College Name: Waterford Institute of Technology
Module: Agile Software Development

Assignment No: 2
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Plagiarism Declaration

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Signed: Colm Carew

Date: 22/12/2015

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Prework and Points to Note

This document is not an exhaustive guide to the application but will give the reader a view of some of the functions that the application performs.

Make sure the browser this application is tested in is up to date. Google Chrome was the one used for the screenshots within this document.

Before testing and running the application please make sure that the largePath String in the UserUtils is pointing to the correct position in order to upload profile photos correctly.

Also the DB is MySql hosted on an AWS RDS instance

JDBC_DRIVER = "com.mysql.jdbc.Driver";

DB_URL = "jdbc:mysql://pacemakerdb.chhhwpxruumu.eu-west-1.rds.amazonaws.com/pacemaker";

USER = "writer";

PASS = "pacemaker";

The DB can be reached from a Linux terminal via running

mysql -uwriter -ppacemaker -h pacemakerdb.chhhwpxruumu.eu-west-1.rds.amazonaws.com

Please note a user was purposely created with the email ‘c’ and password ‘c’ for ease of logging in and testing (at the time of this document creation this was the moe sizlack login).

If the user is not logged in and tries to access the dashboard, user settings or any page that would require a logged in user then they will be redirected to the login page.

Testing the Web Application

1. Basic Initial Tests

The application should be available from pacemaker-939304930.eu-west-1.elb.amazonaws.com
This is a load balancer hosted on AWS which has been setup to forward all http traffic on port 80 to port 9000 so pasting the link into a web browser will bring the user to the application

When the user clicks this link it should bring them to a page similar to:

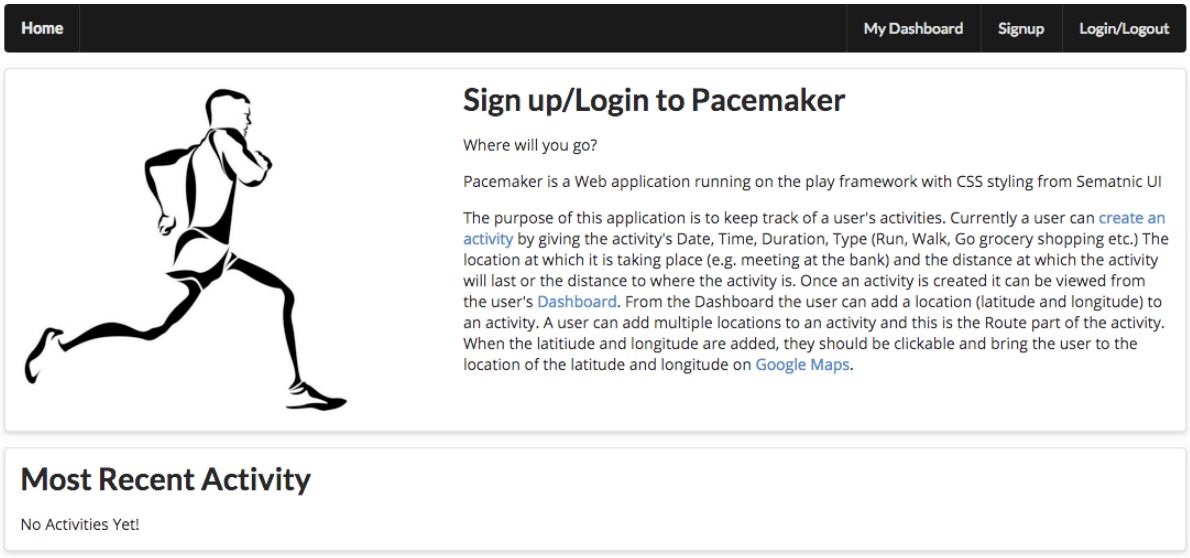

Figure 1: Main Application Page

The user should see a brief description of the application.

Clicking on Login/Logout should bring the user to the following page if they are not logged in:

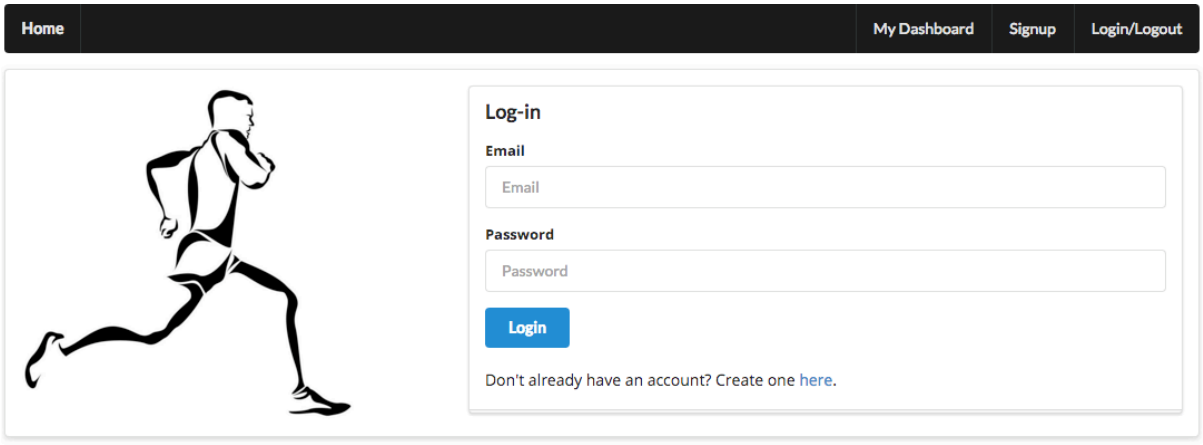

Figure 2 : Login Page

If the user was logged in and this link is clicked then the user will be brought back to the main page and be logged out.

If a user does not have an account they can access the signup page via the Signup link on the top of the navigation menu or there is a hyper link on the login page.

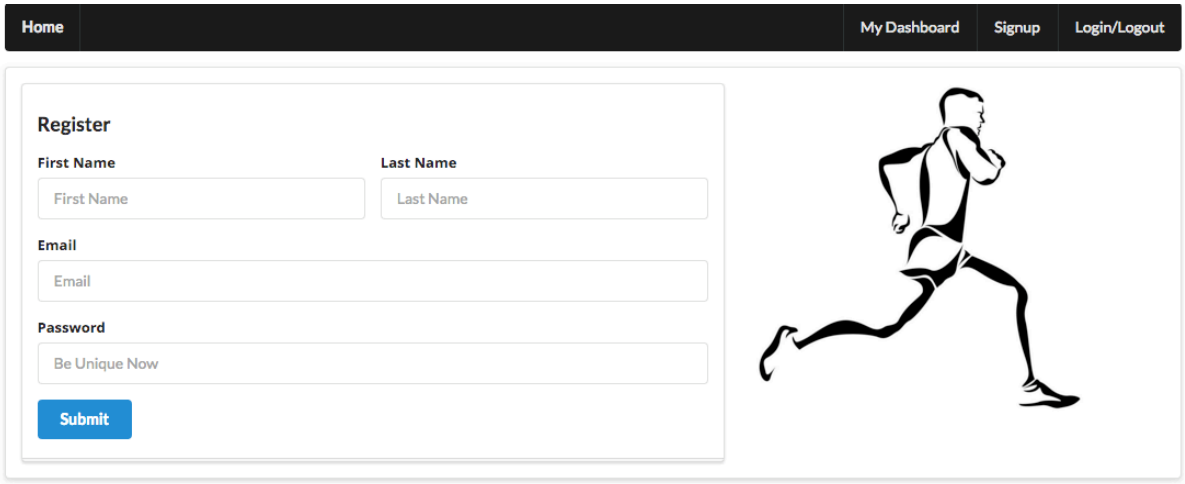

Figure 3: Signup Page

A user can create an account here. Their email must be in an email format and they must have a password. They do not need to enter a first or last name but submission of the form must contain an email and password.

Once signed up the user can log in via the log n page. If the user enters anything incorrectly in the login page then they will be notified what the problem is. If the user just clicks the login button without entering any information then the login page will just be loaded again.

Once logged in the user should be brought to the dashboard page:

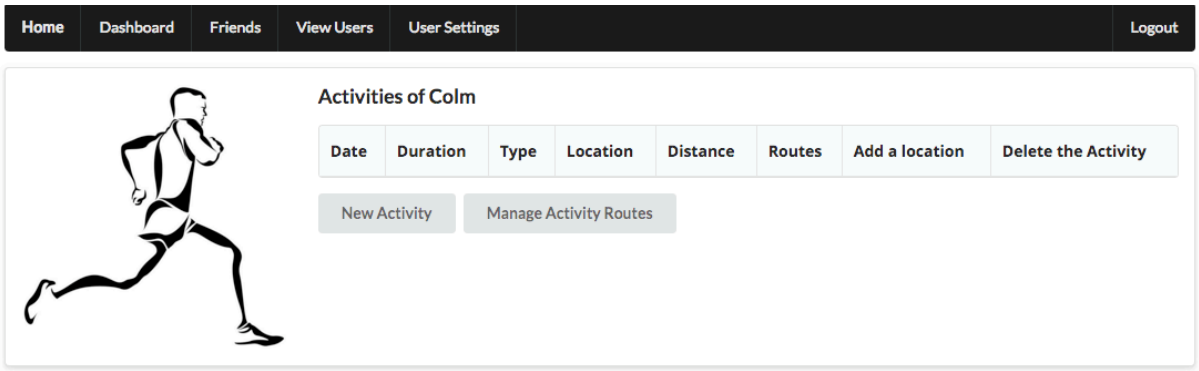

Figure 4: Dashboard

From this page the user can create an activity, edit the routes of an activity and navigate to the following pages : Home (Figure 1), Dashboard (Figure 4), Friends (Figure 11), View Users (Figure 9), User Settings (Figure 12) and finally Logout (Logout and back to Figure 1).

2. Creating an Activity

Clicking new activity will allow the user to create an activity and be brought to the following page:

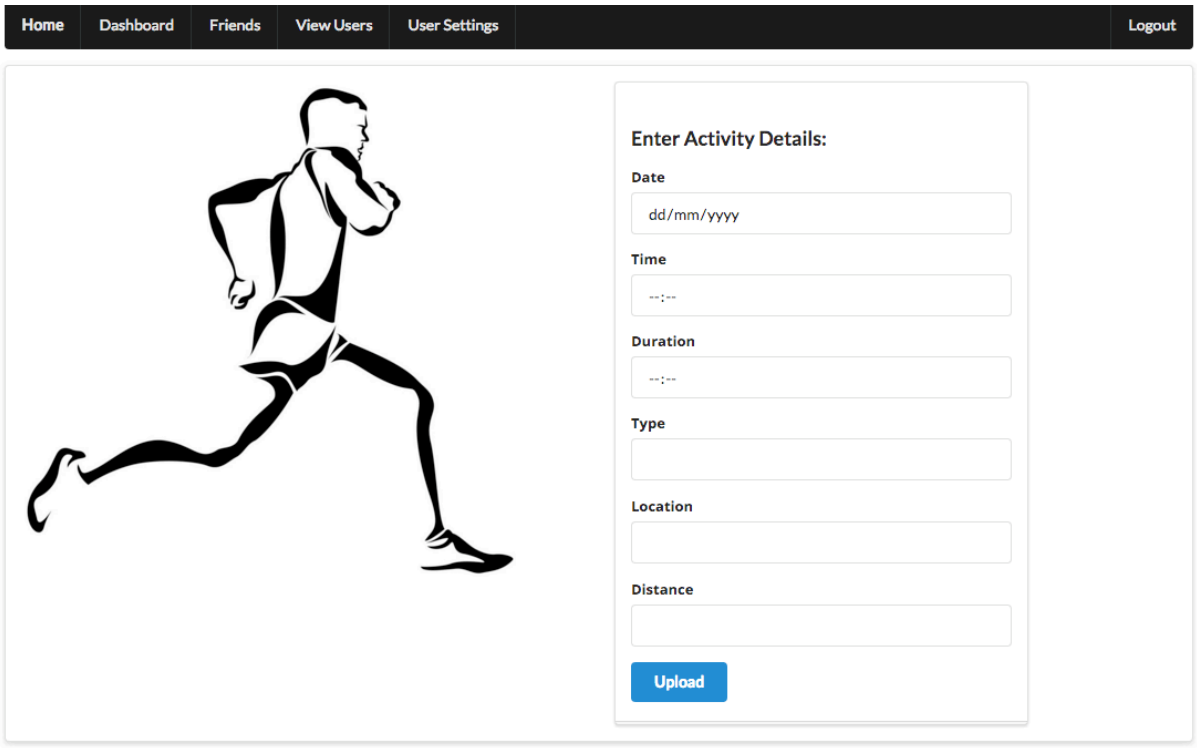

Figure 5: New Activity

The user must fill in all details except for Type and Location as these could vary greatly depending on the activity so a general rule was not created for them. If the user does not fill in one of the necessary fields then the form will reload and alert the user to the problem.

Once a few activities are created the dashboard will then look like the following:

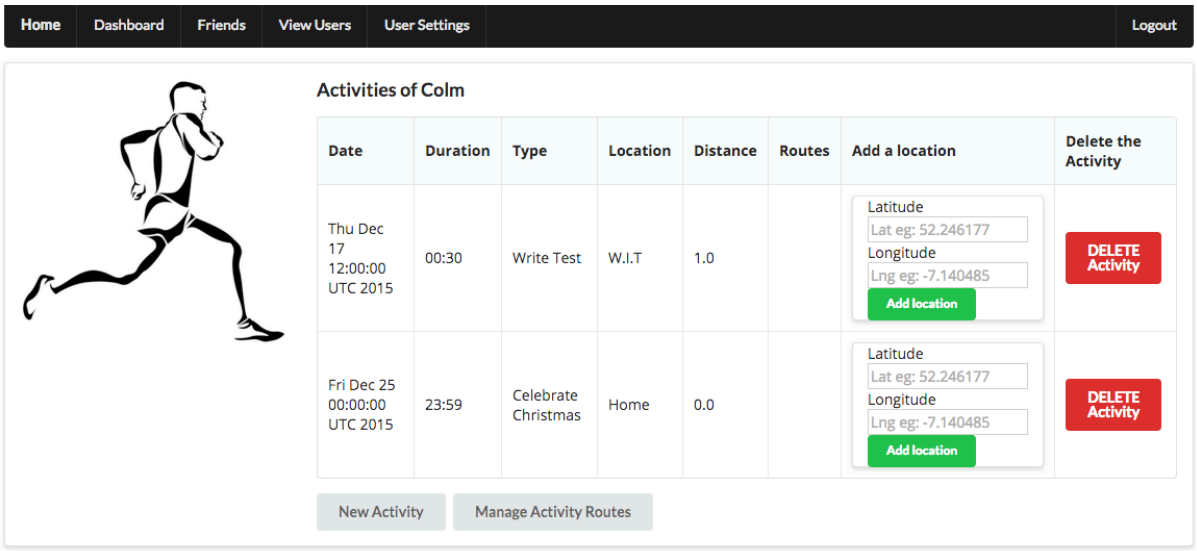

Figure 6: Dashboard with activities

The user can now add locations via latitudes and longitudes to where their activity is. A popup will ask the user if they are sure the latitude and longitude are in the correct format else the location will not be added.

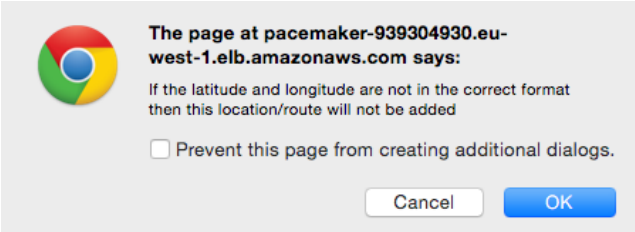

Figure 7: Add Location popup

If the user entered appropriately formatted latitudes and longitudes then the routes field will be populated via the the entered values. Entries in the routes field should be clickable and bring the user to that position in Google Maps.

Clicking on Manage Activity Routes in the dashboard will allow the user to delete routes from an activity:

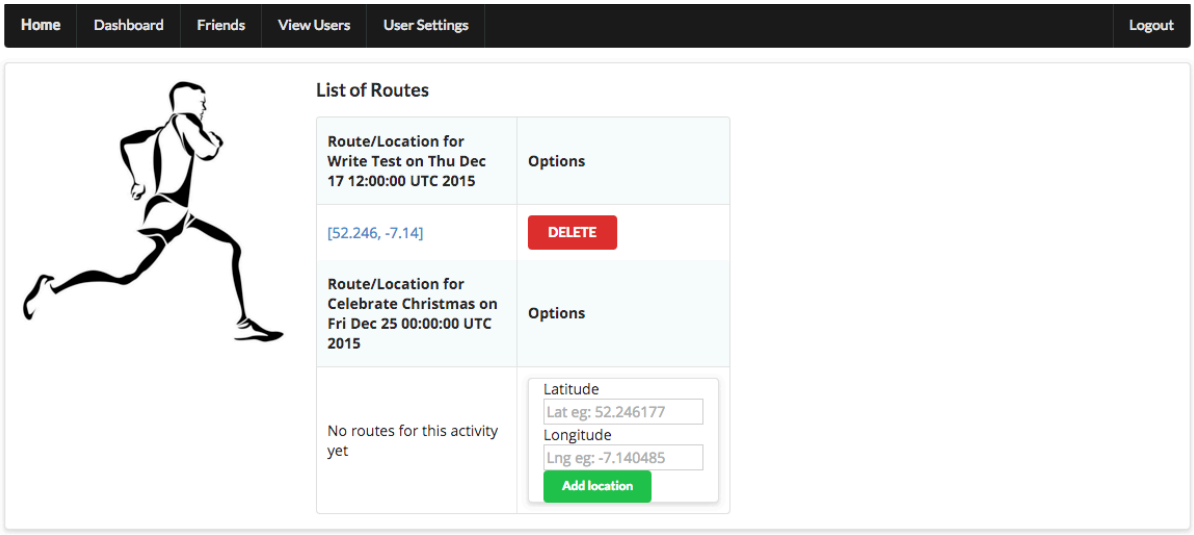

Figure 8: Manage Routes

Clicking delete will create another popup similar to Figure 7 asking if the user is sure they want to delete that location in the route. The add location is the same form as in the dashboard. All delete buttons in this application will ask the user if they are sure that they want to delete.

3. Finding Friends

If a new user clicks on the Friends link, unless another user has added them as a friend, then the page will be blank. Clicking on View Users will allow the user to search for friends.

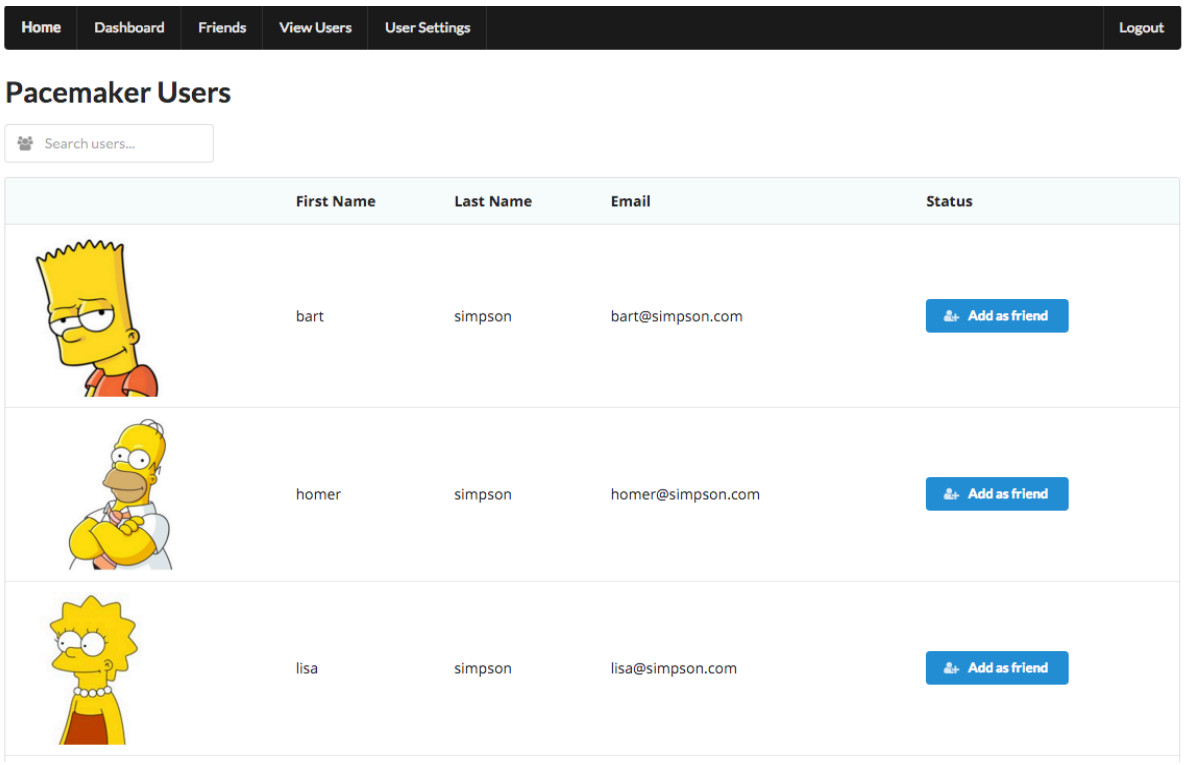

Figure 9: View Users

This page shows all users within the application. The list can be refined by searching by name. The search is setup so that the string entered will be compared to each user's first name, last name and email. If however the user's full name is entered then the application will search for user's with that full name. For instance search 'ma' should return all users who have ma in their first name, last name or email.

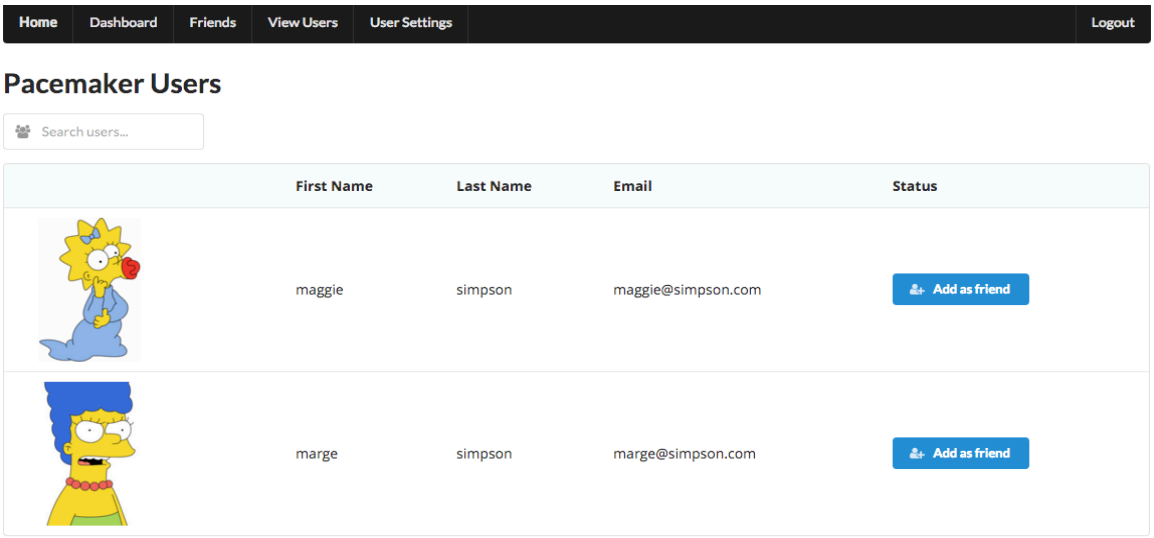

Figure 10: Searching 'ma' in View Users

Clicking Add as Friend will send a request to add a user as a friend. The friend the user added must go to their friends list and accept the request. Once accepted by a friend, that friend will appear in the user's friend list but until then the added user will appear in the pending friends list. Also once a friend is added the user will have the option of unfriending a user.

Once friends have been added and requested the Friends page should look like this:

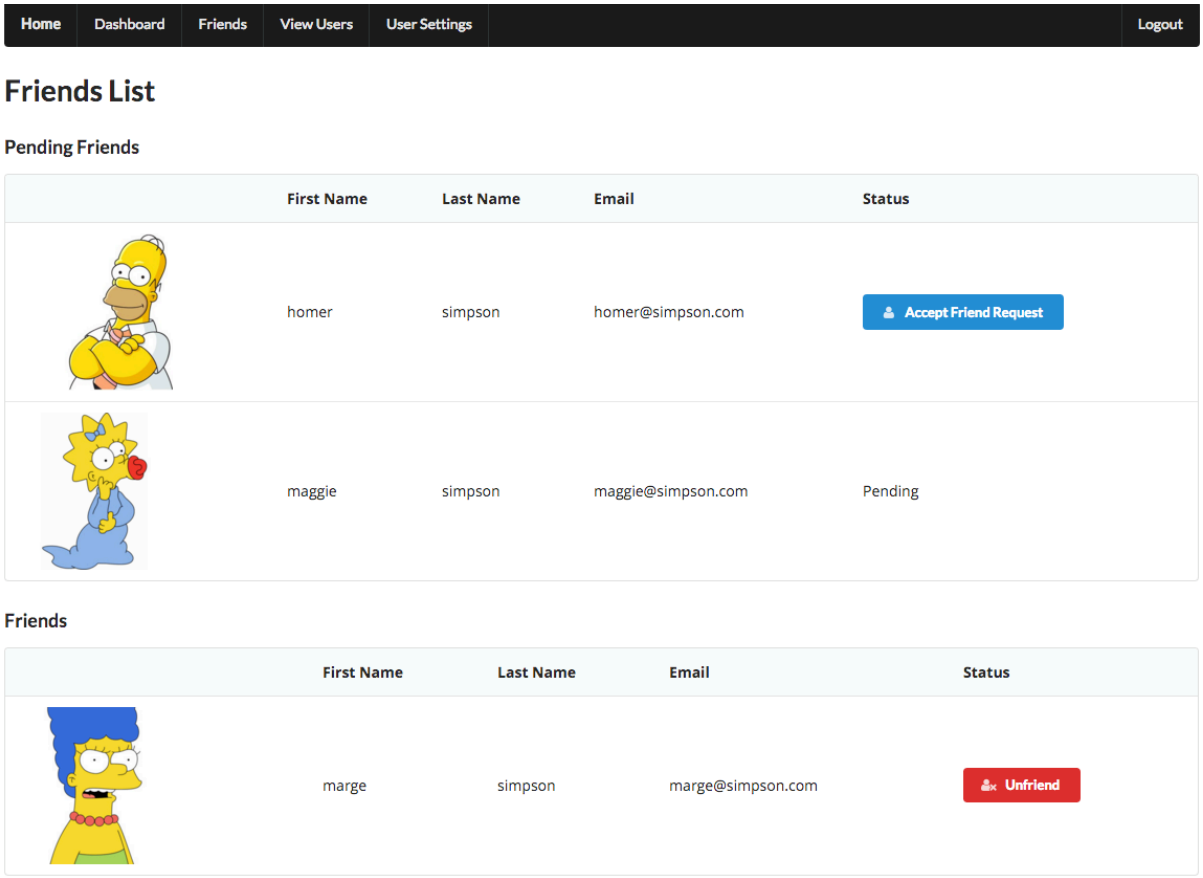

Figure 11: Friends List

Note that friends list and View Users are sorted alphabetically and capitally by first name so all users with lower case names will appear after users with upper case names. Also clicking on another user will bring up a page with their information and activities if they have any and if you are allowed see them (determined by that user's settings).

4. User Settings

The user settings page:

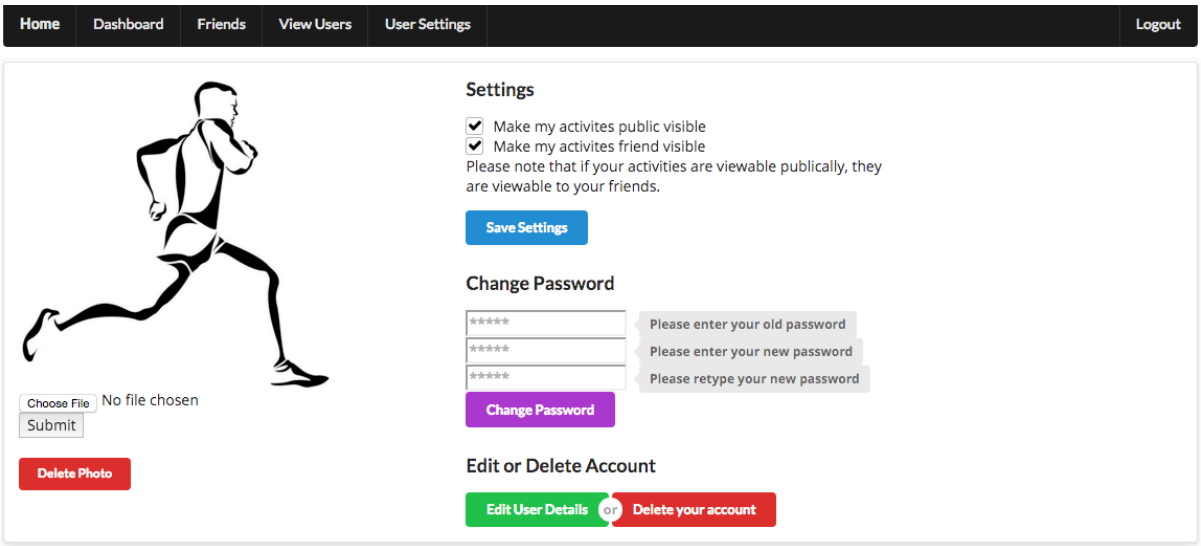

Figure 12: User Settings

On the front page the most recent user activity is displayed and this is pulled from the most recent user who uploaded an activity and allows the public to see their activities. The checkboxes are self explanatory and if neither are check then that user can only view their activities

Clicking on choose file and submit will submit the selected file as the users profile photo and delete the old profile photo if there is one (it will not delete the default photo). However currently the application only supports png, gif, jpg and jpeg files.

Change password, edit user details and delete account are all self explanatory and each will require the correct information to be filled in.

Editing the user information will bring up the following page:

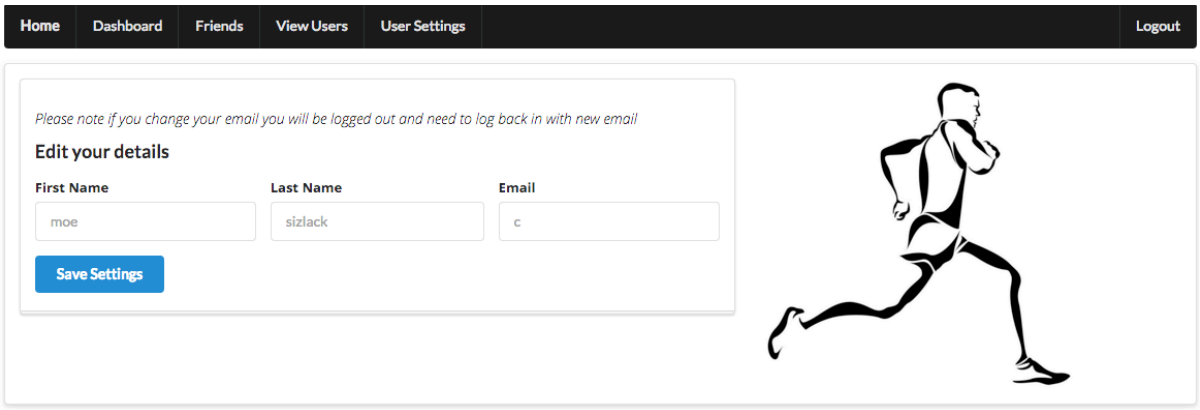

Figure 13: Change User Info

If any of the fields are left blank then that part of the user will remain unchanged. If the user's email is changed then they will be logged out and have to log back in with the new email.