



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

COS 301

DEPARTMENT OF COMPUTER SCIENCE

Architectural Requirements and Initial Architecture Design Functional Requirements

Group Members:

Student numbers:

Diana Obo

u13134885

Priscilla Madigoe

u13049128

Kudzai Muranga

u13278012

Sandile Khumalo

u12031748

July 29, 2016

IMPAKD LINK

For further references see [gitHub](#). July 29, 2016

Contents

1	Vision	4
2	Background	5
3	Scope	5
4	Software Architecture	6
4.1	Architecture requirements	6
4.1.1	Architectural scope	6
4.1.2	Quality requirements	6
4.1.3	Integration and access channel requirements	7
4.1.4	Architectural constraints	8
4.2	Architectural patterns or styles	8
4.3	Use of reference architectures and frameworks	9
4.4	Access and integration channels	9
4.5	Technologies	10
5	Design overview	11
6	Functional requirements and application design	12
6.1	Use case prioritization	12
6.2	Use case/Services contracts	12
6.3	Required functionality	16
6.3.1	Login	16
6.3.2	Logout	17
6.3.3	Register	17
6.3.4	addProperty	18
6.3.5	deleteProperty	18
6.3.6	updateProperty	19
6.3.7	compareTwoProperties	19
6.3.8	generateReport	20
6.3.9	getDefaultValues	20
6.3.10	Display Statistics	21
6.3.11	Display Graph	21

6.4	Process specifications	22
6.4.1	Login	22
6.4.2	Logout	22
6.4.3	Register	23
6.4.4	addProperty	23
6.4.5	deleteProperty	24
6.4.6	updateProperty	24
6.4.7	compareTwoProperties	25
6.4.8	generateReport	25
6.4.9	setDefaultValue	26
6.4.10	Display Statistics	26
6.4.11	displayGraphRequest	27
6.5	Domain Model	27
7	Open Issues	28

1 Vision

The Property Investor Optimizer project is objective is to evaluate whether a certain rental property is worth buying. It does this by calculating the Return of Investment (ROI) of a property, which can be compared with another property's ROI, to assist a user to optimize their investment strategy according to their portfolio.

The project will assist the user by helping to answer the following questions:

- Given a certain bond (interest rate, deposit as a percentage of property value), rental (occupancy rate, agent commission, rental amount) and environmental conditions (Interest rate, inflation) what is the ROI?
- When is it better to pay a higher or lower deposit for a bond?
- Between two rental scenarios which provides the greater ROI?
- Is it better to try and pay off the bond as fast as possible by paying in extra capital?
- How does purchasing another property influence a user's ROI and at which point would this be a good idea?
- At which point does it make sense to buy another property?
- How much tax will the user have to pay?

2 Background

The project was given to us by our client, CSIR, so that we can research how the ROI of different configurations of rental properties can answer the questions listed in the Vision section of this document. Answers to these questions can be used to help users of the system choose to buy the best property that fits their portfolio and requirements with the ease of not having to manually evaluate the property themselves. The project can also be used for property-related research.

3 Scope



4 Software Architecture

4.1 Architecture requirements

4.1.1 Architectural scope

The project will be implemented using the Model View Controller, MVC, structural pattern. The system will consist of:

- A website that the user will interact with in order to use the system.
- A database that will be used to persist objects that need to be saved.
- A server that will deal with the process execution and calculations of the system.
- A notification system that will be used to notify the user of important information that concerns them.

4.1.2 Quality requirements

- Flexibility

The system must be able to be accessed by more than one access channel, mainly via a computer and a smart phone. It must also not be locked to any one persistence technology.

- Maintainability

The system will be implemented with the Model View Controller structural pattern, which allows for modularisation. This allows the different components of the system to be maintained independently of each other. Angularjs, a widely-used technology with extensive support, will be used to implement MVC.

- Scalability

The system must be able to support as many users as possible since it is a website that will be available to a very large audience. Enterprise Java Beans (EJB) will be used because it can be used to develop scalable and robust enterprise level applications.

- Reliability

The website must have as little downtime as possible, and must display correct and accurate information at all times.

- Usability

Users of the system must find it very easy and intuitive to use, even to users

without extensive computer literacy. The system must be as efficient as possible. This will be done by implementing the latest trends in website user interface design.

- **Performance**

The system must execute processes smoothly between users' actions and the website, along with the graphs and statistics it will provide, must respond in a reasonable amount of time.

- **Security**

There must be no direct manipulation of the database and the server. Users will be required to login or register to be able to use the system. The database will be backed up to a CSV file.

- **Auditability**

Users' activities must be logged for reporting purposes.

- **Testability**

The system must be tested to ensure that each of its components are working properly. Each service contract must meet its pre-conditions and post-conditions. Unit and integration tests will be used to this end.

- **Integrability**

All independent components of the system must be integrated together and the system must work as one.

4.1.3 Integration and access channel requirements

- **Integration**

- Logging into the system is done over a HTTPS POST method.
- The user's login details are kept in an HTTP session so the user does not need to log in everytime he/she makes a request to the server.
- The HTTPS sessions are invalidated when the user terminates his/her session by logging out.
- Communication between the server (back-end) and the webpage (front-end) will be facilitated by the REST method which uses JSON objects and HTTPS methods to send requests and get responses.
- The "Create, Read, Update and Delete" or CRUD actions that will make changes to the database will be logged automatically. This will ensure auditability of the system.

- **Human Access Channel**

- End-users interact with the Web client to display the required information and do desired actions.

- **System Access Channel**

- The Web-based component of the system will be implemented in "Angularjs" which utilizes JavaScript, HTML and "Handlebar.js".

4.1.4 Architectural constraints

- User
 - Has to be registered and his/her details have to exist in the system in order to login and be able to use the system
- Time
 - If a user is logged in and remains inactive for more than 30 minutes, the user will have to login again before they can use the system again

4.2 Architectural patterns or styles

Layer (*object-oriented design*)

- **Services Layer**
The CRUD actions that will change the database will be intercepted in this layer.
- **Business Logic Layer**
Will capture information of requests from objects and submit the services request.
- **Multi-Layered**
MVC model uses this approach to enable the separation of business logic.
- **Transport Layer**
Used to provide devices with connection to a router.

MVC (*Model View Controller*)

Allows the system's states to change and it encapsulates the interactions from the user and transforms these interactions into business logic.

REASON:

- Reduce presentation layers complexity and improves flexibility
 - Separates responsibilities
 - * Provide view onto information - ***View***
 - * React to user events - ***Controller***
 - * Provide business services and data - ***Model***
 - Allows each component to change independently

- Full decoupling
 - Model from both *view* and *controller*
- Simplification
 - Through separation of concerns
- Reuse
 - *Model* components and *View* components
- Maintainability
 - Different components can be used, developed and maintained by different members of a team
 - * *Model* - backend developers
 - * *View* - UI designers
 - * *Controller* - Front-end developers
- Improved Testability
 - Model/business services tested independently of UI
 - UI tested with mock model

4.3 Use of reference architectures and frameworks

- Django
 - Our System is going to be web based, so Angularjs is used for web development front end of the system. The structural pattern we are going to use is MVC and Angularjs implements MVC
- JavaEE
 - JavaEE contains most of the frameworks and technologies we need to develop and deploy our system.

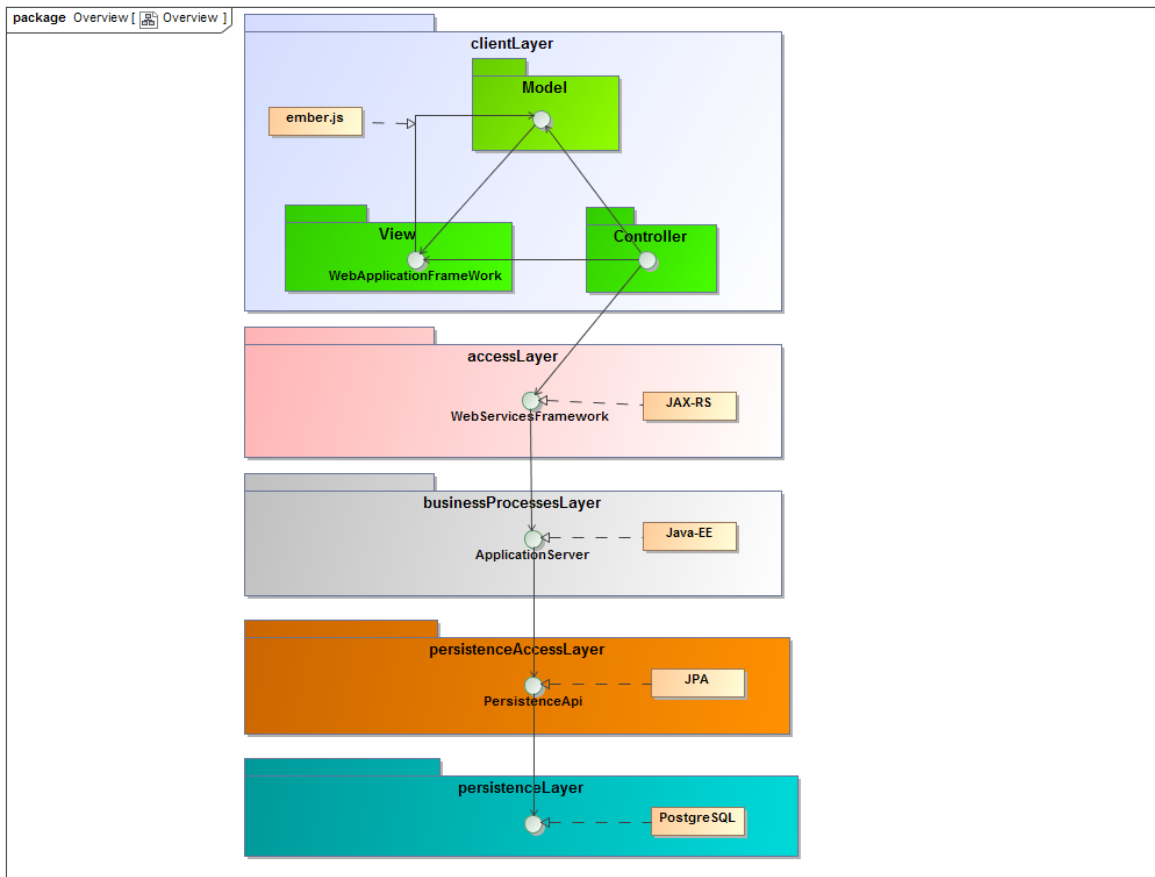
4.4 Access and integration channels

- This is a stand-alone application and therefore will not use other applications for all the required functionality.
- Plug-ins and APIs will be included, and will therefore be integrated with the main application to add specialised functionality.

4.5 Technologies

- *HTML5* : It will be used to create the front end of the system
- *Javascript* : front end to verify the log in details for each user it will keep track of the user logged in.
- *JPA*: It will be used to manage the relational data in JavaEE
- *EJBs*: It will be used to manage concurrency control in the system
- *Angularjs*: To implement the MVC pattern
- *CSS*: It will be used for the styling of the web page
- *Bootstrap*: It will be used for the styling of the web page
- *Web browsers*: Any web browser that supports HTML 5
- *Postgresql*: The database that will be used to store the data
- *QUnits*: It is a powerful framework for javaScript unit testing, it is easy to use and It can test any generic javaScript code

5 Design overview



6 Functional requirements and application design

6.1 Use case prioritization

Critical:

- calculateROI

Important:

- Register
- Login
- logout
- addProperty
- updateProperty
- deleteProperty
- displayGraphs
- displayStatistics

Nice-to-have:

- updateProfile
- generateReport

6.2 Use case/Services contracts

login

- *Pre-Conditions:*
 - The user must not be logged in.
 - The user must have already registered.
 - The login details must match the details that exist in the database.
- *Post-Conditions:*
 - The user will be logged into the system.
 - The user will be able to use the system.
 - The activity will be logged automatically.
- *Request and Results Data Structures:*

register

- *Pre-Conditions:*
 - The specified username (email address) and password fields must not exist in the system.
 - The user must not be logged in.
- *Post-Conditions:*
 - The specified user details will be added into the system.
 - The system will send an email to verify the email address specified.
- *Request and Results Data Structures:*

logout

- *Pre-Conditions:*
 - The user must be logged in.
- *Post-Conditions:*
 - The session must end.
 - The user should not be logged in.
 - The user should be redirected to the login page.
- *Request and Results Data Structures:*

viewProfile

- *Pre-Conditions:*
 - The user must be logged in.
 - The user profile must correspond with the credentials of the user logged in.
- *Post-Conditions:*
 - The profile information requested should be returned.
- *Request and Results Data Structures:*

updateProperty

- *Pre-Conditions:*
 - user must be logged in
- *Post-Conditions:*
 - the property page and associated fields must be updated

- database should be updated
- *Request and Results Data Structures:*

deleteProperty

- *Pre-Conditions:*
 - user must be logged in
 - property must exist
- *Post-Conditions:*
 - property is deleted
 - user must not see deleted property anymore
- *Request and Results Data Structures:*

addProperty

- *Pre-Conditions:*
 - user must be logged in
 - user must be navigated to the addProperty page
 - no duplicate properties
- *Post-Conditions:*
 - property is added
 - user should be able to view addProperty
- *Request and Results Data Structures:*

updateProfile

- *Pre-Conditions:*
 - user must be logged in
 - user's profile must match with the one used to log in
- *Post-Conditions:*
 - database is updated with edited user profile information
 - user's profile is edited
- *Request and Results Data Structures:*

compareTwoProperties

- *Pre-Conditions:*
 - user must be logged in
 - ROI of both properties must be calculated
- *Post-Conditions:*
 - property with greater ROI indicated
- *Request and Results Data Structures:*

generateReport

- *Pre-Conditions:*
 - user must be logged in
 - statistics for the report must have been retrieved from database
- *Post-Conditions:*
 - report generated and displayed
- *Request and Results Data Structures:*

getDefaultValues

- *Pre-Conditions:*
 - user must be logged in
 - default values must exist in the system
- *Post-Conditions:*
 - default values are retrieved
- *Request and Results Data Structures:*

displayGraphs

- *Pre-Conditions:*
- *Post-Conditions:*
- *Request and Results Data Structures:*

displayStatistics

- *Pre-Conditions:*
- *Post-Conditions:*

- *Request and Results Data Structures:*

calculateStatistics

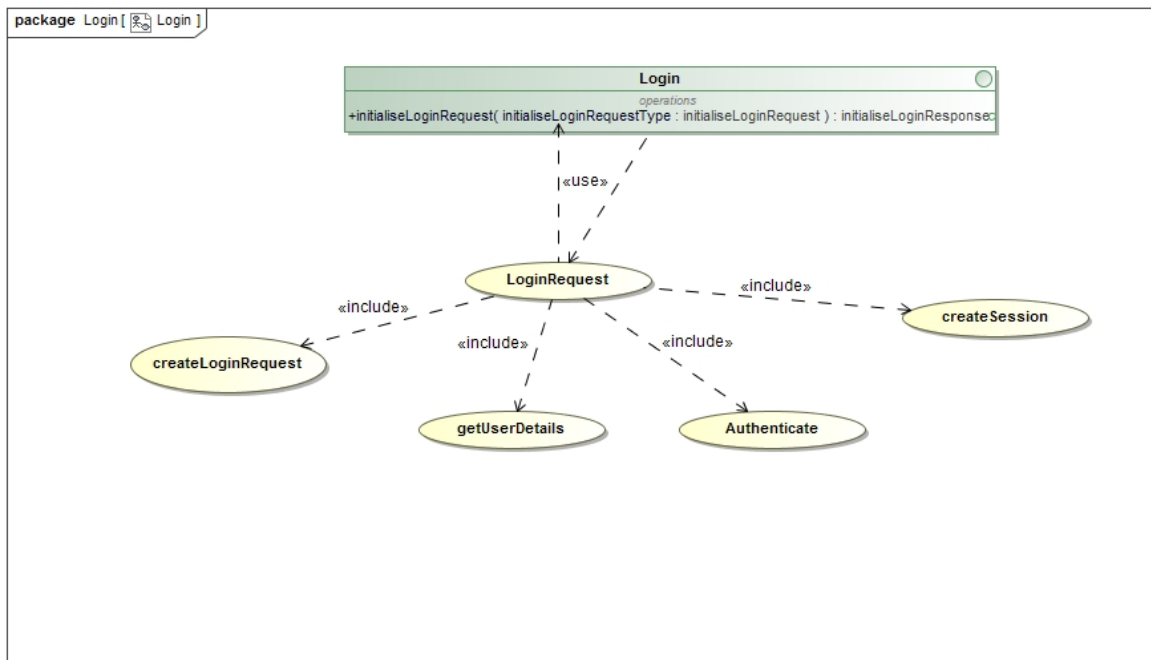
- *Pre-Conditions:*
- *Post-Conditions:*
- *Request and Results Data Structures:*

calucalateROI

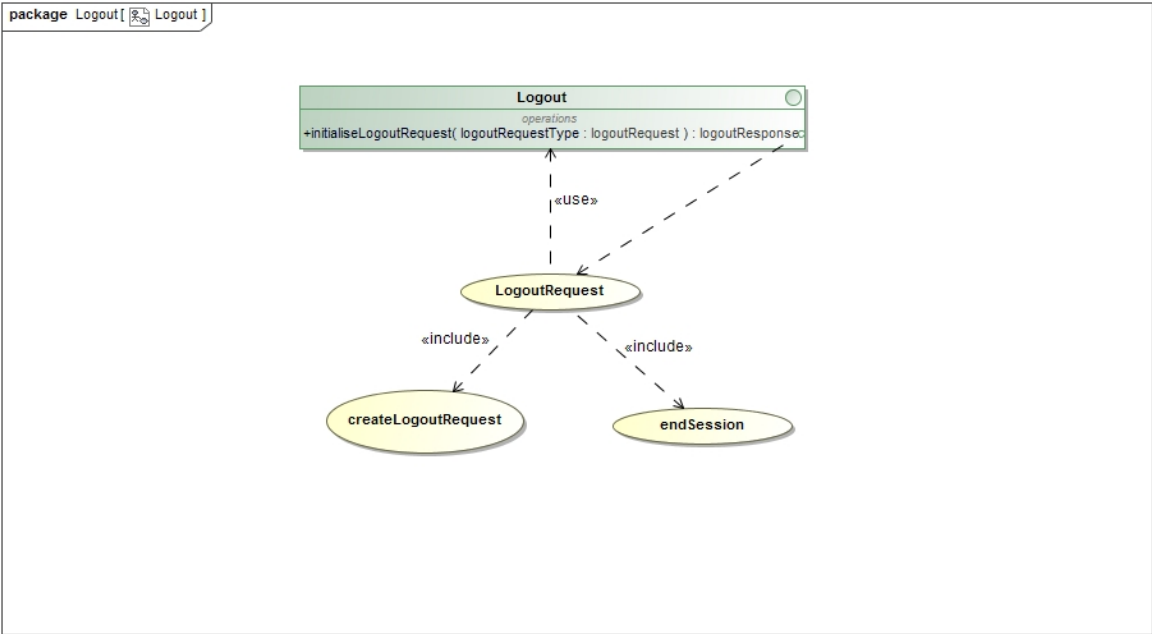
- *Pre-Conditions:*
- *Post-Conditions:*
- *Request and Results Data Structures:*

6.3 Required functionality

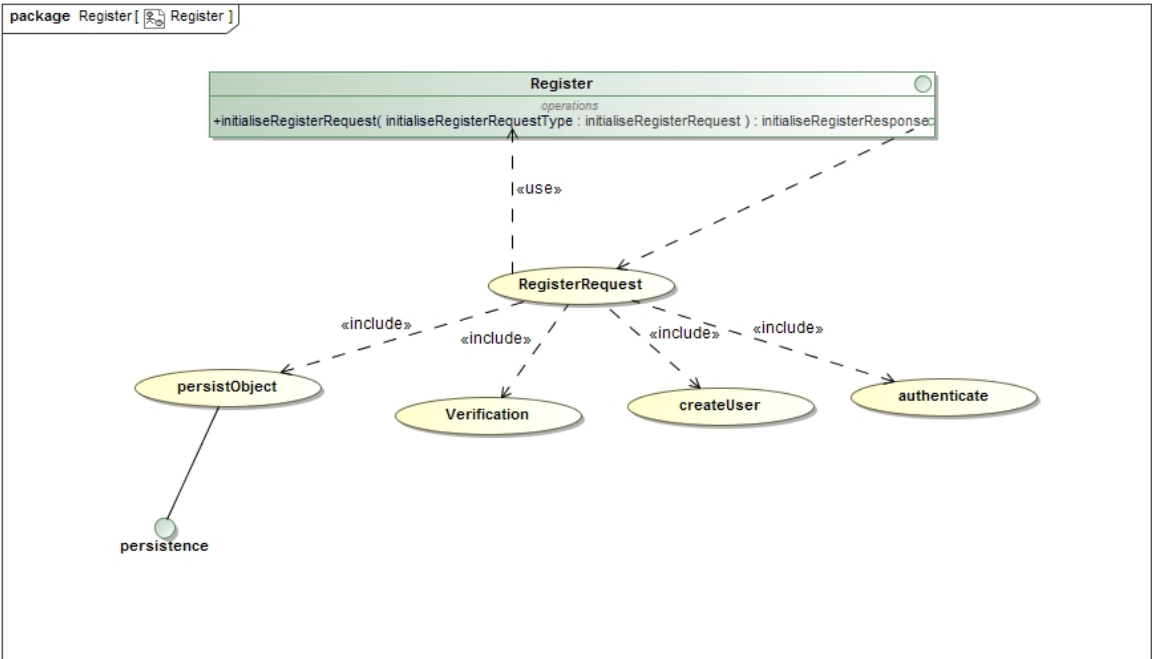
6.3.1 Login



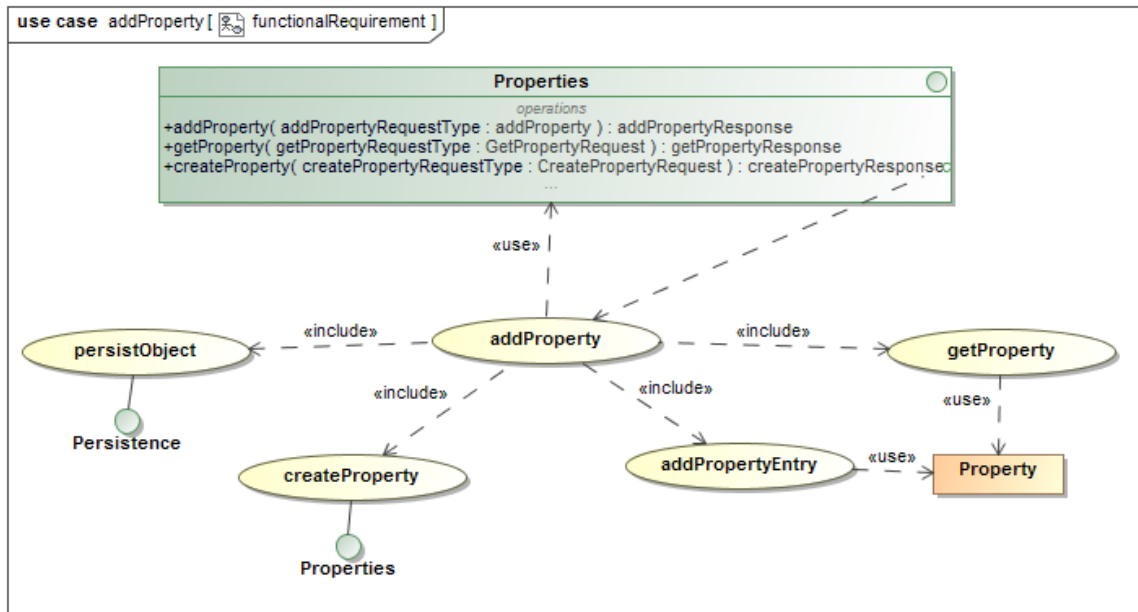
6.3.2 Logout



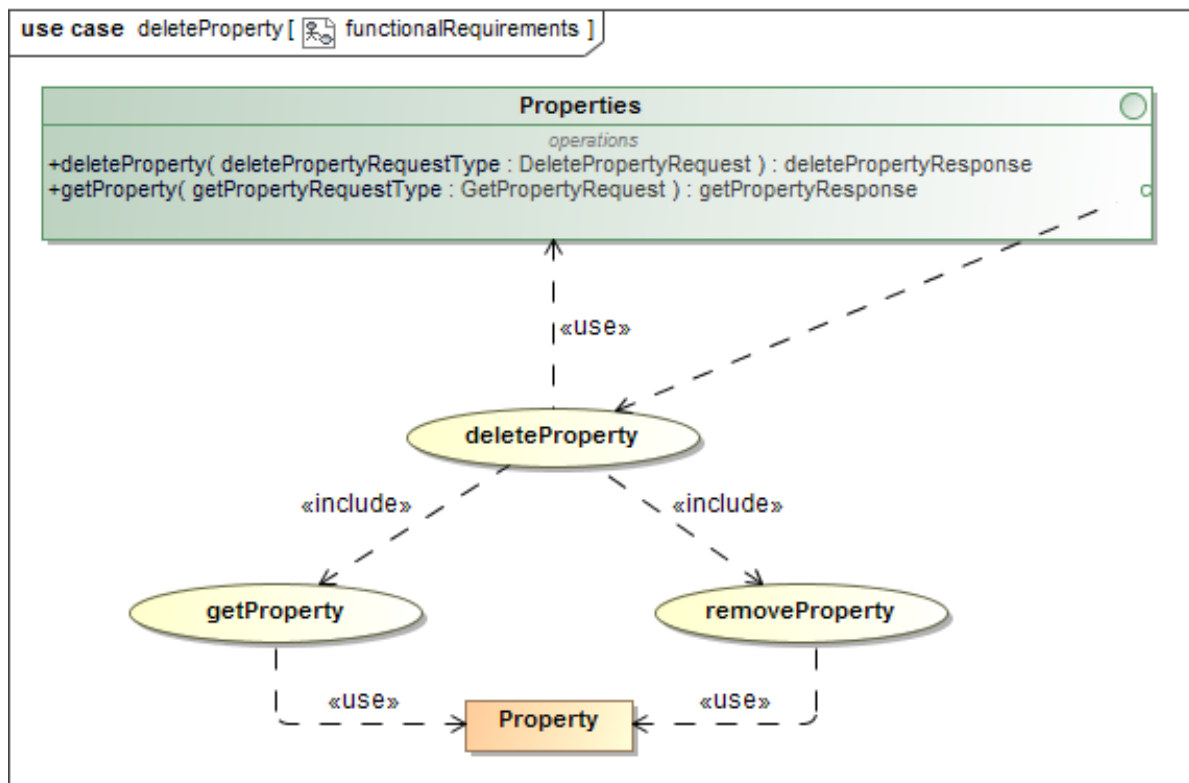
6.3.3 Register



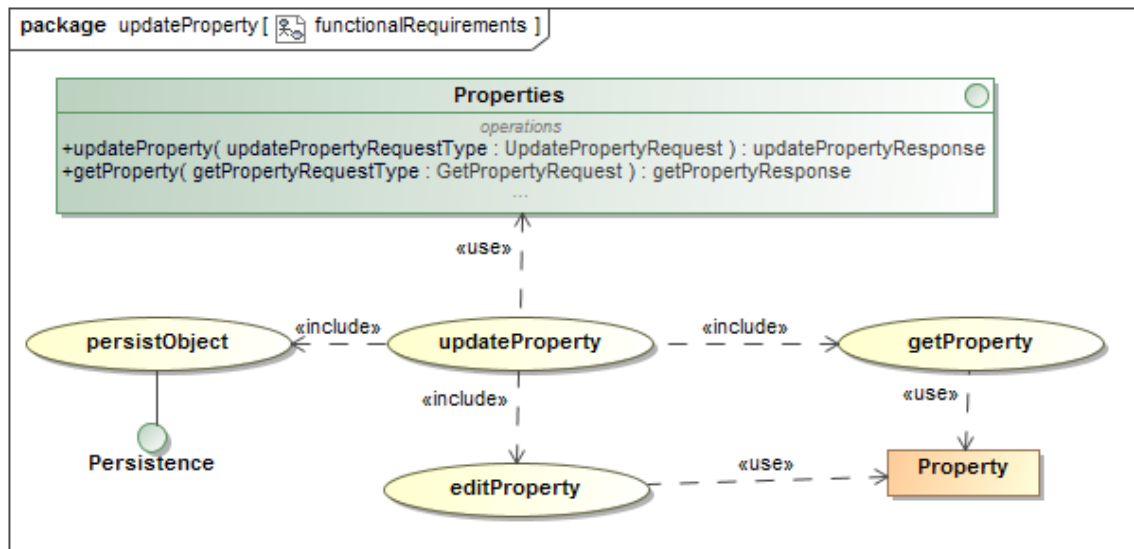
6.3.4 addProperty



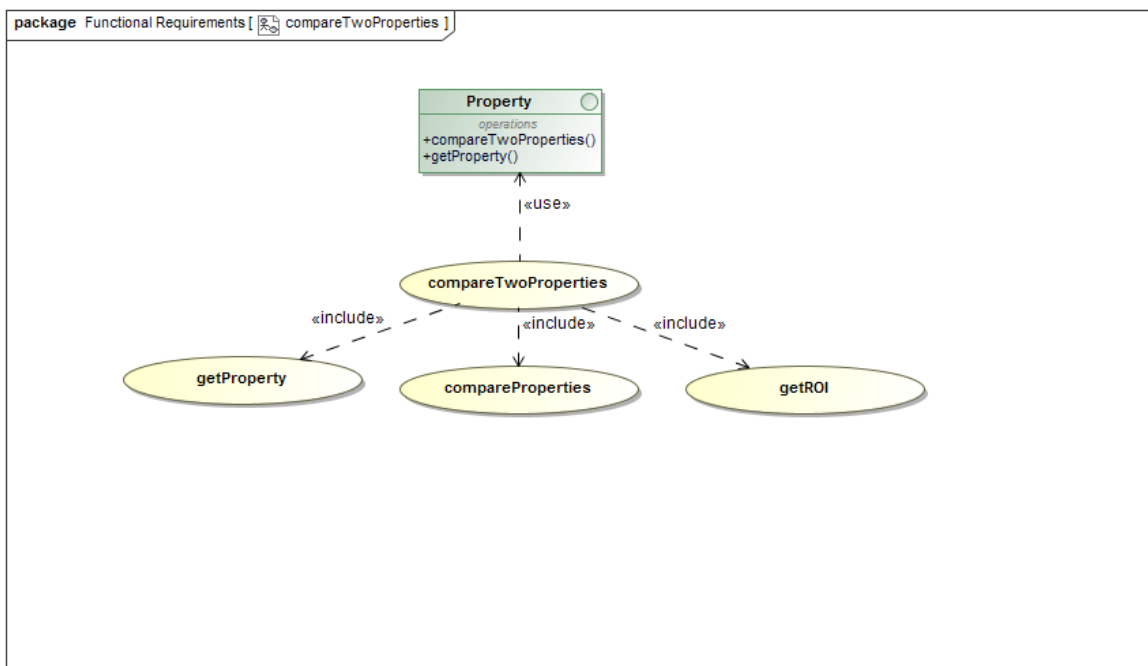
6.3.5 deleteProperty



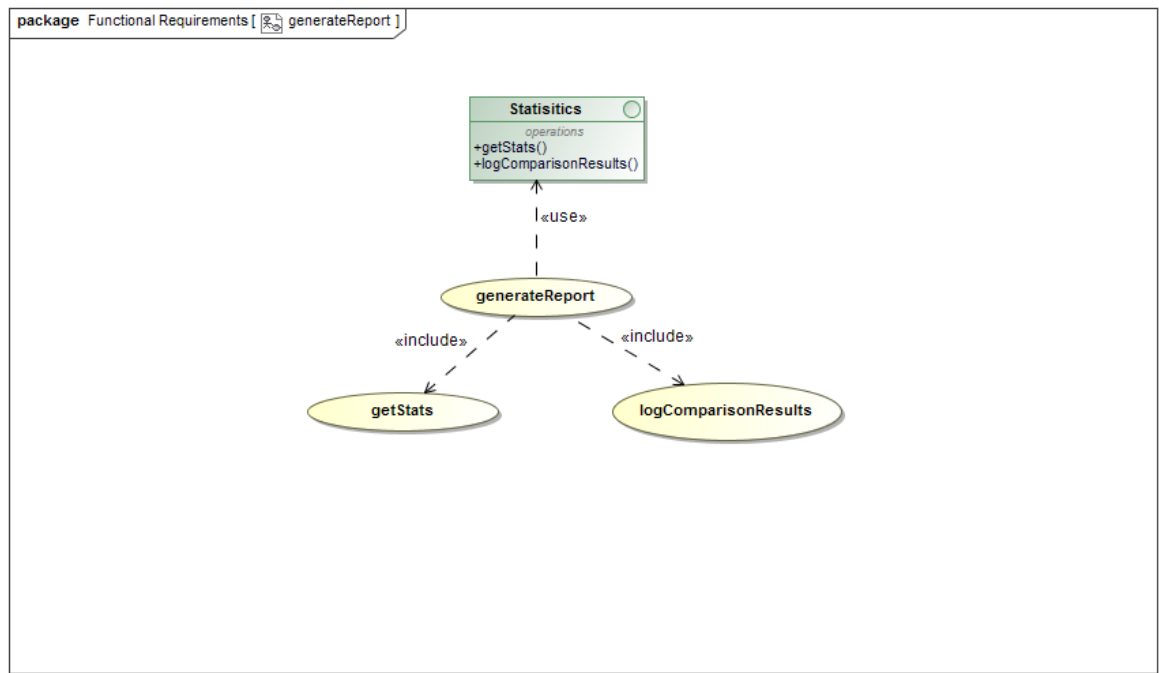
6.3.6 updateProperty



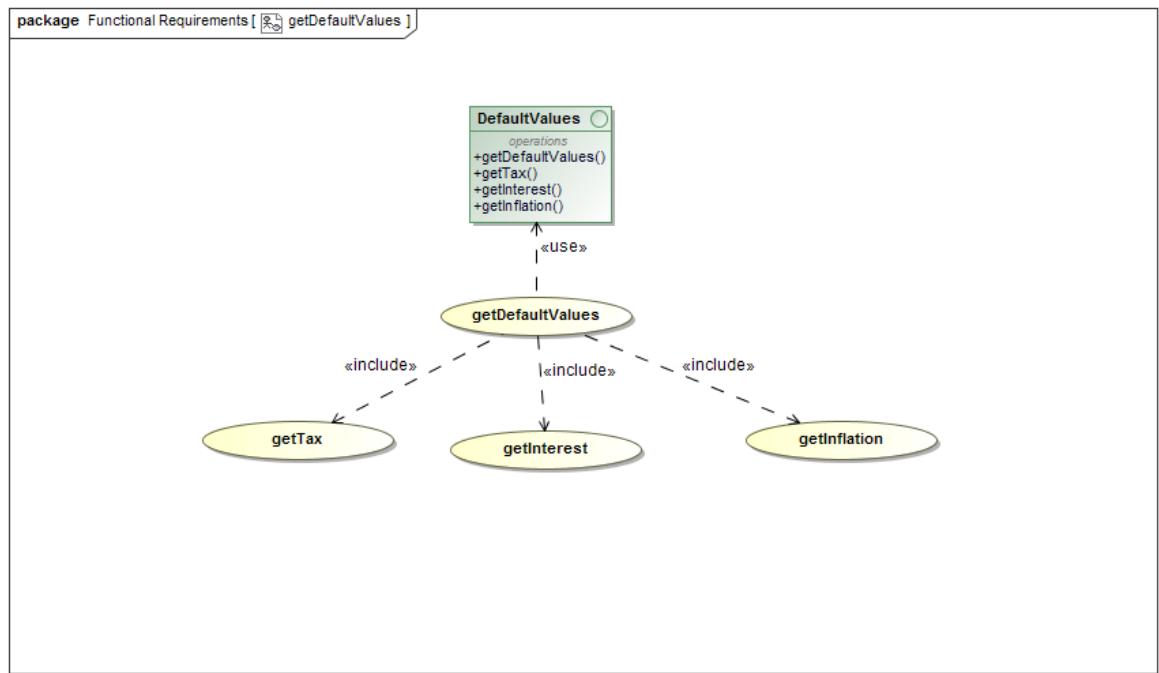
6.3.7 compareTwoProperties



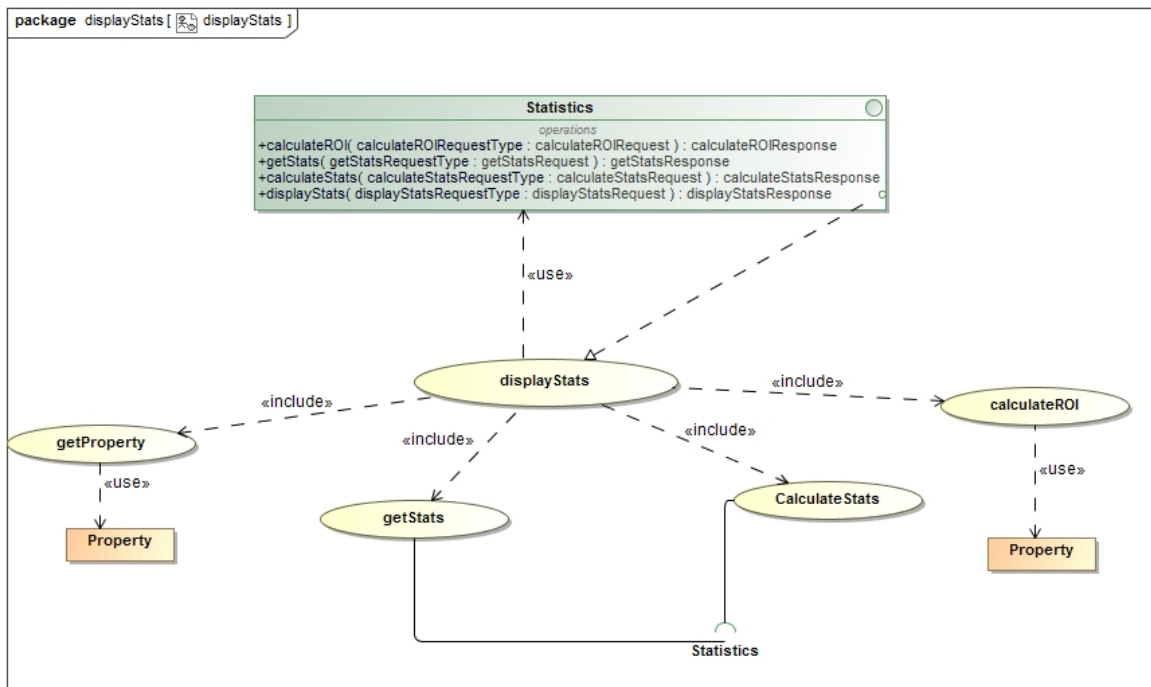
6.3.8 generateReport



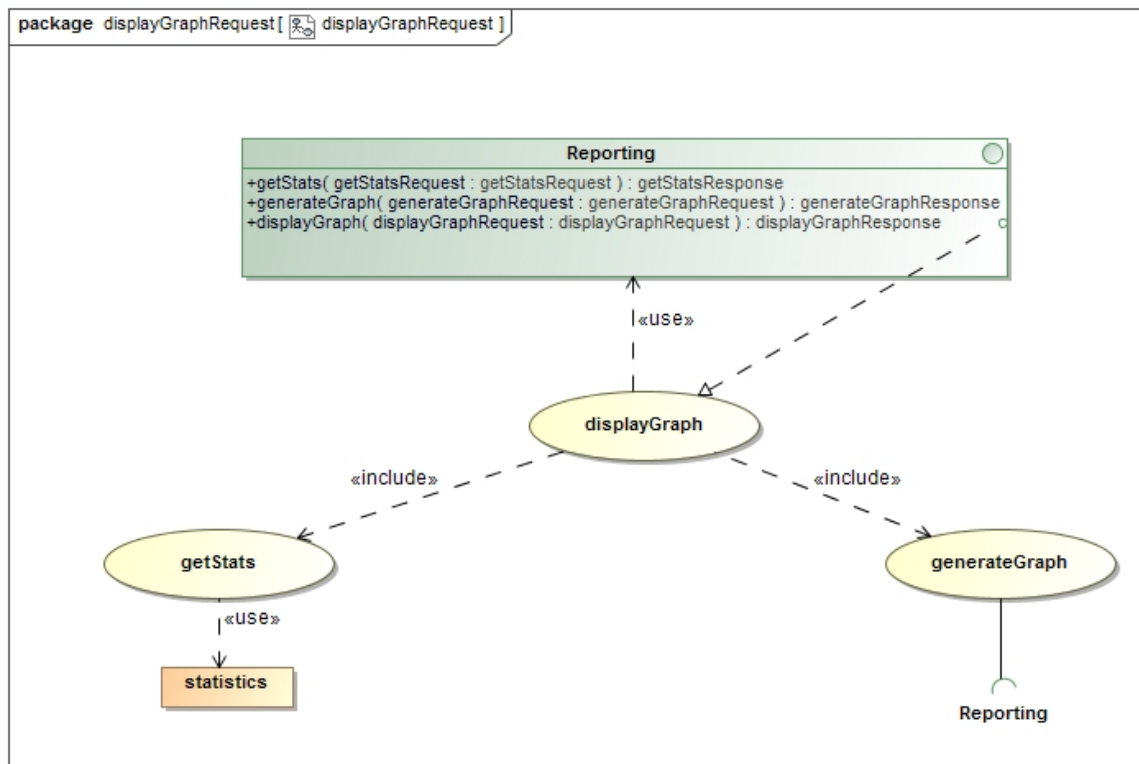
6.3.9 getDefaultValues



6.3.10 Display Statistics

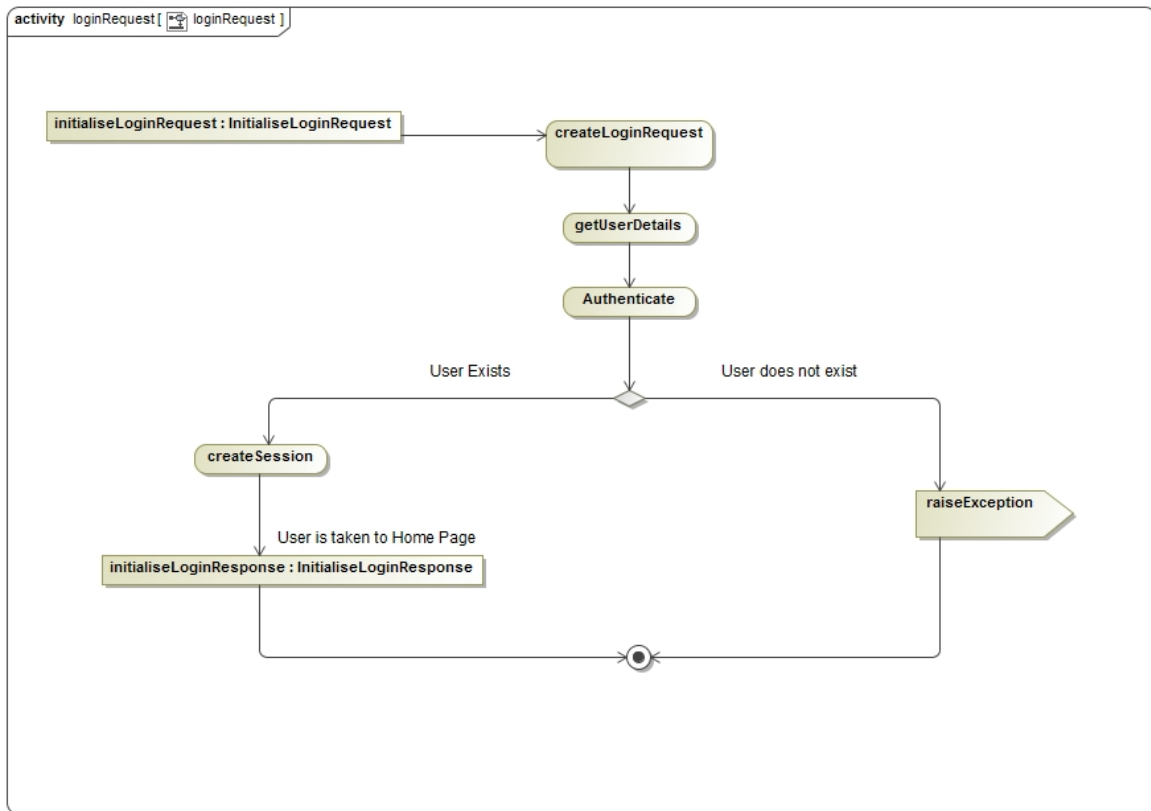


6.3.11 Display Graph

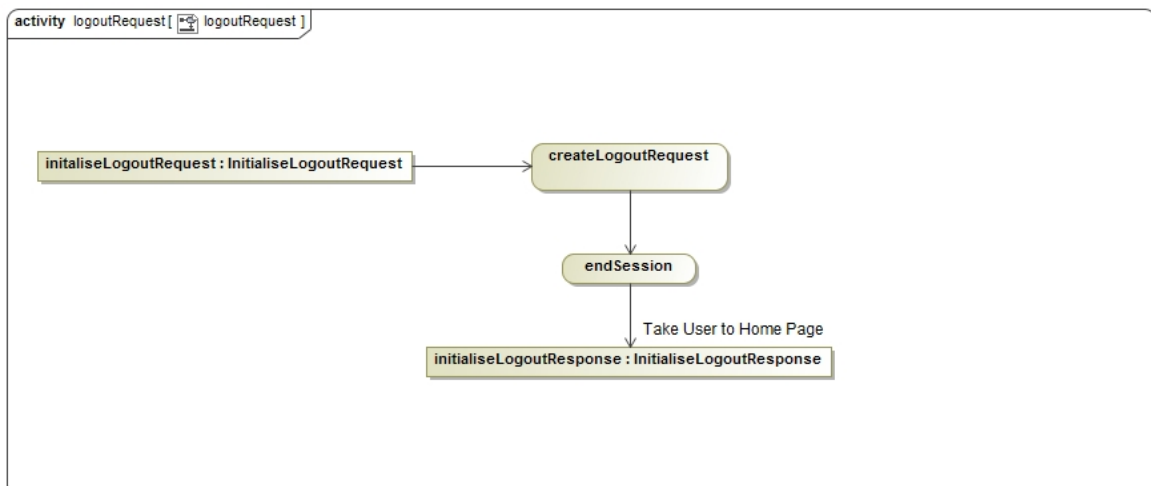


6.4 Process specifications

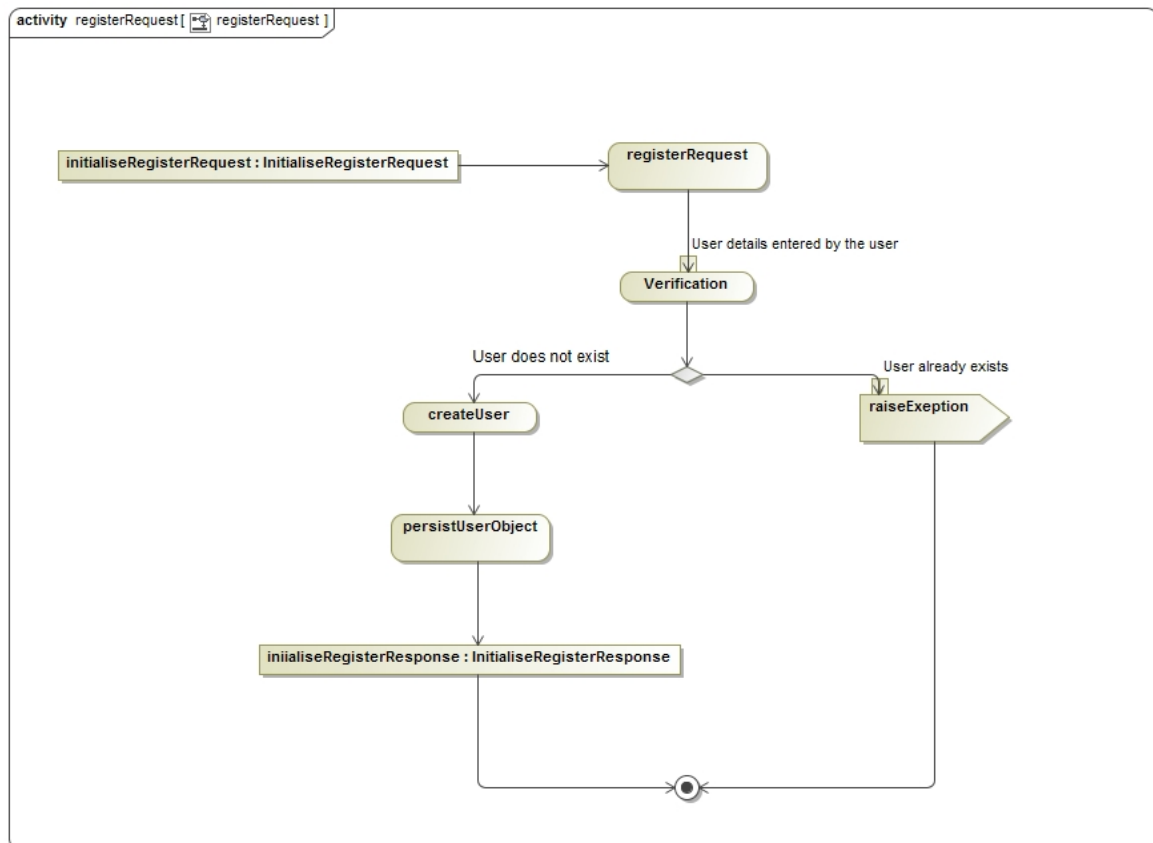
6.4.1 Login



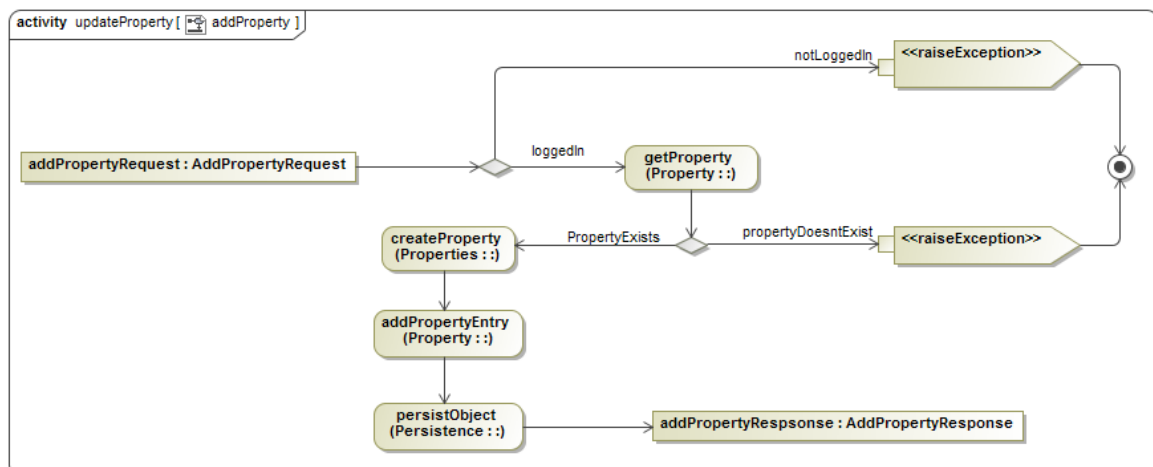
6.4.2 Logout



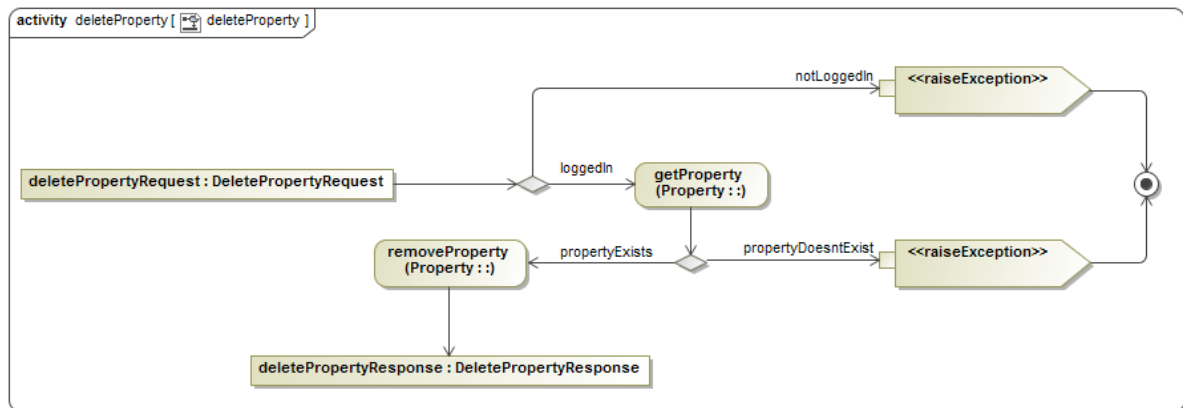
6.4.3 Register



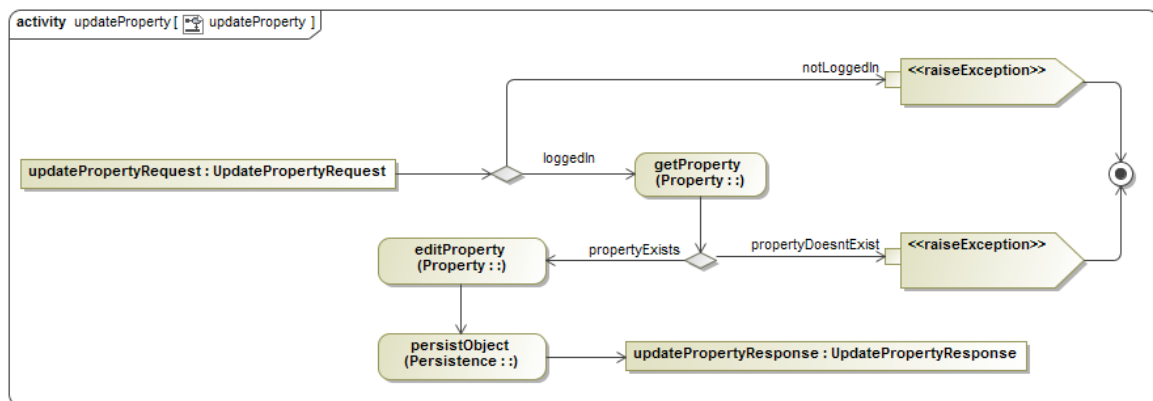
6.4.4 addProperty



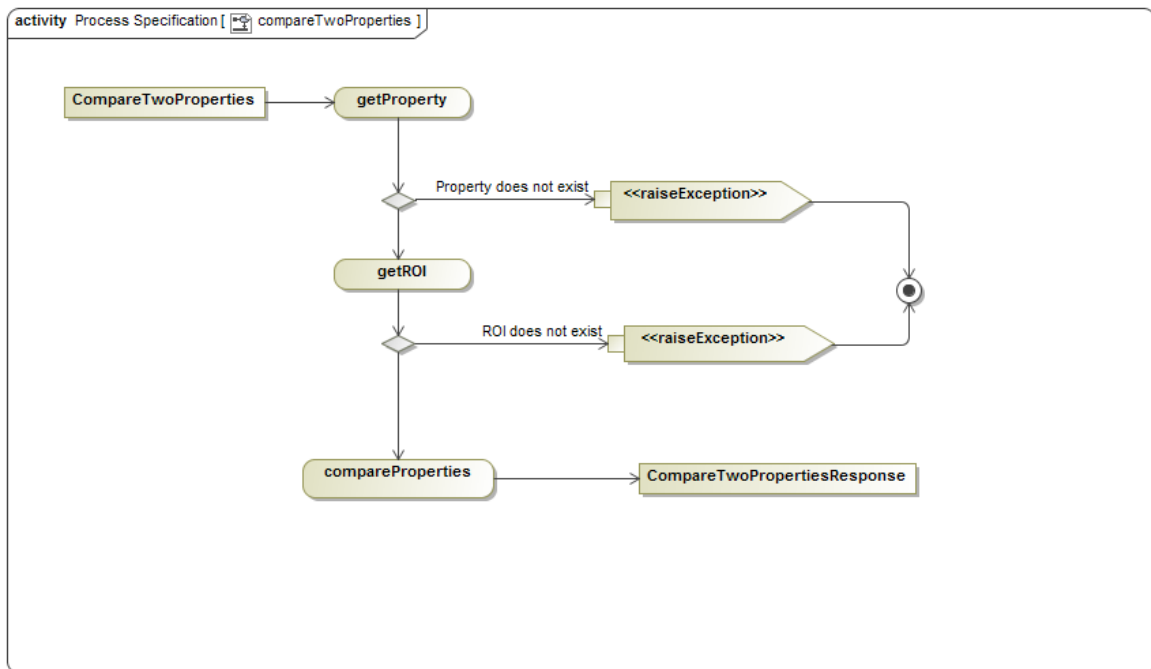
6.4.5 deleteProperty



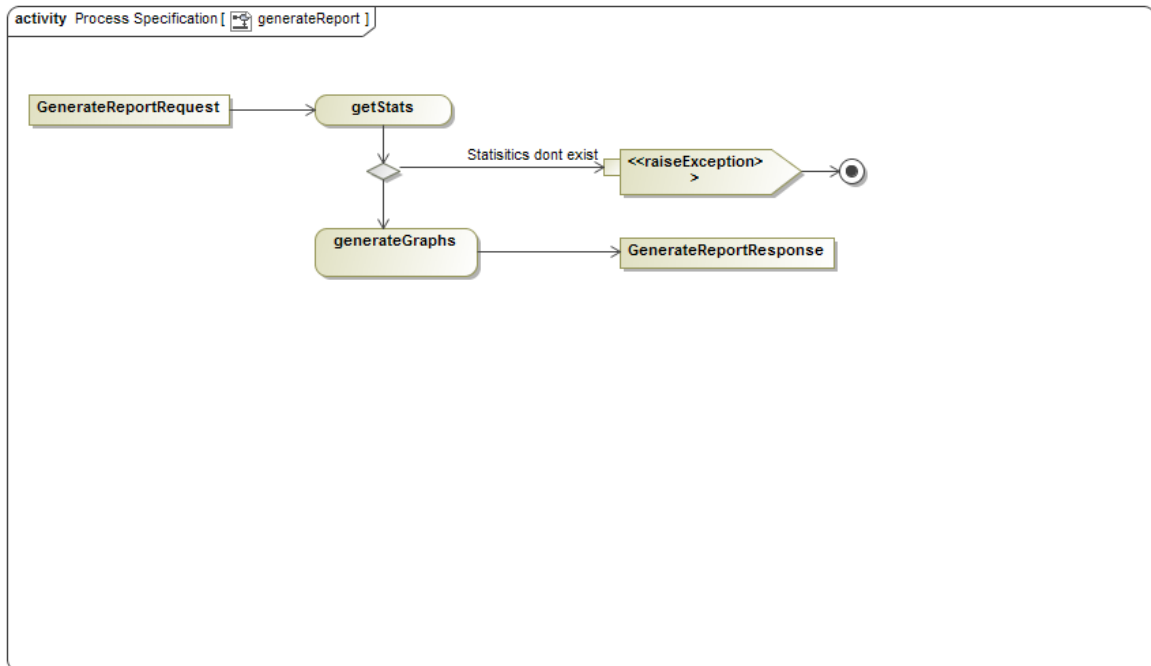
6.4.6 updateProperty



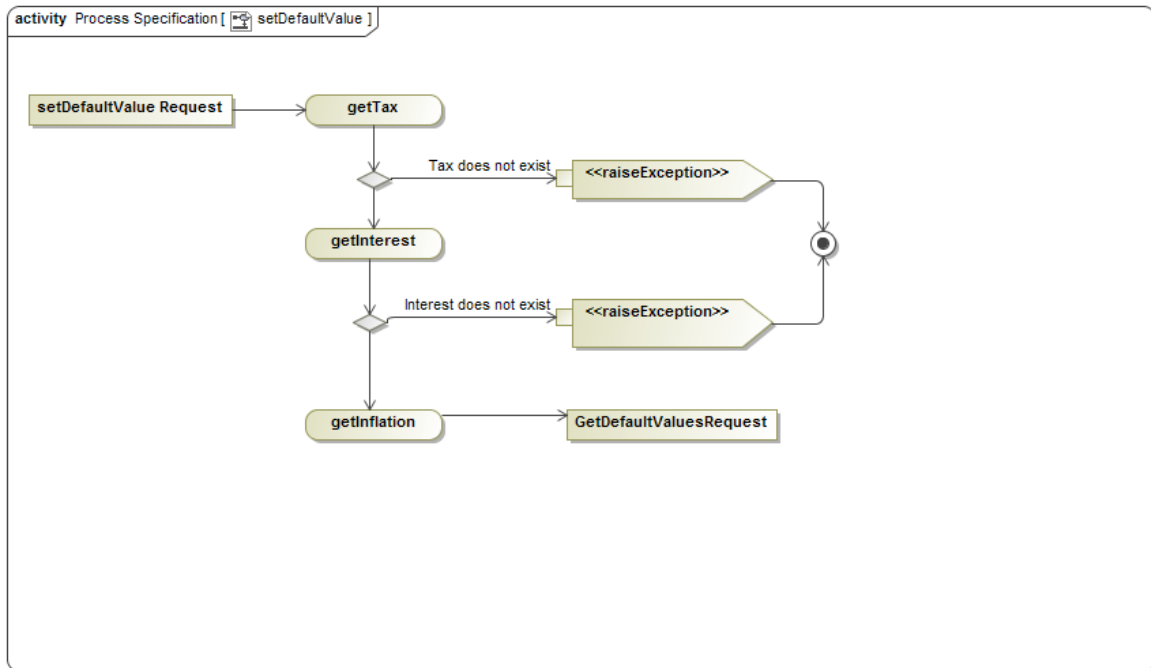
6.4.7 compareTwoProperties



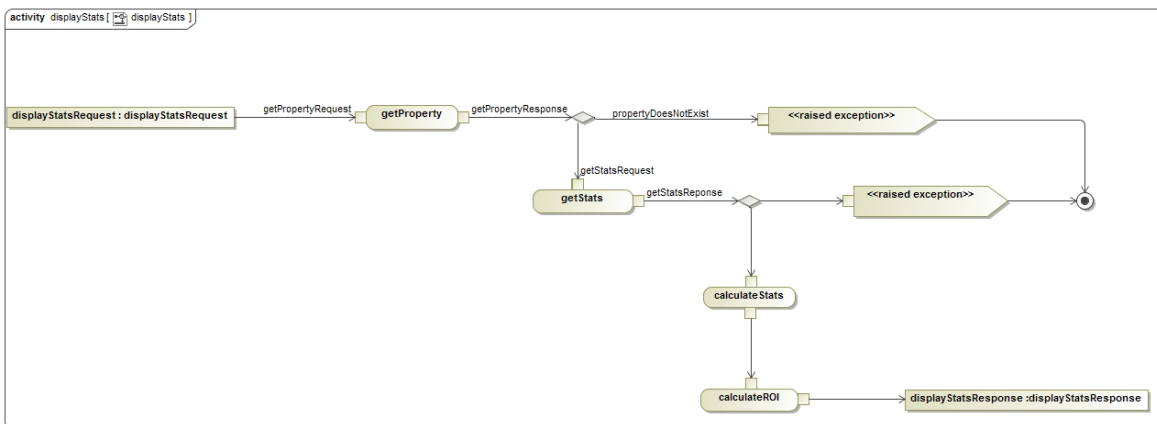
6.4.8 generateReport



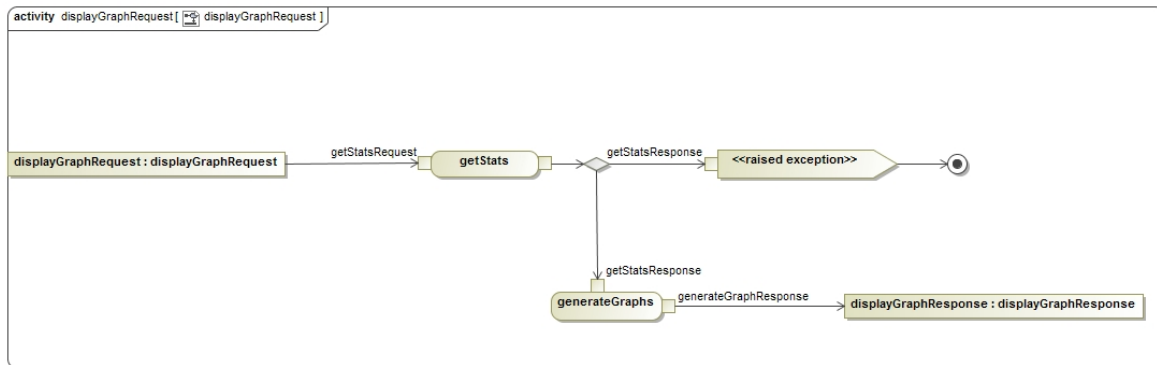
6.4.9 setDefault Value



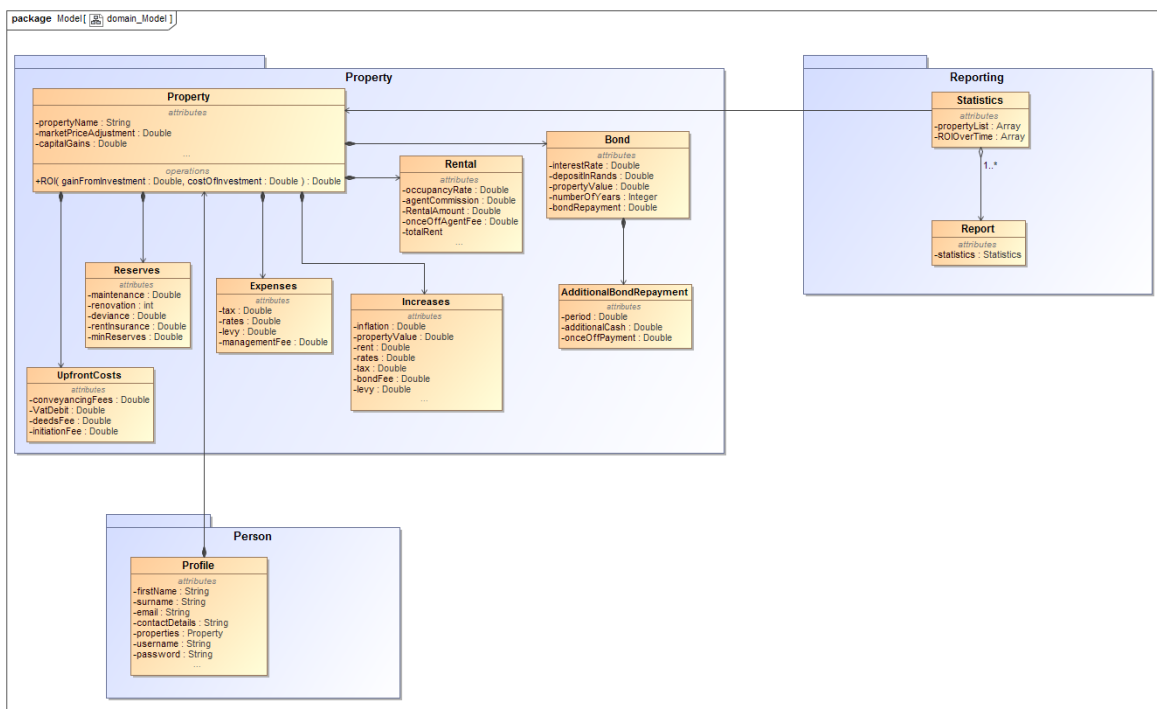
6.4.10 Display Statistics



6.4.11 displayGraphRequest



6.5 Domain Model



7 Open Issues