MARCH 20, 2019

AD-AUCTION BOARD INCREMENT 2

GROUP 13

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KEY DESIGN ARTIFACTS AND CHOICES

To begin with, we began the development of application using **Java 8**. For the project we have decided to use **Swing and AWT** for the UI of the application as most of the team members are familiar with these technologies and this way everybody can easily make contribution. However, we have decided to migrate and use other technologies:

- Maven dependency manager
 - o The project can be easily ported on every machine
 - Loads all needed dependencies for compiling and working on the application
- JavaFX manages the User Interface.
 - o Allows applying better styles using Cascading Style Sheets (CSS).
 - o Encourages the usage of **Model-View-Controller (MVC)** Design Pattern.
 - o Manage concurrency in a better way so that the application remains responsive while doing resource-consuming tasks in the background.
- JFreeCharts-FX charting
 - o Library specifically built for creating charts
 - o Supports different types of charts
 - Can be easily used to Plot data
- JFoenix library for JavaFX
 - Support Material Design
 - o Makes looks more pleasing to the eye and help with implementing accessibility features
- Junit writing unit tests
 - Helps the team ensure that whenever a new feature is implemented, everything works as expected and does not introduce bugs

The reason we decided to migrate to using these new technologies are explained with the bullet points above. It is important to note that these new technologies bring value to the application and therefore to the customer. Furthermore, it allows the development team to maintain the application easier as well as easily introduce new features.

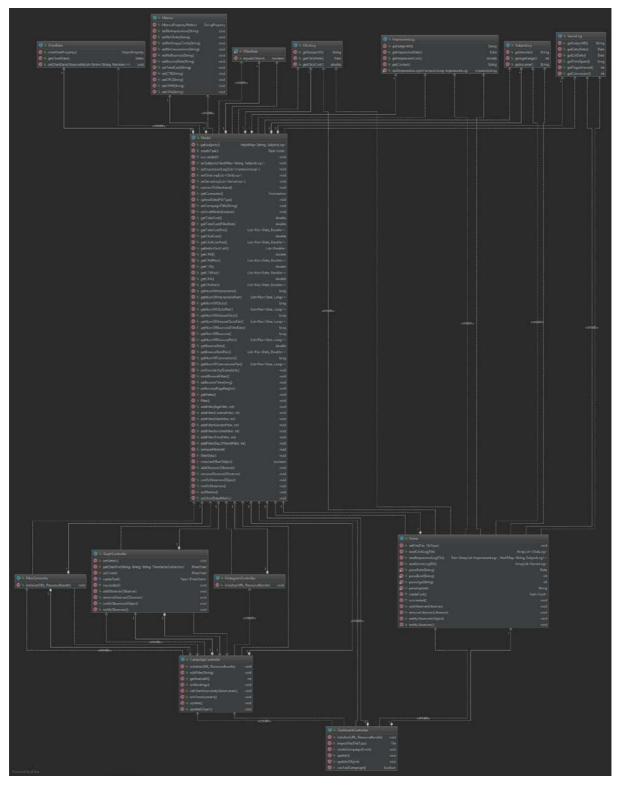
We have prioritized implementing filters which allow the user to interpret the data better and more efficiently.

Another thing that we fixed from the previous Increment was the display of the information. It is now in a more human-readable account so that the user can easily understand it.

We have introduced dark mode for the charting as some people might find easier to work this way. It helps as it reduced the strain on the eyes.

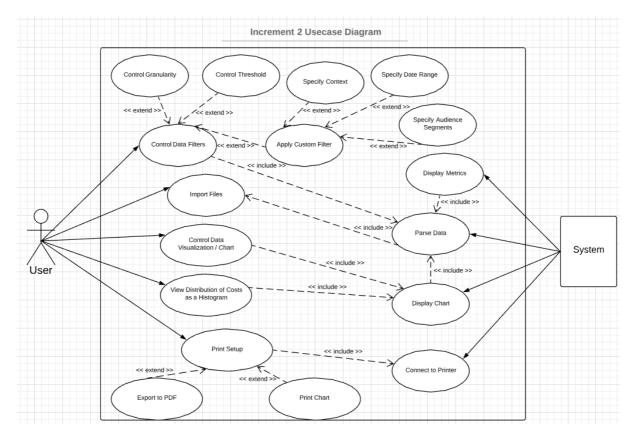
KEY STORYBOARDS

The **UML Class Diagram** describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects. We used it for general conceptual modeling of the structure of the application, and for detailed modeling translating the models into programming code. The UML Diagram can be seen in a separate file if needed for better readability. The file can be found after the attached picture below.

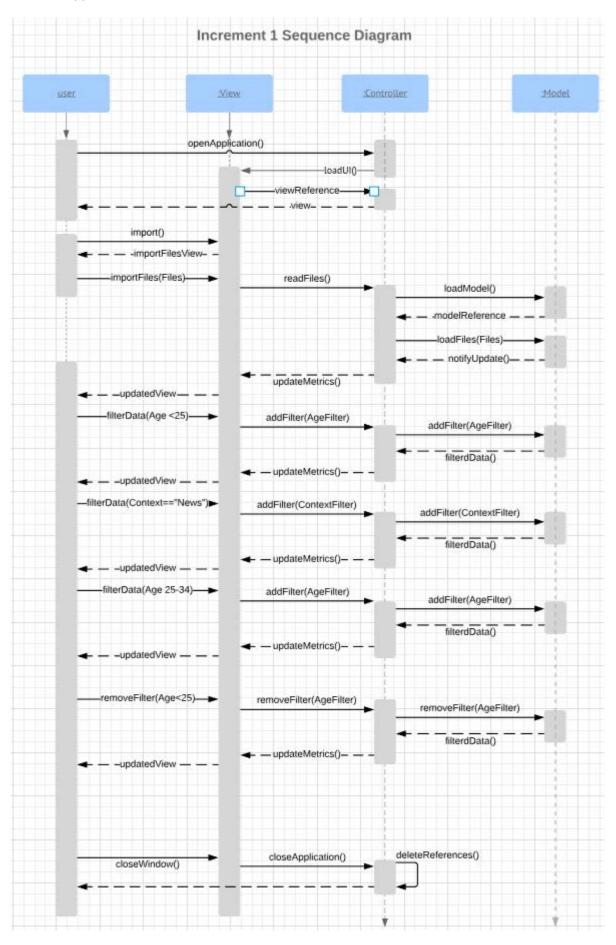




We have built a **UML Usecase Diagram** in order to get an overview of the system and how it would perform. It assisted us in picturing the interaction between the user and the system. The user can: Import Files, Control Data Filters and Visualization. Some of the actions do depend on others. For instances, in order for the user to be able to work with the data, it needs first to be parsed. However, in order for the system to parse the data in needs to be imported from files.



It was useful to build a **UML Sequence Diagram** as well to describe potential actions a user might take. This way we were able to implement needed features with a better understanding of the system and how it is supposed to behave.



KEY TEST OUTPUTS

Writing **Junit Tests** helps us prove the accuracy of the application. We have manually computed the expected results of certain operations using other tools and then tested these against the output of our program. As it can be seen from the picture (refer to the tests.ModelTests.java file for more details), the software passes all the written tests. However, as pointed by the supervisor these are not needed by the client so we use them just for development purposes. They said that the client is interested in the table below.

Another testing we did was the UI Testing where we ran the application and went through the actions a user would do and confirm that the expected result aligns with the actual result we get from the application. The table with these tests can be seen below.

Action Taken	Expected Outcome	Actual Outcome
Click "Import" under	Directory browser should be displayed	Directory browser displayed in
"Import impression	in a separate panel	separate panel
log"		
Impression log	Import button should change to	Import button changes to "Change
selected	"Change File" button	File"
Click "Import" under	Directory browser should be displayed	Directory browser displayed in
"Import click log"	in a separate panel	separate panel
Click log selected	Import button should change to	Import button changes to "Change
	"Change File" button	File"
Click "Import" under	Directory browser should be displayed	Directory browser displayed in
"Import server log"	in a separate panel	separate panel
Server log selected	Import button should change to	Import button changes to "Change
	"Change File" button	File"
Click "New campaign"	UI should be initialized with no key	UI is initialized with no key metrics
button	metric selected, and the bounce rate	selected, and the bounce rate is
	automatically set	automatically set

UI test #1

Importing correct files

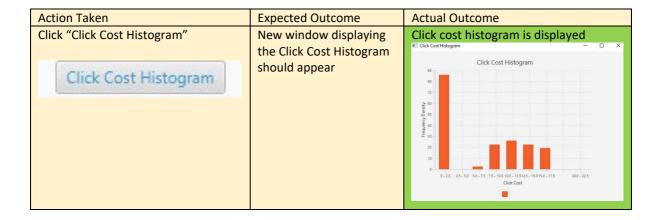
UI test #2

Importing incorrect files

Action Taken	Expected Outcome	Actual Outcome
Click "Import" under "Import	Directory browser should be displayed	Directory browser displayed in
impression log"	in a separate panel	separate panel
Click log selected	Import button should remain	Import button doesn't change,
	unchanged, no file is loaded	no file is loaded
Click "Import" under "Import	Directory browser should be displayed	Directory browser displayed in
click log"	in a separate panel	separate panel
Server log selected	Import button should remain	Import button doesn't change,
	unchanged, no file is loaded	no file is loaded
Click "Import" under "Import	Directory browser should be displayed	Directory browser displayed in
Server log"	in a separate panel	separate panel
Impression log selected	Import button should remain	Import button doesn't change,
	unchanged, no file is loaded	no file is loaded

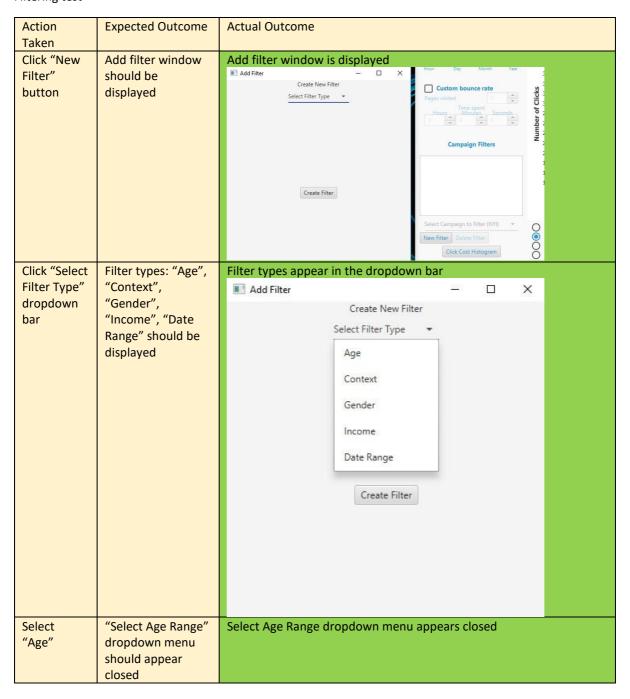
UI test #3

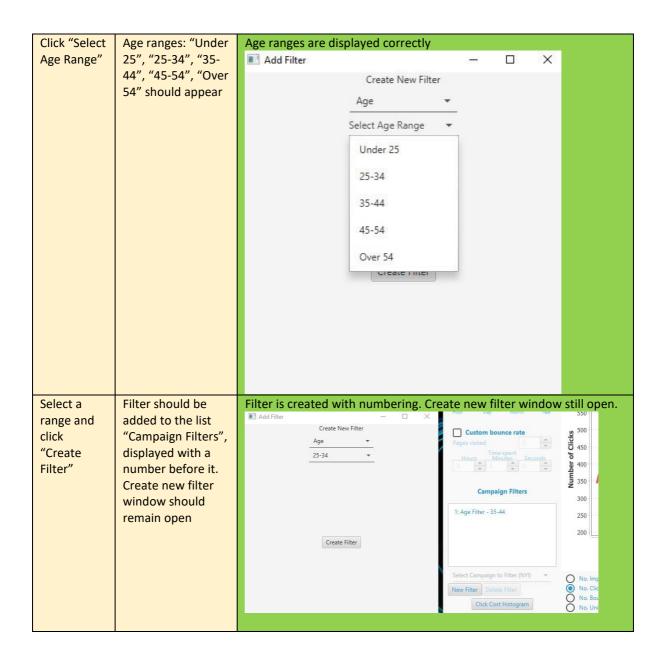
Histogram test



UI test #4

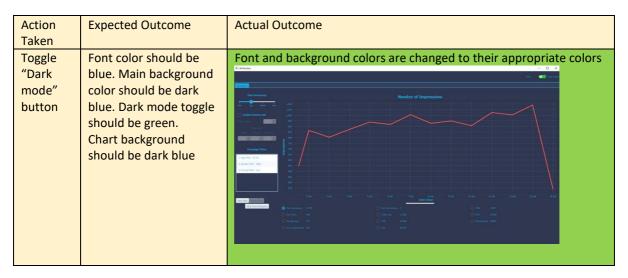
Filtering test



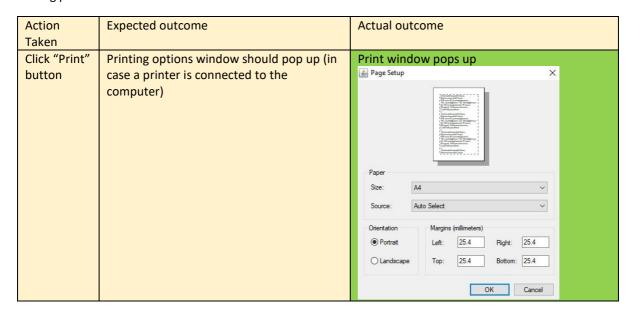


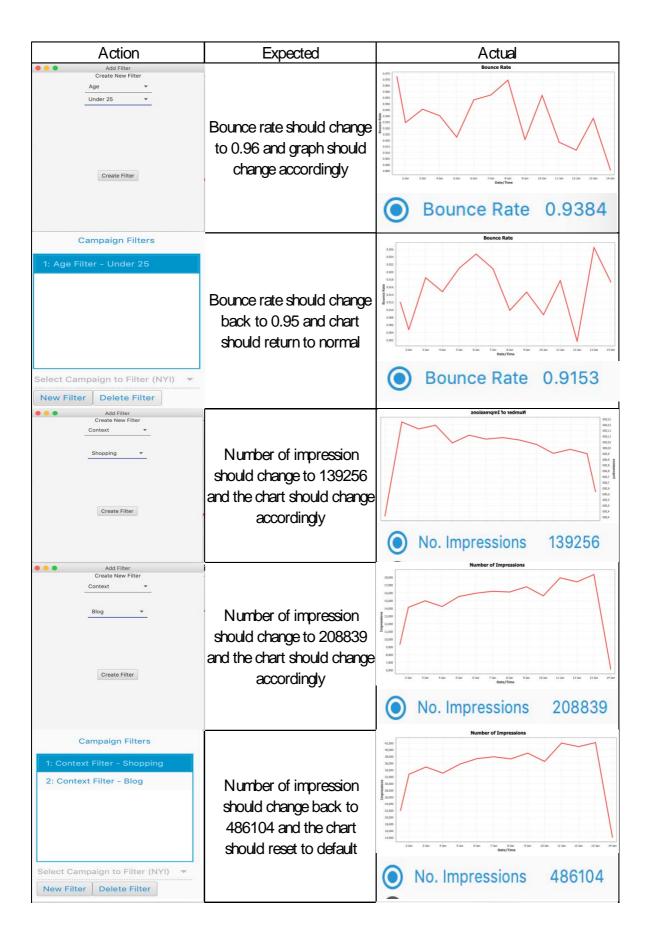
UI test #5

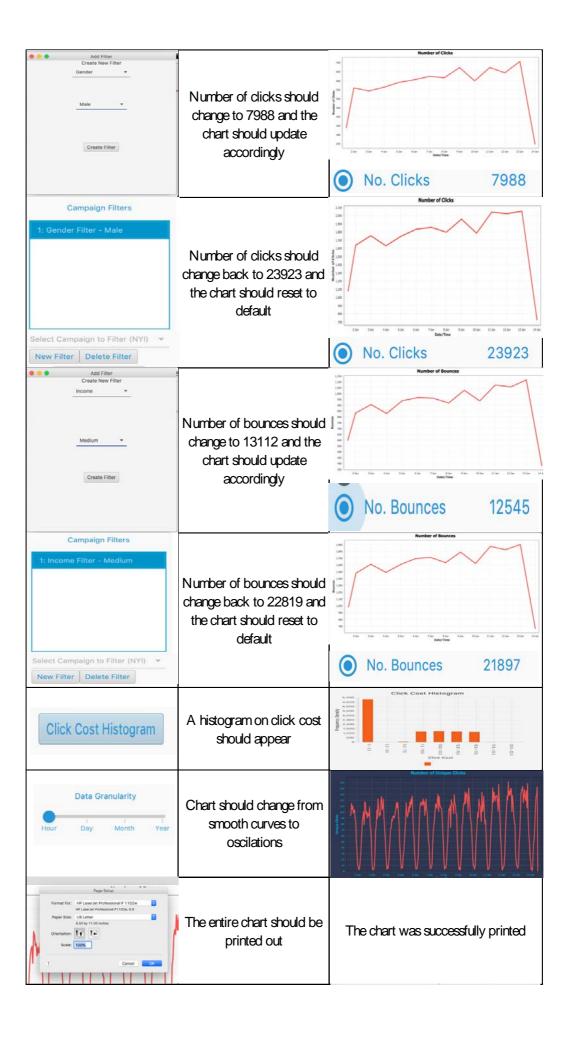
Dark mode test

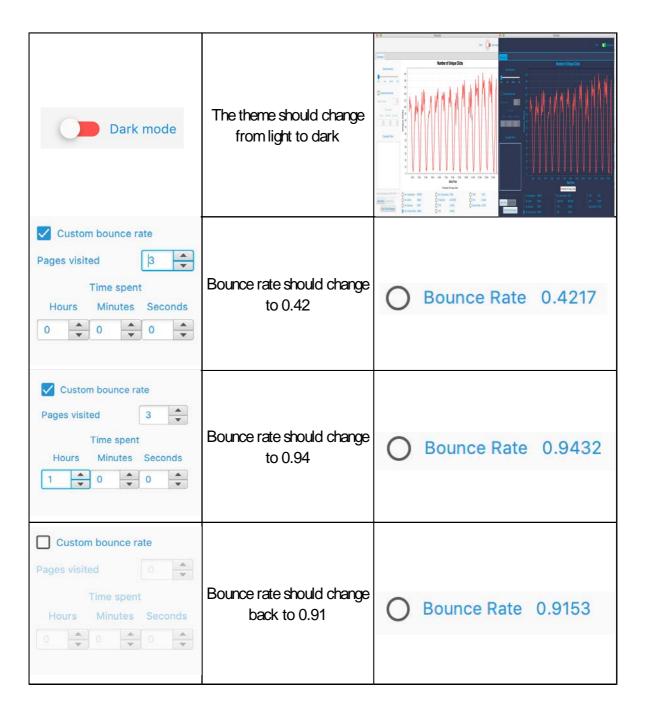


Testing print window









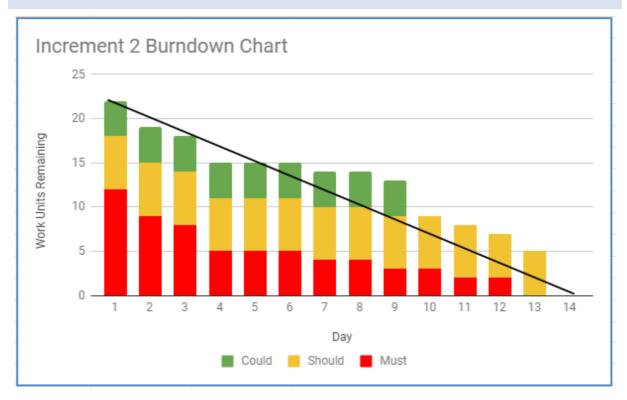
RESPONSES TO FEEDBACK

We were very happy to receive the feedback from the previous review meeting as it helped us identify the issues we had. These include:

- Burndown chart was not in the correct format and design. As the supervisors said it was clear from development point of view but it did not make sense to the client.
 - We have responded to that by using other tools for creating it as suggested by the supervisors.
- Testing was clearly done but it was too technical. From the client's point of view it was difficult to understand. For this reason, they suggested to have pictures and a table with the following structure: Action | Expected Result | Actual Result.
 - Our response was to do these for this increment. We now do include this table which can be seen above in the **Key Test Outputs** section.
- UML Diagrams had some concepts that were a bit confusing. For instance, in the Sequence
 Diagram we need a dashed line only one a value is returned according to the supervisor. The UML
 Class Diagram was a bit ambiguous because some of the arrows pointed towards the direction of
 dependence while others pointer to what extends what.
 - Sequence diagram response we learnt the concepts better and tried our best to follow the specifications of different components.
 - UML Class Diagram we now have the proper Relationship types on the lines so that they follow the conventions properly and are clear to interpret.

PLANNING

INCREMENT 2 BURNDOWN CHART



During development, we decided to push optimisation of the system forward from increment 3 to this increment. The reason for this was that we felt it would make more sense to optimise the system whilst working on it, rather than delaying it as this would increase the workload.

We also decided to push two of our "Could" and two of our "Should" tasks, 25, 26, 24 & 19 (the time of day granularity, day of week granularity, loading of multiple campaigns, and overlaying of charts), to our third increment. The reason for this was that we felt it would be easier to implement alongside our database implementation. Another factor in our decision was that, due to deciding to push optimisation forward, we didn't have enough time to fully implement them. Instead, we decided to start implementing some of the accessibility/personalisation features.

INCREMENT 3 BURNDOWN CHART 30. Present times of high response with dashboard alert Test high response alerts 31. Web integration Work/Tasks Test web integration 28. MySQL backups Test MySQL backups 29. Identify and securely store data Test data storage 25. Display performance metrics per time of day. Test metrics per time of day 26. Display performance metrics per day of week Test metrics per day of week 24. Load data from multiple campaigns Test multi-campaign data loading Compare charts with different filters applied to them by overlapping them Test overlapping charts Application should be fast. 2. Application should be responsive JML Diagrams 0 Day