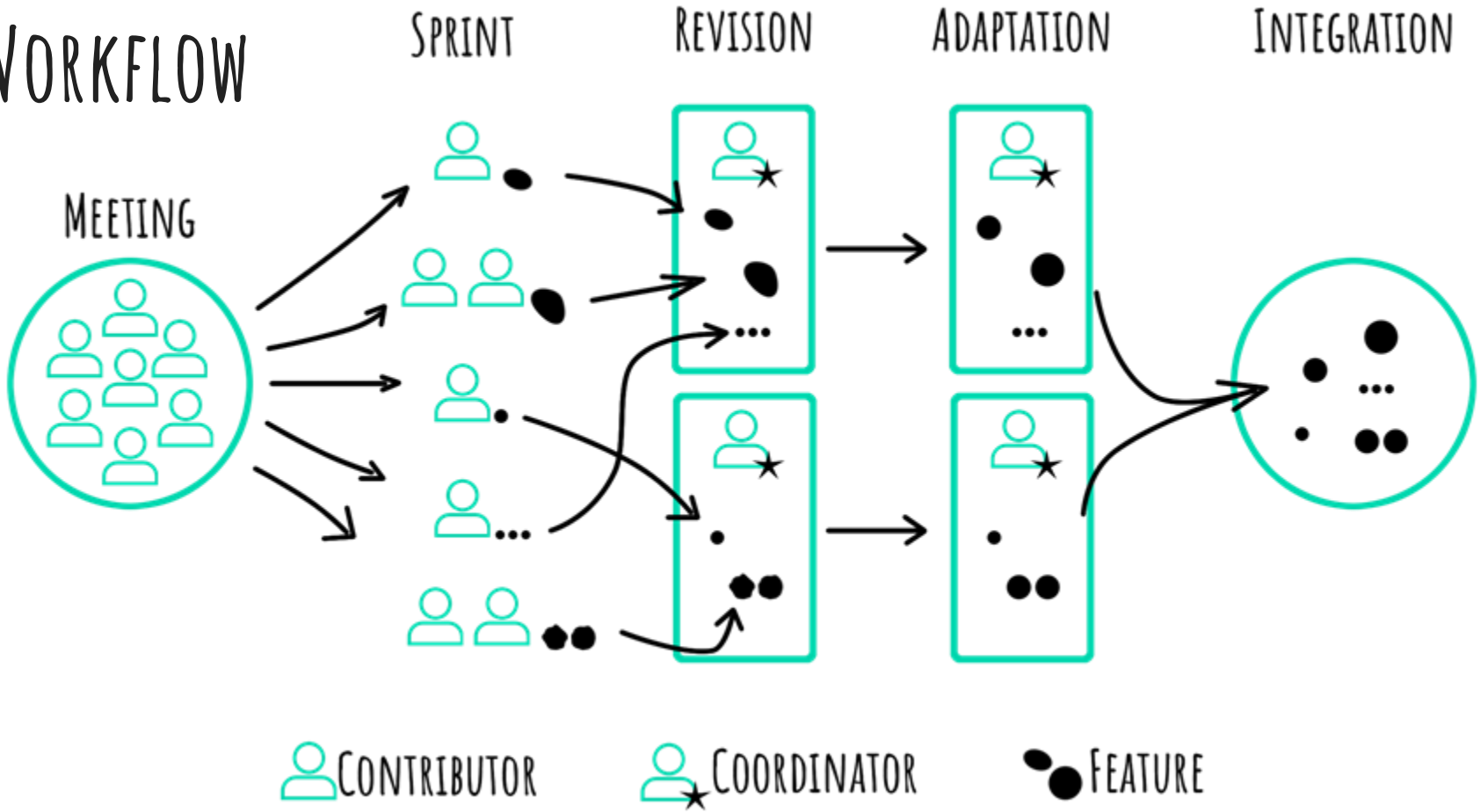
VIADE ES4C

Arquitectura del Software 2019/20

Workflow


Sprint
Revision
Adaptation
Integration
Meeting
Contributor
Coordinator
Feature

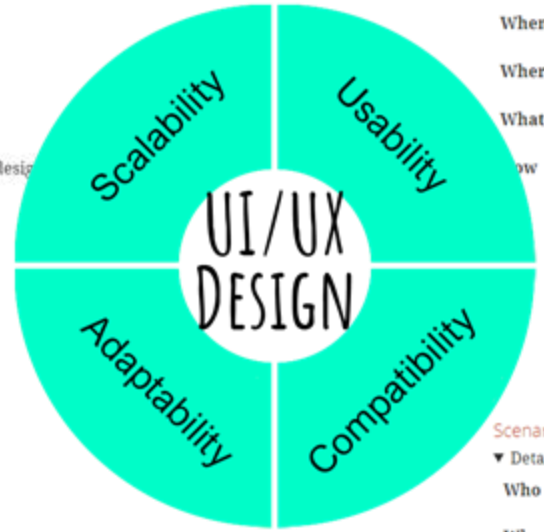
Front-End

Goals

Scenario #3: Extension of the functionality

▼ Details

Who	Any member of the development team
When	Starting to develop a new function
Where	Code
What	The code should be easy to extend its functionality
How	Keeping it as modular as posible and implementing software desi



Scenario #11: New user understanding the application fast

▼ Details

Who	New user
When	First time using the application
Where	GUI
What	The user should be able to learn to navigate and use the app instantly
ow	Keeping a clear and straightforward user interface

Scenario #8: Colorblind clarity

▼ Details

Who	Colorblind user
When	Using the application
Where	GUI
What	The user interface must be adapted to be easily usable by all the colorblindness types
How	Through the use of a valid palette, icons and texts

Scenario #12: Mobile compatibility

▼ Details

Who	Mobile user
When	Using the application
Where	The whole application
What	The user should be able use the application without problems
How	Making the interface and functionality compatible with lesser screens

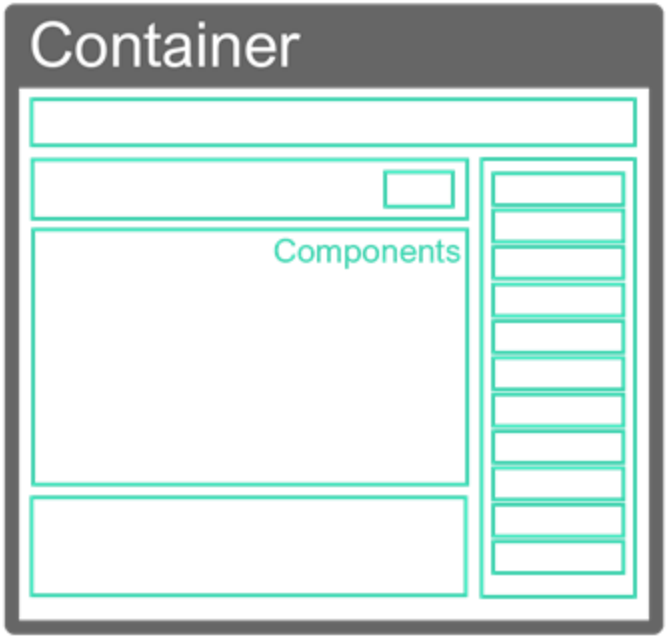
Scalability

Scenario #3: Extension of the functionality

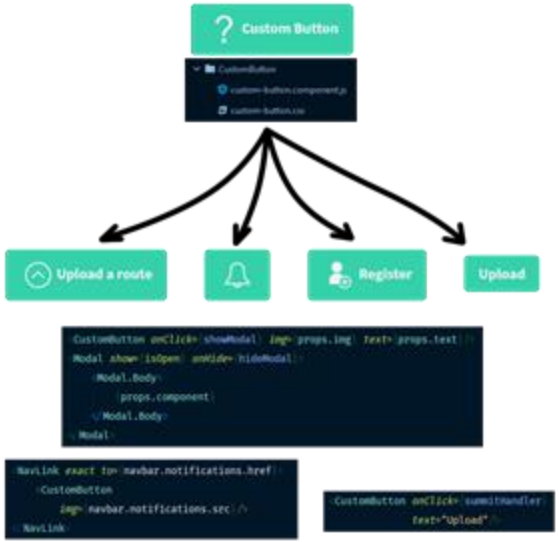
▼ Details

Who	Any member of the development team
When	Starting to develop a new function
Where	Code
What	The code should be easy to extend its functionality
How	Keeping it as modular as posible and implementing software designs.

Modular design



Genericity



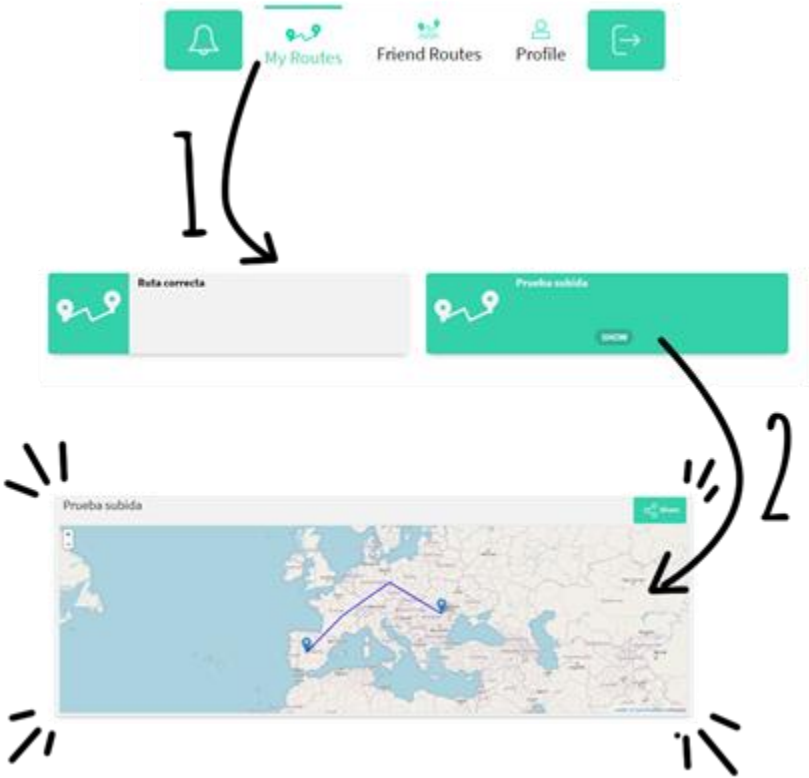
Abstraction

Usability

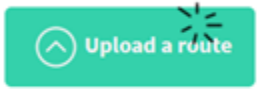
Scenario #11: New user understanding the application fast

▼ Details

Who	New user
When	First time using the application
Where	GUI
What	The user should be able to learn to navigate and use the app instantly
How	Keeping a clear and straightforward user interface

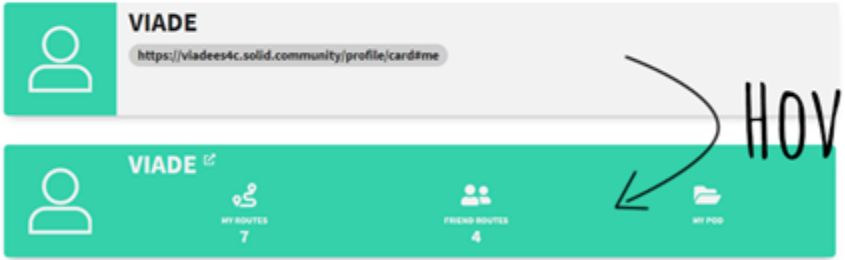


CLICK :)

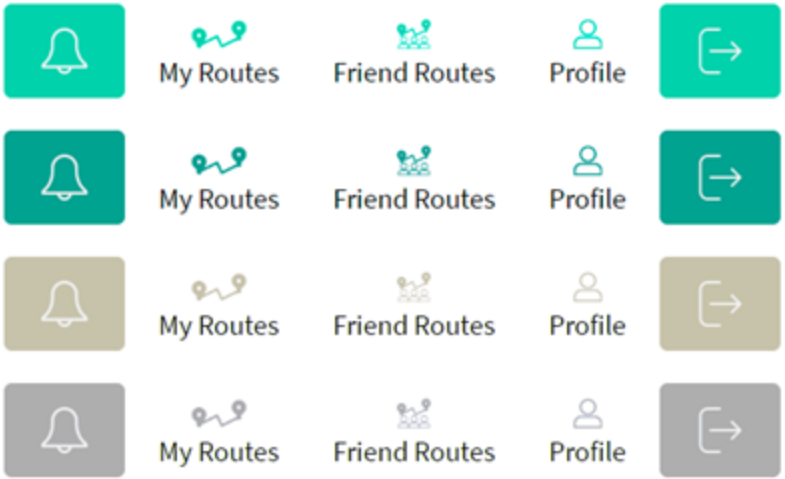


NO CLICK :(

Upload a new route



Adaptability



Scenario #8: Colorblind clarity

▼ Details

Who	Colorblind user
When	Using the application
Where	GUI
What	The user interface must be adapted to be easily usable by all the colorblindness types
How	Through the use of a valid palette, icons and texts

TonPM14 commented 2 minutes ago

Me pidieron que probase la página debido a mi daltonismo, tengo protanopia y deuteranopia. Después de probar un poco la aplicación todo parece funcionar bien. Subí un par de rutas que dibujé en la página que me dijeron aunque no subí ningún vídeo o imagen, pude ver todo perfectamente. El perfil también se ve bien, aunque no sé agregar amigos desde él. A pesar de mi daltonismo puede usar la aplicación sin ninguna dificultad. Buen trabajo.

1

UO263638 commented 31 seconds ago

Yo soy daltónico como Ton y probé la aplicación invitado por él. Quitando la molestia de tener que regresar a la aplicación y el problema de no saber como agregar a Ton como amigo, todo ha ido bien y como indicó él, la aplicación no me ha ocasionado ninguna dificultad de uso.

Compatibility

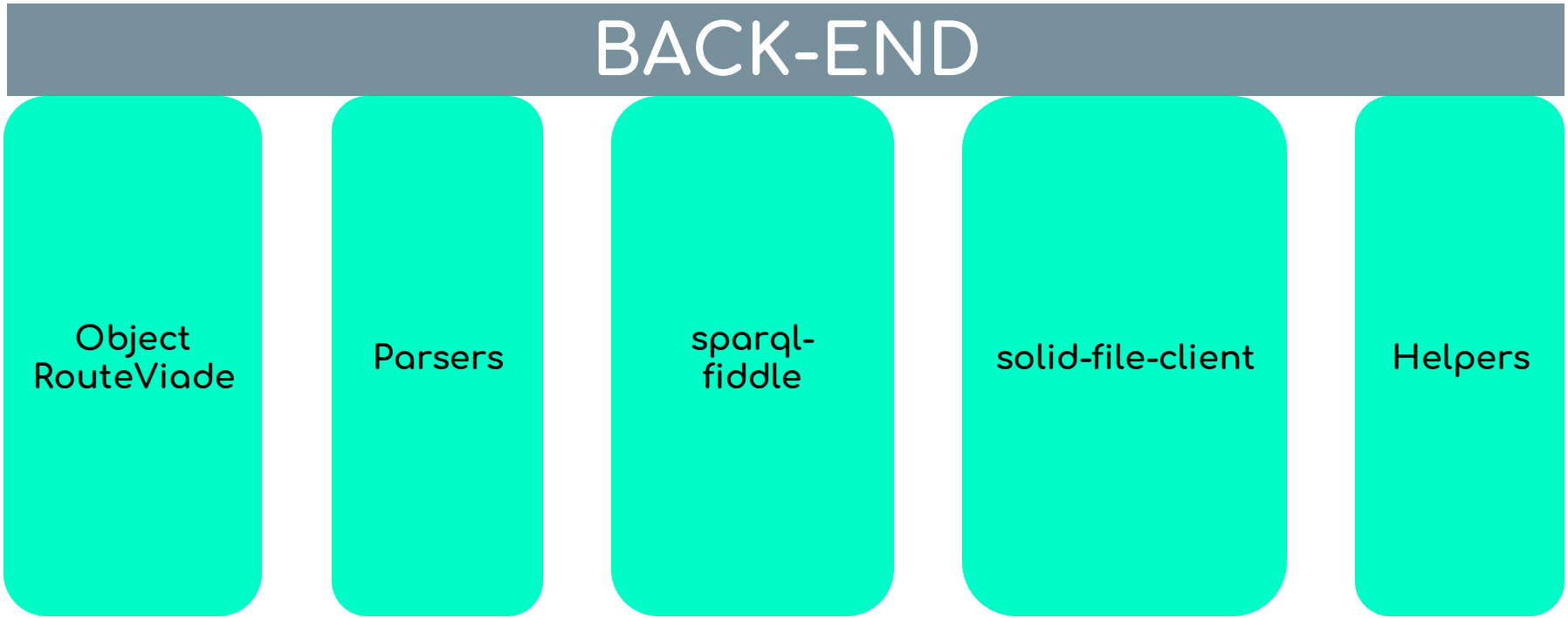
Scenario #12: Mobile compatibility

▼ Details

Who	Mobile user
When	Using the application
Where	The whole application
What	The user should be able use the application without problems
How	Making the interface and functionality compatible with lesser screens

Back-End

Main Pillars



Specification

Formato de la ruta

```
# Represents a route
:Route {
  schema:name          xsd:string   ;
  schema:description   xsd:string ? ;
  :point               @:Point * ;
  :gpx                 @:GPXShape ;  // See ShEx description for GPX Routes
  :hasComments         xsd:string OR @:UserComment * ;
  :hasMediaAttached     @:Image OR @:Video *;
}
```

Parcialmente notificaciones

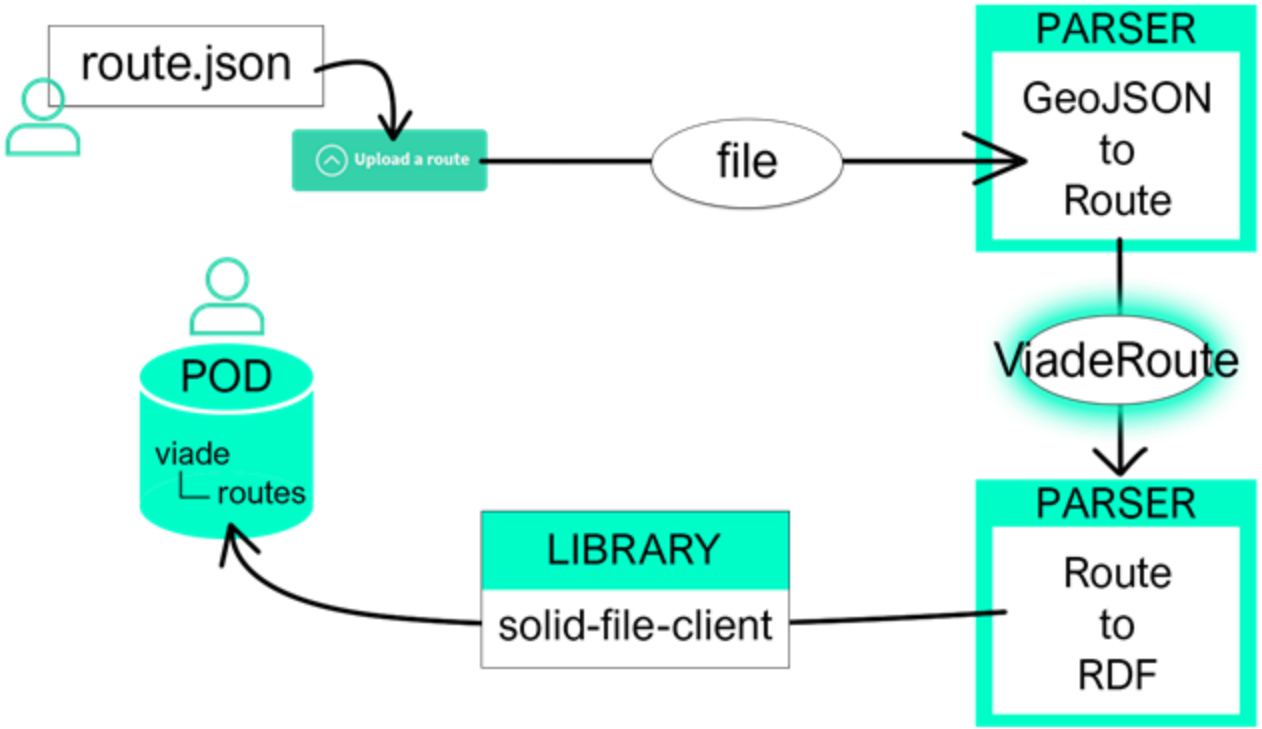
Estructura de carpetas

USER POD

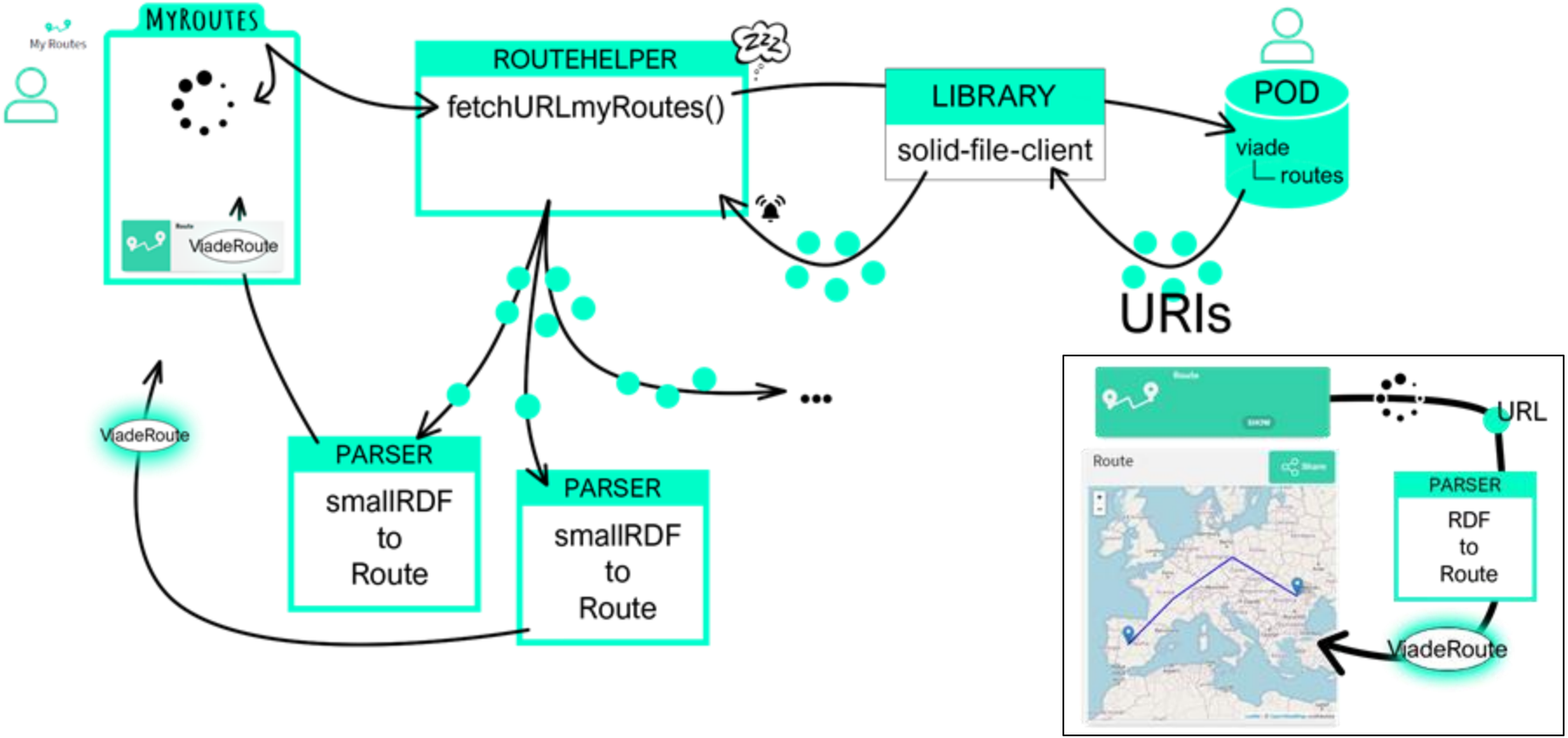
>public
>viade
>route
+route1.ttl
>media
+media1.jpg
>inbox

+notification.ttl
+shared_with_me.ttl

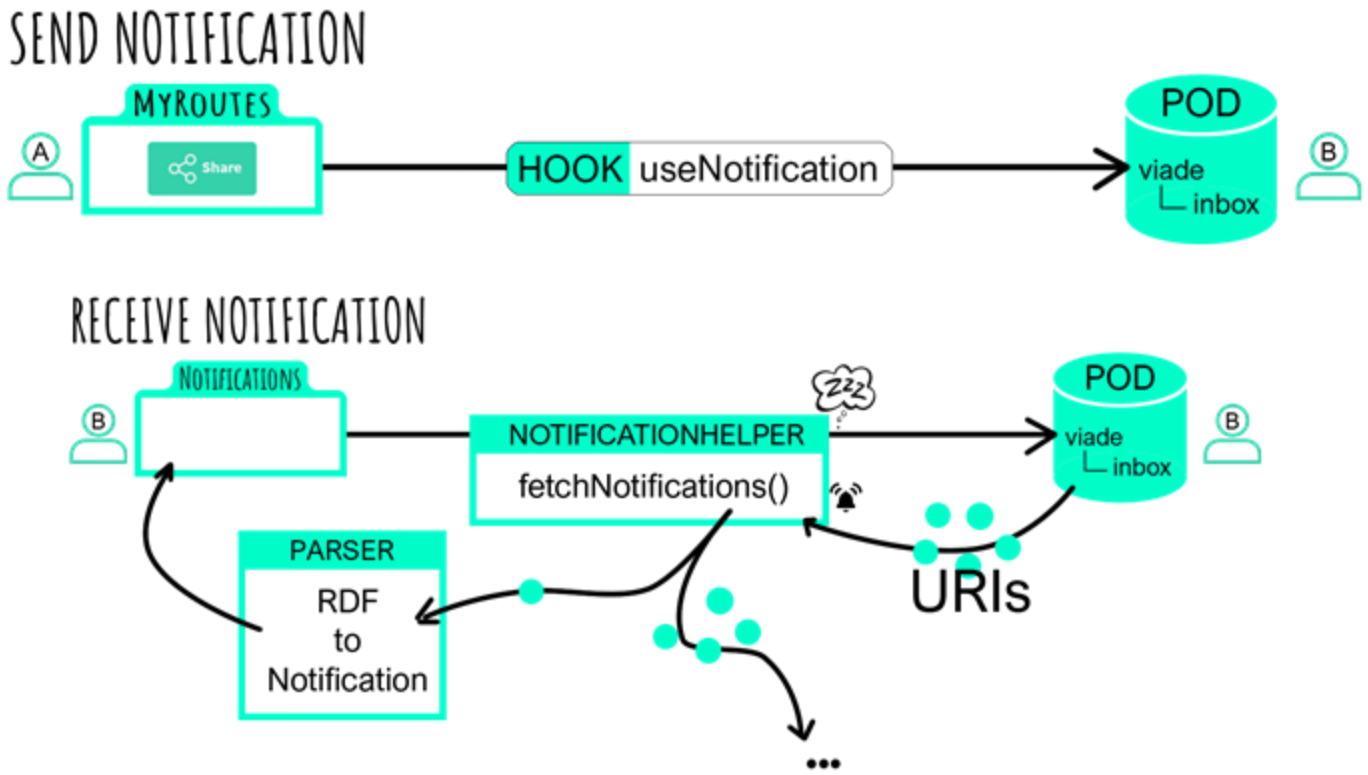
Uploading routes



Showing routes



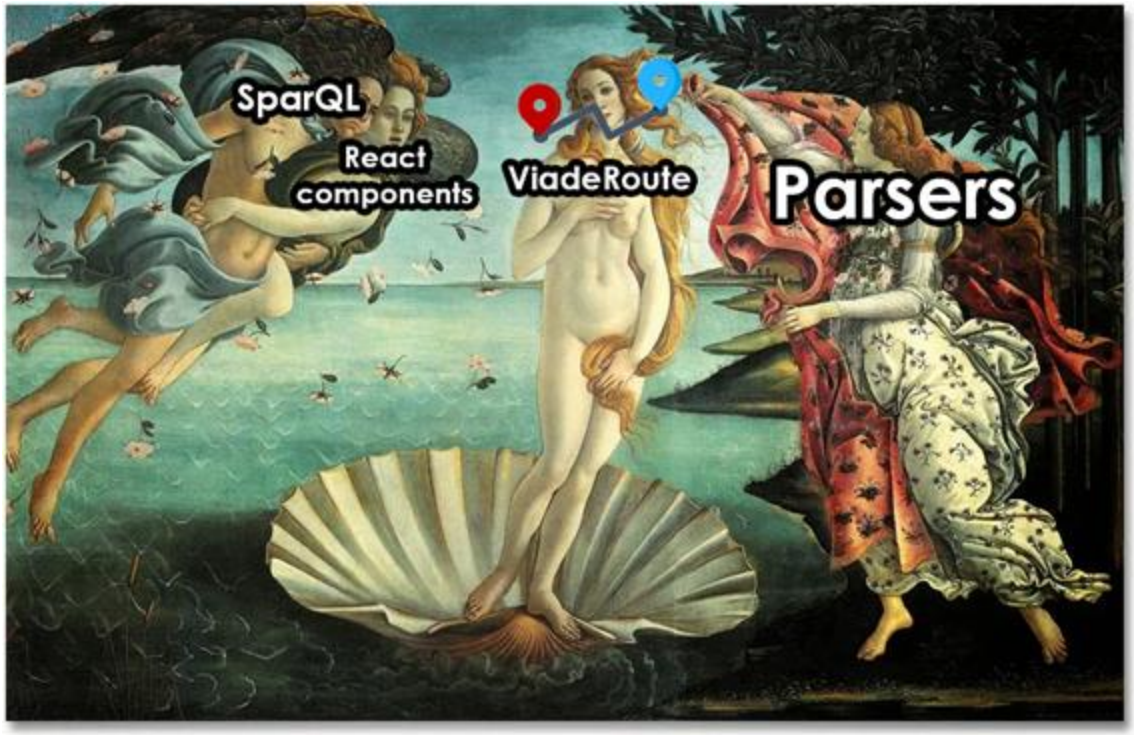
Notification management



Architecture choices and miscellanea

Architectural design

Domain Driven Design



Testing

Scenario #7: User beta testing

▼ Details

Who	A standard user
When	The application is usable
Where	Any point of the application
What	Try the app and give some feedback
How	Through an issue on GitHub

Scenario #6: Testing new functionality

▼ Details

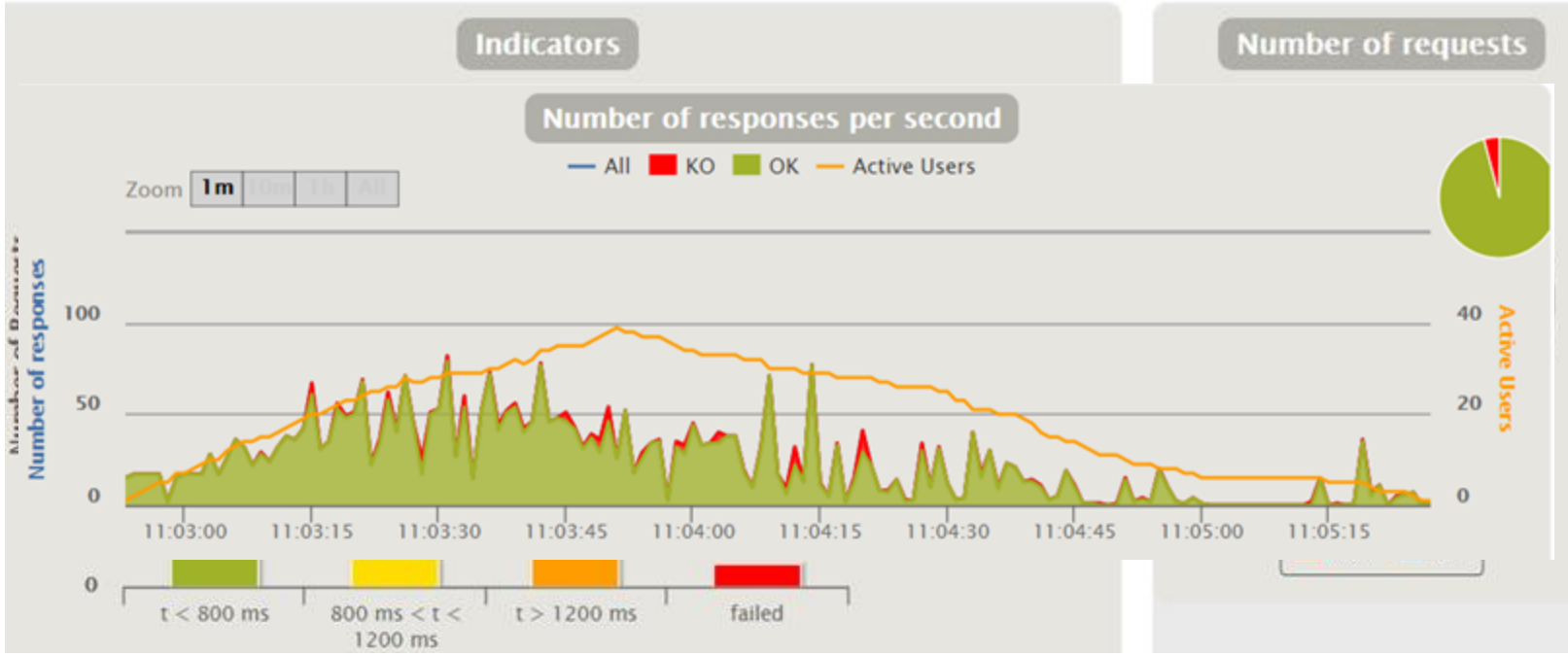
Who	Any developer
When	Adding new functionality
Where	Any point of the application
What	Any new functionality added should be tested to confirm it's well implemented
How	Through a battery of unit tests

. . .

Load tests

rampUsers(50) during(60 seconds)

70 request por usuario (iniciar sesión y navegar un poco por la aplicación)



Libraries

Testing

- react-testing
- jest-puppeteer
- enzyme

Map

- react-leaflet

Parsing

- gpx-parser

Responsiveness

- react-toastify

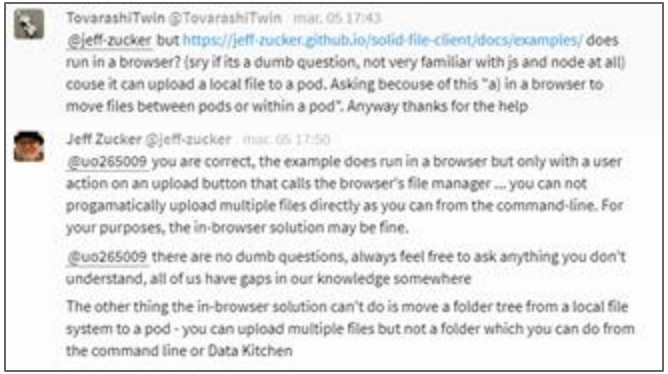
POD Management

- sparql-fiddle
- solid-file-client

Layouts

- react-bootstrap

External communication

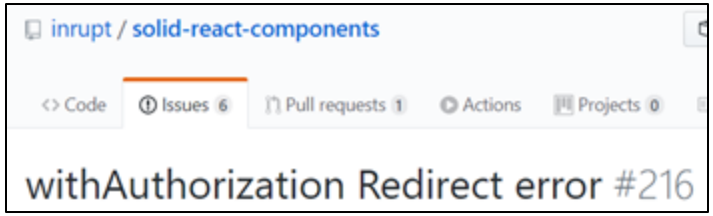


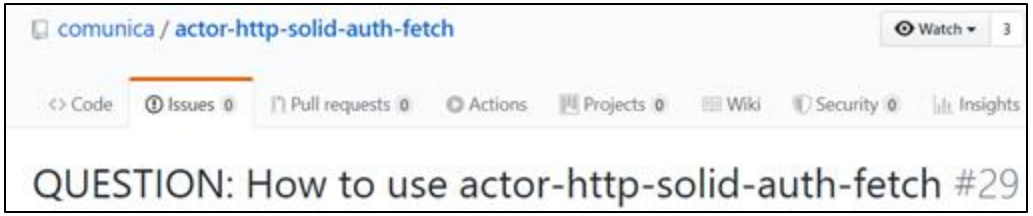
Query over user's POD

- Build a Solid App

How to query SOLID server using GET requests and the SPARQL protocol?

- Build a Solid App
- Developer Experience





Pending errors and features

Comments and likes

```
class RouteViade{

    constructor(name,items,description="", media=[], comments = [],url=""){
        this.name=name;
        this.items=items;
        this.description=description;
        this.media = media;
        this.comments = comments;
        this.url=url;
    }
}
```

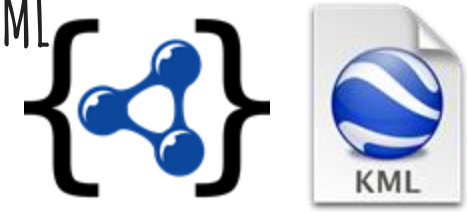
Navigability

Scenario #8: Navigable using keyboard

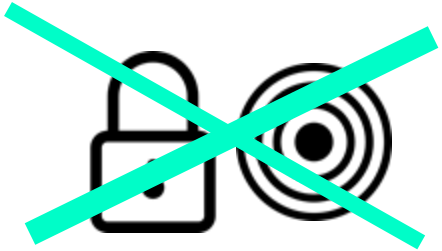
▼ Details

Who	Any user
When	Using the application with keyboard
Where	GUI
What	The user should be able to navigate through the whole application using only the keyboard
How	Thorugh the use of correct shotcuts, tab navegation and mnemonics

Support for JsonLD and KML



Usable way to add friends



FIN

Bueno, antes una demo cortita

- Alfonso García, Rut
- Menchaca Mosteiro, Carlos
- Lorenzo Vega, Manuel
- Pancho Cueto, Daniel
- Peláez Fernández, Christian
- Sirgo López, Carmen
- Soto Estévez, Ricardo