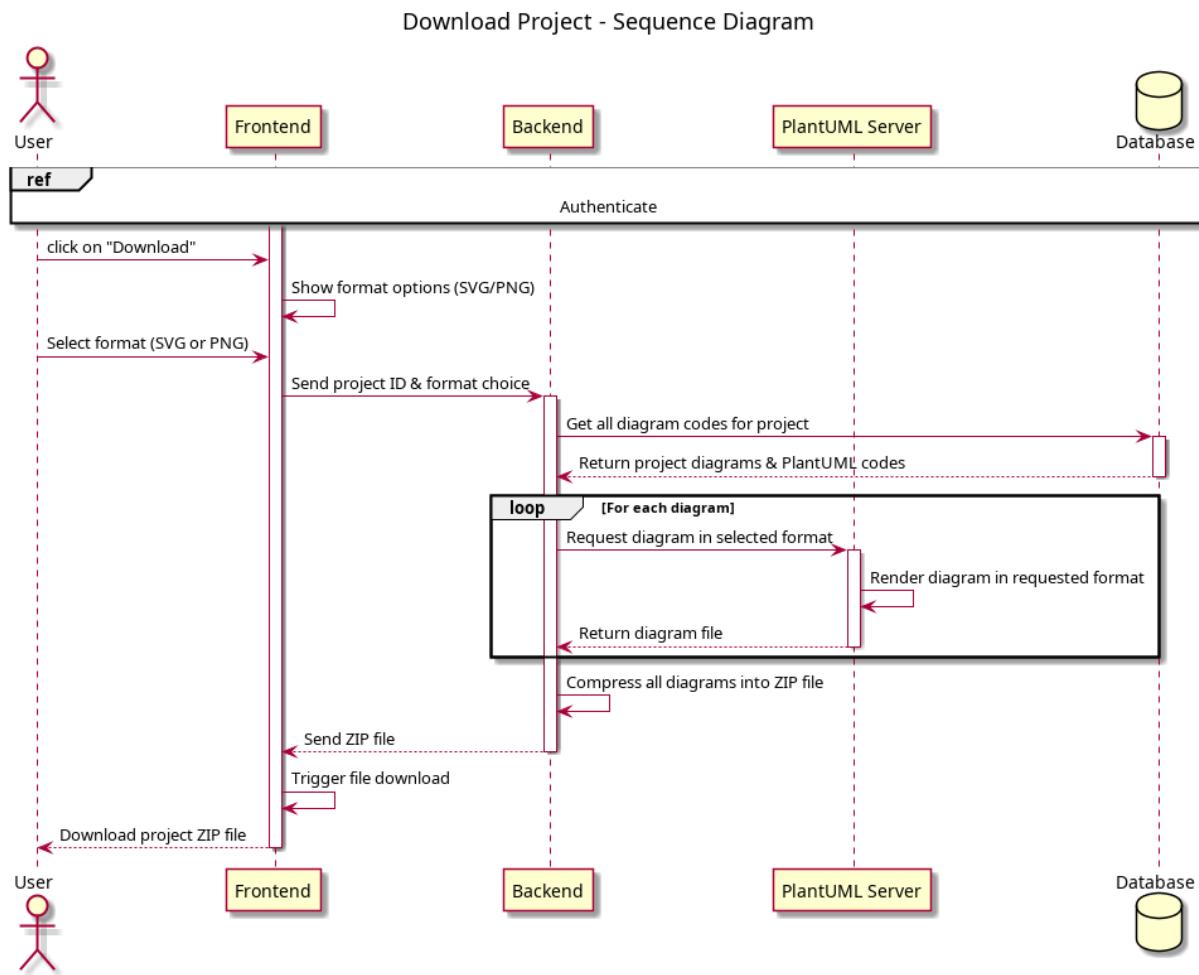


Figure 5.7: Sequence diagram for Download Project Diagrams as Zip use case

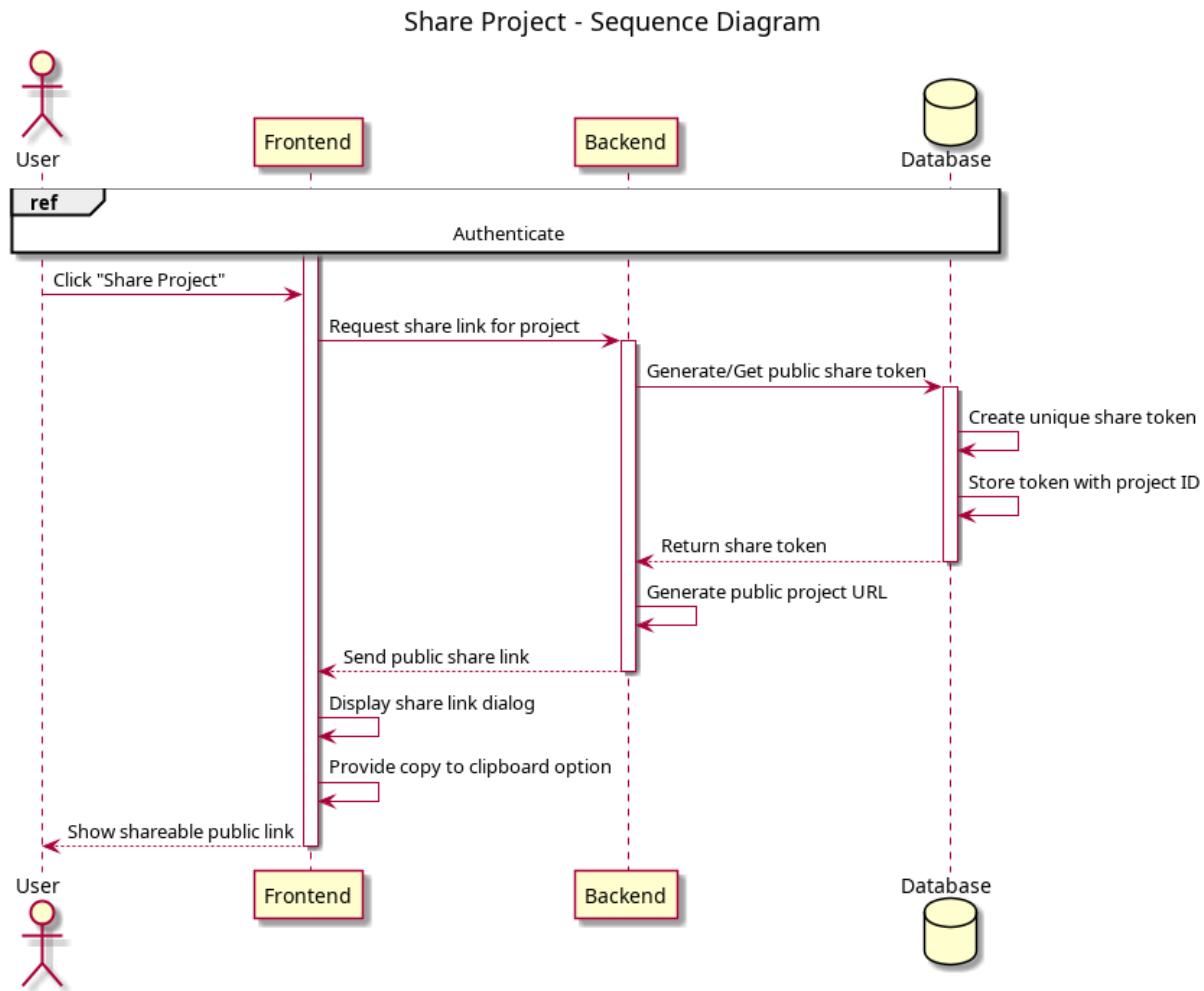


Figure 5.8: Sequence diagram for Share Project use case

5.5 Deliverables of Sprint III

Sprint III successfully delivered a comprehensive project management system with intuitive user interfaces and robust functionality. The implementation includes all planned features with additional enhancements for improved user experience.

CHAPTER 5. SPRINT III

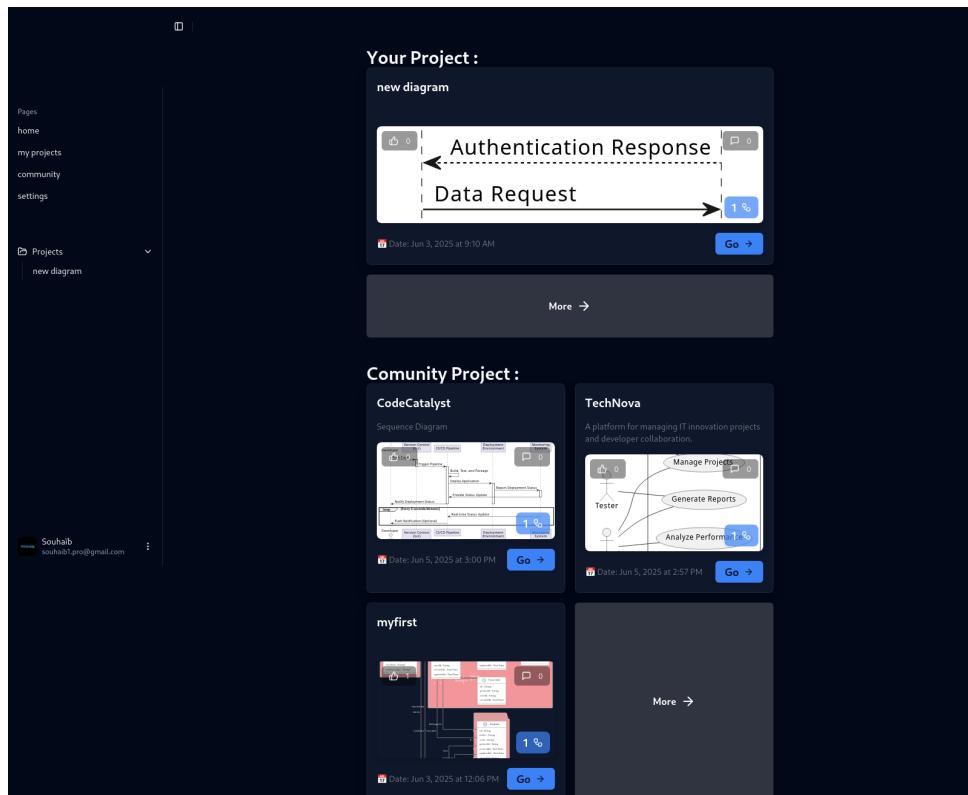


Figure 5.9: Home page showing project overview and navigation

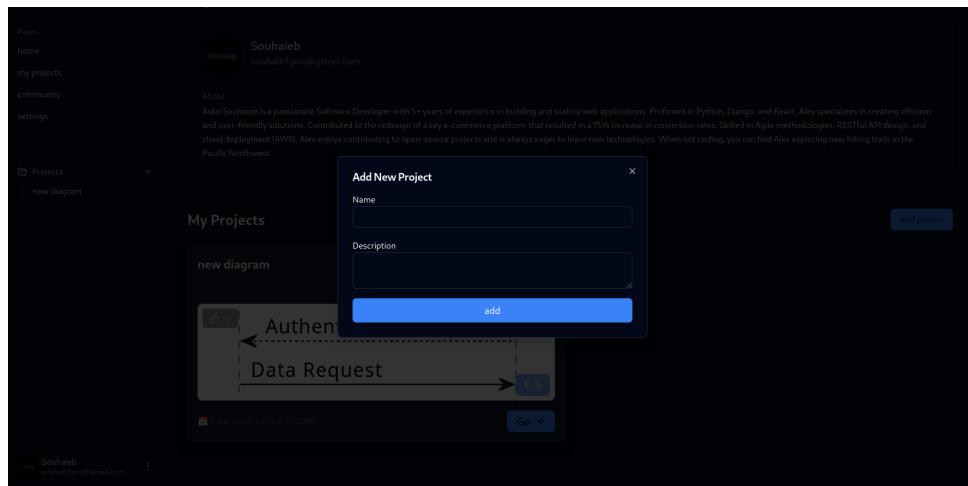


Figure 5.10: Add project interface with form validation and user guidance

CHAPTER 5. SPRINT III

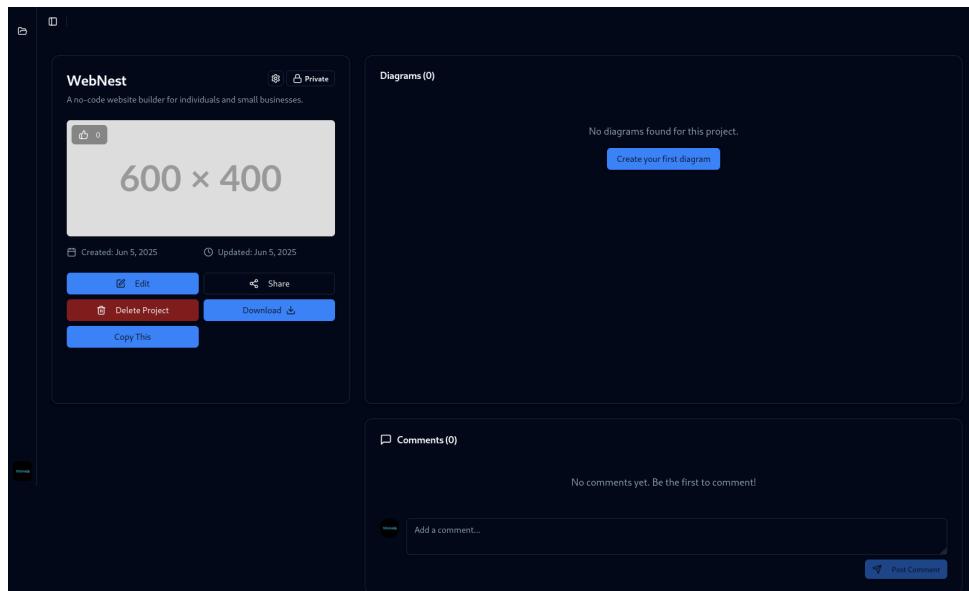


Figure 5.11: Project details page displaying comprehensive project information

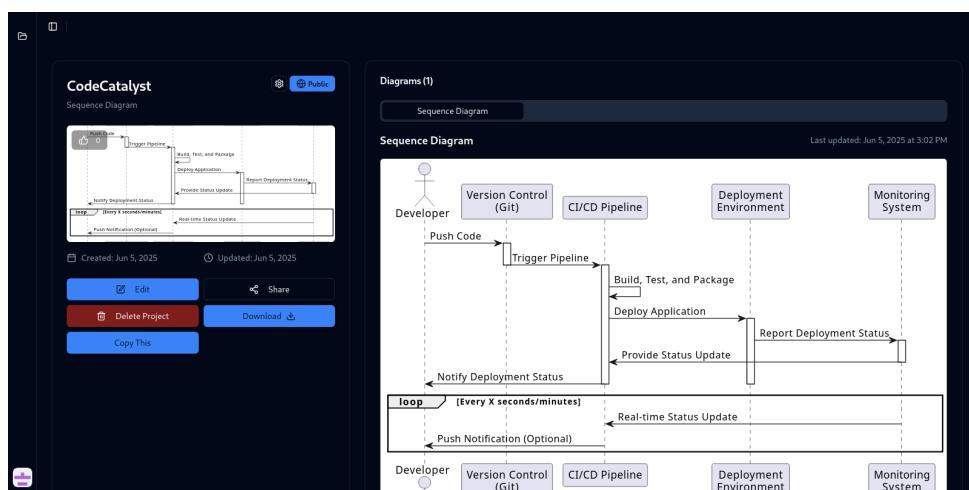


Figure 5.12: Extended project view with diagram management capabilities

CHAPTER 5. SPRINT III

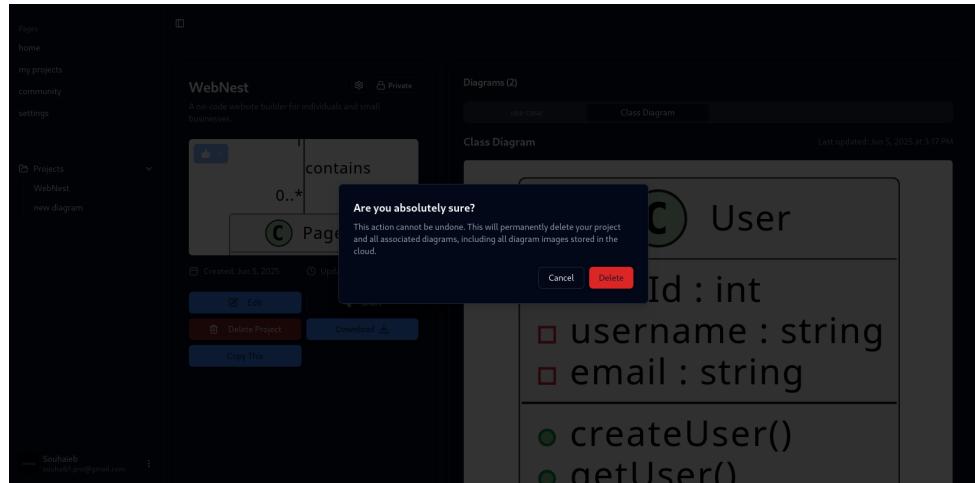


Figure 5.13: Project deletion confirmation dialog with safety measures

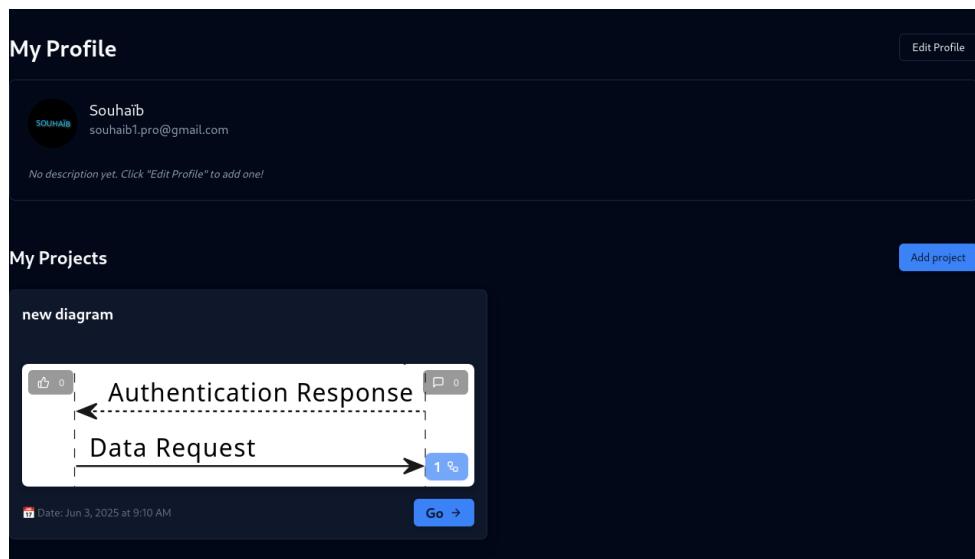


Figure 5.14: User profile and project management dashboard

5.6 Retrospective of Sprint III

Sprint III achieved significant success in implementing a comprehensive project management system that exceeded initial expectations. The team effectively collaborated to deliver all planned features while maintaining high code quality and user experience standards. Key achievements include successful implementation of all CRUD operations, robust export functionality, and intuitive user interfaces. The sprint demonstrated strong technical execution and effective requirement analysis. Areas for improvement include enhanced error handling mechanisms and performance optimization for large projects. The foundation established in this sprint provides excellent groundwork for future enhancements and collaboration features.

5.7 Conclusion

Sprint III successfully established a robust project management foundation for the UML diagram generation platform. The implemented features provide users with comprehensive tools for organizing, managing, and sharing their UML projects effectively. The sprint delivered significant value through intuitive interfaces, reliable functionality, and scalable architecture. The project management module now serves as a central hub for user workflow organization, enabling efficient project lifecycle management. This sprint's achievements position the platform for continued growth and enhanced collaboration capabilities in future development cycles. The successful completion of Sprint III demonstrates the team's ability to deliver complex functionality while maintaining high standards of quality and user experience.

Chapter 6

Study and Implementation of Sprint IV: Diagram & Workspace Management

Contents

4.1	Introduction	42
4.2	Sprint Planning	43
4.2.1	Objectives of Sprint II	43
4.2.2	Backlog of Sprint II	43
4.3	Technologies and Tools Used	43
4.3.1	NextAuth.js	43
4.3.2	Prisma	44
4.4	Analyse	44
4.4.1	Use case diagram for Sprint II	44
4.4.2	Refined use case "Authentication"	45
4.4.3	Refined use case "Explore Landing Page"	47
4.5	Conception	48
4.5.1	Sequence diagram of use case "Authentication"	48
4.6	Deliverables of Sprint II	54
4.7	Retrospective of Sprint II	56
4.8	Conclusion	56

6.1 Introduction

Sprint IV focuses on the core functionality of diagram and workspace management within our application. This sprint represents a significant milestone in developing a comprehensive diagramming tool that enables users to create, manage, and interact with diagrams efficiently. The implementation includes both diagram lifecycle management and advanced workspace features such as AI-assisted editing and interactive code editing capabilities.

6.2 Sprint Planning

6.2.1 Objectives of Sprint IV

The primary objectives of Sprint IV are to implement comprehensive diagram management capabilities and establish a robust workspace environment that enhances user productivity. Key goals include enabling users to perform full CRUD operations on diagrams, implementing an interactive workspace with split-view functionality, integrating AI assistance for diagram editing, and establishing seamless integration with PlantUML server for diagram rendering.

6.2.2 Backlog of Sprint IV

Table 6.1: Sprint IV Backlog

Epic	Feature	ID	User Story
4	Manage Diagrams	4.1	As a user; I want to create a new diagram so that I can visualize my ideas.
		4.2	As a user; I want to view my diagram so that I can review my work.
		4.3	As a user; I want to update diagram details so that I can improve them.
		4.4	As a user; I want to delete a diagram so that I can remove unwanted ones.
		4.5	As a user; I want to download diagram images in appropriate formats.
5	Manage Workspace	5.1	As a user; I want to control and split views in my workspace so that I can work more efficiently.
		5.2	As a user; I want to edit diagram code in an interactive editor so that I can make changes directly.
		5.3	As a user; I want to chat with an AI model to edit diagram code suggestions.
		5.4	As an AI system; I need to respond to user requests and help edit diagram code.
		5.5	As a PlantUML Server; I need to render diagram code into diagrams.

6.3 Analyse

6.3.1 Use case diagram for sprint IV

The use case diagram for Sprint IV illustrates the interaction between different actors and the system functionalities. The diagram encompasses both diagram management and workspace management features, showing how users interact with the system to create, manage, and edit diagrams while leveraging AI assistance and PlantUML rendering capabilities.

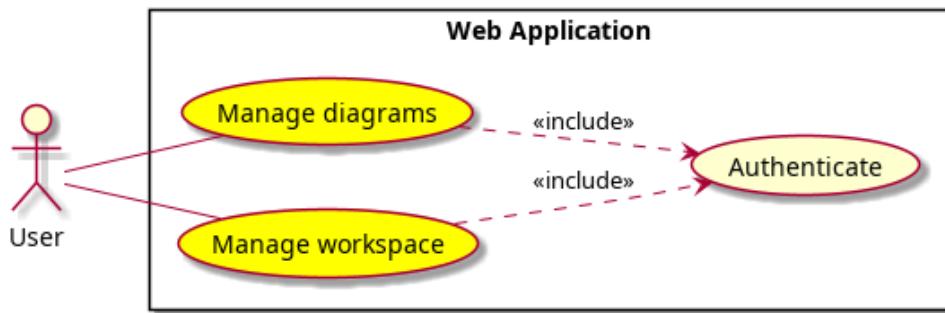


Figure 6.1: Use Case Diagram of Sprint IV

6.3.2 Refined use case "Manage Diagrams"

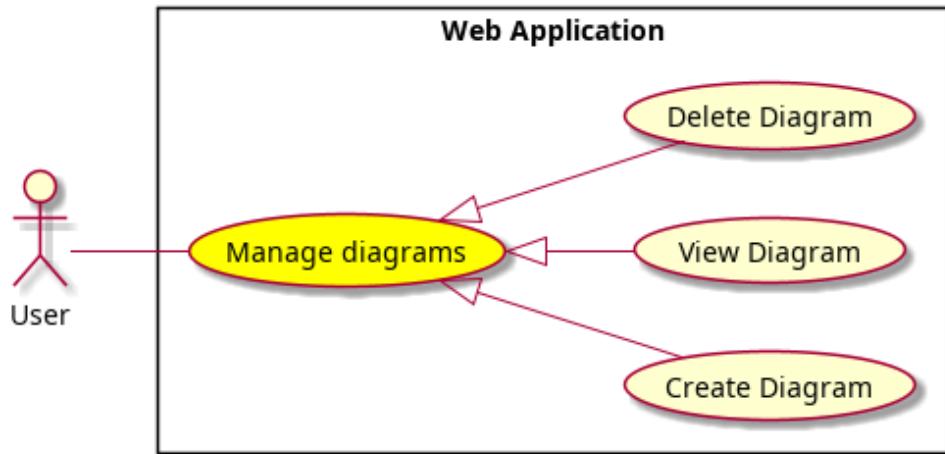


Figure 6.2: Refined Use Case - Manage Diagrams

6.3.2.1 Use case

```
usecase "Create Diagram" as CreateDiagram
usecase "View Diagram" as ViewDiagram
usecase "Delete Diagram" as DeleteDiagram
```

6.3.2.2 Textual description of use case "Create new diagram"

Table 6.2: Use Case Description - Create New Diagram

Use Case Name	Create New Diagram
Actor	User
Description	This use case allows a user to create a new diagram in the system
Preconditions	User is authenticated and has access to the application
Postconditions	A new diagram is created and saved in the system
Main Flow	<ol style="list-style-type: none"> 1. User clicks on "Create New Diagram" button 2. System displays diagram creation form 3. User enters diagram name and selects diagram type 4. User clicks "Create" button 5. System validates input and creates new diagram 6. System redirects user to diagram editor with new diagram
Alternative Flow	<ol style="list-style-type: none"> 3a. User enters invalid or duplicate diagram name 3a1. System displays error message 3a2. Return to step 3
Exceptions	System error during diagram creation

6.3.2.3 Textual description of use case "View diagram"

Table 6.3: Use Case Description - View Diagram

Use Case Name	View Diagram
Actor	User
Description	This use case allows a user to view an existing diagram
Preconditions	User is authenticated and diagram exists in the system
Postconditions	Diagram is displayed to the user
Main Flow	<ol style="list-style-type: none"> 1. User selects a diagram from the diagram list 2. System retrieves diagram data 3. System renders diagram using PlantUML server 4. System displays rendered diagram to user
Alternative Flow	<ol style="list-style-type: none"> 2a. Diagram data is corrupted or missing 2a1. System displays error message 2a2. User is redirected to diagram list
Exceptions	PlantUML server unavailable, Network connectivity issues

6.3.2.4 Textual description of use case "Delete diagram"

Table 6.4: Use Case Description - Delete Diagram

Use Case Name	Delete Diagram
Actor	User
Description	This use case allows a user to delete an existing diagram
Preconditions	User is authenticated and diagram exists in the system
Postconditions	Diagram is permanently removed from the system
Main Flow	<ol style="list-style-type: none"> 1. User selects a diagram to delete 2. User clicks "Delete" button 3. System displays confirmation dialog 4. User confirms deletion 5. System removes diagram from database 6. System updates diagram list view
Alternative Flow	<ol style="list-style-type: none"> 4a. User cancels deletion 4a1. System closes confirmation dialog 4a2. No changes are made
Exceptions	Database error during deletion

6.3.3 Refined use case "Manage Workspace"

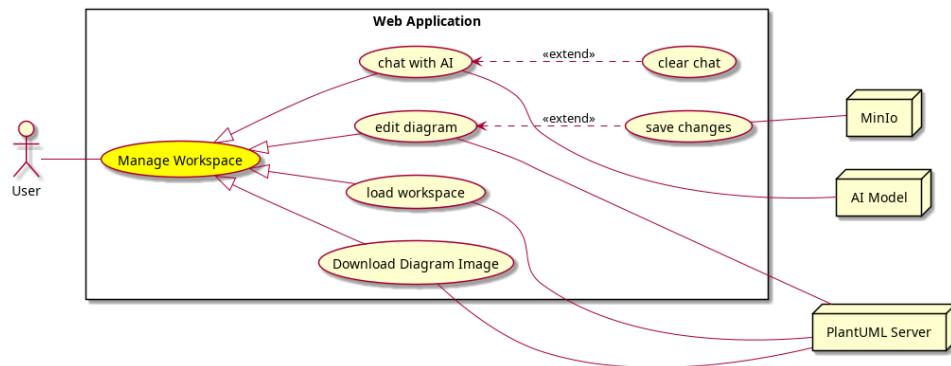


Figure 6.3: Refined Use Case - Manage Workspace

6.3.3.1 Textual description of use case "load workspace"

Table 6.5: Use Case Description - Load Workspace

Use Case Name	Load Workspace
Actor	User
Description	This use case allows a user to load their workspace with existing diagrams and settings
Preconditions	User is authenticated
Postconditions	Workspace is loaded with user's diagrams and preferences
Main Flow	<ol style="list-style-type: none"> 1. User accesses the application 2. System authenticates user 3. System retrieves user's workspace data 4. System loads diagram list and workspace layout 5. System displays workspace to user
Alternative Flow	<ol style="list-style-type: none"> 3a. No existing workspace data found <ol style="list-style-type: none"> 3a1. System creates default workspace 3a2. Continue with step 4
Exceptions	Database connectivity issues, Authentication failure

6.3.3.2 Textual description of use case "chat with AI"

Table 6.6: Use Case Description - Chat with AI

Use Case Name	Chat with AI
Actor	User
Description	This use case allows a user to interact with AI assistant for diagram editing help
Preconditions	User is in workspace with active diagram, AI service is available
Postconditions	User receives AI assistance for diagram editing
Main Flow	<ol style="list-style-type: none"> 1. User opens AI chat panel 2. User types question or request about diagram 3. System sends request to AI service 4. AI processes request and generates response 5. System displays AI response to user 6. User can apply suggested changes to diagram
Alternative Flow	<ol style="list-style-type: none"> 3a. AI service is unavailable <ol style="list-style-type: none"> 3a1. System displays service unavailable message
Exceptions	AI service timeout, Network connectivity issues

6.3.3.3 Textual description of use case "clear chat"

Table 6.7: Use Case Description - Clear Chat

Use Case Name	Clear Chat
Actor	User
Description	This use case allows a user to clear the chat history with AI assistant
Preconditions	User has an active chat session with AI
Postconditions	Chat history is cleared and conversation is reset
Main Flow	<ol style="list-style-type: none"> 1. User clicks "Clear Chat" button 2. System displays confirmation dialog 3. User confirms action 4. System clears chat history 5. System resets chat interface
Alternative Flow	<ol style="list-style-type: none"> 3a. User cancels action <ol style="list-style-type: none"> 3a1. System closes confirmation dialog 3a2. Chat history remains unchanged
Exceptions	None

6.3.3.4 Textual description of use case "edit diagram"

Table 6.8: Use Case Description - Edit Diagram

Use Case Name	Edit Diagram
Actor	User
Description	This use case allows a user to edit diagram code in the interactive editor
Preconditions	User has selected a diagram and is in workspace
Postconditions	Diagram code is modified and preview is updated
Main Flow	<ol style="list-style-type: none"> 1. User opens diagram in editor 2. System displays diagram code in editor panel 3. User modifies diagram code 4. System automatically renders preview 5. User reviews changes in preview panel
Alternative Flow	<ol style="list-style-type: none"> 4a. Syntax error in diagram code <ol style="list-style-type: none"> 4a1. System displays error message 4a2. Preview shows last valid version
Exceptions	PlantUML rendering service unavailable

6.3.3.5 Textual description of use case "save changes"

Table 6.9: Use Case Description - Save Changes

Use Case Name	Save Changes
Actor	User
Description	This use case allows a user to save modifications made to a diagram
Preconditions	User has made changes to diagram code
Postconditions	Changes are persisted to database
Main Flow	<ol style="list-style-type: none"> 1. User clicks "Save" button or uses keyboard shortcut 2. System validates diagram code 3. System saves changes to database 4. System displays success confirmation 5. System updates last modified timestamp
Alternative Flow	<ol style="list-style-type: none"> 2a. Invalid diagram code <ol style="list-style-type: none"> 2a1. System displays validation error 2a2. User must fix errors before saving
Exceptions	Database connection failure, Validation service unavailable

6.3.3.6 Textual description of use case "Download Diagram Image"

Table 6.10: Use Case Description - Download Diagram Image

Use Case Name	Download Diagram Image
Actor	User
Description	This use case allows a user to download diagram as image file
Preconditions	User has a valid diagram ready for export
Postconditions	Diagram image is downloaded to user's device
Main Flow	<ol style="list-style-type: none"> 1. User clicks "Download" button 2. System displays format selection dialog 3. User selects desired format (PNG, SVG, etc.) 4. System generates image using PlantUML server 5. System initiates download of image file
Alternative Flow	<ol style="list-style-type: none"> 4a. Image generation fails <ol style="list-style-type: none"> 4a1. System displays error message 4a2. User can retry with different format
Exceptions	PlantUML server unavailable, Browser download restrictions

6.4 Conception

The conception phase of Sprint IV involves detailed design of the system architecture and user interactions. This section presents the activity and sequence diagrams that illustrate the flow of operations and system behavior for the implemented features.

6.4.1 Activity Diagrams

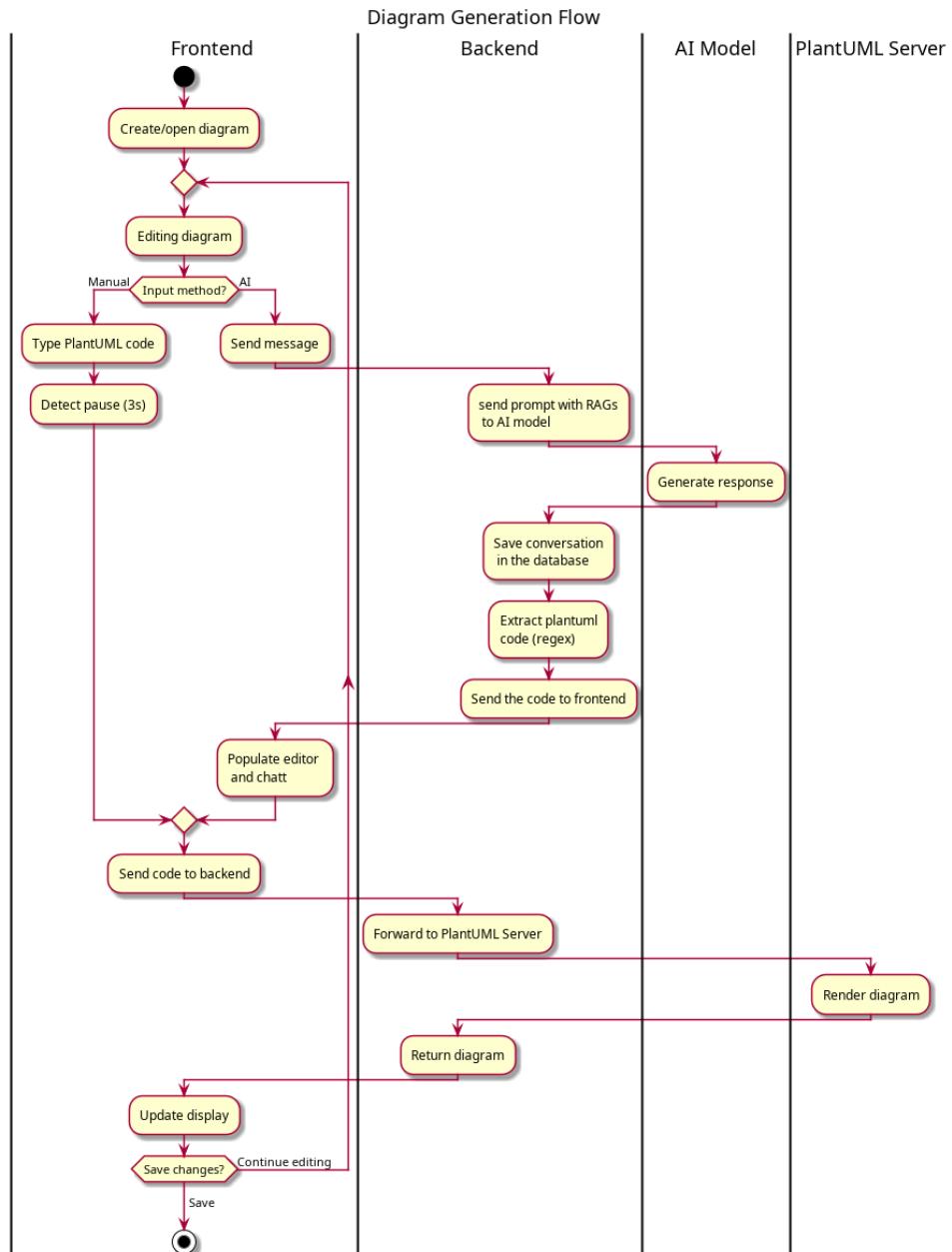


Figure 6.4: Activity Diagram - Edit Diagrams

6.4.2 Sequence Diagrams

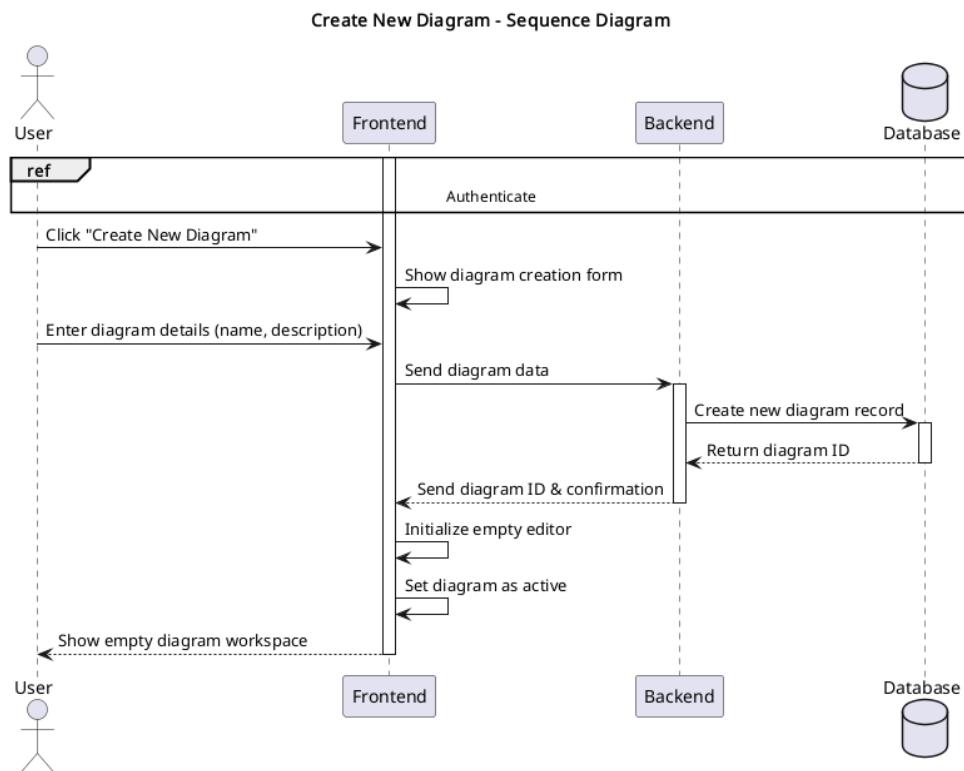


Figure 6.5: Sequence Diagram - Create New Diagram

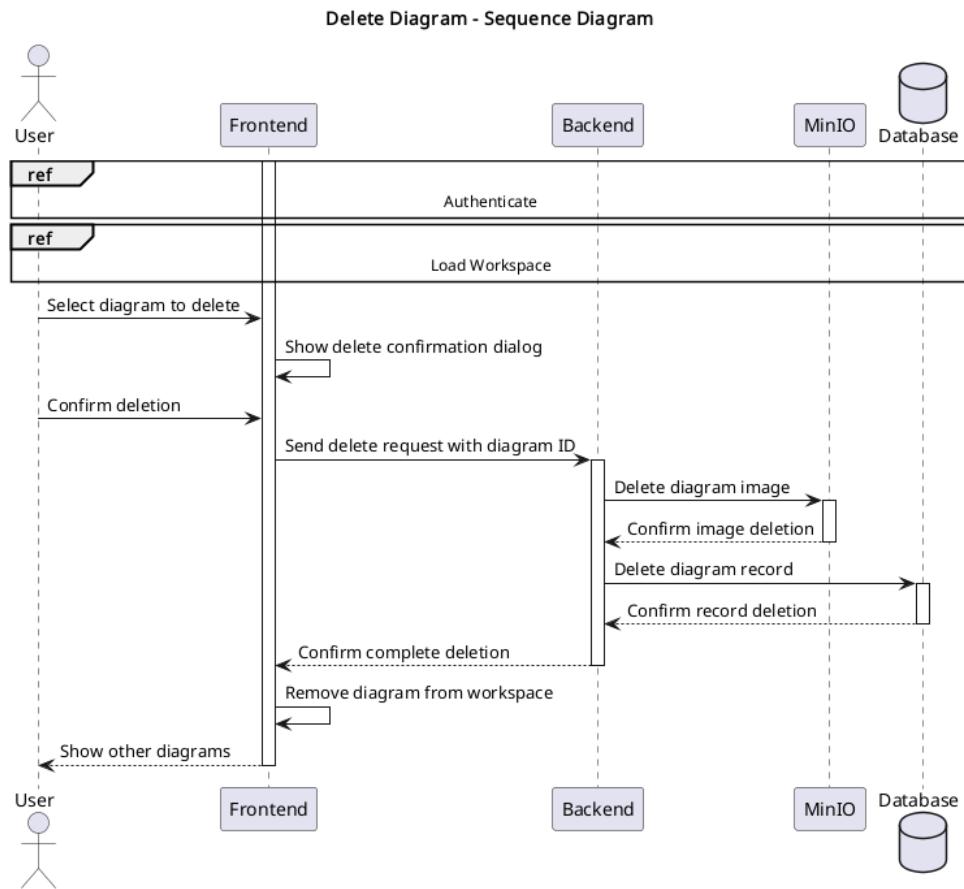


Figure 6.6: Sequence Diagram - Delete Diagram

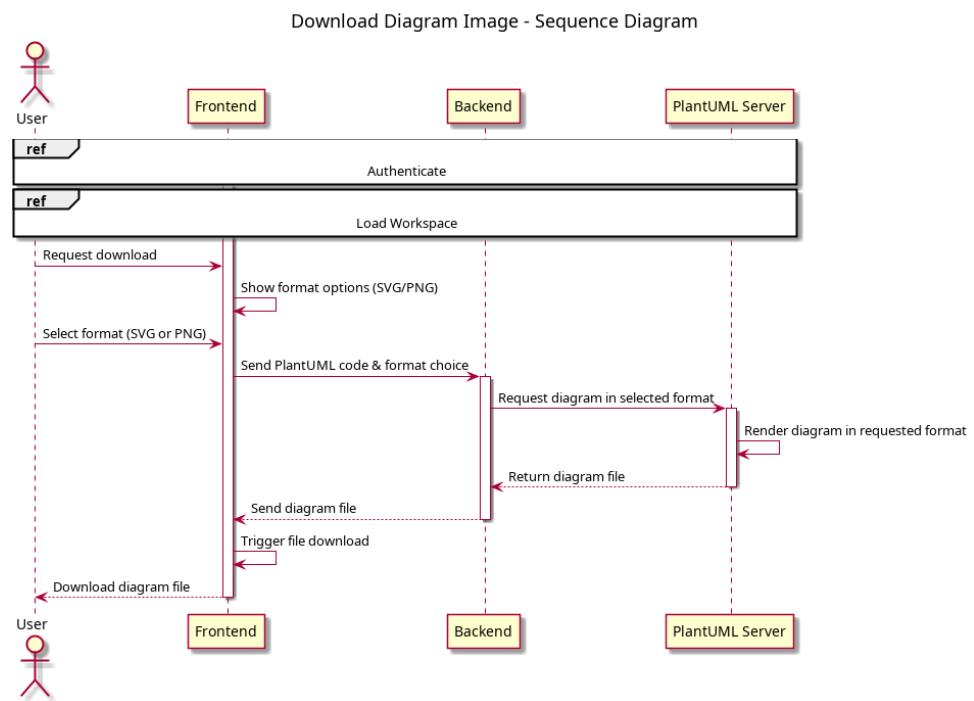


Figure 6.7: Sequence Diagram - Download Diagram Images

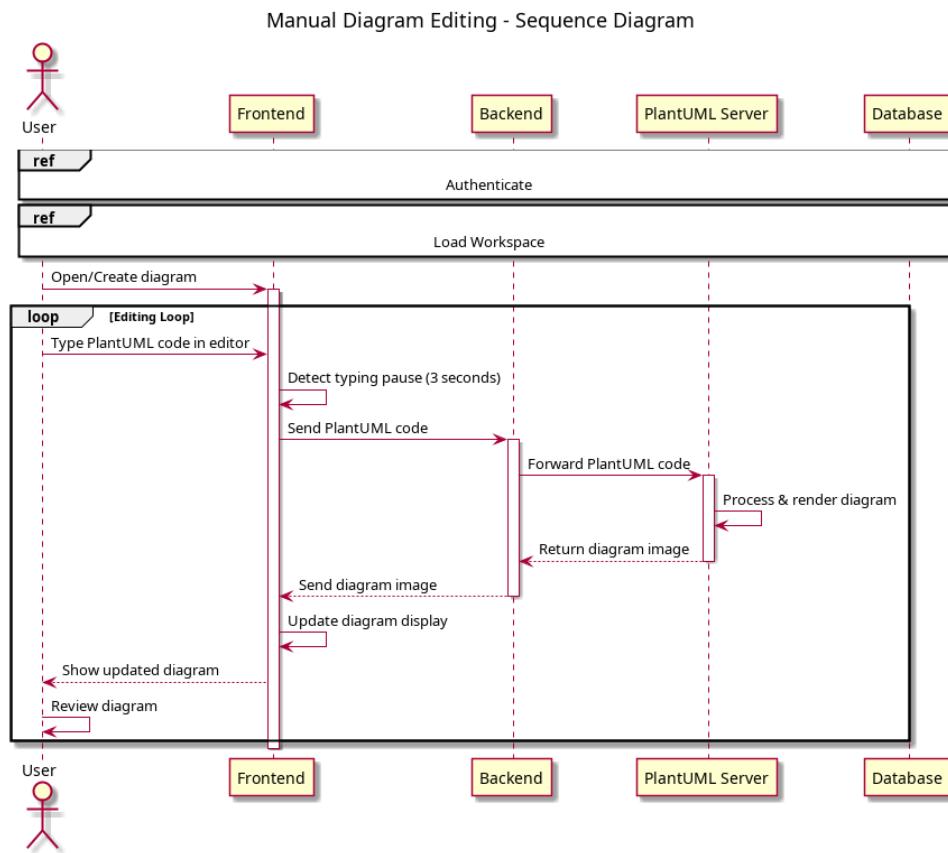


Figure 6.8: Sequence Diagram - Edit Diagram Code

CHAPTER 6. SPRINT IV

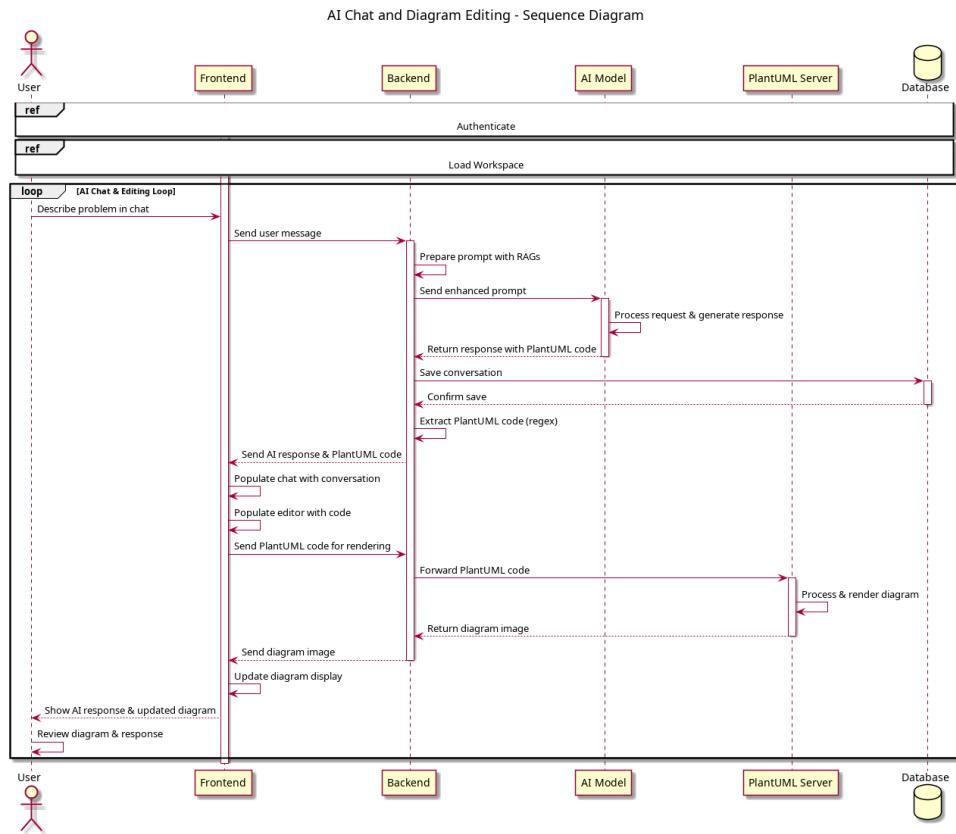


Figure 6.9: Sequence Diagram - Chat with AI Mode

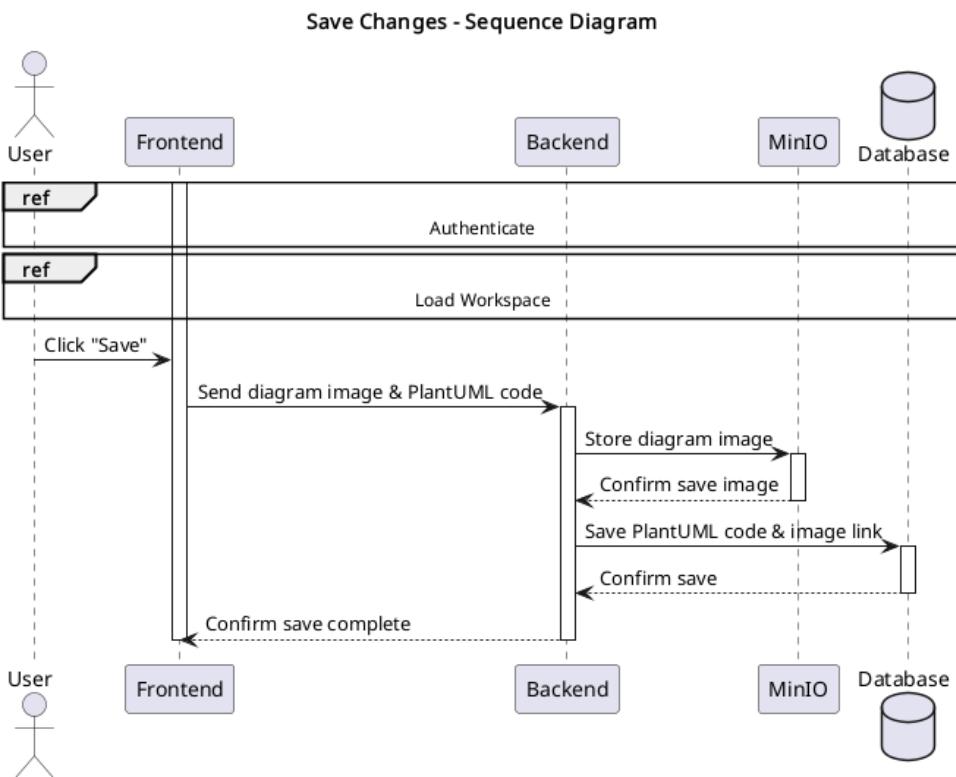


Figure 6.10: Sequence Diagram - Save Changes

6.5 Deliverables of Sprint IV

Sprint IV delivered a comprehensive set of features that significantly enhance the user experience in diagram creation and management. The following screenshots demonstrate the key functionalities implemented during this sprint.

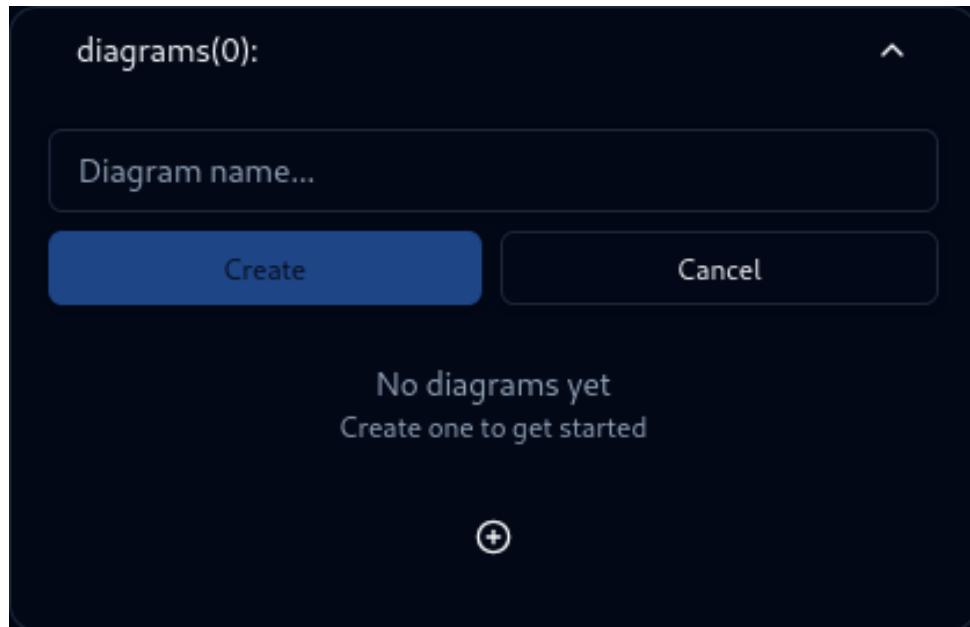


Figure 6.11: Add Diagram Interface

The add diagram interface provides users with an intuitive way to create new diagrams. Users can specify diagram names, select diagram types, and initialize their diagramming projects efficiently.

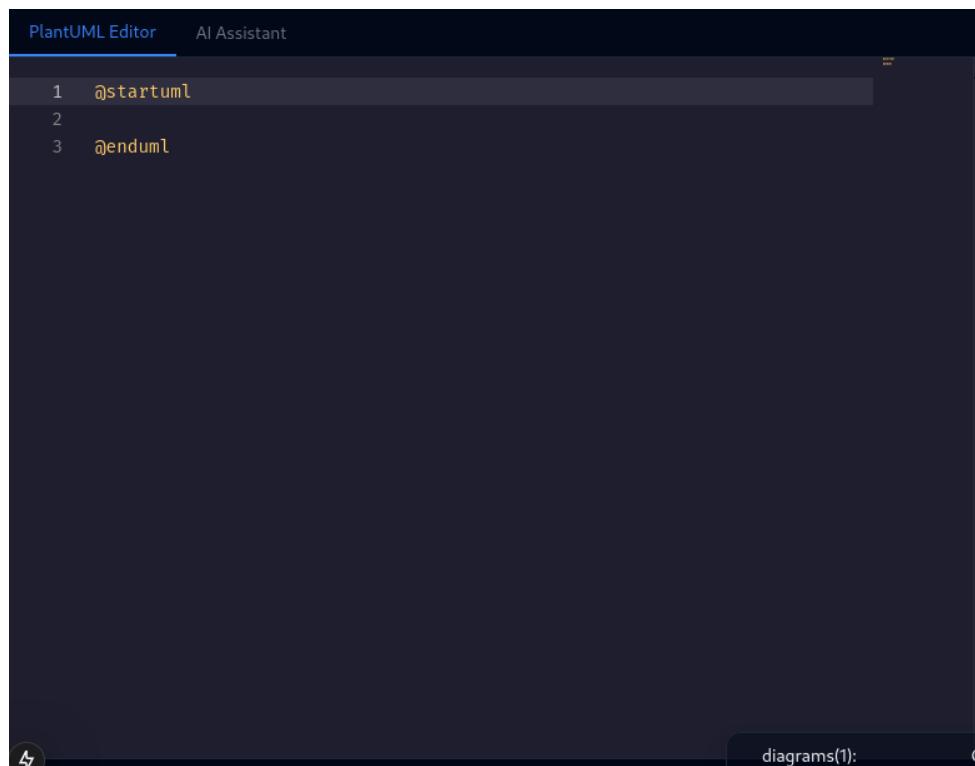


Figure 6.12: Interactive Code Editor

The interactive code editor serves as the primary workspace for diagram creation and editing. It features syntax highlighting, real-time validation, and seamless integration with the diagram preview functionality.

CHAPTER 6. SPRINT IV

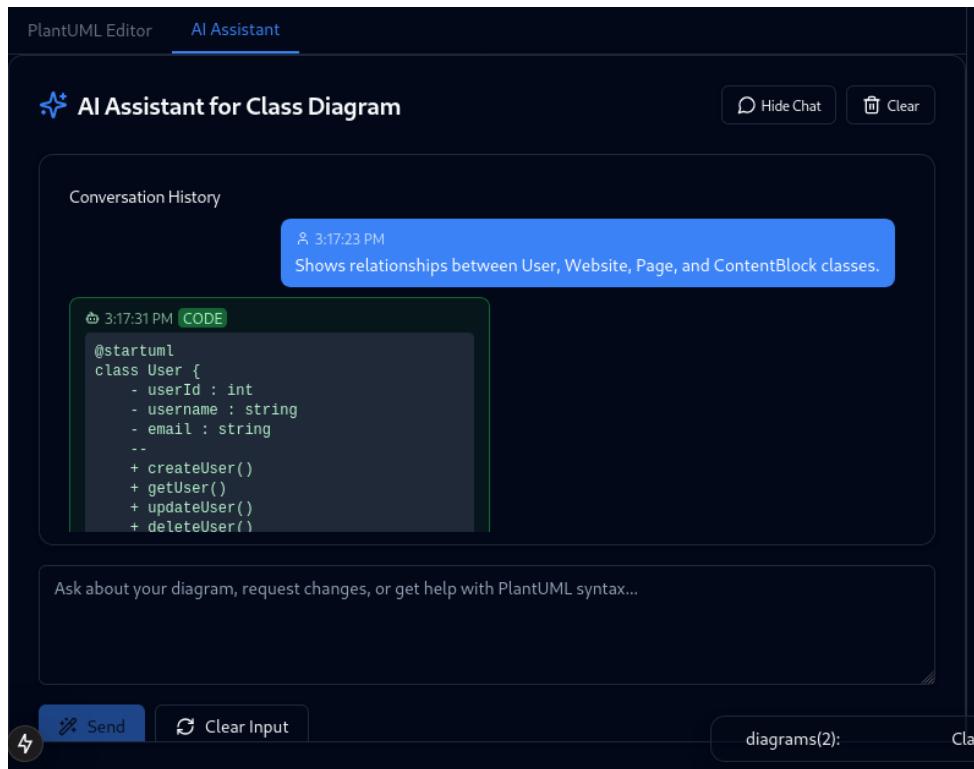


Figure 6.13: AI Assistant Integration

The AI assistant integration provides users with intelligent support for diagram creation and editing. Users can interact with the AI through natural language to receive suggestions, code improvements, and troubleshooting assistance.

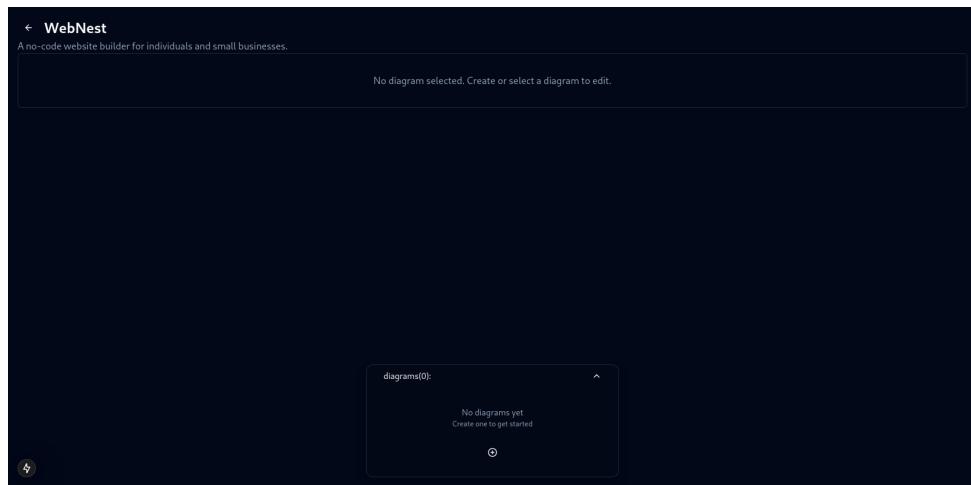


Figure 6.14: Diagram Project Editor - View 1

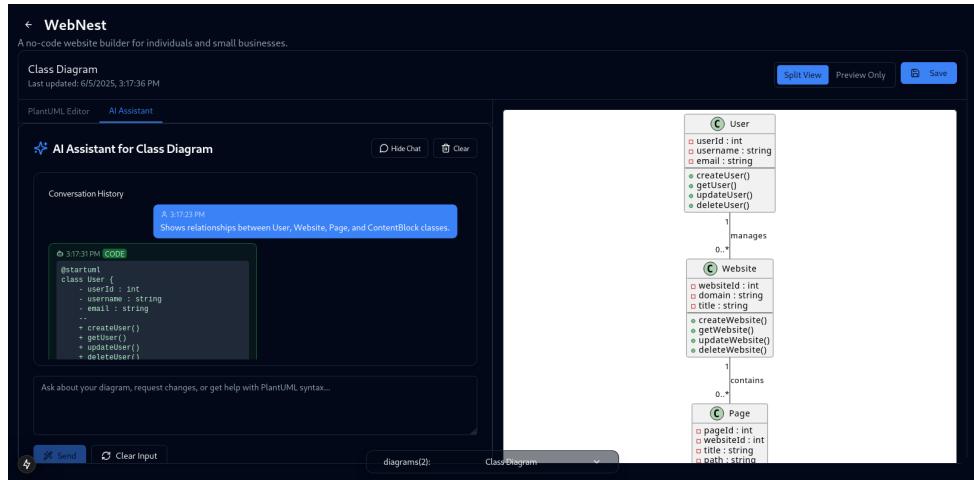


Figure 6.15: Diagram Project Editor - View 2

The diagram project editor showcases the split-view workspace functionality, allowing users to simultaneously edit code and preview diagrams. This dual-pane approach significantly improves productivity and provides immediate visual feedback for code changes.

6.6 Retrospective of Sprint IV

- What went well:** Successful implementation of core diagram management CRUD operations, effective integration of AI assistant functionality, smooth PlantUML server integration for diagram rendering, positive user feedback on workspace split-view functionality
- Challenges faced:** Initial difficulties with AI service integration and response handling, performance optimization needed for large diagram rendering, browser compatibility issues with download functionality
- Areas for improvement:** Enhanced error handling for network failures, improved user interface responsiveness, better caching mechanisms for frequently accessed diagrams
- Lessons learned:** Importance of early AI service testing, need for comprehensive browser compatibility testing, value of user feedback in interface design decisions
- Action items for next sprint:** Implement advanced workspace customization features, enhance AI assistant capabilities, optimize application performance for large-scale diagrams

6.7 Conclusion

Sprint IV successfully delivered comprehensive diagram and workspace management capabilities that form the foundation of our diagramming application. The implementation of CRUD operations for diagrams, combined with an intelligent workspace featuring AI assistance and interactive editing, provides users with a powerful and intuitive platform for diagram creation and management. The integration of PlantUML server ensures high-quality diagram rendering, while the AI assistant adds significant value by providing intelligent support for complex diagramming tasks. The positive outcomes of this sprint establish a solid foundation for future enhancements and advanced features in subsequent development cycles.

Chapter 7

Study and Implementation of Sprint V: Community Interaction & Profile Management

Contents

5.1	Introduction	58
5.2	Sprint Planning	58
5.2.1	Objectives of Sprint III	58
5.2.2	Backlog of Sprint III	58
5.3	Analyse	59
5.3.1	Use case diagram for sprint III	59
5.3.2	Refined use case "Manage projects"	60
5.4	Conception	65
5.4.1	Sequence diagram of use case	66
5.5	Deliverables of Sprint III	71
5.6	Retrospective of Sprint III	74
5.7	Conclusion	75

7.1 Introduction

Sprint V marks a significant milestone in our platform development, focusing on building a vibrant community ecosystem and enhancing user profile management capabilities. This sprint introduces comprehensive community interaction features that enable users to engage with shared projects through comments, likes, and collaborative copying.

mechanisms. Additionally, we implement robust profile management functionality that allows users to maintain their digital presence and showcase their work effectively.

The community interaction features transform our platform from a simple diagramming tool into a collaborative workspace where users can discover, learn from, and build upon each other's work. The profile management system provides users with the tools to curate their professional presence and manage their project portfolios efficiently.

7.2 Sprint Planning

7.2.1 Objectives of Sprint V

The primary objectives of Sprint V are to establish a comprehensive community interaction system and implement essential profile management features. These objectives include:

- Develop community exploration capabilities for both authenticated users and visitors
- Implement project interaction features including commenting, liking, and sharing
- Create comment management system with full CRUD operations
- Enable project copying functionality for collaborative learning
- Build comprehensive profile editing and management system
- Implement public project viewing on user profiles

7.2.2 Backlog of Sprint V

Table 7.1: Sprint V Product Backlog

ID	User Story	Feature	Size
6.1	As a user, I want to explore the community so that I can discover interesting projects.	Community Interaction	S
6.2	As a visitor, I want to explore the community so that I can see what the platform offers.	Community Interaction	S
6.3	As a user, I want to comment on projects so that I can provide feedback to other users.	Community Interaction	C
6.4	As a user, I want to like/unlike projects so that I can show appreciation for good work.	Community Interaction	C
6.5	As a user, I want to share projects so that I can promote interesting content.	Community Interaction	C
6.6	As a user, I want to update my comments so that I can correct or improve my feedback.	Community Interaction	C
6.7	As a user, I want to delete my comments so that I can remove inappropriate or outdated feedback.	Community Interaction	C
6.8	As a user, I want to like/unlike comments so that I can engage in community discussions.	Community Interaction	C
6.9	As a user, I want to copy community projects to my workspace so that I can learn from and build upon others' work.	Community Interaction	S
7.1	As a user, I want to edit my profile so that I can keep my information current.	Profile Management	S
7.2	As a user, I want to view public projects on profiles so that I can see others' work.	Profile Management	S

7.3 Analyse

7.3.1 Use case diagram for sprint V

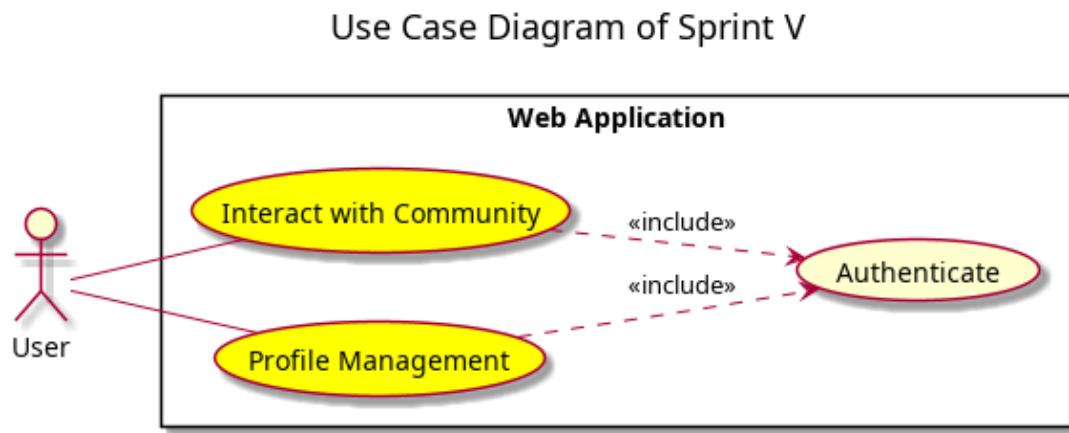


Figure 7.1: Use Case Diagram for Sprint V

The overall use case diagram for Sprint V illustrates the complete ecosystem of community interaction and profile management features, showing the relationships between different actors and their associated use cases.

7.3.2 Refined use case "Community Interaction"

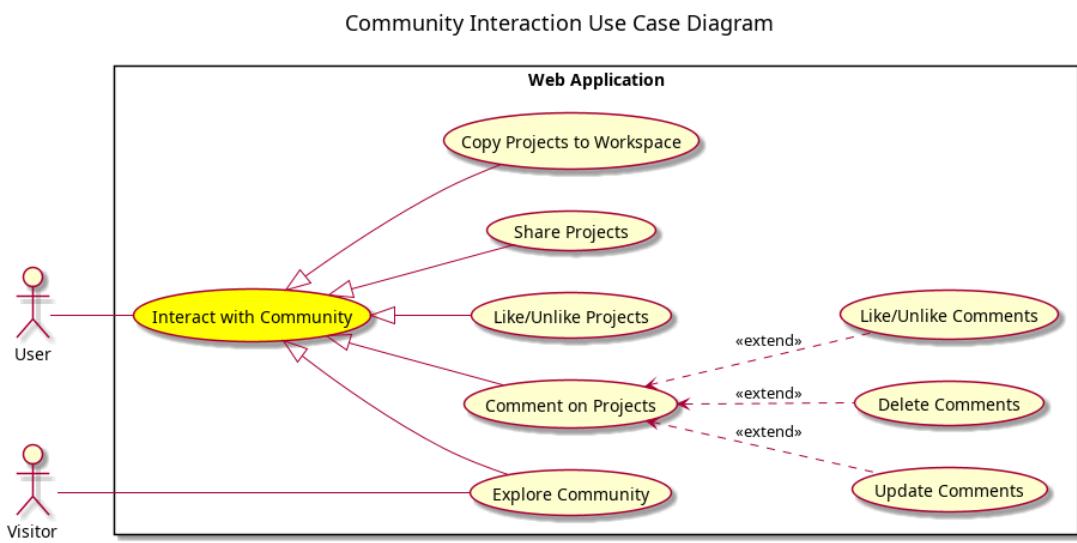


Figure 7.2: Refined Use Case Diagram for Community Interaction Feature

7.3.2.1 Use case

The community interaction feature encompasses multiple interconnected use cases:

- Explore Community
- Comment on Projects
- Like/Unlike Projects
- Update Comments
- Delete Comments
- Like/Unlike Comments
- Copy Projects to Workspace

7.3.2.2 Textual description of use case "Explore community"

Table 7.2: Use Case: Explore Community

Use Case Name	Explore Community
Actor	User, Visitor
Description	Users and visitors can browse through community projects to discover interesting content and see what the platform offers
Preconditions	Platform is accessible, community section is available
Main Flow	<ol style="list-style-type: none"> 1. Actor accesses community section 2. System displays list of public projects 3. Actor can filter and search projects 4. Actor can view project details 5. System shows project metadata and interactions
Alternative Flow	If no projects available, system shows empty state message
Postconditions	Actor has viewed community projects
Exceptions	Network connectivity issues, server errors

7.3.2.3 Textual description of use case "Comment on projects"

Table 7.3: Use Case: Comment on Projects

Use Case Name	Comment on Projects
Actor	Authenticated User
Description	Users can add comments to projects to provide feedback and engage with the community
Preconditions	User is authenticated, project exists and is accessible
Main Flow	<ol style="list-style-type: none"> 1. User navigates to project page 2. User clicks on comment section 3. User enters comment text 4. User submits comment 5. System validates and saves comment 6. System displays updated comment list
Alternative Flow	Comment validation fails, user must correct input
Postconditions	Comment is added to project
Exceptions	Invalid comment content, server errors, unauthorized access

7.3.2.4 Textual description of use case "Like/Unlike projects"

Table 7.4: Use Case: Like/Unlike Projects

Use Case Name	Like/Unlike Projects
Actor	Authenticated User
Description	Users can express appreciation for projects by liking or unliking them
Preconditions	User is authenticated, project exists and is accessible
Main Flow	<ol style="list-style-type: none"> 1. User views project 2. User clicks like/unlike button 3. System toggles like status 4. System updates like count 5. System reflects change in UI
Alternative Flow	System handles rapid successive clicks appropriately
Postconditions	Project like status is updated
Exceptions	Server errors, unauthorized access

7.3.2.5 Textual description of use case "Update comments"

Table 7.5: Use Case: Update Comments

Use Case Name	Update Comments
Actor	Authenticated User
Description	Users can modify their existing comments to correct or improve their feedback
Preconditions	User is authenticated, user owns the comment, comment exists
Main Flow	<ol style="list-style-type: none"> 1. User locates their comment 2. User clicks edit button 3. System displays editable comment form 4. User modifies comment text 5. User saves changes 6. System validates and updates comment 7. System displays updated comment
Alternative Flow	User cancels edit operation, comment remains unchanged
Postconditions	Comment is updated with new content
Exceptions	Validation errors, unauthorized edit attempt, server errors

7.3.2.6 Textual description of use case "Delete comments"

Table 7.6: Use Case: Delete Comments

Use Case Name	Delete Comments
Actor	Authenticated User
Description	Users can remove their comments to eliminate inappropriate or outdated feedback
Preconditions	User is authenticated, user owns the comment, comment exists
Main Flow	<ol style="list-style-type: none"> 1. User locates their comment 2. User clicks delete button 3. System shows confirmation dialog 4. User confirms deletion 5. System removes comment 6. System updates comment list
Alternative Flow	User cancels deletion, comment is preserved
Postconditions	Comment is permanently removed
Exceptions	Unauthorized deletion attempt, server errors

7.3.2.7 Textual description of use case "Like/Unlike comments"

Table 7.7: Use Case: Like/Unlike Comments

Use Case Name	Like/Unlike Comments
Actor	Authenticated User
Description	Users can engage in community discussions by liking or unliking comments
Preconditions	User is authenticated, comment exists and is visible
Main Flow	<ol style="list-style-type: none"> 1. User views comment 2. User clicks like/unlike button on comment 3. System toggles like status for comment 4. System updates comment like count 5. System reflects change in UI
Alternative Flow	System prevents liking own comments
Postconditions	Comment like status is updated
Exceptions	Server errors, unauthorized access

7.3.2.8 Textual description of use case "Copy projects to workspace"

Table 7.8: Use Case: Copy Projects to Workspace

Use Case Name	Copy Projects to Workspace
Actor	Authenticated User
Description	Users can copy community projects to their personal workspace for learning and building upon others' work
Preconditions	User is authenticated, project is public and copyable, user has workspace access
Main Flow	<ol style="list-style-type: none"> 1. User views community project 2. User clicks copy to workspace button 3. System prompts for copy destination 4. User selects target workspace 5. System creates project copy 6. System notifies user of successful copy 7. System redirects to copied project
Alternative Flow	User cancels copy operation
Postconditions	Project copy exists in user's workspace
Exceptions	Insufficient permissions, storage limitations, server errors

7.3.3 Refined use case "Profile Management"

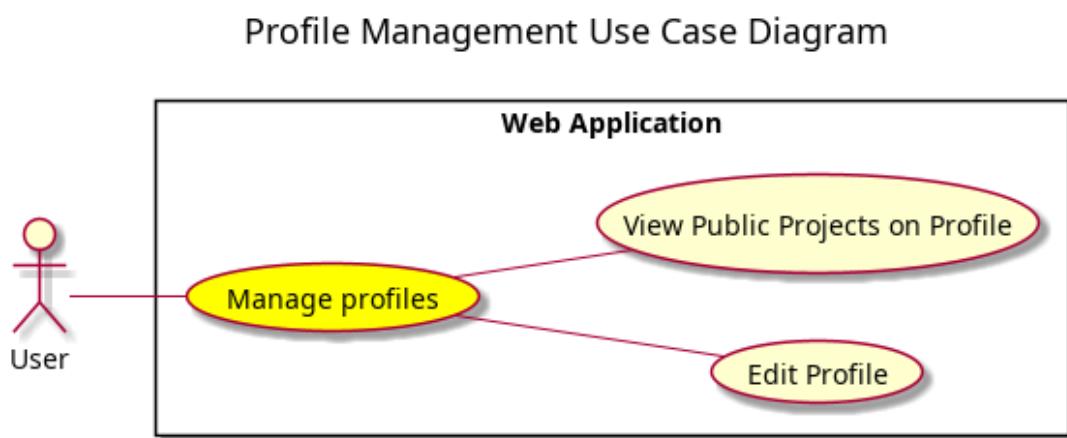


Figure 7.3: Refined Use Case Diagram for Profile Management Feature

The profile management feature includes:

- Edit Profile

- View Public Projects on Profile

7.3.3.1 Textual description of use case "Edit profile"

Table 7.9: Use Case: Edit Profile

Use Case Name	Edit Profile
Actor	Authenticated User
Description	Users can update their profile information to keep their account details current
Preconditions	User is authenticated and has access to profile settings
Main Flow	<ol style="list-style-type: none"> 1. User navigates to profile settings 2. System displays current profile information 3. User modifies desired fields 4. User submits changes 5. System validates input 6. System updates profile data 7. System confirms successful update
Alternative Flow	Validation fails, user must correct invalid inputs
Postconditions	User profile is updated with new information
Exceptions	Validation errors, server errors, unauthorized access

7.3.3.2 Textual description of use case "View Public Projects on Profile"

Table 7.10: Use Case: View Public Projects on Profile

Use Case Name	View Public Projects on Profile
Actor	User, Visitor
Description	Users and visitors can view public projects displayed on user profiles to explore others' work
Preconditions	Profile exists and is accessible, user has public projects
Main Flow	<ol style="list-style-type: none"> 1. Actor navigates to user profile 2. System displays profile information 3. System shows list of public projects 4. Actor can browse project thumbnails 5. Actor can click to view project details
Alternative Flow	If no public projects, system shows appropriate message
Postconditions	Actor has viewed user's public projects
Exceptions	Profile not found, server errors

7.4 Conception

The conception phase for Sprint V involves detailed sequence diagrams that illustrate the interaction flows for each implemented feature. These diagrams demonstrate how different system components collaborate to deliver the community interaction and profile management functionality.

7.4.1 Community Interaction Sequence Diagrams

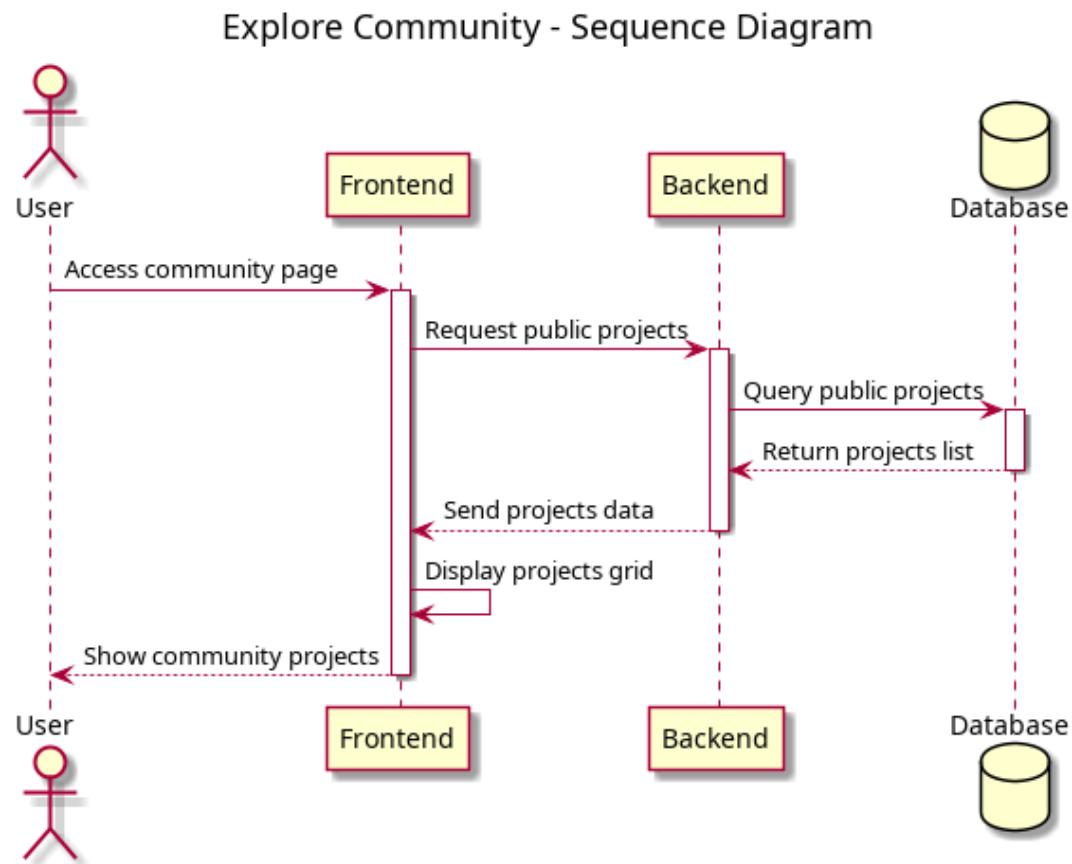


Figure 7.4: Sequence Diagram: Explore Community as User

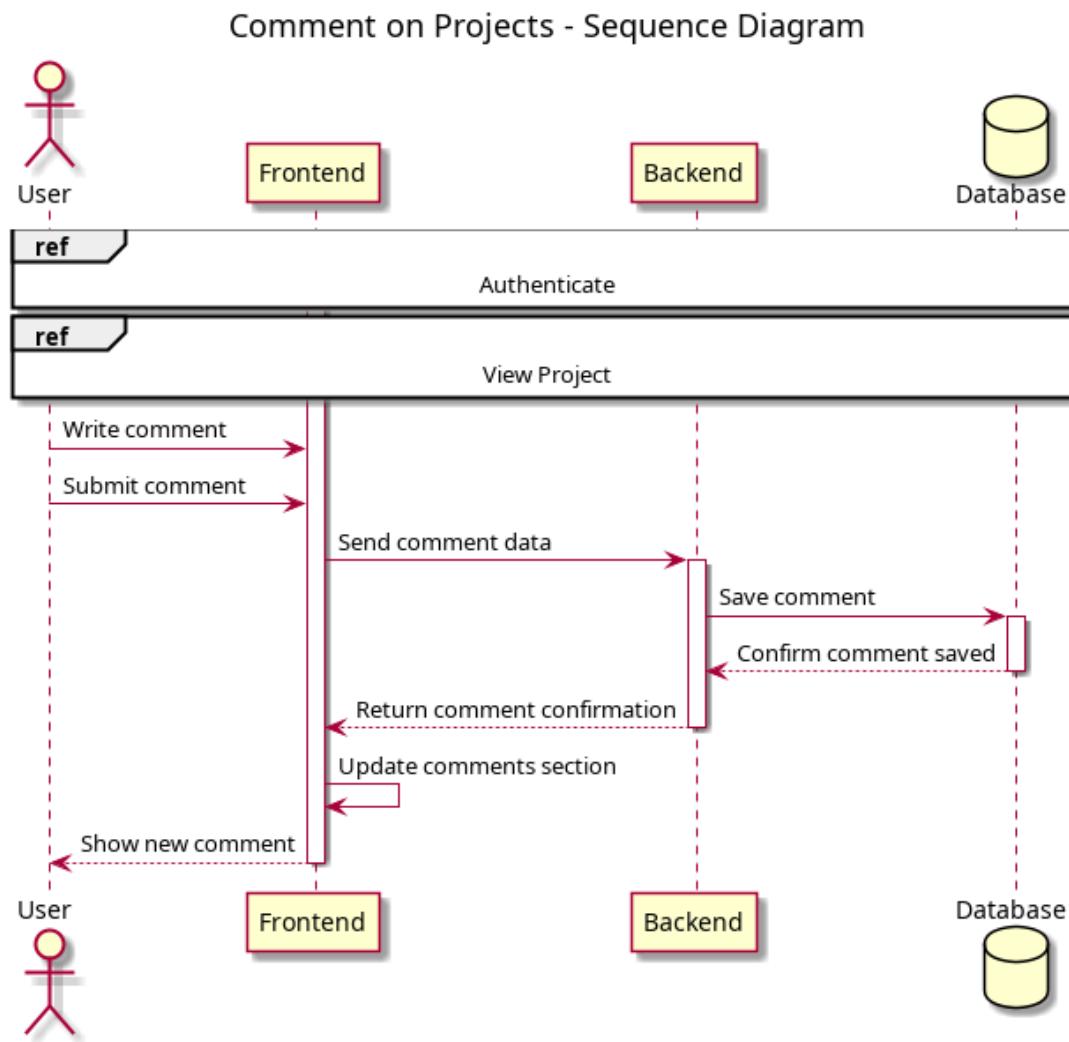


Figure 7.5: Sequence Diagram: Comment on Projects

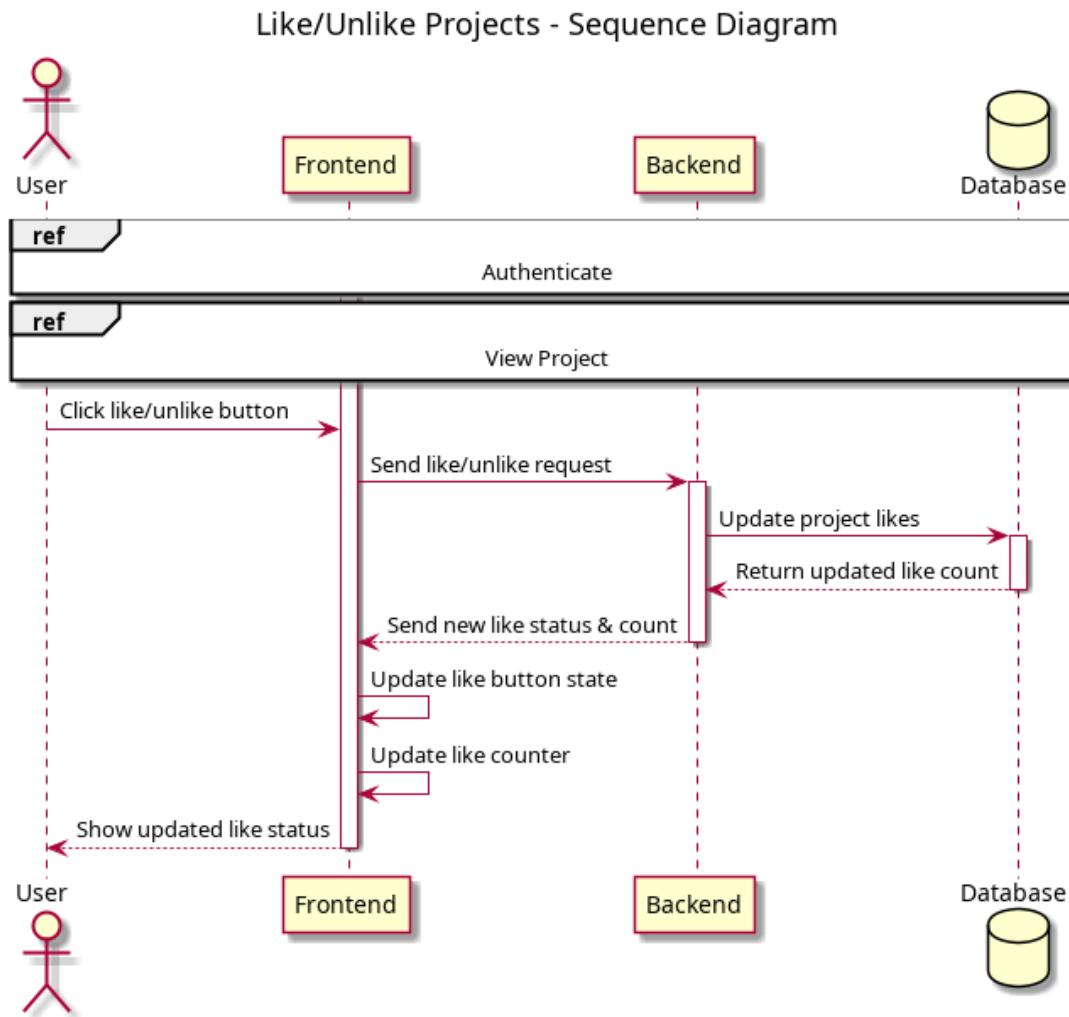


Figure 7.6: Sequence Diagram: Like/Unlike Projects

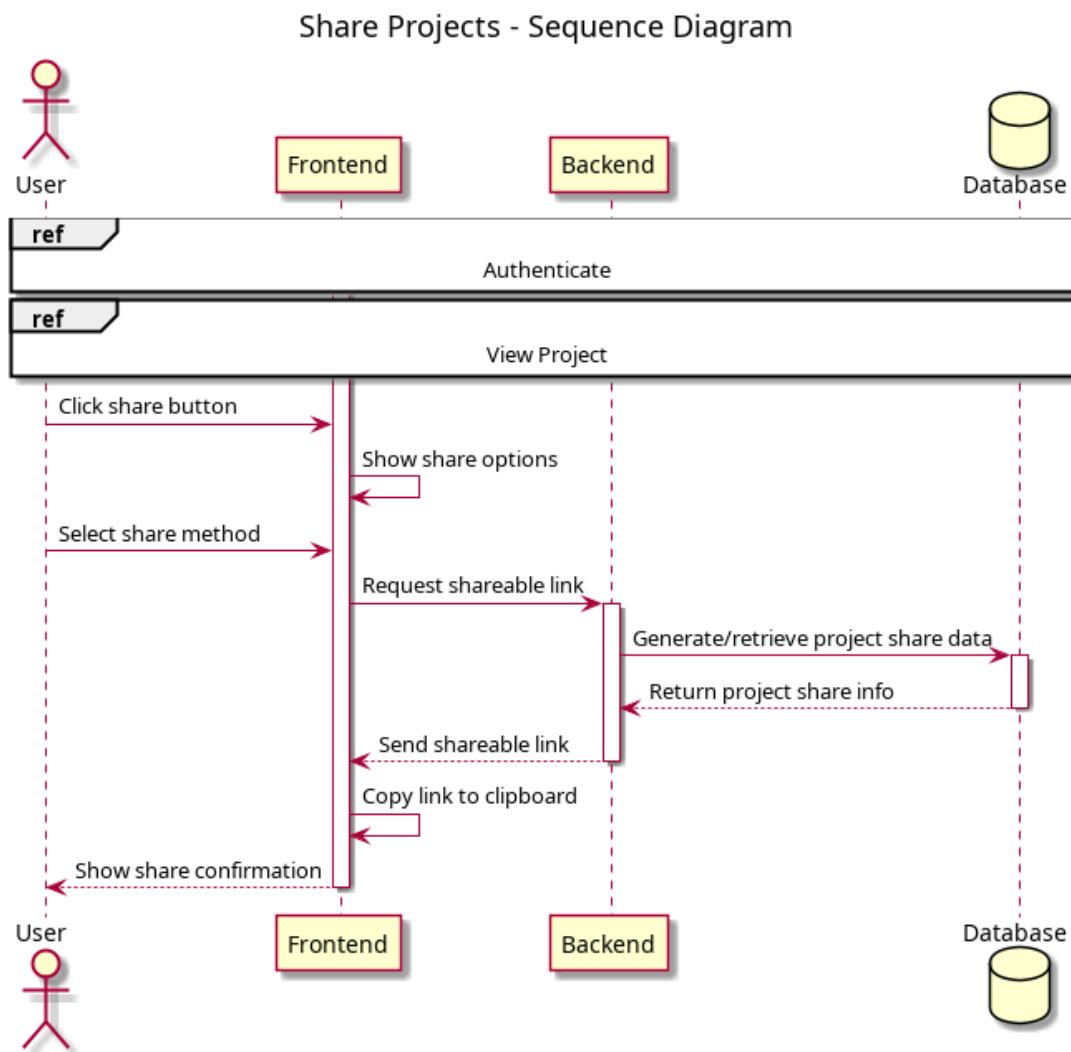


Figure 7.7: Sequence Diagram: Share Projects

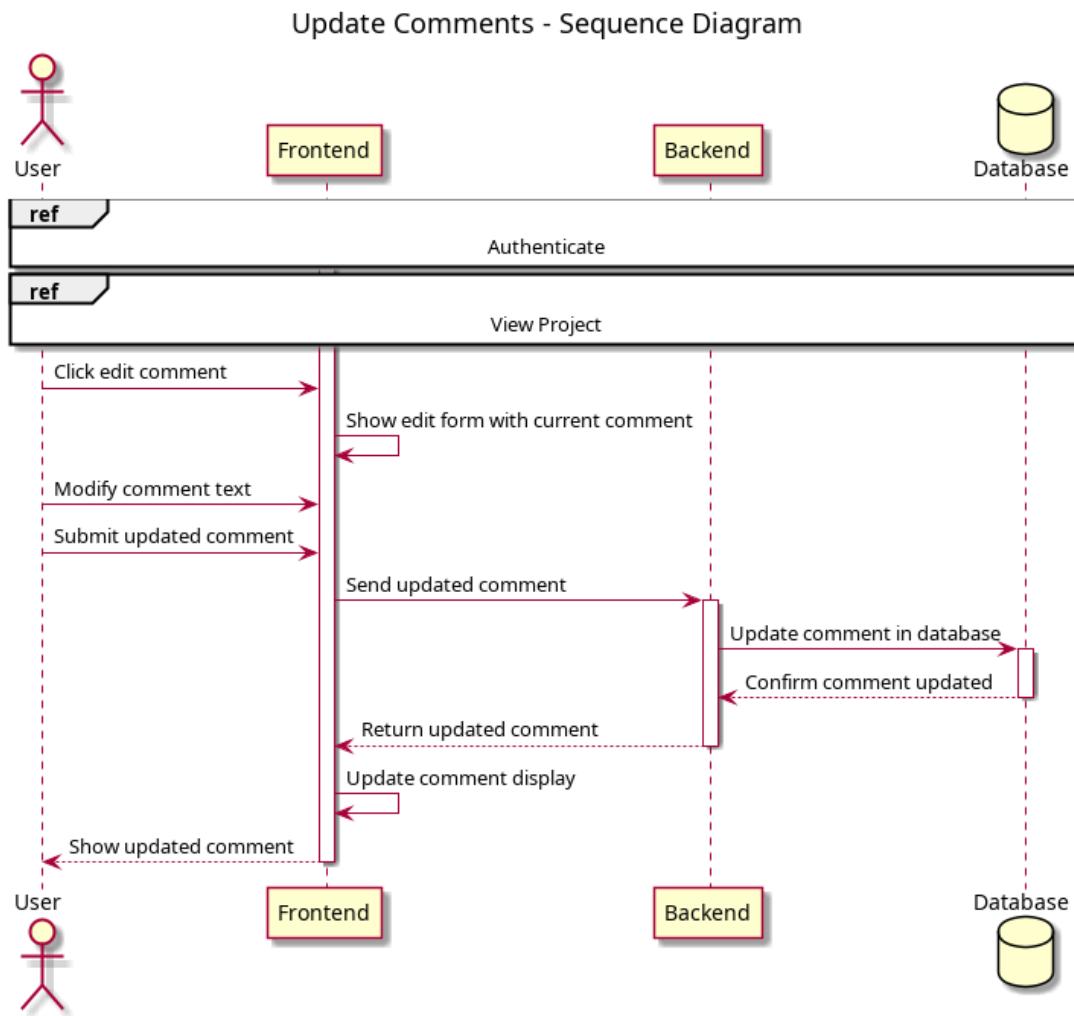


Figure 7.8: Sequence Diagram: Update Comments

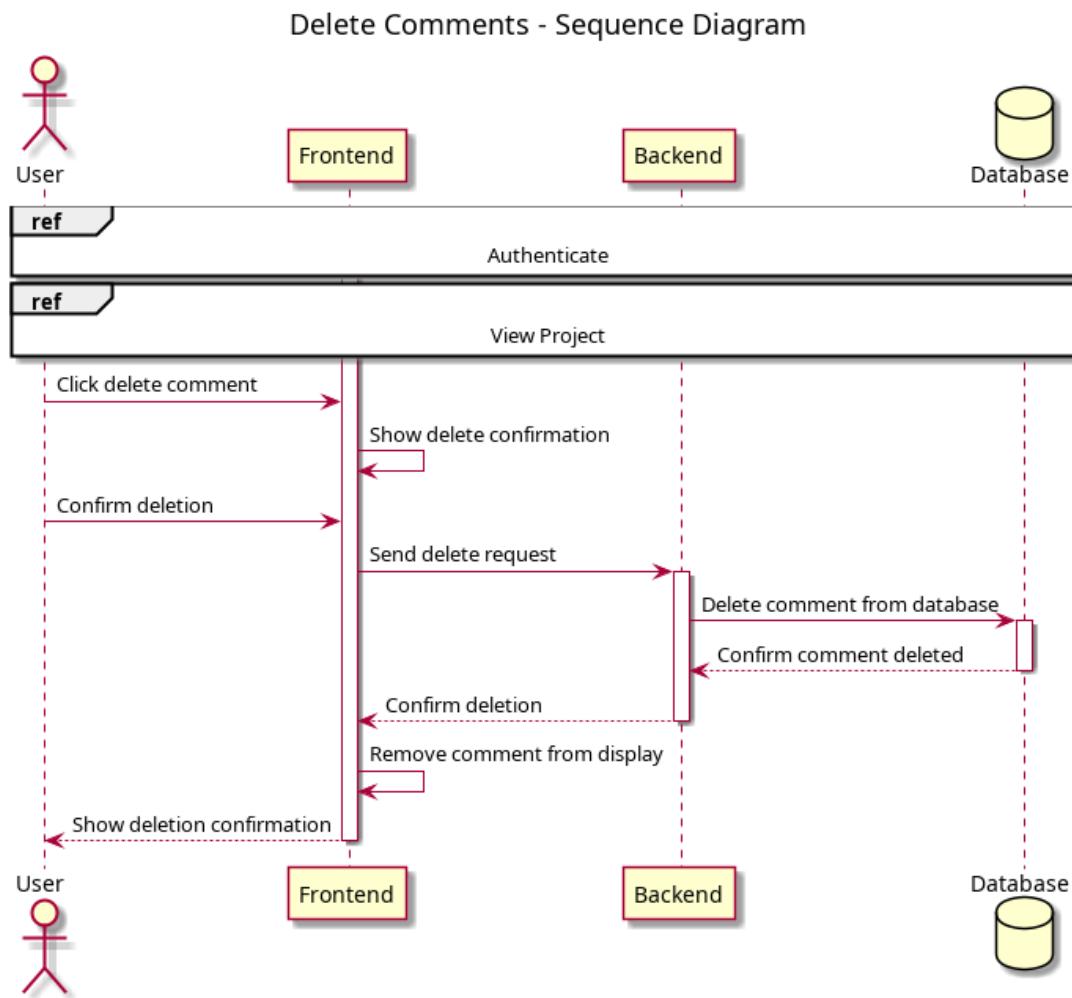


Figure 7.9: Sequence Diagram: Delete Comments

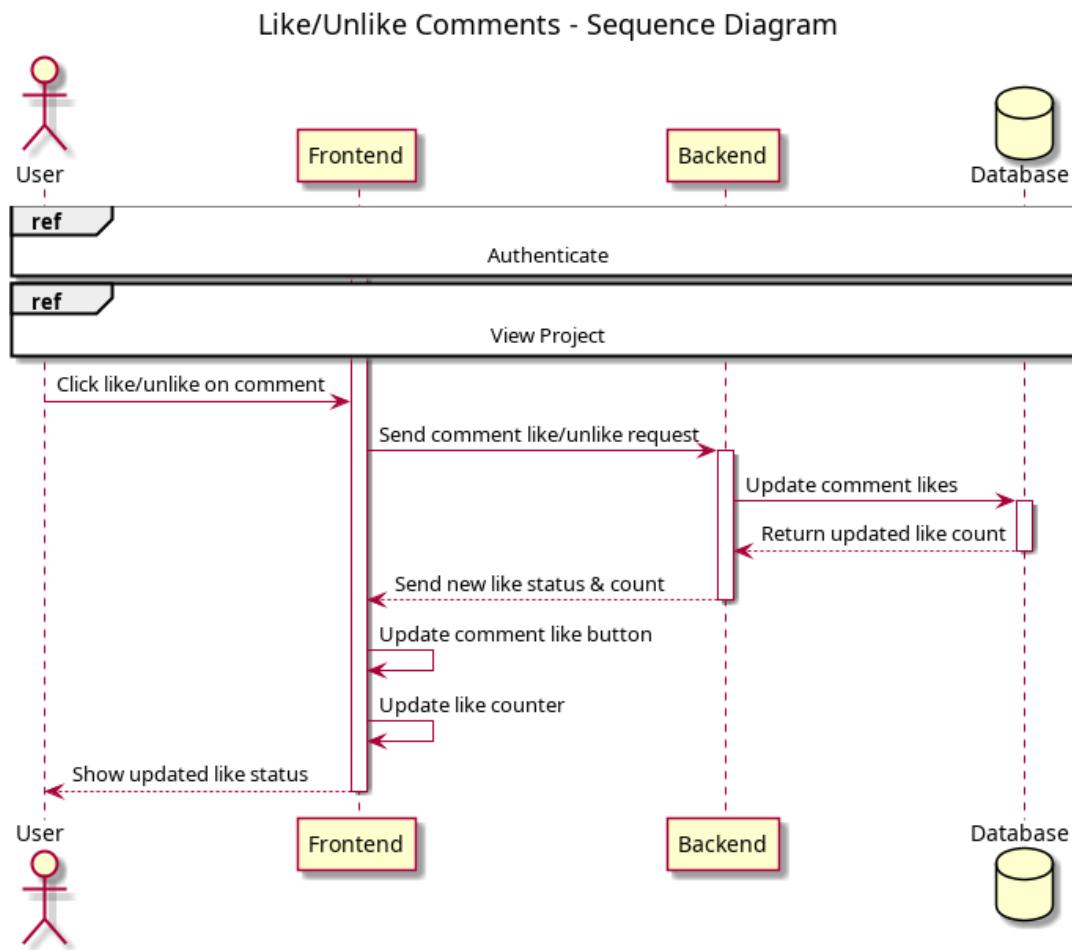


Figure 7.10: Sequence Diagram: Like/Unlike Comments

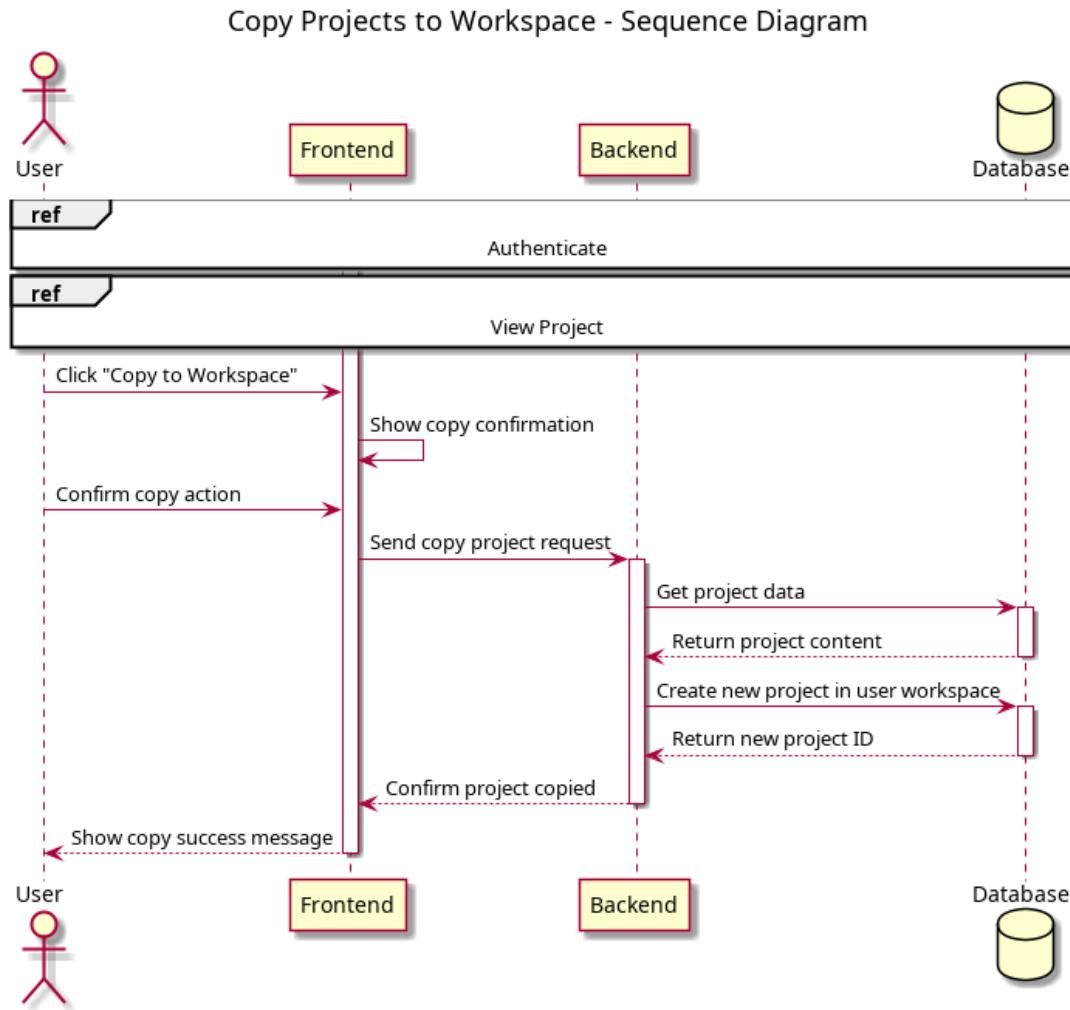


Figure 7.11: Sequence Diagram: Copy Community Projects to Workspace

7.4.2 Profile Management Sequence Diagrams

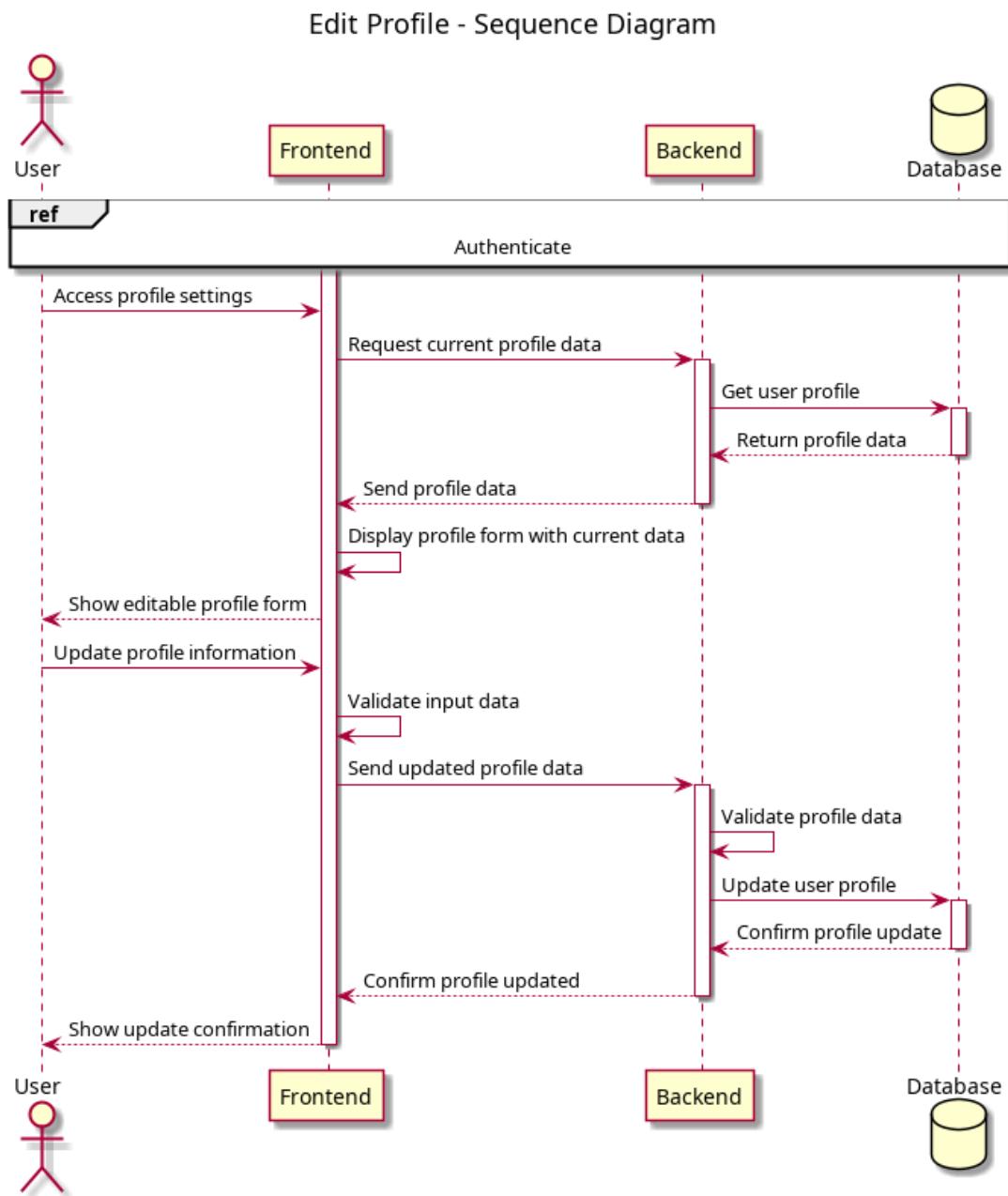


Figure 7.12: Sequence Diagram: Edit User Profile

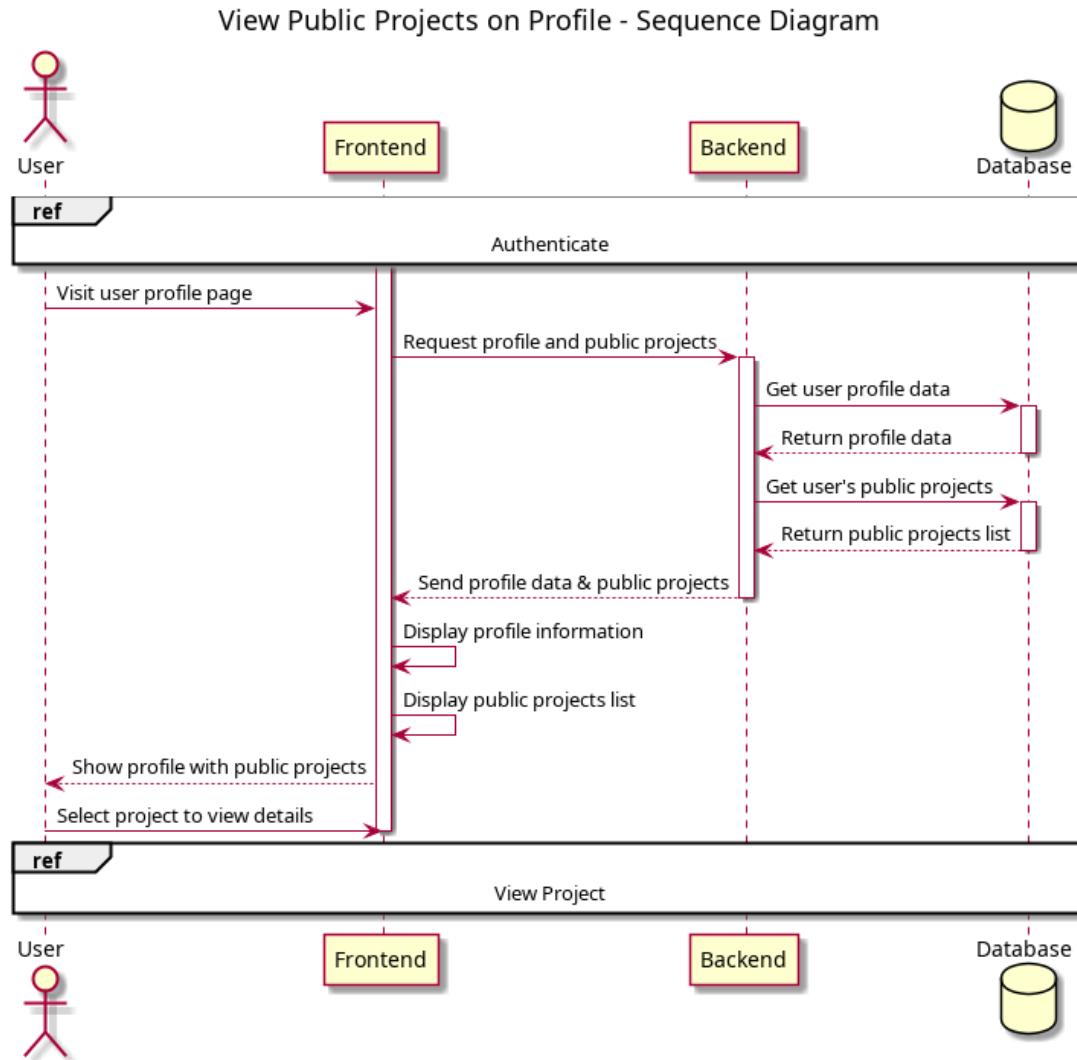


Figure 7.13: Sequence Diagram: View Public Projects on Profiles

7.5 Deliverables of Sprint V

Sprint V delivered a comprehensive set of community interaction and profile management features, as demonstrated in the following implementation screenshots:

CHAPTER 7. SPRINT V

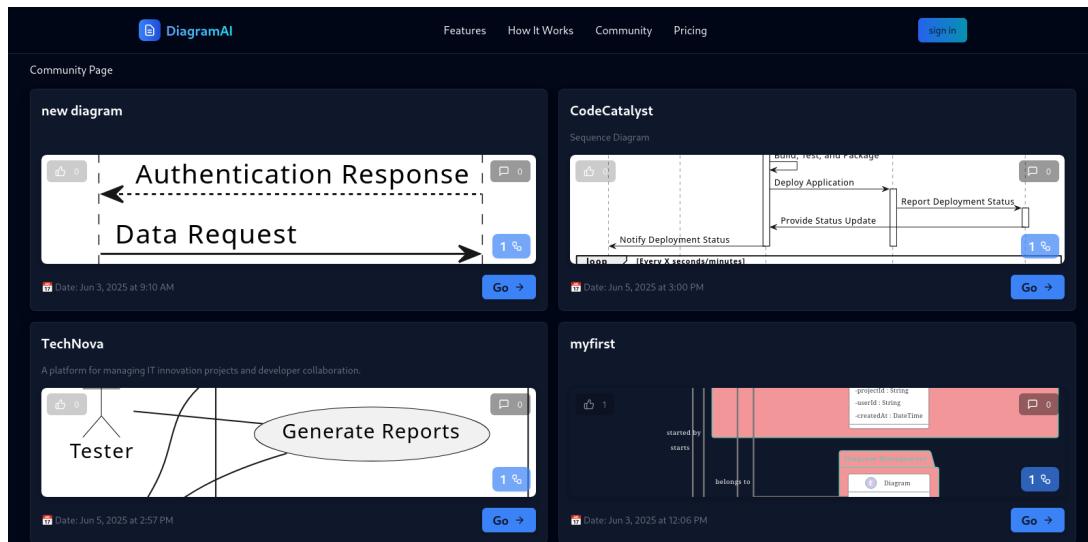


Figure 7.14: Community Exploration Interface - Main View

The community exploration interface provides users with an intuitive way to discover and browse through available projects. The interface includes filtering options, search capabilities, and clear project previews with essential metadata.

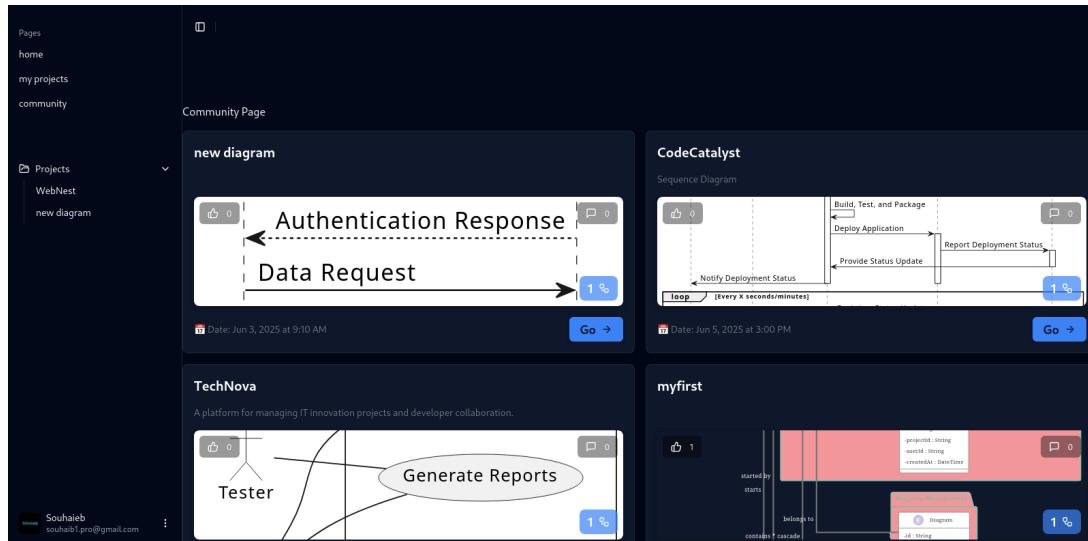


Figure 7.15: Community Exploration Interface - Project Details View

The detailed project view within the community section showcases individual projects with comprehensive information, interaction buttons, and community engagement metrics.

CHAPTER 7. SPRINT V

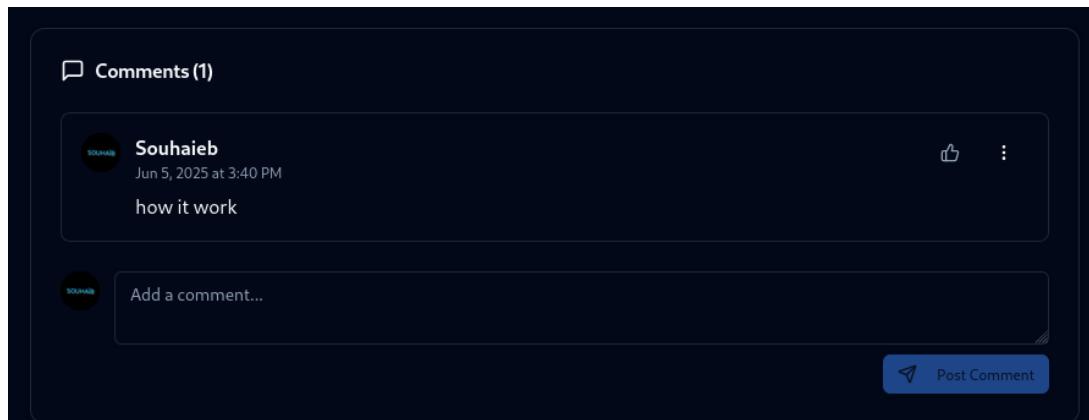


Figure 7.16: Comment Section Implementation

The comment section implementation demonstrates the full lifecycle of comment management, including creation, editing, deletion, and interaction features. Users can engage in meaningful discussions about projects through this comprehensive commenting system.

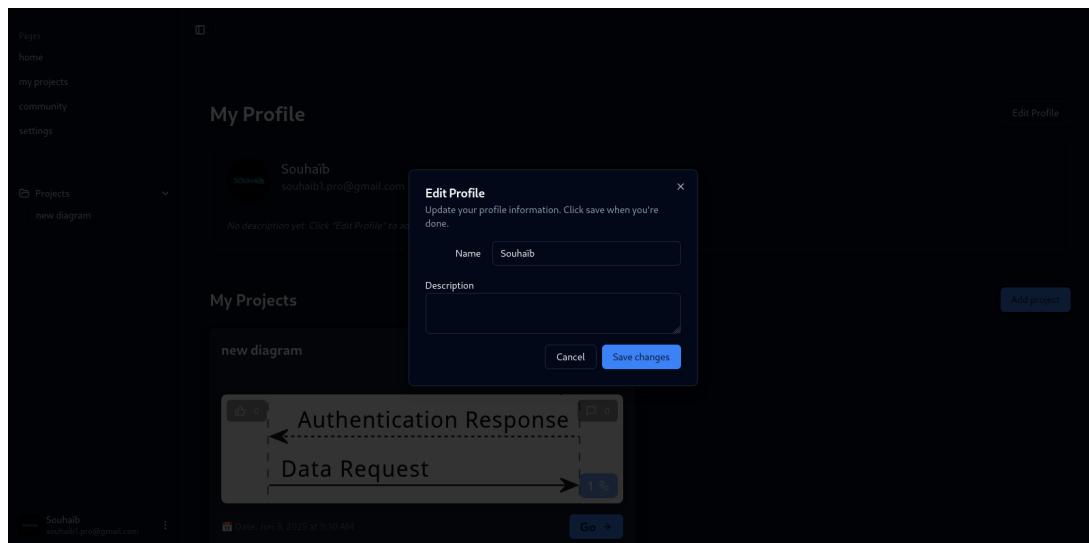


Figure 7.17: Profile Editing Interface

The profile editing interface allows users to maintain their account information, update personal details, and manage their public presence on the platform. The interface provides validation feedback and confirms successful updates.

7.6 Retrospective of Sprint V

The Sprint V retrospective revealed several key insights and areas for continuous improvement:

What Went Well:

CHAPTER 7. SPRINT V

- Successful implementation of comprehensive community interaction features
- Effective collaboration between frontend and backend teams
- Positive user feedback on comment management functionality
- Smooth integration of profile management features
- Strong adherence to planned timeline and deliverables

Areas for Improvement:

- Need for enhanced real-time notification system for community interactions
- Optimization required for large-scale community project loading
- User interface refinements based on usability testing feedback
- Enhanced mobile responsiveness for community features

Action Items for Future Sprints:

- Implement real-time notifications for community engagement
- Optimize database queries for improved performance
- Conduct comprehensive usability testing sessions
- Enhance mobile user experience across all features

7.7 Conclusion

Sprint V successfully transformed our platform into a collaborative community-driven ecosystem by implementing comprehensive interaction features and robust profile management capabilities. The delivery of community exploration, project commenting, liking mechanisms, and profile editing functionality establishes a solid foundation for user engagement and knowledge sharing.

The implementation demonstrates our commitment to building not just a diagramming tool, but a collaborative platform where users can learn from each other, share knowledge, and build upon collective expertise. The positive user feedback and successful integration of all planned features validate our approach and set the stage for continued platform evolution in subsequent sprints.

Chapter 8

Study and Implementation of Sprint VI: Administration

Contents

6.1	Introduction	77
6.2	Sprint Planning	77
6.2.1	Objectives of Sprint IV	77
6.2.2	Backlog of Sprint IV	77
6.3	Analyse	78
6.3.1	Use case diagram for sprint IV	78
6.3.2	Refined use case "Manage Diagrams"	78
6.3.3	Refined use case "Manage Workspace"	80
6.4	Conception	84
6.4.1	Activity Diagrams	85
6.4.2	Sequence Diagrams	86
6.5	Deliverables of Sprint IV	90
6.6	Retrospective of Sprint IV	93
6.7	Conclusion	94

8.1 Introduction

8.2 Sprint Planning

8.2.1 Objectives of Sprint VI

8.2.2 Backlog of Sprint VI

8.3 Technologies and Tools Used

8.3.1 Tool 1

8.3.2 Tool 2

8.4 Analyse

8.4.1 Use case diagram for sprint I

8.4.2 Refined use case "u1"

8.4.2.1 Use case

8.4.2.2 textual description of use case

8.4.3 Refined use case "u2"

8.4.3.1 Use case

8.4.3.2 textual description of use case

8.5 Conception

8.5.1 Sequence diagram of use case "u1"

8.5.2 Sequence diagram of use case "u2"

8.6 Deliverables of Sprint VI

8.6.1 Milestone 1

8.6.2 Milestone 2

8.6.3 Milestone 3

8.7 Retrospective of Sprint VI

8.8 Conclusion

Chapter 9

General Conclusion

9.1 Summary of Achievements

9.2 Challenges Faced

9.3 Future Perspectives

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