An online database for information on movies, tv series and celebrities.

Analysis and Design Document

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Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <24/04/2019> | 1.0 | Iteration 1.1 | Giurgiu Diana |
| 08/05/2019 | 2.0 | Iteration 1.2 | Giurgiu Diana |
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# Project Specification

This application is intended to be a database for Movies, Tv Shows, Celebrities(Actors) where a User can post comments in the movies/tvShows they have watched or give a rating to movies/TvShow. The comments are checked afterwards by the moderators and if they identify any illegal words(ex: swearing) the comment will be removed and depending on the rules they have crossed their penalties can vary from being mute for a period of time to their account being removed.

# Elaboration – Iteration 1.1

# Domain Model

In software engineering, a domain model is a conceptual model of the domain that incorporates both behaviour and data.

In ontology engineering, a domain model is a formal representation of a knowledge domain with concepts, roles, datatypes, individuals, and rules, typically grounded in a description logic.

# Architectural Design

## Conceptual Architecture

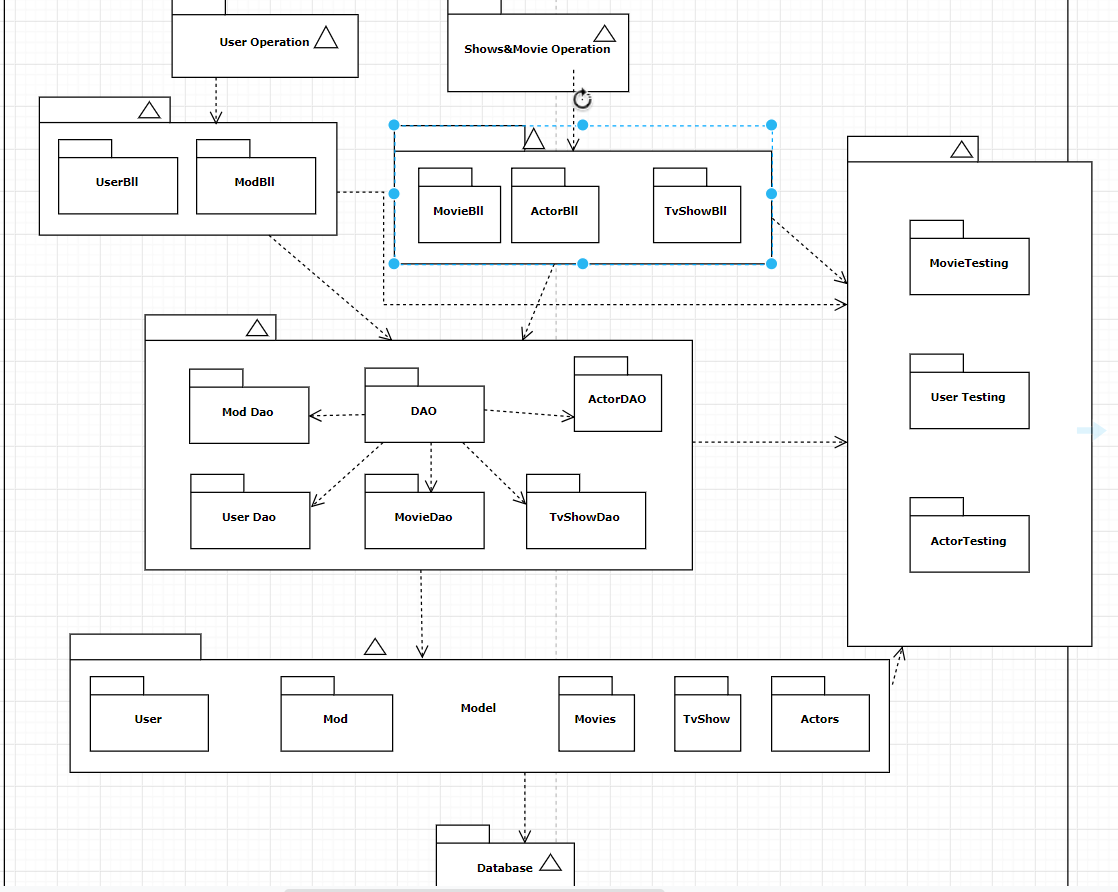
Chosen architecture pattern is layered pattern. Each pattern goes to the next layer.

## Package Design

The packages incorporated in my application are mapped by the layers they are part of:

* Presentation Layer
* Service layer
* Business Logic Layer
* Data Access Layer

## Component and Deployment Diagrams

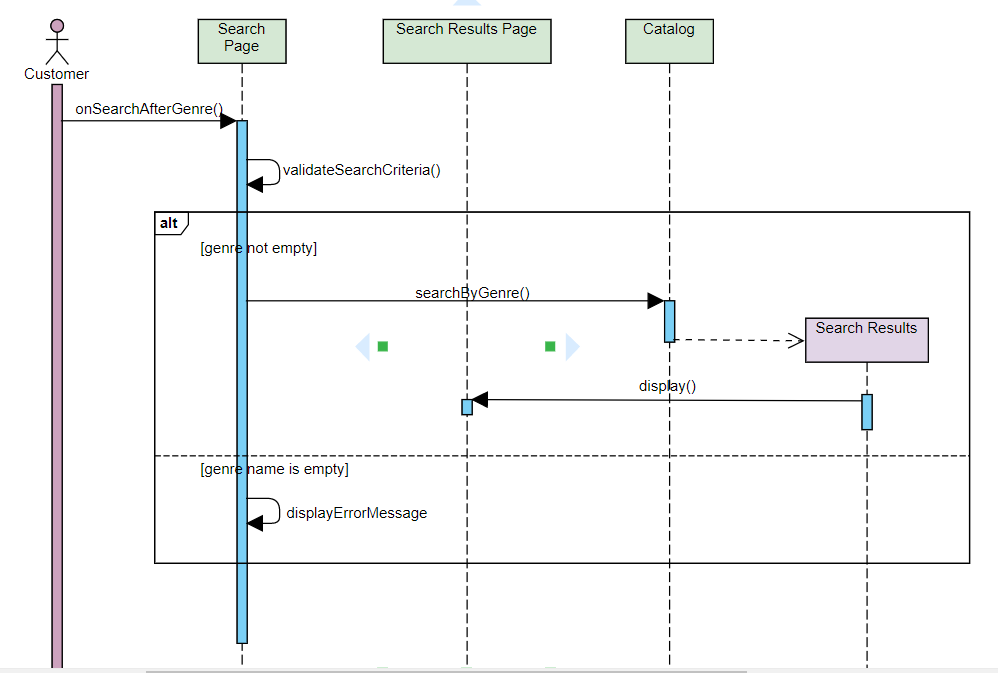
/

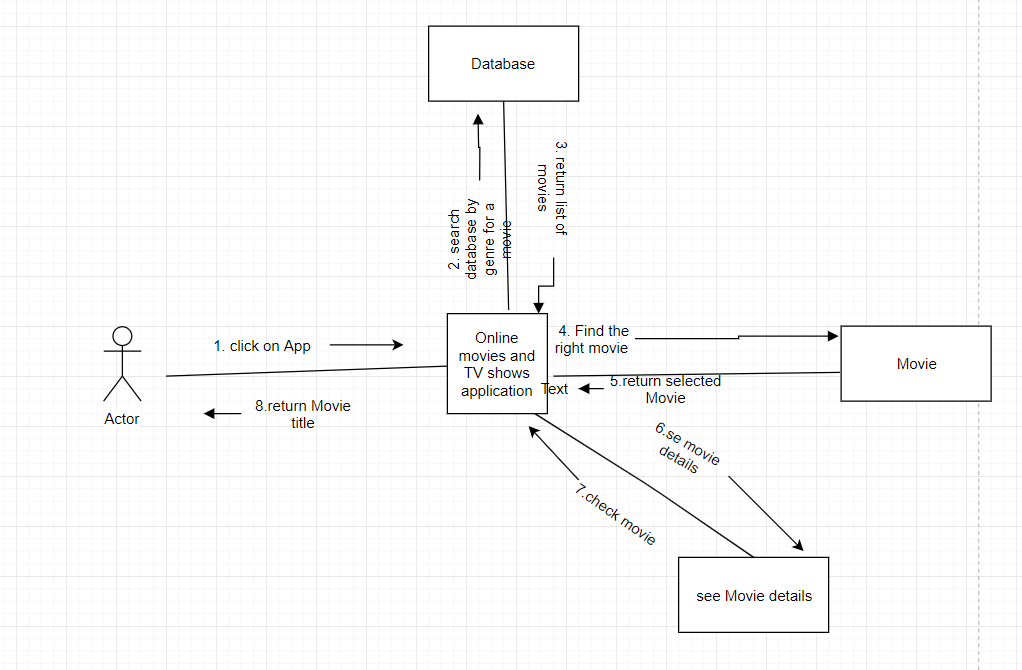
# Elaboration – Iteration 1.2

# Design Model

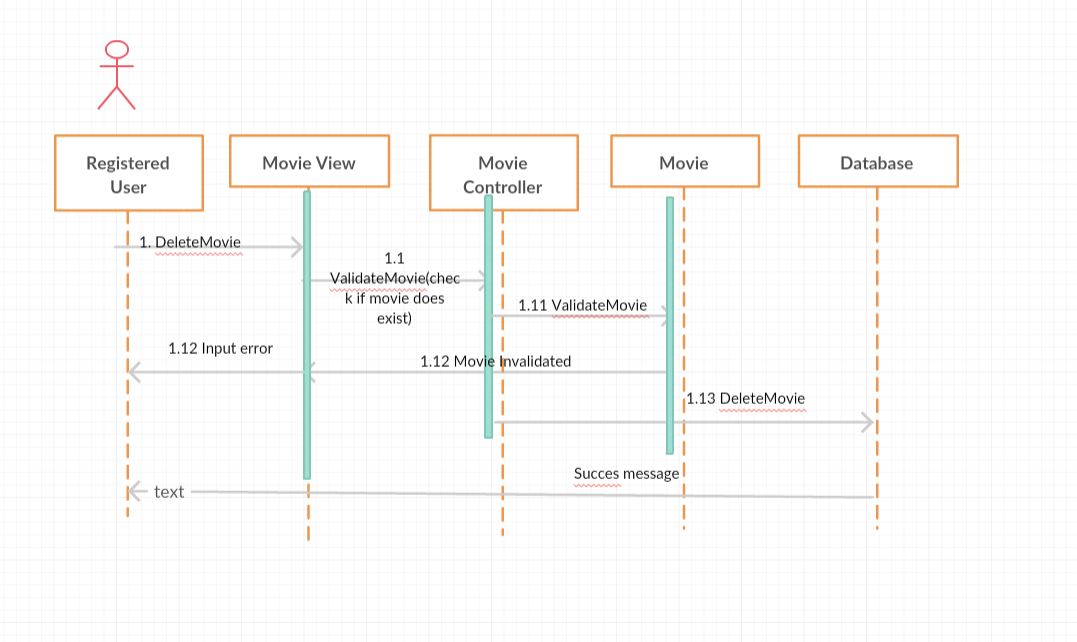
## Dynamic Behavior

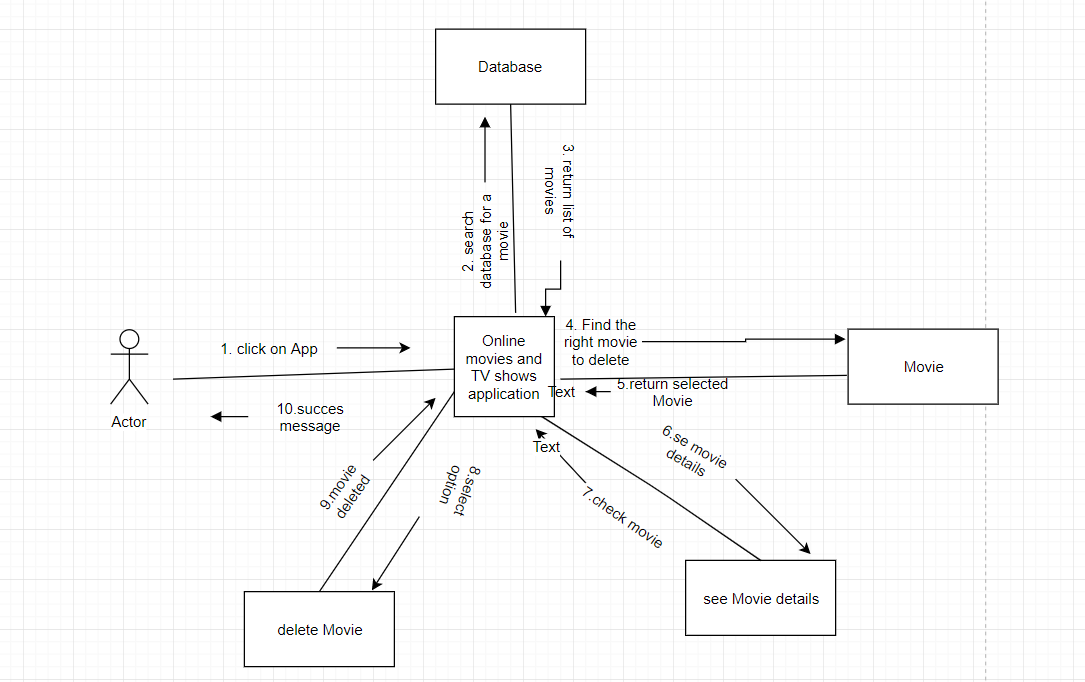
Searching for a movie by genre





Deleting a Movie by a registered user





## Class Design

The classes I have designed follow the MVC pattern in which the DAO classes are in a separated package from the BLL and the MODEL.

The MODEL classes

# Data Model

# Unit Testing

The testing was done with JUNIT testing on the USER table and by testing the creation of a user and deletion of one.

Will continue with more testing.

# Elaboration – Iteration 2

# Architectural Design Refinement

*[Refine the architectural design: conceptual architecture, package design (consider package design principles), component and deployment diagrams. Motivate the changes that have been made.]*

# Design Model Refinement

## *[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices. Deliver the updated class diagrams.]*

# Construction and Transition

# System Testing

*[Describe how you applied integration testing and present the associated test case scenarios.]*

# Future improvements

*[Present future improvements for the system]*

# Bibliography