Coding Choices

Octopeer for Bitbucket

In this document some of the choices we've made during the course of the project are clarified.

Foldername 'JS' instead of 'TS' for TypeScript files

It is a convention to call the folder which consists of TypeScript files 'JS', the abbreviation of JavaScript, as after transpiling, there will only be JavaScript files left. The reason we choose for this convention is that renaming and rewriting paths during build overly complicates things while not adding much benefit.

Global code

The trackers we use are injected into the webpage, without a single line of global code, only classes and functions will get injected, but won't get used. We need a few lines of global code to start using the logic contained inside the classes. The global code works like an ignition in a car, "starting up" the code inside the classes and functions.

Global mocks

In order to test properly we need to mock several functions, including some chrome functionality. We discovered that global mocks in separate files affect each other, as this lead to failing tests. Since there is also some code duplication we decided to group all global mocks in a single file.

Keylogger

When logging keyboard events there are multiple events to choose from. *keydown*, *keypress*, or *keyup*. We chose *keyup* event in our keylogger. The benefit of choosing the *keyup* event over the *keypress* is that the event is also triggered when a special key (e.g. Page Up, Control) is pressed. There is also a small drawback, the *keyup* event handles all characters as capitals, regardless of Caps Lock or Shift usage. We thought this was less of a handicap than leaving special keys out though.

Mouse position throttling

When adding a *mouse mouse* event listener it will fire a lot. If data is send to the database every time an event occurs, the database might be flooded. Because of this we decided to throttle the amount of times data is send to a maximum of one time per second. At this points any superfluous data is discarded. We will look into implementing a strategy design pattern for the

throttling, so that we may swap it out for a different solution (such as bulk sending messages) easily in the future.

Testing coverage

While we aim to keep our test coverage above 85% at all times, getting 100% test coverage is very hard. Some files are very hard or impractical to test. Below we've explained the reasons why test coverage is particularly low in some files.

Background.ts
This file only contains code to let the settings page become visible in a new tab. We think it is better to run a manual test on this to verify correct behaviour, also as there can only be two kinds of behaviour: '1. It works or 2. It doesn't work'.

Main.ts
This file has not been tested and is used to run the extension's trackers. As this file makes heavy use of the Chrome browser local storage which we globally mock in our tests, we could only be testing a mock which makes the tests useless. Instead we prefer to run a manual test to verify the correct behaviour.

OctopeerConstants.ts
As this file only contains constants for enhanced maintainability, we came to the conclusion that this file doesn't have to be tested.

RARequestSender.ts
This file has only be tested for 88%. The part that hasn't been tested makes use of the chrome messaging API. As we globally mock this code to test the behaviour of other classes, we are unable to test the piece of code in this file. Instead, we verify the behaviour manually as it is concerned with data getting stored in the database, which can easily be verified by checking the database.