

Aggregation and Archiving of Artifacts

"A Repository of Reliable Resources for Academia"

PROTOTYPE PRESENTATION

CS 411, SUMMER 2020

**TEAM CRYSTAL** 

# TEAM CRYSTAL

Team Crystal, comprised of computer science students at Old Dominion University, is developing the A<sup>3</sup> framework.



Aaron Berman
Team Lead/Webmaster



Joshua Murphy
Documentation Manager/ Database Developer



Mike Campbell
Database Architect/Testing



Stephen Ayers
Algorithms Developer/Testing



Noah Jennings
Algorithms Developer-UI/UX Developer



Rosalie Oliva
UI/UX Developer

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## PROBLEM STATEMENT

Educators and students lack a framework to aggregate and archive

fragmented and domain-specific artifacts for the purpose of academic

knowledge management.

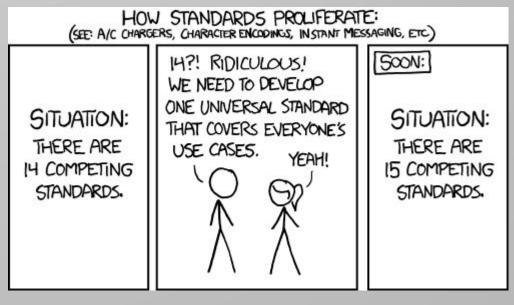


Image Credit: (XKCD.com 2020)

# **DEFINITIONS:**

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

Artifact: Refers to a file or document.

**Knowledge Assets:** The accumulated intellectual resources of an organization codified in electronic form.

Repository: Central location in which data is stored and managed.

# TRADITIONAL SHORTCOMINGS:

#### Knowledge Repositories

- Formal artifact aggregation in traditional academic environments does not exist [3]
- The aggregation that does currently exist does not support tracking of changes through time [2]
- Current aggregation is not strong enough to be considered centralized

#### Knowledge Accessibility

- Knowledge is isolated by specialization [16]
- Access is often restricted by course or major [16]
- Artifact format preference by instructor can vary wildly and may not be functional to others [17]

# TRADITIONAL SHORTCOMINGS:

#### **Knowledge Asset Management**

- Instructor artifacts are often created in a variety of formats
- Individual instructors must often be petitioned for information [17]
- Loss of artifacts from reassignment of responsibilities [16]
- ODU CS department syllabus collection once took two months [17]

#### **Knowledge Environment Enhancement**

- Artifacts are specific to each course
- ODU instructors use a variety of platforms (e.g., Bb, PLE, CoWeM) to host artifacts [17]
- Special needs and distance learning lack proper support [3]
- Shared artifacts can benefit organizations on a fundamental level [16]

# SOLUTION STATEMENT

A<sup>3</sup> framework is a framework for aggregating and archiving artifacts for educators, researchers, and students. A<sup>3</sup> framework seeks to overcome the challenges of individualization, location, and formatting in academic knowledge management by keeping information available, normalized, and centralized while being enhanced by a robust user interface.

# **SOLUTION CHARACTERISTICS:**

#### Creating Formal Knowledge Repositories

- Create a robust infrastructure for artifacts
- Support version history of artifacts for organization of knowledge assets
- Centralize information concisely and effectively

#### Improve Knowledge Accessibility

- Create knowledge artifacts that are widely applicable
- Create cross course accessibility
- Normalize artifacts from varied platforms (e.g., Bb, PLE, CoWeM) into translatable formats\*

\*Not implemented in Prototype

# **SOLUTION CHARACTERISTICS:**

#### **Knowledge Asset Management**

- Unify formatting among instructors through normalization
- Remove necessity of individual knowledge asset request
- Create systematic storage of vital course information
- Automate collection of standard reference materials\*

#### **Knowledge Environment Enhancement**

- Translate artifacts to a universally applicable format
- Core organizational improvements through a cooperative environment
- Normalization to allow functionality across artifact formats
- Special needs and distance learning accessibility\*

\*Not implemented in Prototype

# **CUSTOMERS AND END USERS:**

Old Dominion University Computer Science Department:

### **Real World Product:**

- Guest
- Student
- Faculty
- Administrator
- Tester

#### **Prototype:**

- Guest
- Faculty
- Tester



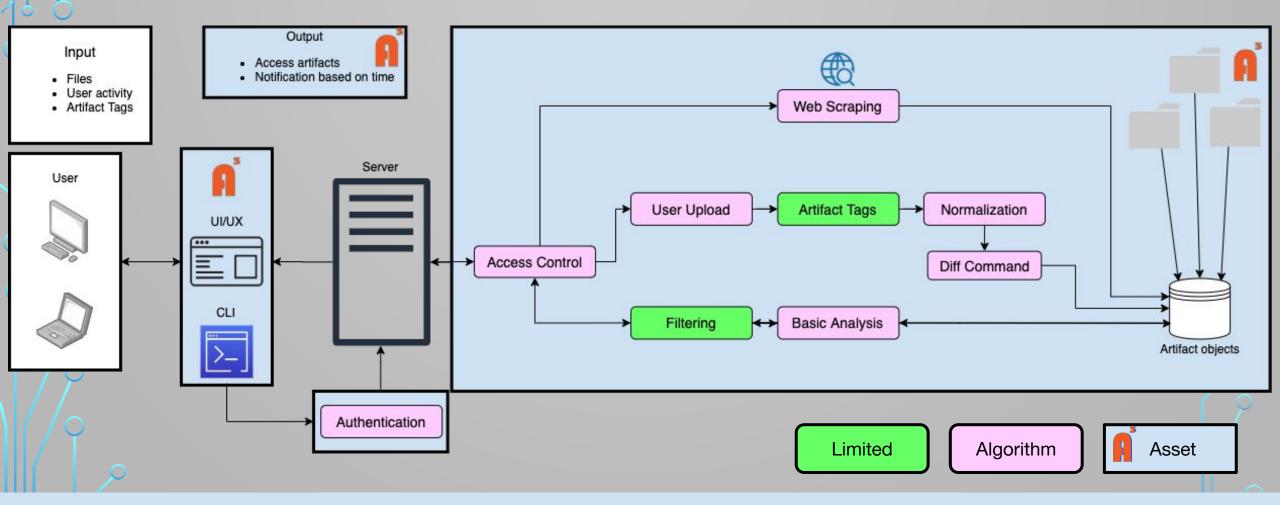
Image Credit:

(Freepik.com 2020)

# RWP vs. Prototype

Feature/Capabilities Comparison Chart				
Feature/Capability	Real World	A³ Prototype	A³ Prototype Actual	
Database Storage	х	х	х	
Graphical User Interface	X	Limited	Mock-up	
Command Line Interface	X	х	Limited	
User Authentication	X	Limited	Limited	
Access Control	х	х	Х	
Artifact Upload	x	х	х	
Repository Creation	х	х	х	
Artifact Normalization	х	х	Limited	
Artifact Comparison	х	х	х	
Artifact Update	x	х	х	
Artifact/Repo Deletion	X			
Web Scraping	х	Limited	Limited	
Artifact Change Record	х	х	х	
Artifact Exporting	х	х	х	
Artifact/Repo Tags	x	Limited	Limited	
Artifact/Repo Searching	x	Limited	Limited	
Artifact Contributor List	x			
Artifact/Repo Sharing	х			

# MAJOR FUNCTIONAL COMPONENTS



# DEVELOPMENT TOOLS

### **Software Requirements:**

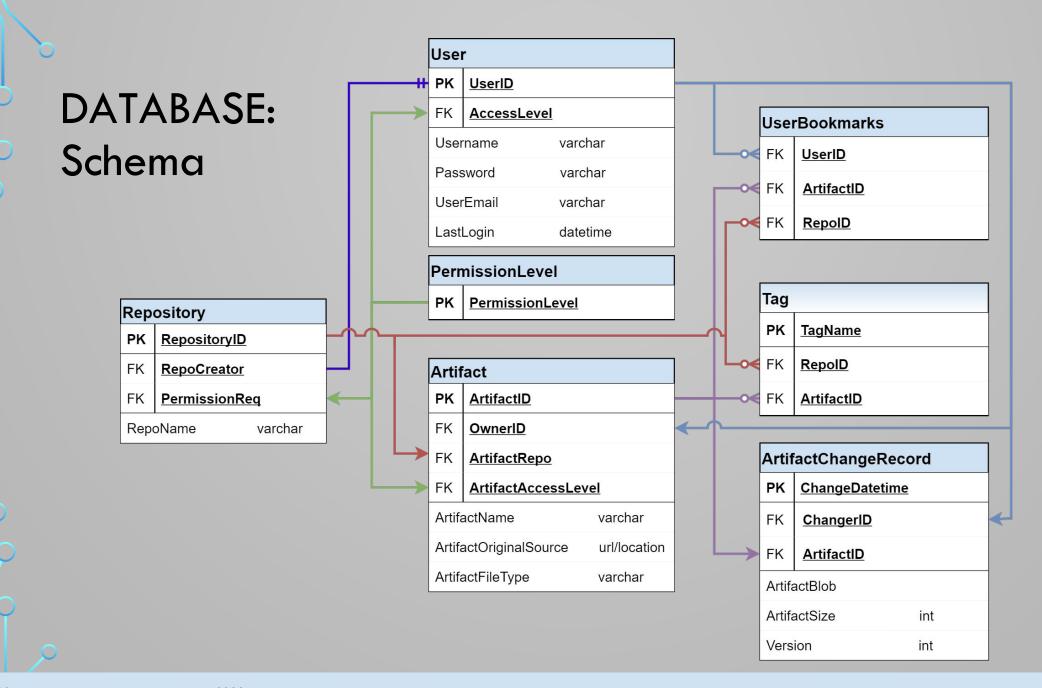
- Language: Python 3.8 or newer
- Python framework: Flask,
   mysql.connector, and pypandoc
- GUI language: HTML, CSS, and JS
- JS frameworks: React and Node (with npm)
- Documentation: pydoc and Sphinx
- Configuration management: tox or Conda
- Analysis: pycodestyle (formerly PEP 8) and Pylint
- APIs: BeautifulSoup 4, requests, pandoc

# DEVELOPMENT TOOLS

### **Technology Requirements:**

- Code Repository with Version Control: GitLab
- Issue Tracking and Development
   Scheduling: GitLab
- Containerization: Docker and Docker Compose
- Database: MySQL
- IDE: Visual Studio Code (VS Code)

**Hardware Requirements:** Single VM instance running an Ubuntu distribution on the ODU CS server



# AGILE SPRINTS

Sprint 1 Sprint 2 Sprint 3 Sprint 4

- Sprint 1 (July 5, 2020)
  - Database framework
  - CLI interface
  - Simple comparison function
  - Authentication/Role-based access
  - Testing
- Sprint 2 (July 12, 2020)
  - Full database implementation
  - Normalization function(s)
  - Analysis function(s)
  - GUI framework
  - Testing

- Sprint 3 (July 20, 2020)
  - Diff function (line-by-line)
  - Web scraping implementation
  - Final GUI implementation
  - Limited artifact tags and filtering
  - Testing
- Sprint 4 if time permits (July 27, 2020)
  - Full implementation of artifact tags and filtering
  - Notifications
  - Testing



A repository of reliable resources.

Our goal is simplicity.

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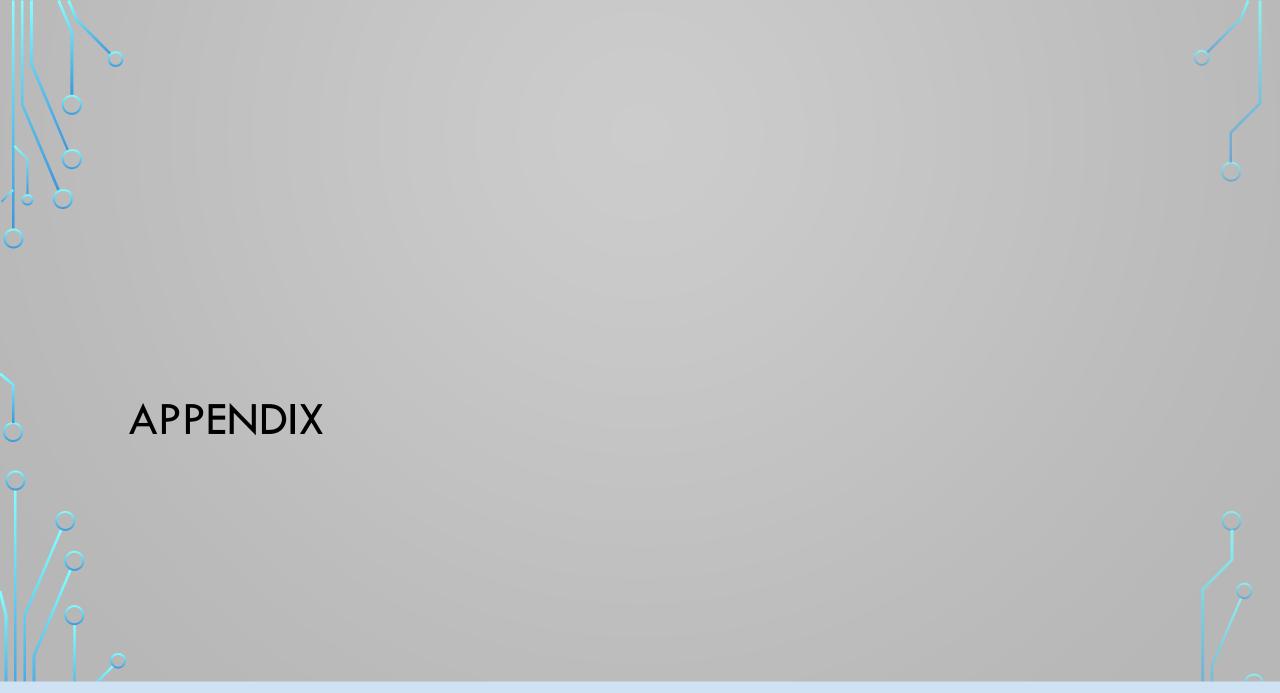
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# USER STORIES: Guest

#### I must be able to:

- choose to login with credentials
- export a public artifact
- view a list of public artifacts
- access the database with both a CLI and limited GUI.
- access the database outside of the network

#### I wish to be able to:

- be notified of what type artifacts I can access (i.e. public/private)
- filter and sort public artifacts that belong to the database

#### I <u>must not</u> be able to:

- access private artifacts
- edit or update artifacts
- access user accounts
- modify or update public artifacts
- change a user's access level
- upload an artifact

# USER STORIES: Faculty

#### I must be able to:

- do anything a guest can do
- login with credentials
- upload artifacts
- edit and update artifacts I own
- set access level requirement for artifacts I own
- upload an artifact via web scraper
- normalize files on upload
- view a Diff report on command
- view a list of all private artifacts

#### I wish to be able to:

- access the source of any artifact
- see usage reports about artifacts I own
- tag artifacts with keywords describing their content
- create notifications for myself regarding regular updates to artifacts

#### I <u>must not</u> be able to:

- access, edit, or update artifacts I don't own
- delete user accounts
- change a user's access level

# USER STORIES: Tester

#### I must be able to:

- access artifacts within my testing parameters
- view reports about users and artifacts
- have administrative capabilities within my testing parameters
- analyze results
- report test problems and anomalies

- have all the capabilities of any other account type
- manage the database including:
  - change attributes of any artifact, such as access level requirement
  - remove artifacts
  - create and change user accounts

#### I wish to be able to:

- improve software quality
- capture user requirements

#### I must not be able to:

- test their own products
- make all the decisions and changes to assure a better quality
- · edit database schema