

PROTECTIVE ANIMALS

1. User Manual

1.1. Description of the application.

The protective animals web application is a platform whose purpose is to facilitate adoption, sponsor, volunteering, donation in an association whose function is an animal shelter.

The application is divided into two parts, a public part, that shows the data of the protective, contact, the selection of animals that have in the shelter (cats, dogs, exotics, sponsors), to be sponsor or adopted, etc. Then the private pat, which is accessed from the section of the login, where you Access the administration of the animals that are shown in the public part.

1.2. Feactures and characteristics.

Front with background video.

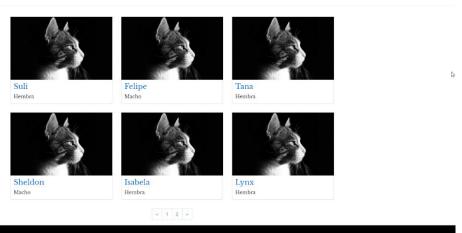


• Collaboration information, history of the protector and contact.



 List with cats pagination, cat detail with Scroll images and hidden video for the page simple have less weight load, with button to show and hide animal video (video connected to a YouTube account).

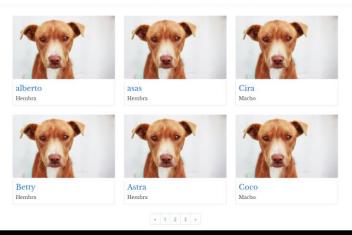
GATOS EN ADOPCIÓN



Protectora de Animales © Alberto Ortega Padill

 List with dogs pagination, cat detail with Scroll images and hidden video for the page simple have less weight load, with button to show and hide animal video (video connected to a YouTube account).

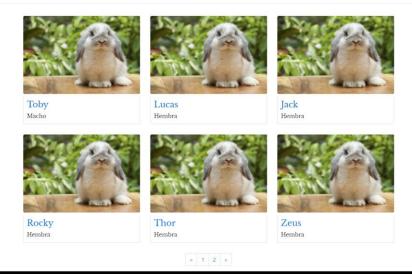
PERROS EN ADOPCIÓN



Protectors de Animales © Alberto Ortem Padilla

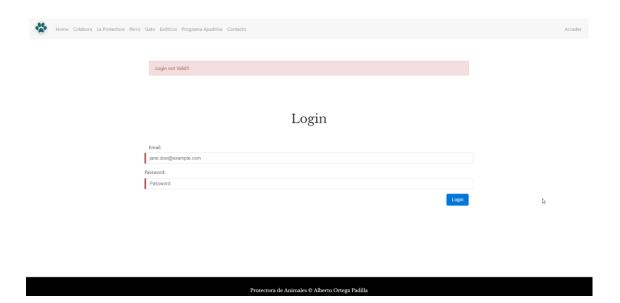
 List with cat pagination, exotics detail with Scroll images and hidden video for the page simple have less weight load, with button to show and hide animal video (video connected to a YouTube account).

EXÓTICOS EN ADOPCIÓN

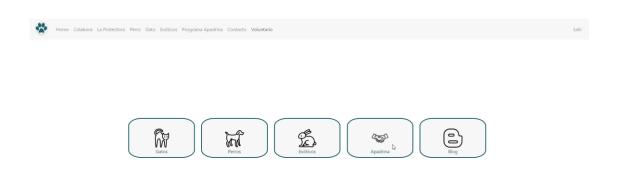


Protectora de Animales © Alberto Ortega Padilla

• Logged in for the administrative part of the animals.

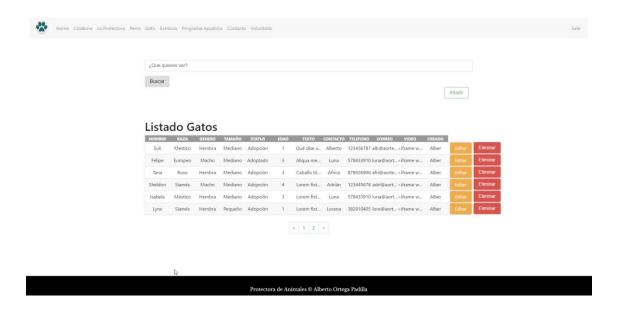


• Menu of the animal modules (only active the first 3) and emphasize that this private section is responsive until Tablet.



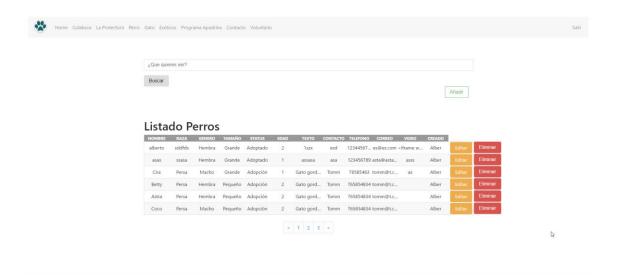
Protectora de Animales © Alberto Ortega Padilla

- Table of cats, with options to add, remove, modify and search:
 - ✓ Add is hidden as in the detail video of the animal, with button to add and hide the form with validation of each input.
 - ✓ Animal delete button.
 - ✓ Modify button, which externally opens a form with the details of the database od that cat already entered, forcing the user to check before accepting the changes, if others are correct.



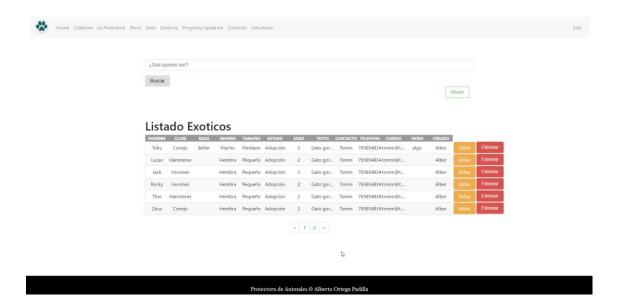
■ Table of dogs, with options to add, remove, modify and search:

- ✓ Add is hidden as in the detail video of the animal, with button to add and hide the form with validation of each input.
- ✓ Animal delete button.
- ✓ Modify button, which externally opens a form with the details of the database od that cat already entered, forcing the user to check before accepting the changes, if others are correct.



■ Table of exotics, with options to add, remove, modify and search:

- ✓ Add is hidden as in the detail video of the animal, with button to add and hide the form with validation of each input.
- ✓ Animal delete button.
- ✓ Modify button, which externally opens a form with the details of the database od that cat already entered, forcing the user to check before accepting the changes, if others are correct.



1.3. Minimum requirements.

As it is through the browser, the only requirement is for the browser, but for all interface functionality to work. Another requirement is that for the public part can be displayed on mobile, Tablet, and computer. While the private part is only optimized for computer and Tablet.

2. Technical manual.

2.1. Backend.

2.1.1.1. Data Model.

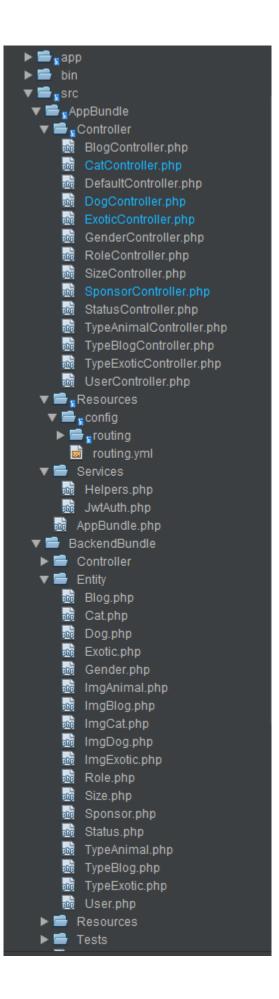
The database is made in MySQL (relational database management system), managed in Apache, in PhpMyAdmin.

2.1.1.2. Structure and operation.

This environment is made with PHP and the Framework Symfony 3, which is base don the model, view, controller, but since this environment is server only, it has no interface, only use the model and controller section.

Th estructure of this section is:

- ✓ **App:** Configuration, and translations, of the application.
- ✓ **Bin:** This directory resides the console executable, which serves to call the client utilities from our terminal.
- ✓ **Src:** Is the source code of the application, where it contains the entities, bundles, controllers, etc.
- ✓ **Test:** Stores the test sources, basically a copy src .
- ✓ Var: Temporary directory, here is stored log, cache, sesión, etc.
- ✓ Vendor: Contains the external libraries that i use, as well as the Symfony core, os basically the directory that the composer uses to maintain dependencies.



The controller handles the request, calls and returns the result from the database, to the client, in this case to Angular v4.

```
cyphp
nassespace AppBundle\Controller;
uss Symfony\Sundle\PramsworkHundle\Controller\Controller;
uss Symfony\Component\HittpFoundation\Request;
shaders Sequest->pet("authorization", null);
shaders Sequest->pet("authorization", null);
sfauthCheck = Shelpers->authCheck(Shash, true);
sign = Sequest->pet("jon", mull);
if (SjuthCheck = Shelpers->authCheck(Shash, true);
symfony\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundation\HittpFoundatio
```

The section of the model is the logic and that interacts with the Database.

```
* Secturn Cat

public function setBreed(Streed)

{    Sthis->breed = Streed;
    return Sthis;
}

/**

* Get breed

* Stroturn string
public function getBreed()

{    return Sthis->breed;
}

**

* Set name

* Sparam string Sname

* Sparam string Sname

* Sparam string Sname

* Sparam string Sname

* Stris->name = Sname;

return Sthis;
}

/**

* Get name

* Get name

* Getturn string
public function getName()

{    return Sthis->name;
}

**

* Getturn string
public function getName()

* Getturn Sthis->name;
}
```

Services deal with authorization by login, Json, Token check.

```
| Table | Tabl
```

2.2. FrontEnd.

2.2.1.1. Structure and operation.

The environment is made whith TypeScript and whit the Angular Framework v4, which is base don the application view, is the interface of the application, and through the requests by https, calls the Symfony Backend and transmitted the data in Json.

Antes de explicar la estructura destacar, que, para poder utilizar este entorno, es necesario antes, instalarte globalmente Node.js y Angular Cli.

La estructura de este apartado es:

- ✓ **Node_module:** This folder contains all the libraries of the package.json that will used later for the application.
- ✓ **Src:** Contains the source code of the application, divided into folders, and each folder contains a component, which contains the applications functions, the html, containing the views of the component, the scss, which contains the css of this particular component and spec that is the component test.

The start of the application starts in index.html, and then from the selectors, initially app.component.html, and depending on if you use

as it is in my case app.route, from the routing, you go from one component to another, forming ehat would be the application.

The assets folder contains the images, videos, js, etc. Of the application.

✓ There would be the pre-configuration of the application, such as angular-cli.json, karma.conf.js, package.json, protactor.conf.js, tsconfig.json, tslint.json.

- node_modules
- - 🔺 🔚 app
 - ▶ **I** home
 - login 🖿
 - pipes
 - ▶ shared
 - voluntary
 - app.component.css
 - app.component.html
 - A app.component.spec.ts
 - app.component.ts
 - app.module.ts
 - app.route.ts
 - assets
 - 🕨 🃭 img
 - video
 - .gitkeep
 - environments
 - ★ favicon.ico
 - index.html
 - main.ts
 - polyfills.ts
 - styles.css
 - test.ts
 - tsconfig.app.json
 tsconfig.app.json
 in the second control of the second

 - typings.d.ts
 - .angular-cli.json
 - .editorconfig
 - .gitignore
 - K karma.conf.js
 - package.json
 - protractor.conf.js
 - README.md
 - tsconfig.json
 tsconfig.json
 in the second content of the second content
 - ₩ tslint.json

- ✓ **Pipes:** the pipes folder that is inside /src/app/ are the ones that allow us to alter the way in which the data woll be visualized, they are a kind of data filters.
- ✓ **Shared:** Here it son the same path as the pipes, and contains the models, directives and services of the application.

3. Technologies used.

Backend:

✓ Symfony 3:

To install Symfone, you need to install a package installer called Composer. By counting the serial dependencies that a blank Project brings, I added new libraries in the dependencies:

- Firebase/php-jwt: For authentication of Tokens, the translation of jwt is Json Web Token.
- Knplasbs/knp-paginator-bundle: That uses it for the pagination of the data brought from the Database.

FrontEnd:

✓ Node.js:

It is a JavaScript execution evironment built with the JavaScript V8 for Chrome.

✓ Angular v4:

As in Symfony you need other components to install an application of Angular, in this case you need node.js and Angular Cli.

Once installed, add new libraries to the dependencies of the package.json:

- o Bootstrap: for css in the application.
- o Jquery: to use their bookstore.
- ✓ **Inkscape:** For the logo of the application transformed into svg and for the favicons, then transformed to the .ico extensión from th internet.
- ✓ **CSS:** the css is divided between the predefined Bootstrap and own, as is the example f the images in scroll, mixed the Bootstrap css fot the animation, but then using the css own @media of the media queries. Other cases are like the menú of the animal module in te private part, tables, etc.

Networks:

The application being composed in two parts, are housed in two different hostings, the server is hosted in one that runs with Apache and PhpMyAdmin and the client environment is hosted in another that uses node.js, which is essential toe un the interface made by Angular v4.