# **Rocket-Chat-Sooty Project Documentation**

# Task #1: Create System Roles

default roles for system

**Admin** 

**EjabiAdminc** 

**KBAdmin** 

**HRAdmin** 

**NeedAdmin** 

**TrainingAdmin** 

- || These permissions needs to be migrated as the server runs.
- || These roles can't be archived like other roles, because the system need them to operate.

## Status: (done)

I have created a custom function in Rocket-Chat authorization module. It creates system roles when called from front-end. It adds system defined default role which cannot be deleted. This functions also serves for the purpose editing / modifying a role. It can be called from front-end console as following:

```
Syntax:
Meteor.call("addSystemRole", "nameOfRole", "description", "scope", function(error, result){
  console.log(result);
});

Example -

Meteor.call("addSystemRole", "NewTestAdmin", "new-test", "global",
  function(error, result) {
  console.log(result);
});
```

**Note:** The parameters in the above function are mandatory and must to be passed by keeping in a programmer mindset convention. I.e, please follow the standard naming convention. Avoid use of special characters.

# Main files handling the request:

- addPermissionToRole.js (/Rocket.Chat/packages/rocketchat-authorization/server/methods/addPermissionToRole. js)
- Role.js
   (/Rocket.Chat/packages/rocketchat-authorization/server/methods/Role.js)

## **Code snippet:**

```
addPermissionToRole.js

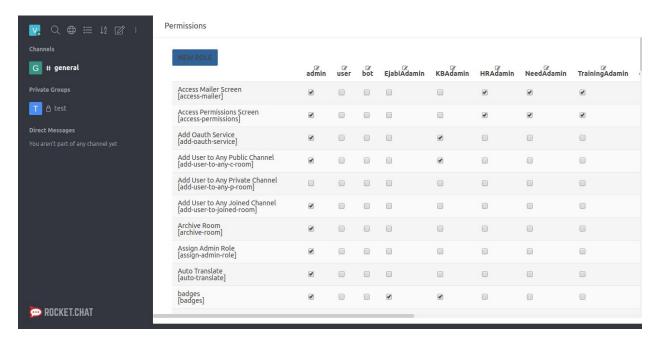
'addSystemRole'(role, desc, scope) {
        const someValue = RocketChat.models.Roles.addSystemRole(role,
        desc, scope);
        return 'result = '+ someValue;
    },
```

# Role.js

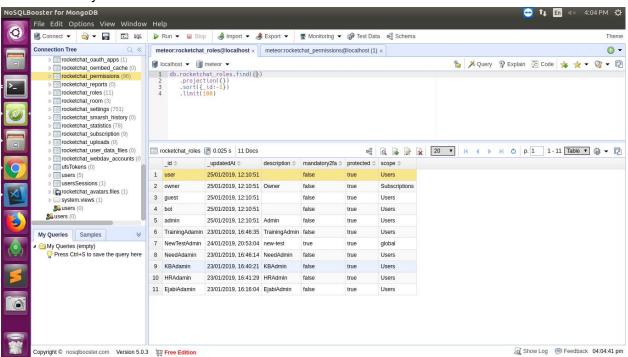
```
// Add Role
   addSystemRole(newRole, description, scope) {
        if ((newRole || description || scope) != null) {
           newRole = newRole.trim();
           description = description.trim();
           scope = scope.trim();
           const roleData = {
                description: description,
                scope: scope,
                protected: true,
                mandatory2fa: true,
           } ;
            this.upsert({ id: newRole }, { $set: roleData });
           return 'success: Added Role '+ newRole;
        } else {
           return "Error: can't insert null values.";
       }
```

```
}
```

#### **OUTPUT Screenshots:**



#### Database entry-result:



# Task #2: Add permissions to our rocket.chat app

You need to add our default permissions to sooty rocket.chat.

eg.

- Employees leaderboard
- Lite Dashboard
- Ejabi Questions
- Ejabi Network Graph
- •Ejabi ML
- Badges

And as a developer, I can add new permissions due to business needs.

|| Add our permissions to our system.

# Status: (done)

I have created a custom function in Rocket-Chat authorization module. It creates permissions to the rocket-chat when called from front-end. It adds user- defined permissions to the rocket-chat system. This functions also serves for the purpose editing / modifying a permission. It's a generic function which can be created in two ways to serve two different purposes:

# 1. When called with a single parameter:

it creates a permission in rocket-chat system.

# 2. When called with a two parameters:

it creates a permission and assigns the roles to it. First parameter is the name of permission and second parameter is an array which may contain a single or multiple roles.

It can be called from front-end console as following:

```
Syntax:
Meteor.call("addPermission", function(error, result){
console.log(result);
});
Example -
"name-of-permission", ['role1', 'role2', 'role3'],
'role3'],
'role3'],
'role1', 'role2', 'role3'],
'role2', 'role3'],
'role2', 'role3'],
'role2', 'role3'],
'role1', 'role2', 'role3'],
'role2', 'role3'],
'role2', 'role3'],
'role2', 'role3'],
'role3'],
'role1', 'role2', 'role3'],
'role2', 'role3'],
'role3'],
'role2', 'role3'],
'role5'],
'
```

```
Meteor.call("addPermission", "new-test-permission1",
  ["admin", "owner", "KBAdmin", "EjabiAdmin"], function(error,
  result) {
  console.log(result);
  });
```

**Note:** The parameters in the above function are mandatory and must to be passed by keeping in a programmer mindset convention. I.e, please follow the standard naming convention. Avoid use of special characters.

## Main files handling the request:

- addPermissionToRole.js
   (/Rocket.Chat/packages/rocketchat-authorization/server/methods/addPermissionToRole.
   js)
- Permission.js
   (/Rocket.Chat/packages/rocketchat-authorization/server/methods/Permission.js)

## **Code snippet:**

```
addPermissionToRole.js

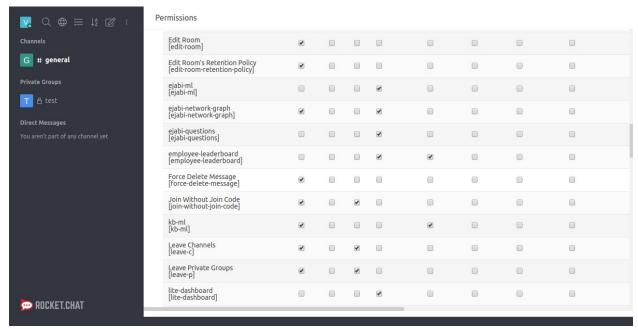
'addPermission' (permission, roles) {
    const someValue =
RocketChat.models.Permissions.addPermission(permission, roles);
    return 'result = '+ someValue;
},
```

#### Permission.js

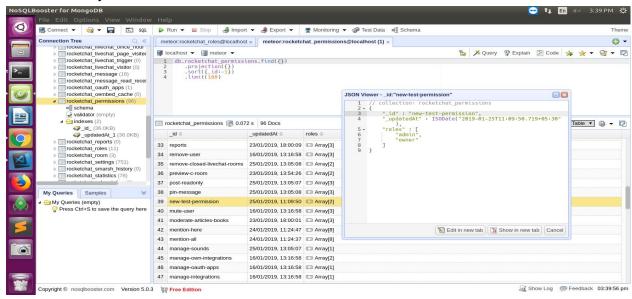
```
// Add Permissions
   addPermission (permission, role = '') {
     if (permission != null) {
        this.upsert({ _id: permission }, { $set: { roles: role }
     });
     return 'success: Added permission: ' + permission;
     } else {
```

```
return "Error: can't insert null values.";
}
}
```

# **OUTPUT Screenshots:**



## Database Entry -result:



Task #3: Create Permissions for KBAdmin

## Will has these permissions

- Employees leaderboard
- Moderate Articles/Books
- Reports
- Knowledge Graph
- KB ML
- Badges

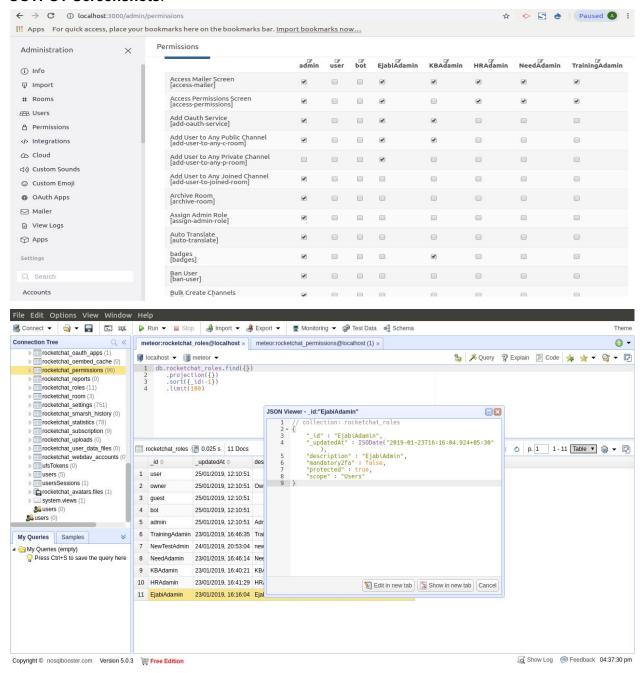
## Status: (done)

I have called our custom add permission API method from front-end console to enter these permissions after creating KBAdmin Role. First I called my another custom method with appropriate parameters to create a system Role as follows:

```
Calling Custom method-

Meteor.call("addSystemRole", "KBAdmin", "kb-Admin", "global",
function(error, result) {
  console.log(result);
});
```

#### **OUTPUT Screenshots:**



# Task #4: Create Permissions for EJabiAdmin

Will has these permissions

Employees leaderboard

- Lite Dashboard
- Ejabi Questions
- Ejabi Network Graph
- ●Ejabi ML
- Badges

# Status: (done)

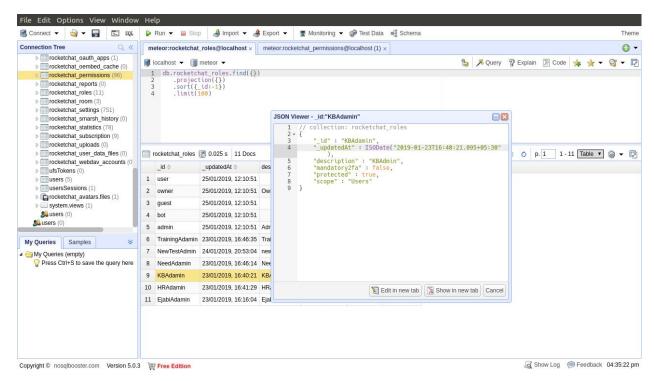
I have called our custom add permission API method from front-end console to enter these permissions after creating EjabiAdmin Role. First I called my another custom method with appropriate parameters to create a system Role as follows:

```
Calling Custom method-

Meteor.call("addSystemRole", "EjabiAdmin", "Ejabi-Admin", "global",
function(error, result) {
  console.log(result);
});
```

# **OUTPUT Screenshots**:

	admin	user	bot	EjabiAdamin	KBAdamin
Access Mailer Screen [access-mailer]					
Access Permissions Screen [access-permissions]					
Add Oauth Service [add-oauth-service]	•				
Add User to Any Public Channel [add-user-to-any-c-room]					
Add User to Any Private Channel [add-user-to-any-p-room]					
Add User to Any Joined Channel [add-user-to-joined-room]					
Archive Room [archive-room]					
Assign Admin Role [assign-admin-role]					
Auto Translate [auto-translate]	•				
badges [badges]				€	•



Task #5: Send message to others

As an employee/manager, I can send a message to other employees in the organization, So that I can communicate with others.

## Status: (done)

I have provided all the admin such as - EjabiAdmin, KbAdmin, Admin, HRAdmin, NeedAdmin, TrainingAdmin etc. to the global scope and other users to "user" scope. We are providing anybody with a user scope has permission to send messages to each other. While Admins have permission to access the user profiles and send direct messages to them.

Although, A user can send message to others, an Admin has rights to remove this permission. He can grant or take away the permissions from users.

# Task #6: Create Channel

As an employee/manager, I can create a channel in sootyai, So that I can communicate with other employees in the organization..

#### Status: (done)

I have provided all the admin such as - EjabiAdmin, KbAdmin, Admin, HRAdmin, NeedAdmin, TrainingAdmin etc. to the global scope and other users to "user" scope. We are providing anybody with a user scope has permission to create a new channel. While Admins have permission to create a private channel and invite users to it. Users can join a channel through invite codes only if it is set to private. Other channels like public channel, can be created by any

user and can be added users to it. However the owner of a group / channel to grant rights to other user. In general case, an admin has supreme access. A public channel can be deleted by the owner only. Anybody in a public channel can text to each other. Delete and edit his messages but can't delete others messages.

Thus, A user can create his own channels and set its attributes, add users, remove users.