



CEN 308 SOFTWARE ENGINEERING

PROJECT DOCUMENTATION

CARMARKET

Prepared by:
Valeriu Cernei
Nicolae Topala

Proposed to:
Nermina Durmić, Assist. Prof. Dr.
Aldin Kovačević, Teaching Assistant

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1. Introduction.

1.1. About the Project

Our website is a marketplace where all car holders, dealers and professionals can sell, buy and easily trade their autos. Website is made to be first of all user-friendly so anybody could use it easily.

The process of adding new cars on the site should be as easy as possible. Also, there could be an option for professionals, to have a 'Professional account' so they can manage their supplies smarter and more complex, not like simple users which are selling 1-2 cars.

Website search engine must be smart enough, and easy to use, to let site visitor easily choose a car, even if they don't know all the car brands.

Link: <https://car-market.live>

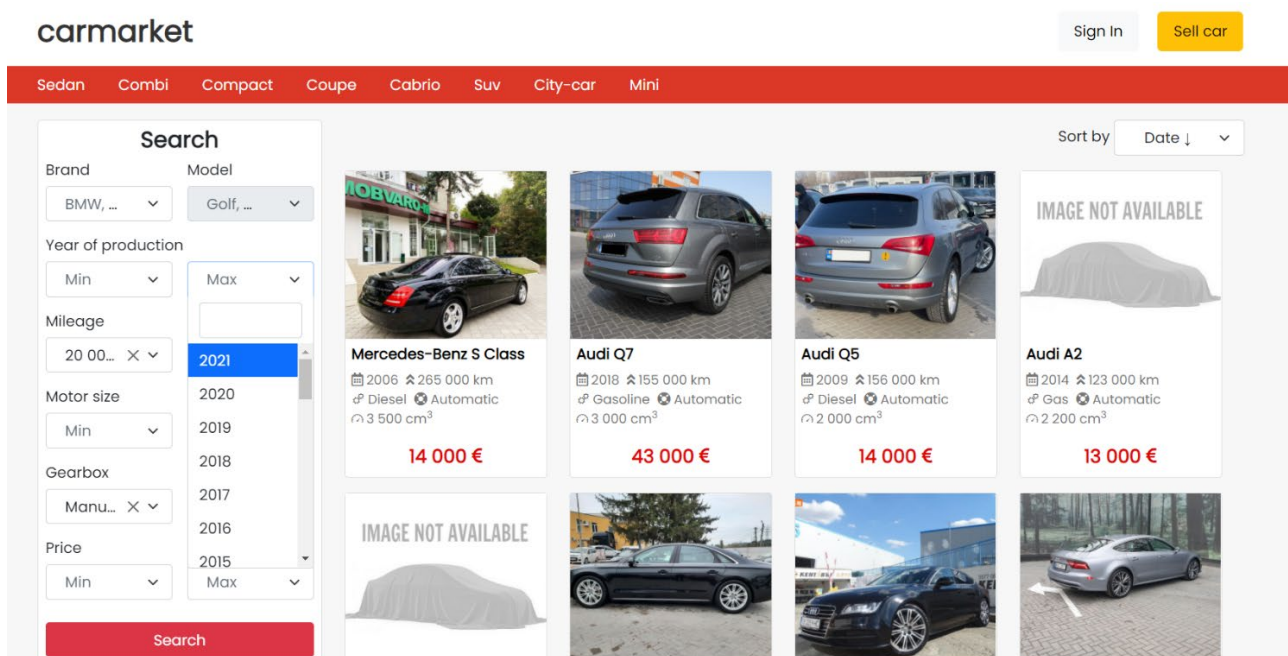
Github Repo: https://github.com/valeriucernei/SE_Project

1.2. Project Functionalities and Screenshots

Main functionalities:

- Main page search with small listings cards
- Login Modal on any page
- Register page with validations, username / email check and email validation
- Profile pages
- Listings view page with all information and images slider

Screenshots:



CtCoupeCabrioSuvCity-carMini

Registration Form

First name*

Last name

Username*

Email address*

Phone number*

Password*

Confirm password*

☐ I agree to the license terms*

Register

Valeriu Cernei

Admin Lvl. 3

Personal information

Your publications

Personal information

User's ID: 94#
Registration date: 2021-05-15 18:53:07
Status: ACTIVE

First name

Last name

Email address

Phone number

New password

Confirm new Password

Save

2. Project Structure

2.1. Technologies

We have used PHP programming language for backend with Composer for packages. For frontend we have used HTML, JavaScript, jQuery framework, CSS and Bootstrap. For database we have used MySQL Data Base and MySQL Workbench for maintaining data base.

Coding standard used for backend was PSR – 12.

2.2. Database Entities

Entities and their description:

- Users
- Ads – for storing listings
- Attributes – for storing listings detailed info
- Car – for storing car Models and Brands
- Photos – for storing listing's photos

2.3. Architectural Pattern

We chose Layered Architectural Pattern for backend, because we wanted to develop in a team with each person responsible for a layer of functionality, and we also wanted to have a multi-level security.

For frontend we chose MVC (Model – View - Controller) architecture, because:

- Development of the application becomes fast and more organized
- Collaboration with layers in a convenient way
- Easy for multiple developers to collaborate
- Easy to debug the errors and conflicts

2.4. Design Patterns

- Factory design pattern: used in the backend, in the file *api/dao/*
 - *BaseDao.class.php*
 - *UserDao.class.php*
 - *AdsDao.class.php*
 - *CarsDao.class.php*
 - *PhotosDao.class.php*
 - *AtributesDao.class.php*
- Factory design pattern: used in the backend, in the file *api/services/*
 - *BaseService.class.php*
 - *UserService.class.php*
 - *AdsService.class.php*
 - *CarsService.class.php*
 - *PhotosService.class.php*

We implemented Factory method because they allow the project to follow the solid principles more closely. In particular, the interface segregation and dependency inversion principles. It allows for a lot more long-term flexibility. It allows for a more decoupled - and therefore more testable - design. It gives us a lot more flexibility when it comes time to change the application (i.e. you can create new implementations without changing the dependent code).

3. Conclusion

In conclusion we can say that we are satisfied with our project, we have worked hard on it for making good functionalities, standardized code and a scalable application. In future, this project could be improved with a more complex backend, based on PHP Laravel Framework, and a more professional frontend with React and React Native.