Events

Analysis and Design Document

Student: Raluca Pop

**Group: 30233**

Revision History

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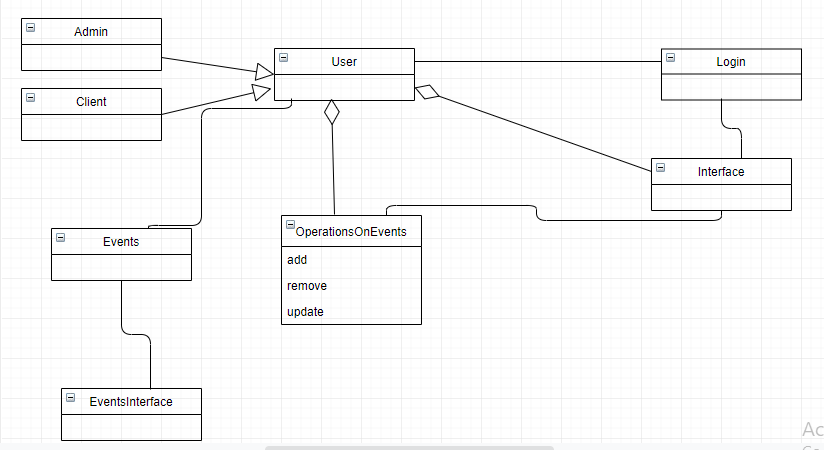
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# Project Specification

*[Present the project specification]*

# Elaboration – Iteration 1.1

# Domain Model



# Architectural Design

## Conceptual Architecture

The following applications design is based on layered architecture pattern, otherwise known as the n-tier architecture pattern.  The layered architecture pattern closely matches the traditional IT communication and organizational structures found in most companies, making it a natural choice for most business application development efforts.

Each layer of the layered architecture pattern has a specific role and responsibility within the application. For example, a presentation layer would be responsible for handling all user interface and browser communication logic, whereas a business layer would be responsible for executing specific business rules associated with the request.

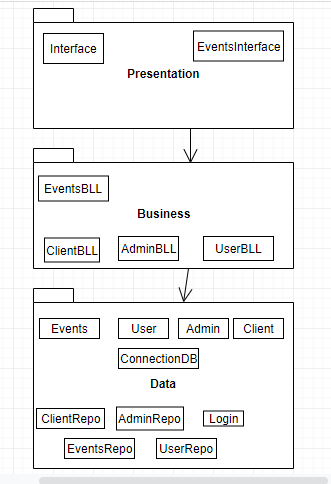
**Presentation layer**. This layer contains the user oriented functionality responsible for managing user interaction with the system, and generally consists of components that provide a common bridge into the core business logic encapsulated in the business layer.

In this layer will be the interface and how the application will look like.

**Business layer**. This layer implements the core functionality of the system, and encapsulates the relevant business logic. It generally consists of components, some of which may expose service interfaces that other callers can use**.**

**Data layer**. This layer provides access to data hosted within the boundaries of the system, and data exposed by other networked systems; perhaps accessed through services. The data layer exposes generic interfaces that the components in the business layer can consume.

## Package Design

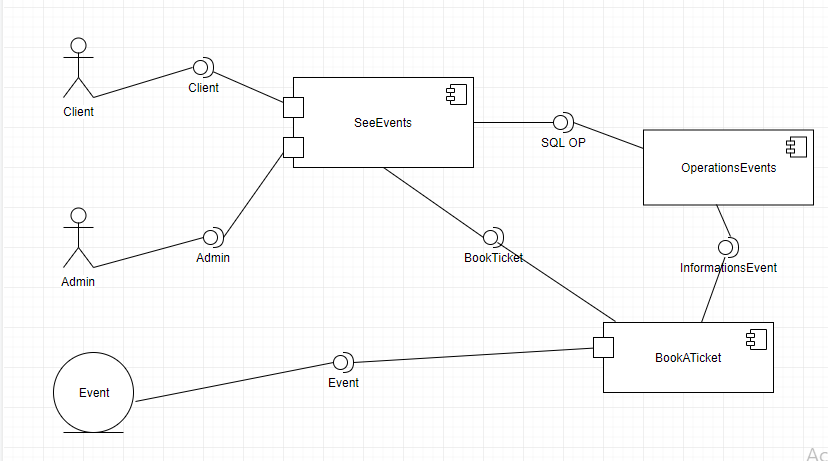


## Component and Deployment Diagrams

Deployment Diagram

# 

Component Diagram



# Elaboration – Iteration 1.2

# Design Model

## Dynamic Behavior

*[Create the interaction diagrams (1 sequence, 1 communication diagrams) for 2 relevant scenarios]*

## Class Design

*[Create the UML class diagram; apply GoF patterns and motivate your choice]*

# Data Model

*[Create the data model for the system.]*

# Unit Testing

*[Present the used testing methods and the associated test case scenarios.]*

# 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