

Phase 3 – NUST Connect

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Software Design and Architecture
1/15/17

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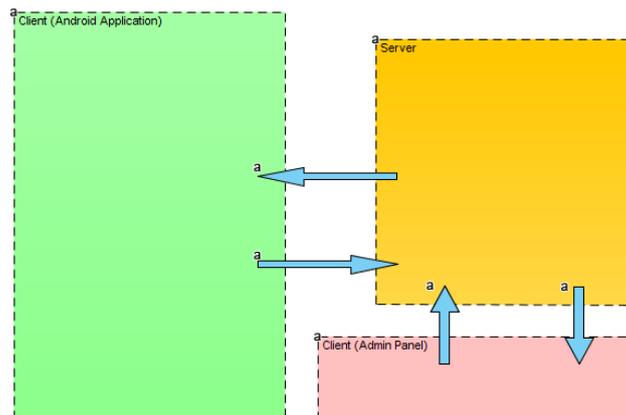
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2 SYSTEM ARCHITECTURE

The system, which (for the end-user) is an Android application which communicates with other users of the application through a shared server. Which makes the choice of client-server architecture obvious.

The system administrators use a web-based Admin Panel to perform administrative tasks.

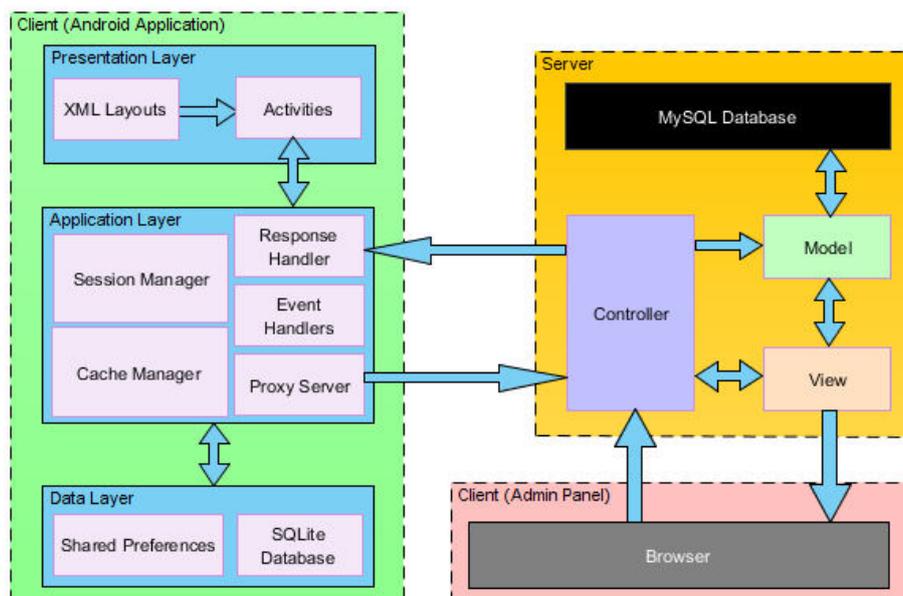
This gives us two clients, the Android application and the Admin Panel, and a server to handle queries from the application and the Admin Panel's requests.



Looking at each of the subsystems individually, the apparent choice for the server was the popularly-used MVC architecture being easily implementable in both PHP and ASP .NET and availability of wide support.

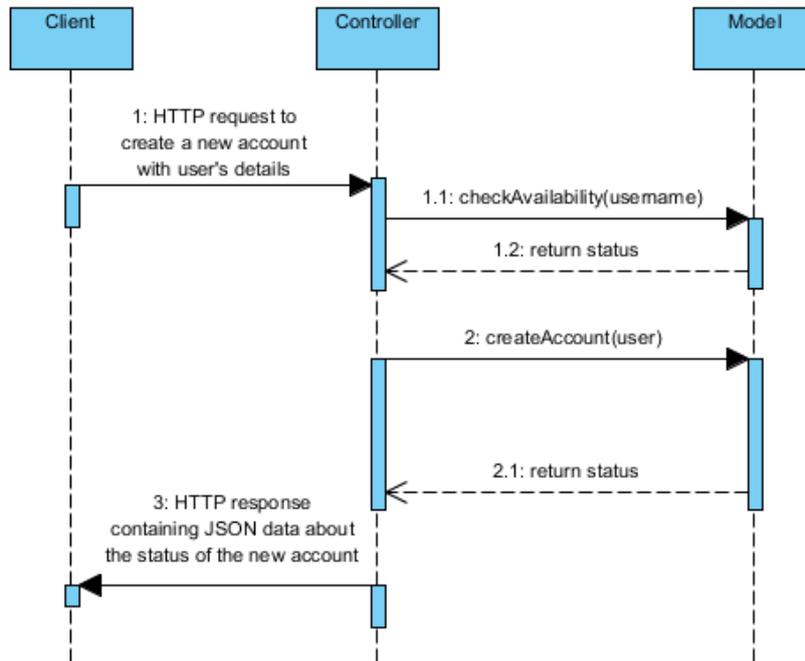
The design of Android's architecture and the Java Framework's APIs it provides do not really make MVC the easiest thing to implement, so for the Android application, it was better to arrange the components in logically-grouped layers.

The final architecture looks as below:

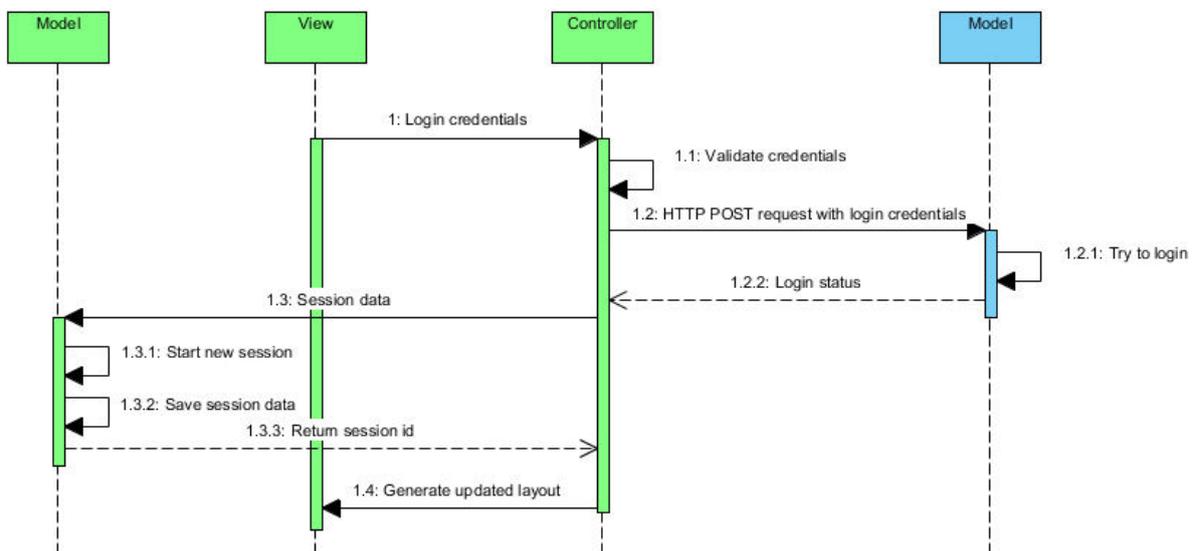


3 USE CASES

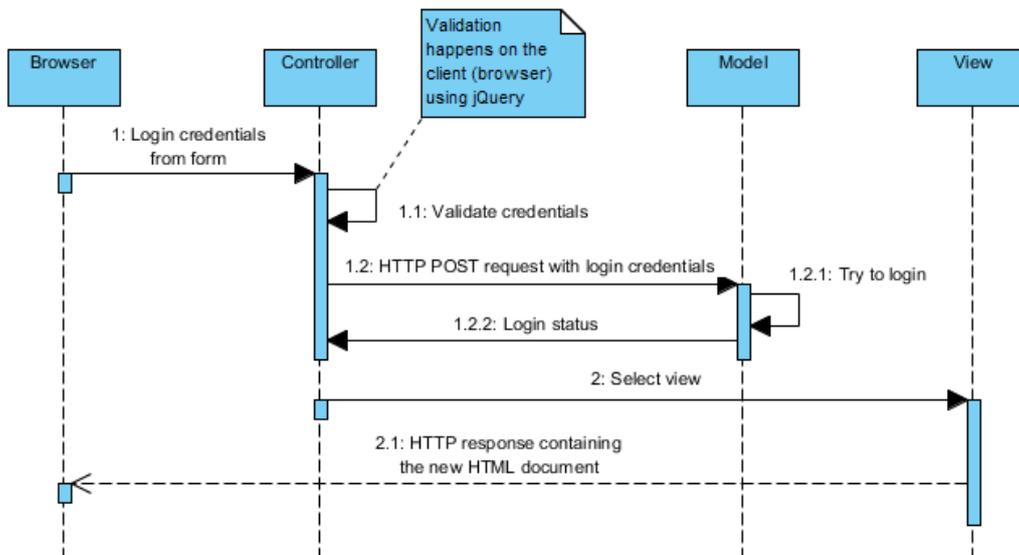
3.1 USER REQUESTS ACCOUNT



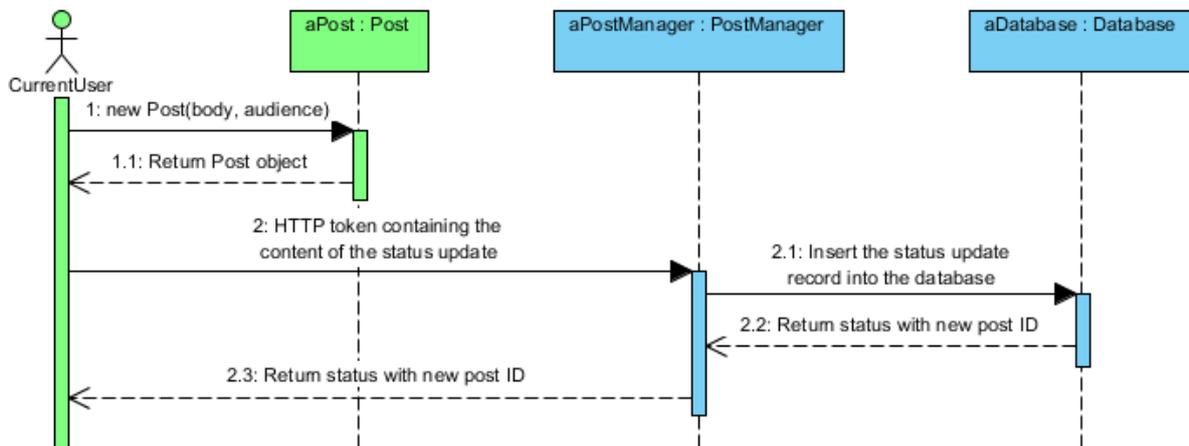
3.2 LOGIN (USER)



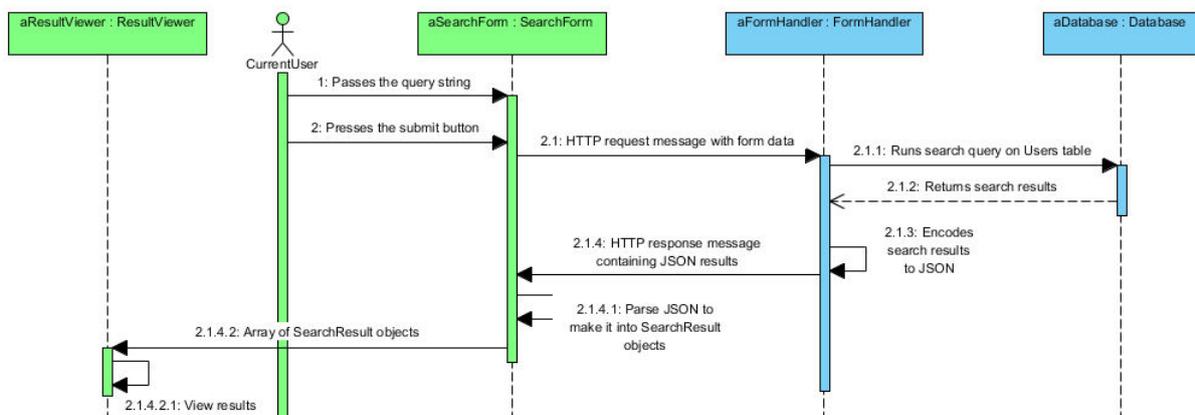
3.3 LOGIN (SYSTEM ADMIN)



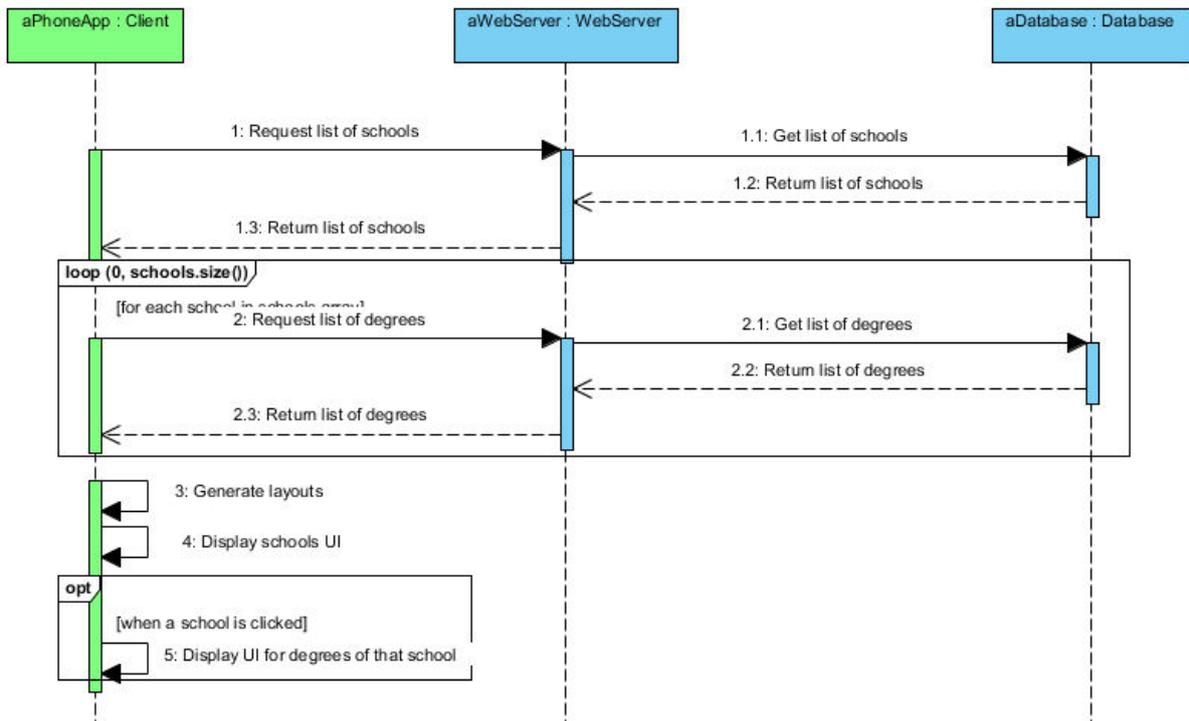
3.4 POSTING A NEW STATUS UPDATE



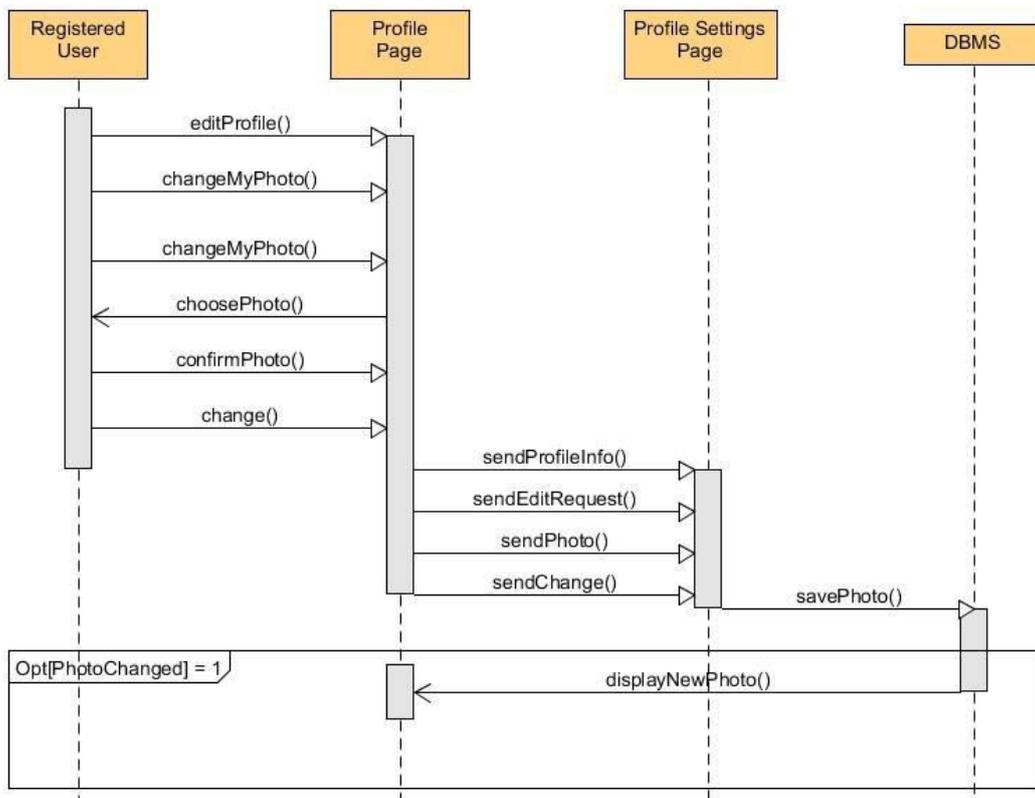
3.5 SEARCHING FOR A USER



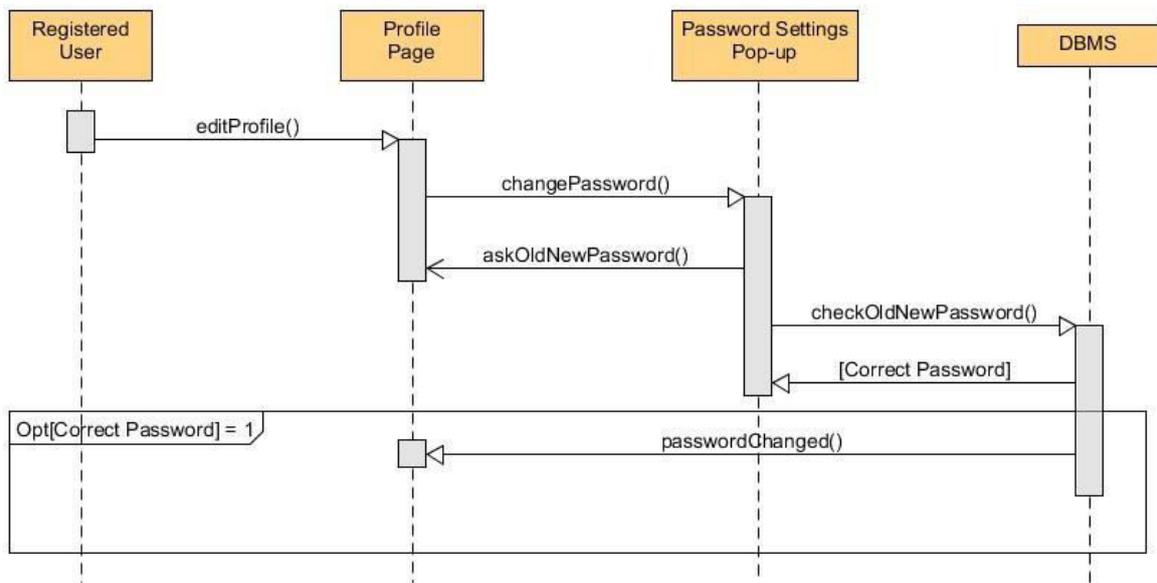
3.6 BROWSING USER ACCOUNTS



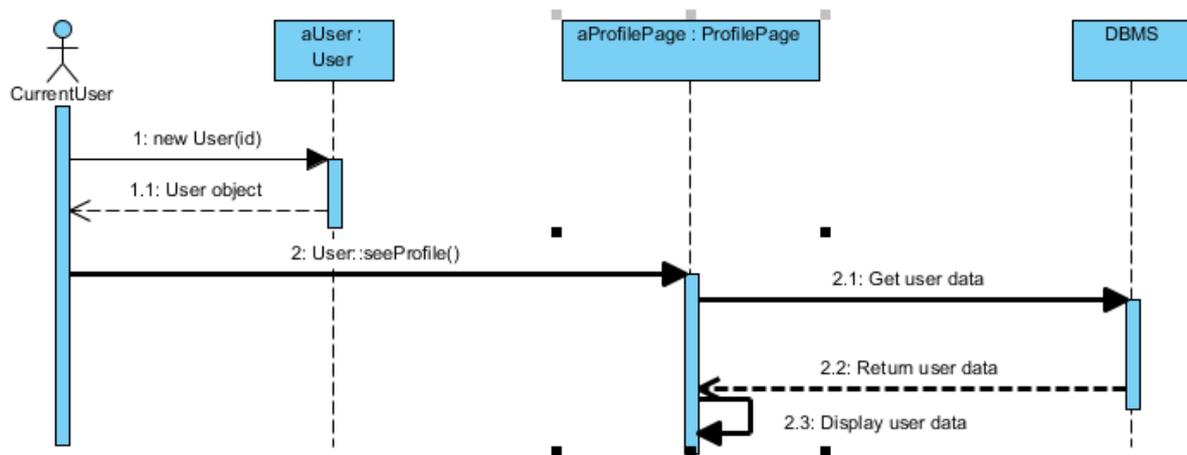
3.7 CHANGING PROFILE PICTURE



3.8 CHANGING PASSWORD



3.9 DISPLAYING A USER'S PROFILE



3.10 RECEIVING A NOTIFICATION

