

Copy code 

SCSS

## Backend

```

  |
  +-- Controllers
  +-- Services
  +-- Domain (Entities)
  +-- Infrastructure (DB)
  +-- Auth
  +-- DTOs

```

Entities:User:

- \* id
- \* username
- \* role
- \* assignedPlaces[]
- \* password

Manager of area:

- \* Users[]
- \* id
- \* username
- \* Area
- \* password

Manager of all:

- \* managerOfAreas[]
- \* id
- \* username
- \* areas[]
- \* password

Place:

- \* id
- \* areaId
- \* location - ?

- \* Radar?
- \* camera?

Areas

- \* id
- \* name
- \* polygon - ?
- \* managers[]

- \* Users[]
- \* Places[]

- \* number of places[]
- \* number of targets[]

## Device (abstract)

- \* id
- \* type: devicetype
- \* status
- \* placeId
- \* areaId
- \* targets[]

## Cameras

- \* Device

## Radar

- \* Device

## Target

- \* id
- \* areaId
- \* location
- \* Place

## Services (Business Logic)

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```
Services
|
+-- AuthService
|   +-- Login()
|   +-- ValidateToken()
|
+-- UserService
|   +-- CreateUser()
|   +-- AssignRole()
|   +-- AssignArea()
|
+-- AreaService
|   +-- CreateArea()
|   +-- UpdatePolygon()
|   +-- AssignManager()
|
+-- PlaceService
|   +-- CRUD inside Area
|
+-- DeviceService
|   +-- CreateDevice()
|   +-- AssignToPlace()
|   +-- AssignTarget()
|   +-- AssignUser()
|
+-- TargetService
|   +-- CRUD inside Area
```

## Controllers (API)

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bash

```
Controllers
|
+-- AuthController
|   +-- POST /login
|
+-- UsersController
|   +-- POST /users
|   +-- PUT  /users/{id}/role
|
+-- AreasController
|   +-- POST /areas
|   +-- PUT  /areas/{id}
|   +-- DELETE /areas/{id}
|
+-- PlacesController
|   +-- CRUD /areas/{id}/places
|
+-- DevicesController
|   +-- CRUD /devices
|
+-- TargetsController
|   +-- CRUD /targets
```

