

# Application Design and Software Structure Report

## Project: I Will Go!

### 1. Introduction

The purpose of the project is to help people decide how to spend their free time better.

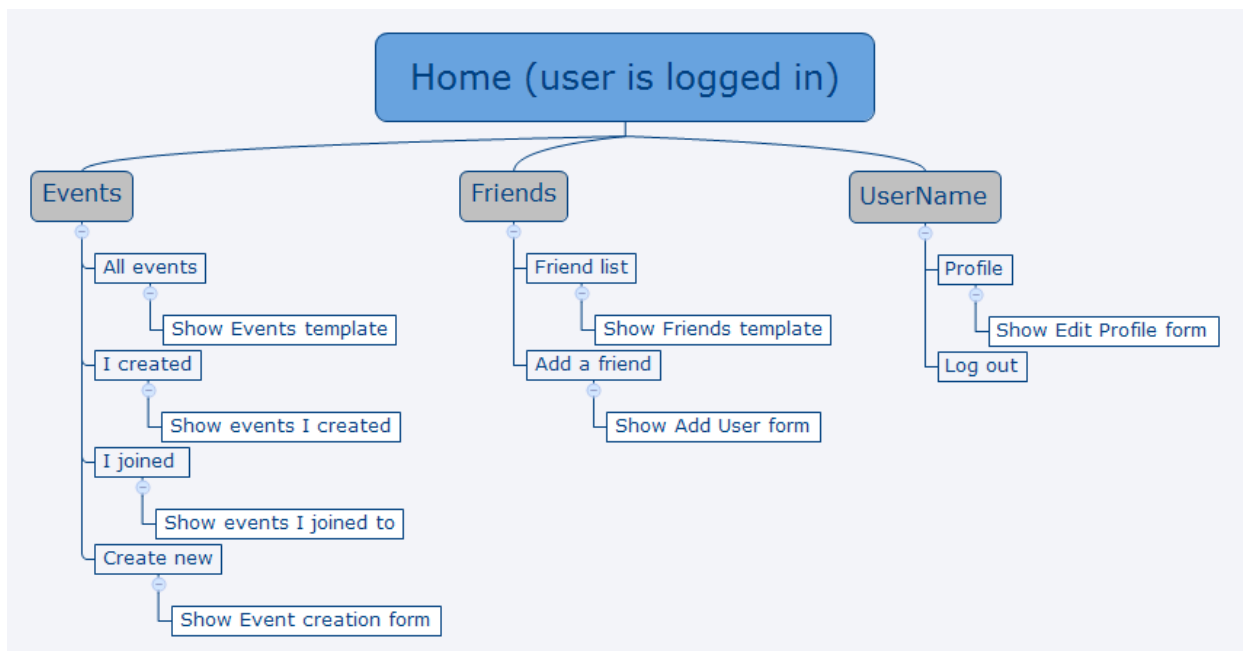
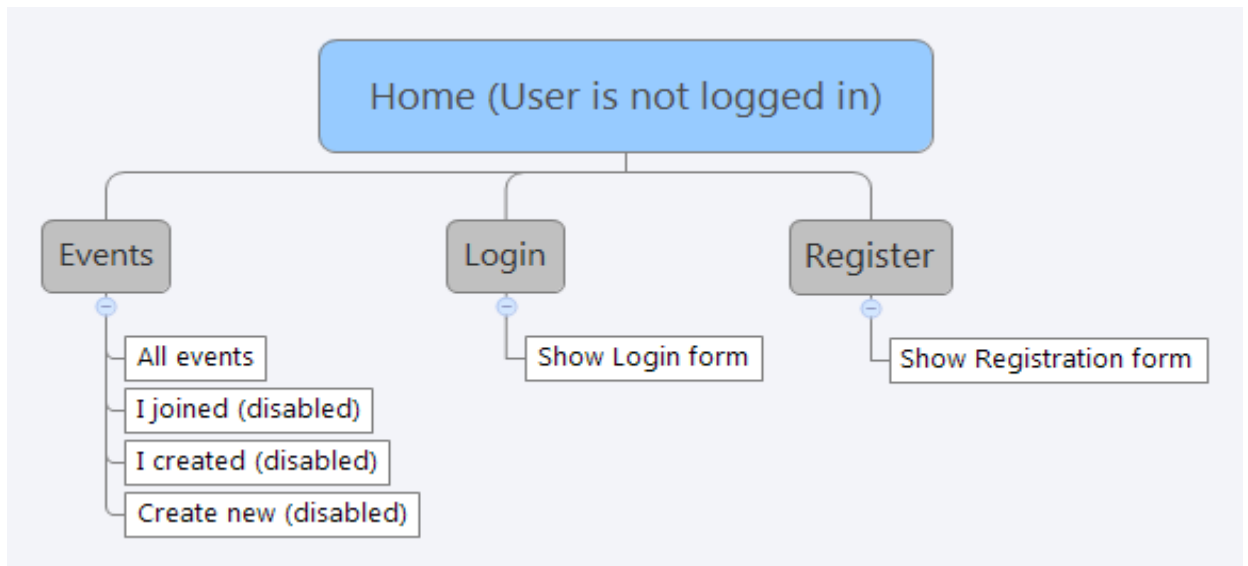
Users can create events and invite all comers or do it by custom invitations. Events can be public or private, each of which has its own set of tags that describes the event. Choosing an event is based on the place of the meeting and describing tags. All events are discussable, users can leave their comments.

### 2. Design and Implementation

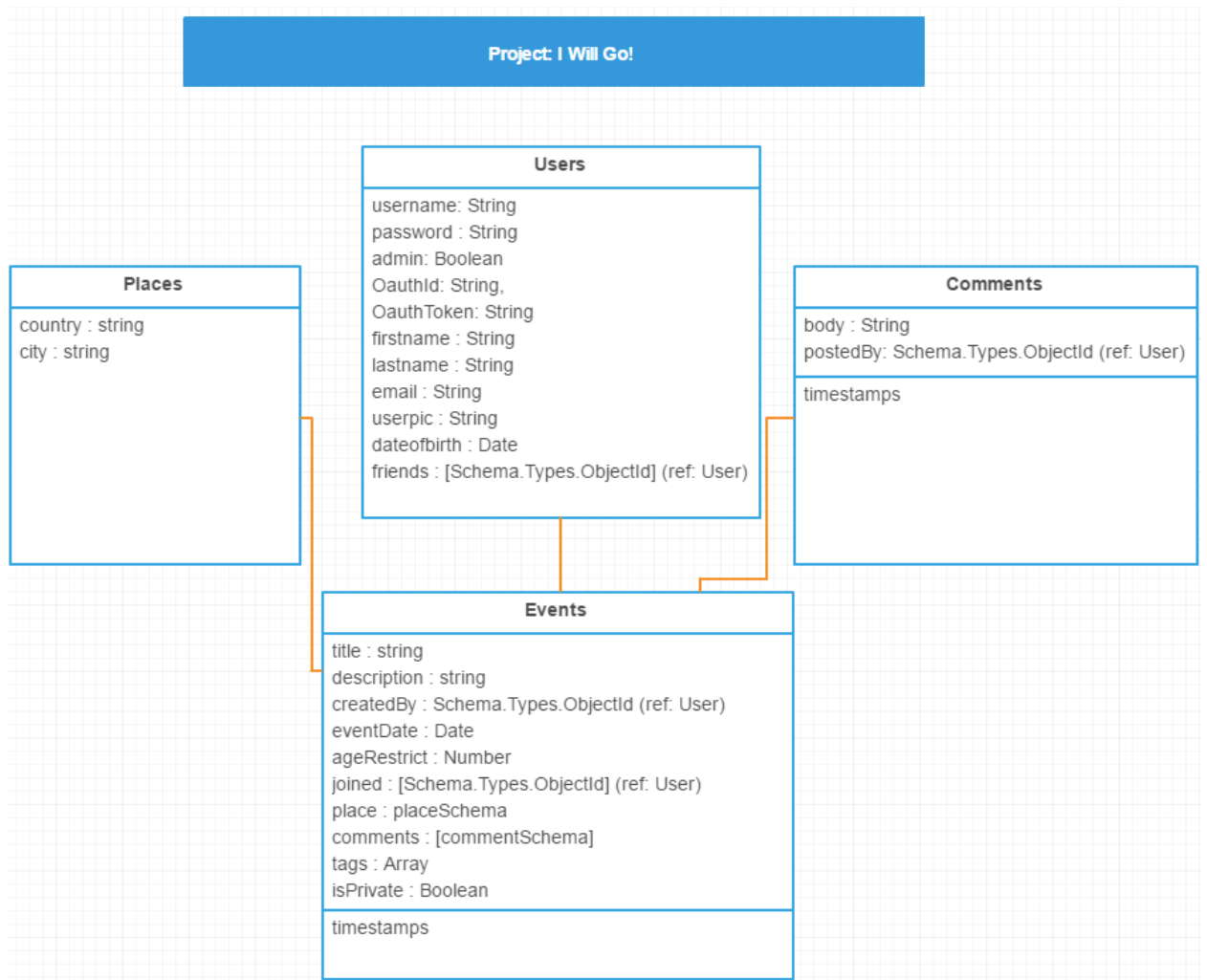
#### 2.1 The REST API Specification

Resources		
▼ /events	DELETE	POST GET
/events/{eventId}	DELETE	PUT GET
/events/{eventId}/comments	DELETE	POST GET
/events/{eventId}/comments/{commentId}	DELETE	PUT GET
▼ /users		GET
/users/login		POST
/users/register		POST
/users/logout		GET
/users/{userId}	DELETE	PUT GET
/users/{userId}/addfriend		POST
/users/{userId}/delfriend		POST

## 2.2 Front-end Architecture Design



## 2.3 Database Schemas, Design and Structure



## 2.4 Communication

EventController -> eventFactory -> Events Resource

EventDetailsController -> eventFactory -> commentFactory -> Events Resource

UserController -> userFactory -> Users Resource

HeaderController -> AuthFactory -> Users Resource

LoginController -> AuthFactory -> Users Resource

RegisterController -> AuthFactory -> Users Resource

### **3. Conclusions**

The result of this project is simple social network which allows people to manage their leisure time. There are two main entities such as Events and Users. As a platform for hosting the application I'm using the IBM Bluemix with mongodb service

### **4. References**

A list of used tools:

- [Creately Diagramming tool](#)
- [Mulesoft API designer](#)
- [XMind \(Mind Mapping tool\)](#)