# A3 framework: Aggregation and Achieving of Artifacts

Rosalie Oliva

Computer Science Department, ODU University

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Professor: Thomas Kennedy

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Running Head: A3 FRAMEWORK

#### 3

### 1.Introduction

Faculty members and students lack a framework to aggregate and archive artifacts. Indeed, not having a framework to aggregate provides the inability to track any changes over time. Artifacts may be abandoned; some of them may be lost because of reassignment of responsibilities. Artifacts could be isolated by specialization and their format varies. To help with this societal problem, ODU's Team Crystal have designed a framework that will aggregate and archive artifacts, track changes and supply reports. A<sup>3</sup> is a central database with artifacts that can be useful outside of any specific specialization. However, it will help with the normalization of artifacts since none of the current competition provide this solution for students and faculty. Likewise, normalization will allow for comparison and searchability. Our central database will offer that artifacts will remain archived so they will not be lost, and any future changes may be possible.

## 2. A<sup>3</sup> Product Description

A<sup>3</sup> is a repository designed for teachers to upload and share artifacts with students and colleagues for reference, notify when changes have been made to artifacts, the normalization of artifacts, which can then be compared, tag artifacts and repositories.

## 2.1 Key Features and Capabilities

A<sup>3</sup> will connect users to a single centralized repository. The centralized database will allow the use of tags on both repositories and artifacts, users will be able to search based on tags or last update. Nevertheless, because sometimes users would like their artifacts not seen it will allow users to set their profiles to public or private, those that choose to remain private, A<sup>3</sup>will allow have the option to invite another user to their repositories and artifacts. Likewise, apart from guest users A<sup>3</sup> will allow users to bookmark artifacts or repositories. It will allow users to see differences between artifacts with the use of normalization. Users will be notified when something has been updated.

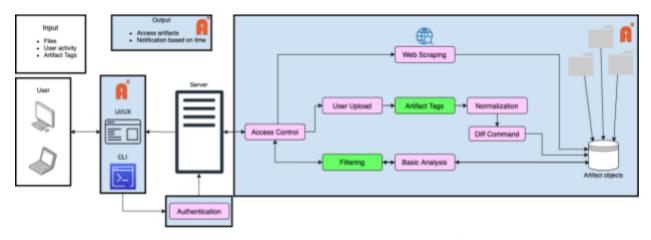


Figure 1: Major Functional Components Diagram

### 2.2 Hardware and software major components

A3 will use language Python 3.8 or newer. The GUI language that will be use is HTML, CSS, and JavaScript. The JavaScript frameworks that will be utilize is React because is a JavaScript library. The IDE will be Visual Studio Code. The documentation: Pydoc and Sphinx. Team Crystal will be using code Repository: GitLab and for containerization and deployment: Docker and Docker Compose. The database will be MySQL with Flask. The configuration management will be Tox or Conda and analysis pycodestyle (formerly PEP 8) and Pylint.

## 3 Identification of Case Study

A<sup>3</sup> will be built for ODU Computer Science Department to help students and faculty members with achieving artifacts. The application will be used for the aggregation of artifacts by teachers and students. It will be helpful for guests that try to access to ODU databases. This application can be use in the future for Academia, other colleges, other faculty members and students.

## **4 A<sup>3</sup> Product Prototype Description**

The  $A^3$  Prototype will be a proof of concept for students, faculties and the application functions required for the real-world product. The prototype will help relieve any risk that comes with collecting large amounts of data for the purpose of academic management. Feedback will be provided by users and it will be a priority to satisfy customer needs. Feedback will come from the professors, instructors, and students who will be utilizing  $A^3$ .

### **4.1 Prototype Architecture (Hardware/Software)**

MySQL will be used as a database. Phyton 3.8 or newer will serve as the programming language and used to access data from the database. HTML, CSS, and JavaScript will be used to as the GUI language so the application will be more suitable for its users.

### 4.2 Prototype Features and Capabilities

The prototype will allow users to create, upload, edit and download artifacts. Some of the functions will depend on their access level. They will have access to private content provided by the faculty of the course, the faculty must grant artifact access. Administrators will have the faculty, students, and guests' capabilities. Likewise, they will have the option to manipulate users and artifacts. Overall, the A<sup>3</sup> prototype's main functions will be to read and download artifacts.

# **4.3 Prototype Development Challenges**

Some of the main challenges that  $A^3$  could encounter are short amount of cloud space and managing time requests. This will affect the storage of artifacts and customers trust. Other challenges could be implementation and team collaboration.

Feature/Capabilities Comparison Chart		
Feature/Capability	Real World	A³ Prototype
Database Storage	х	х
Graphical User Interface	Х	Limited
Command Line Interface	Х	Х
User Authentication	Х	Limited
Access Control	Х	Х
Artifact Upload	Х	Х
Repository Creation	Х	Х
Artifact Normalization	Х	Х
Artifact Comparison	Х	Х
Artifact Update	Х	Х
Artifact/Repo Deletion	x	
Webscraping	Х	Limited
Artifact Charge Record	Х	Х
Artifact Exporting	Х	х
Artifact/Repo Searching	Х	Limited
Artifact Contributor List	х	
Artifact/Repo Sharing	х	
Artifact/Repo Comments	х	

Figure 2: Features and capabilities comparison chart between real-world A<sup>3</sup> and prototype A<sup>3</sup>

### **5** Glossary

**Aggregate**: Data that is composed of smaller pieces that form a larger whole.

**Algorithm**: Set of instructions designed to perform a specific task.

**Angular**: A framework for dynamic web apps. Allows for the use of HTML as a template language.

**Application Programming Interface (API)**: Set of functions and procedures allowing the creation of applications that access features of an operating system, applications, etc.

**Archive**: Contains multiple files and/or folders. May be created by several different utilities and may be saved in different formats.

Artifact: Combination of arte, "by skill", and factum, "to make". A file or document.

Backlink: A hyperlink that links from a web page, back to your own web page or website.

**Blackboard**: A tool that allows faculty to add resources for students to access online.

**Centralized**: Type of network where all users connect to a central server.

Course Websites from Markdown (CoWeM): A system for building course websites, including notes, slides, and organizational pages, from Markdown documents.

Cascading Style Sheet (CSS): Used to format the layout of web pages. Defines text styles, table sizes, among other things that previously could only be defined in HTML.

**Database**: Collection of information, that is organized for rapid search and retrieval.

**Data Loss**: An instance in which information is destroyed by failures or neglect.

**Diff**: A line by line comparison of normalized artifacts.

**Docker**: Tool to create, deploy, and run applications by using containers. Allow developers to package up an application, with all parts needed, to be deployed in one package.

**Export**: Taking data from one program or computer to another.

**GitLab**: Used to provide internal management of git repositories. Is a self hosted Git-repository management system that keeps the user code private.

**Graphical User Interface (GUI)**: User interface that contains graphical elements. Examples include windows, icons and buttons.

**Hypertext Markup Language (HTML)**: A language used to create web pages. "Hypertext" refers to hyperlinks in a page, and "Markup language" refers to the way tags are used to define page layout.

**Hyperlink**: An element that links to another file or object.

**JavaScript** (**JS**): A language used in web development. While influenced by Java, It's syntax is more similar to C.

**Knowledge Management**: The management process of creating, capturing, sharing, retrieving, and storing data, information, knowledge experiences and skills by using appropriate information and network technology.

**Markdown**: A markup language that can be used to format plain text. Can be converted into another language.

**Markup**: A language that uses tags to define elements within a document.

**MySQL**: Open source SQL database management system. Developed and distributed by Oracle Corporation.

**Normalization**: Converting ingested objects into a small number of pre-selected formats.

**Python**: An interpreted, object-oriented language.

**Personal Learning Environment (PLE):** An interface used in flexible online courses.

Designed by ODU's Center for Learning and Teaching.

**pydoc**: Automatically generates documentation from Python modules. Can be presented as pages

of text on the console, served to a web browser, or saved to HTML files.

**Pylint**: A Python static code analysis tool. Looks for programming errors and warnings from within the code, as well as from an extensive configuration file.

React: A JavaScript library that is used to create User Interfaces for web applications.

**reStructuredText**: A plaintext markup syntax and parser system. Useful for in-line program documentation.

**Secure File Transfer Protocol (SFTP)**: Secure version of File Transfer Protocol. Facilitates data access and data transfer over a Secure Shell data stream

**Sphinx**: A Python documentation generator. Converts reStructuredText files into HTML websites and other formats.

**Tags**: Is a keyword or term assigned to a piece of information.

tox: Aims to automate and standardize testing in Python. Is a generic virtualenv management and

test command line tool.

Visual Studio Code: A source code editor that runs on Mac, Linux, and Windows.

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(T.Kennedy, personal communication, February 12,

2020)

Additional requirements for formatting can be found at:

https://www.cs.odu.edu/~tkennedy/cs411/s20/Public/grammarNotes/index.html

Additional requirements for style APA 7

Domes, S. (2017). Progressive Web Apps with React: Create lightning fast web apps with native power using React and Firebase. Packt Publishing