

SWE 574 Software Development As A Team, Fall 2014
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Living History
Milestone V Summary

22.12.2014

Revision History

Revision	Date	Explanation
1.0	22.12.2014	Initial Milestone Contents

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1. Introduction

The purpose of this document is to explain the contents of the 5th milestone of “Living History” project.

5th milestone is focused on “Integration of Database, Server and Client sides”

- ✓ The client, server and database have been integrated.
- ✓ This latest version of Living History application has been merged onto the project’s google code pages.
- ✓ Application has been deployed onto the school’s deployment environment.

The application link is:

<http://swe574.cmpe.boun.edu.tr:8080/LivingHistoryRestService/www/index.html>

2. “Sign Up/Register” & “Sign/In Login” Functionalities

The user opens the site

<http://swe574.cmpe.boun.edu.tr:8080/LivingHistoryRestService/www/index.html> and the following screen comes up.

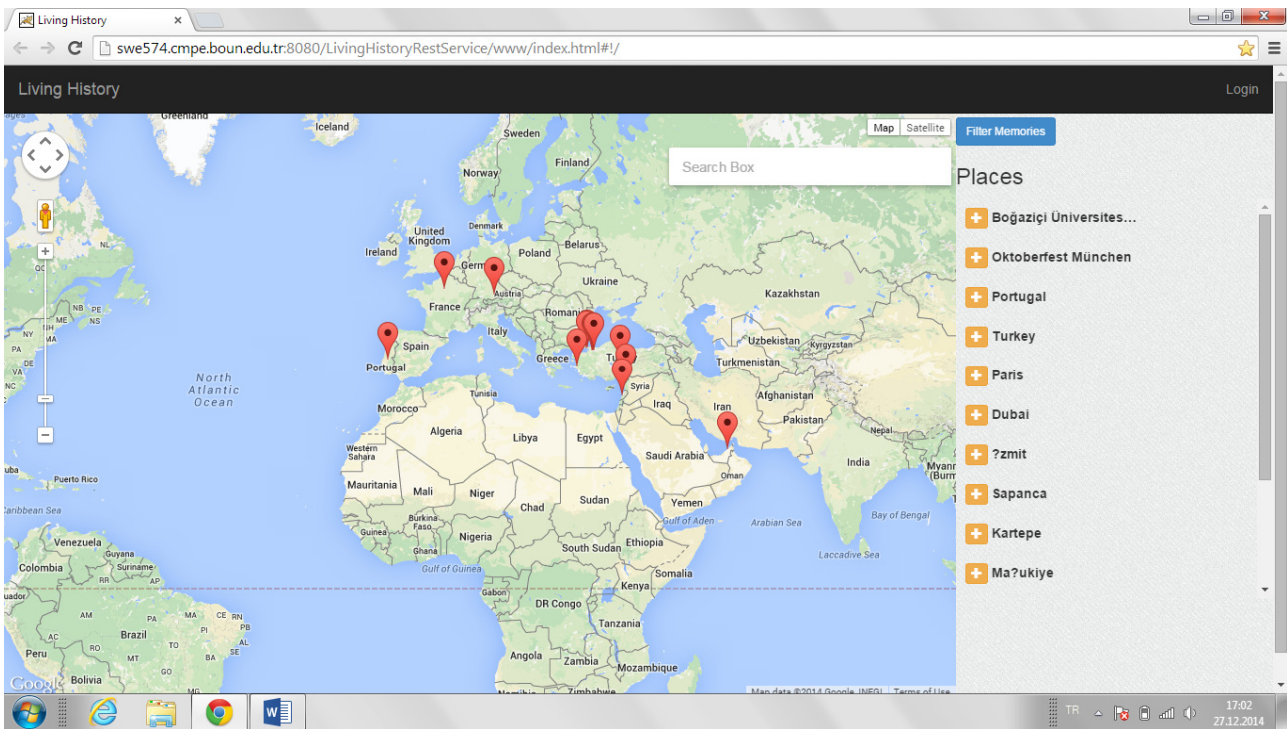


Figure 1: Living History at first glance

The user visiting the web site may or may not have a registered account for the site. In either case, the user should click the “Login” button on the up-right corner of the page.

The following form is on the screen when “Login” button is clicked.

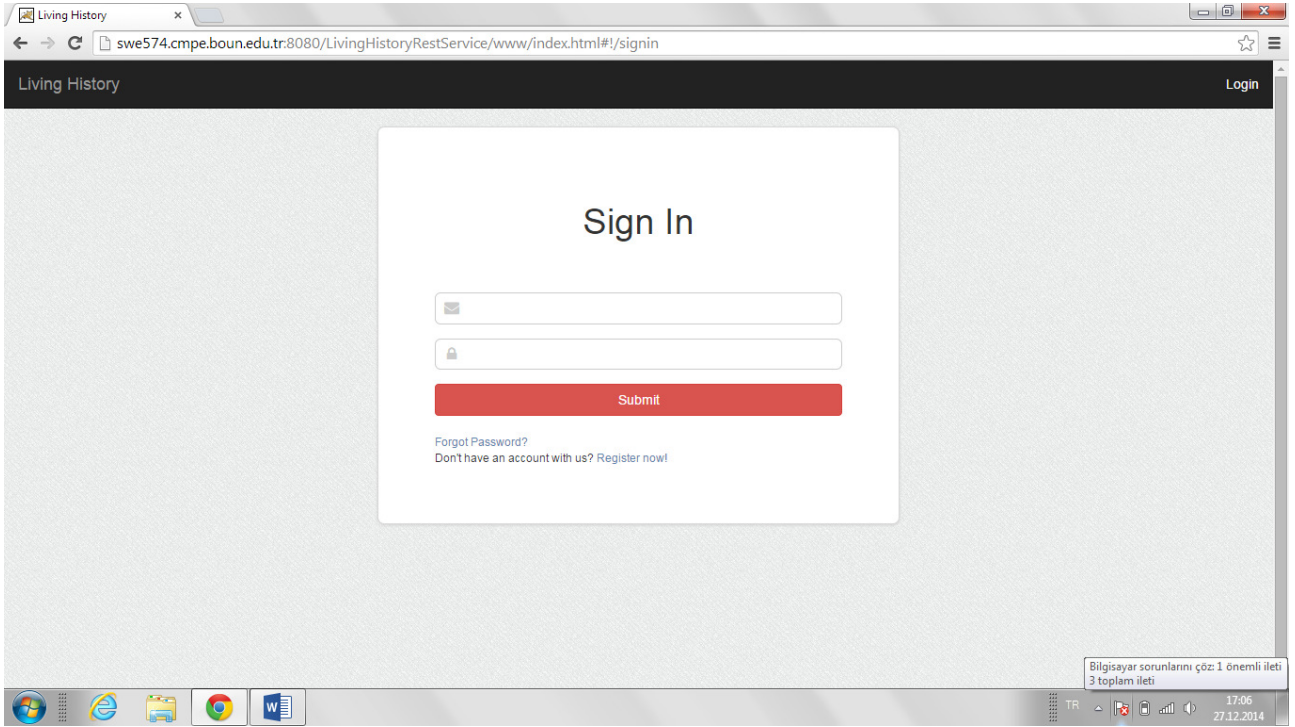


Figure 2: Living History application's sign in form

If the user has a registered id, he/she enters the email address and password credentials on this page. The following message comes up if the credentials are correct.

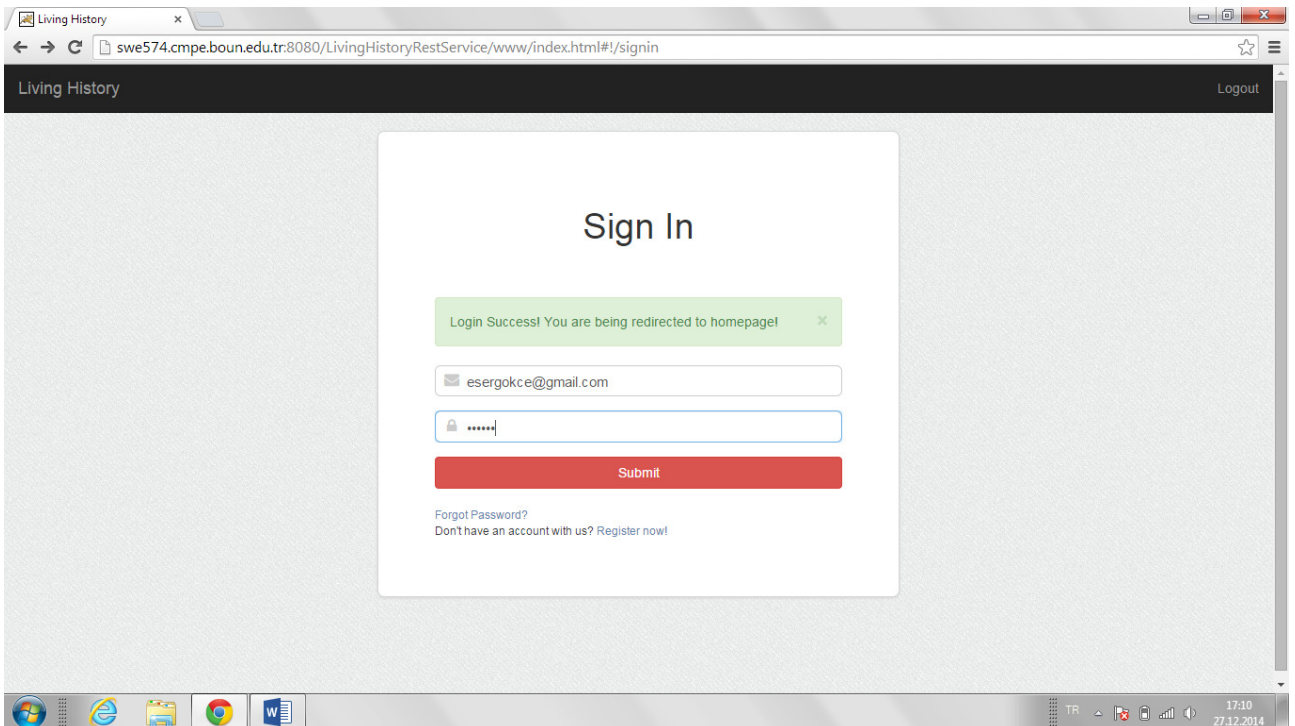
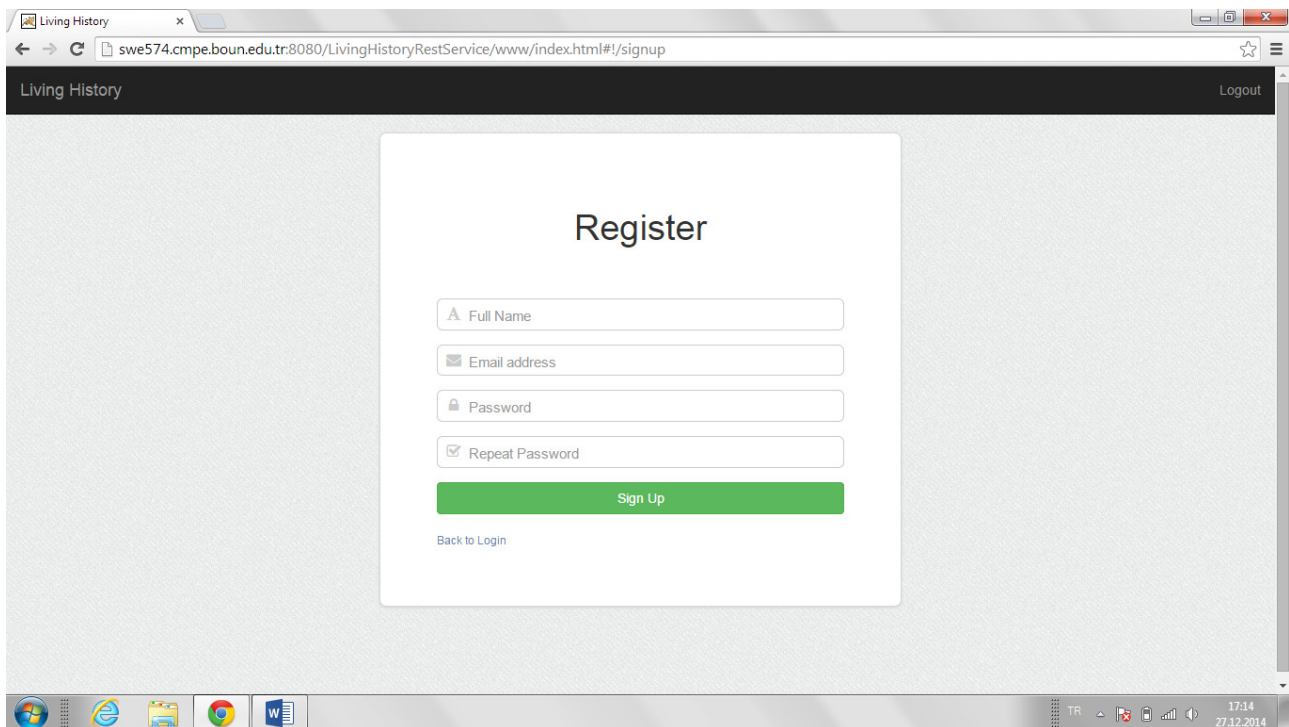


Figure 3: Living History application's "Login Success" message

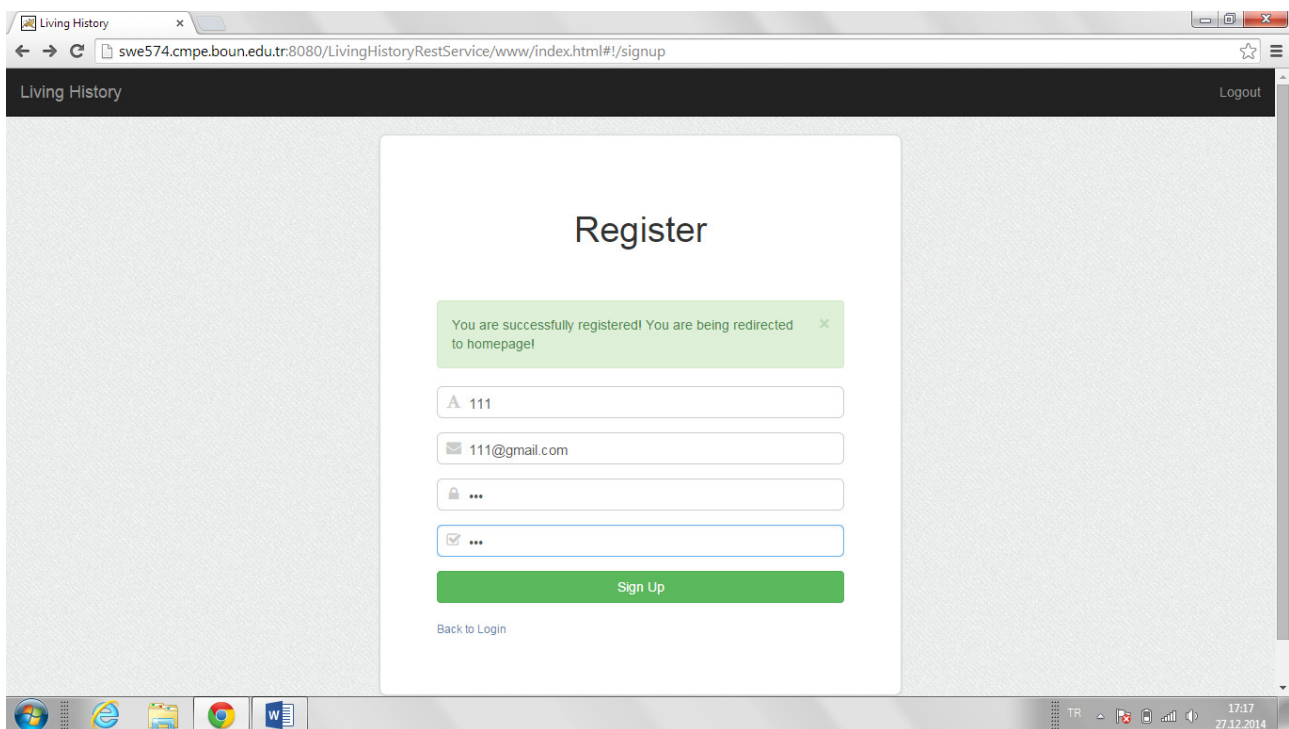
If the user is a new user and does not have a registered id, then he/she should select the “Register Now” option. The following screen comes up at this point.



The screenshot shows a web browser window with the address bar displaying `swe574.cmpe.boun.edu.tr:8080/LivingHistoryRestService/www/index.html#!/signup`. The page title is "Living History" and there is a "Logout" link in the top right corner. The main content area features a white box with the heading "Register". Inside this box, there are four input fields: "Full Name" (with a person icon), "Email address" (with an envelope icon), "Password" (with a lock icon), and "Repeat Password" (with a checkmark icon). Below these fields is a green "Sign Up" button and a blue "Back to Login" link. The browser's taskbar at the bottom shows icons for Windows, Internet Explorer, Google Chrome, and Microsoft Word, along with system icons for network, volume, and date/time (17:14, 27.12.2014).

Figure 4: Living History application's registration form

Here the necessary information should be entered by the user and then the “Sign Up” button should be clicked. The following message should appear.



The screenshot shows the same registration form as in Figure 4, but with a green success message at the top: "You are successfully registered! You are being redirected to homepage!". The input fields now contain the following text: "Full Name" is "111", "Email address" is "111@gmail.com", "Password" is masked with three dots "...", and "Repeat Password" is also masked with three dots "...". The green "Sign Up" button and blue "Back to Login" link remain visible. The browser's taskbar at the bottom shows the same icons and system information as in Figure 4, with the date/time now showing 17:17, 27.12.2014.

Figure 5: Successful registration form

3. Adding a Memory

First, the name of location where the memory has taken place should be entered on the “Search Box”.

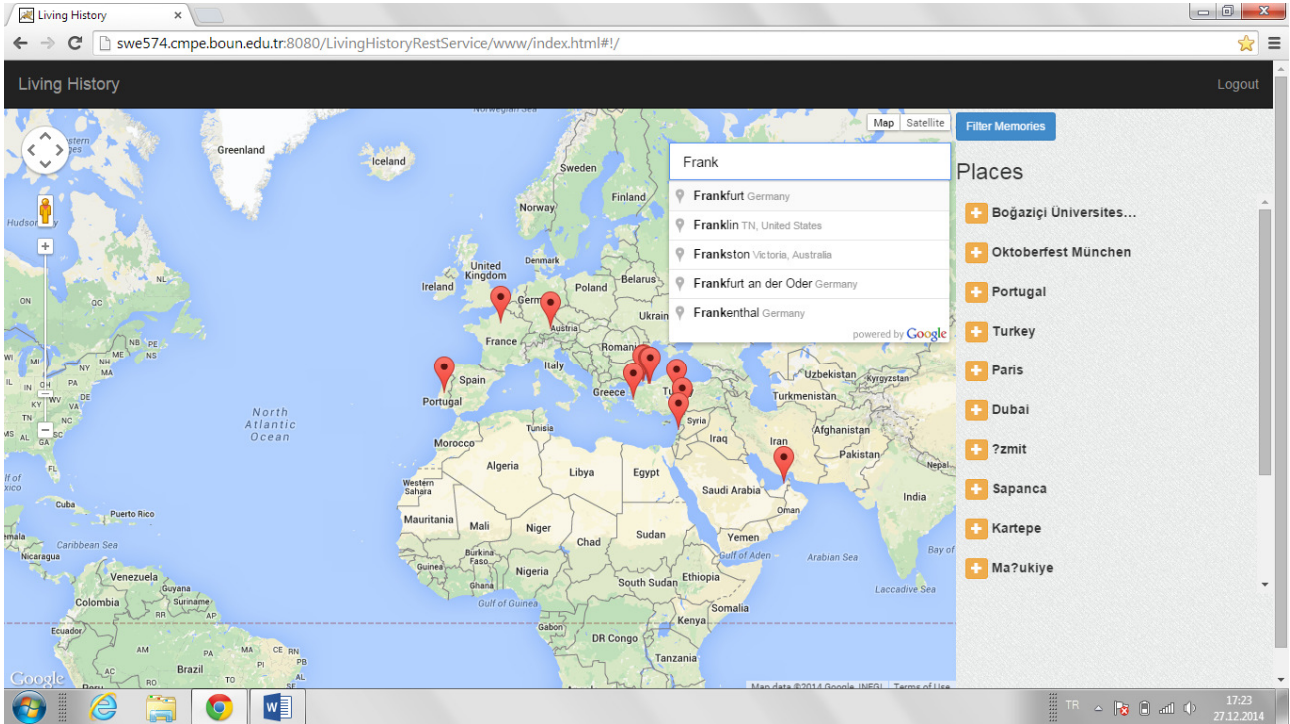


Figure 6: Addition of a location in order to add a new memory

The name of the location will come to the bottom on the right side of the screen as shown in the below figure. The location should be clicked once to put a check on the left to its name. And then “Add Memory to Location” option should be clicked.

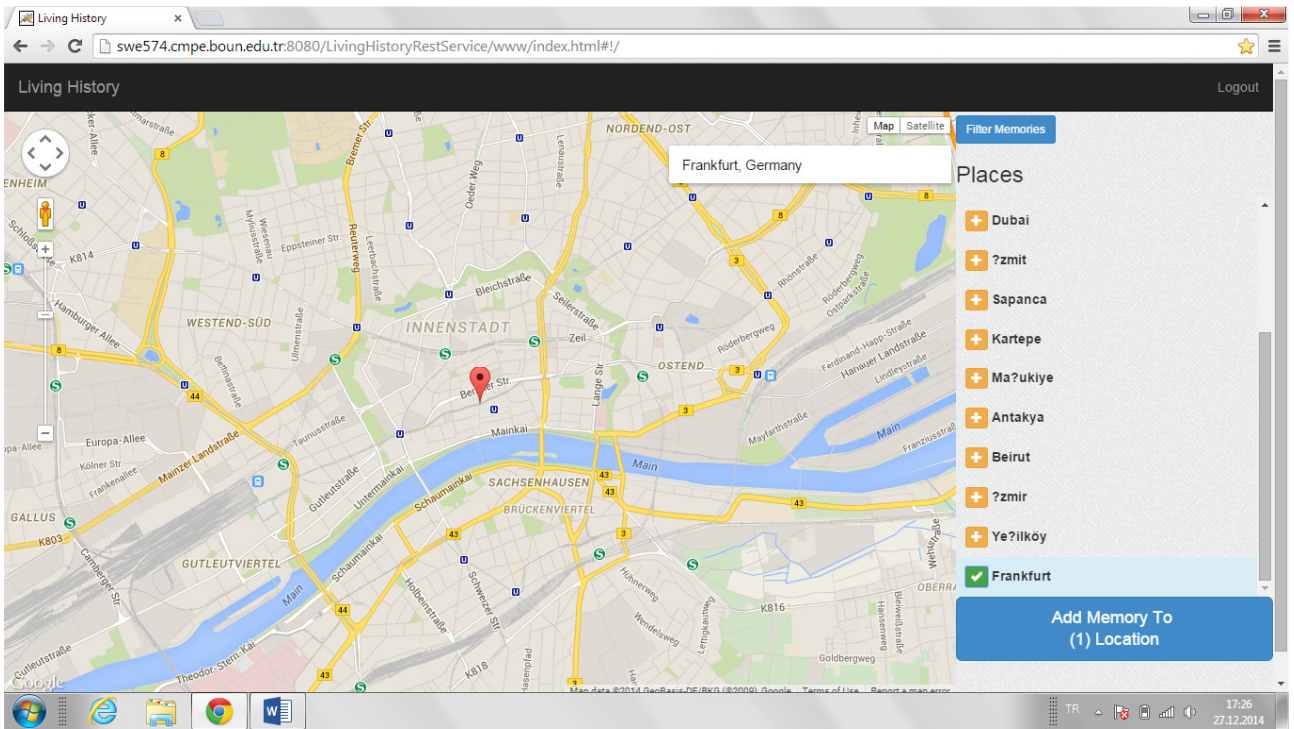


Figure 7: Addition of a new memory

The below form will come up.

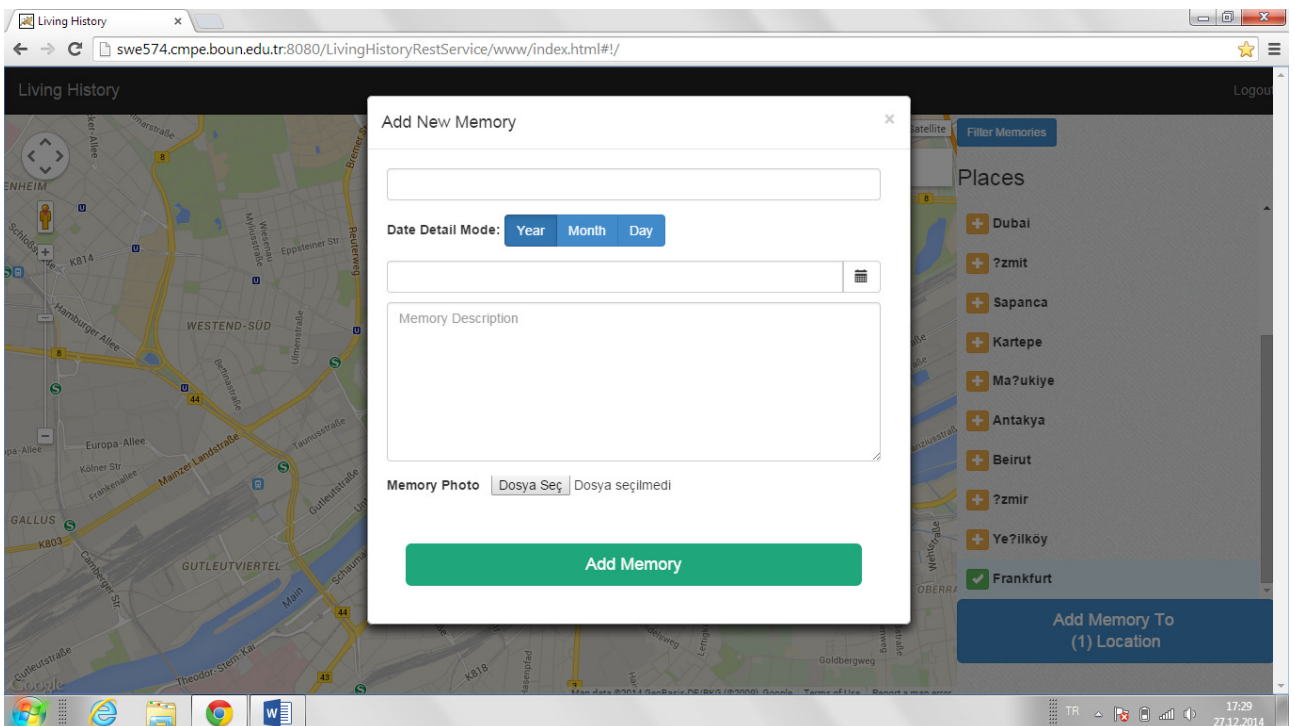


Figure 8: Addition of a new memory

All the details here should be filled and the “Add Memory” button should be clicked.

The user will see the message “Your memory is successfully created.” on the up-left side of the next screen as shown below.

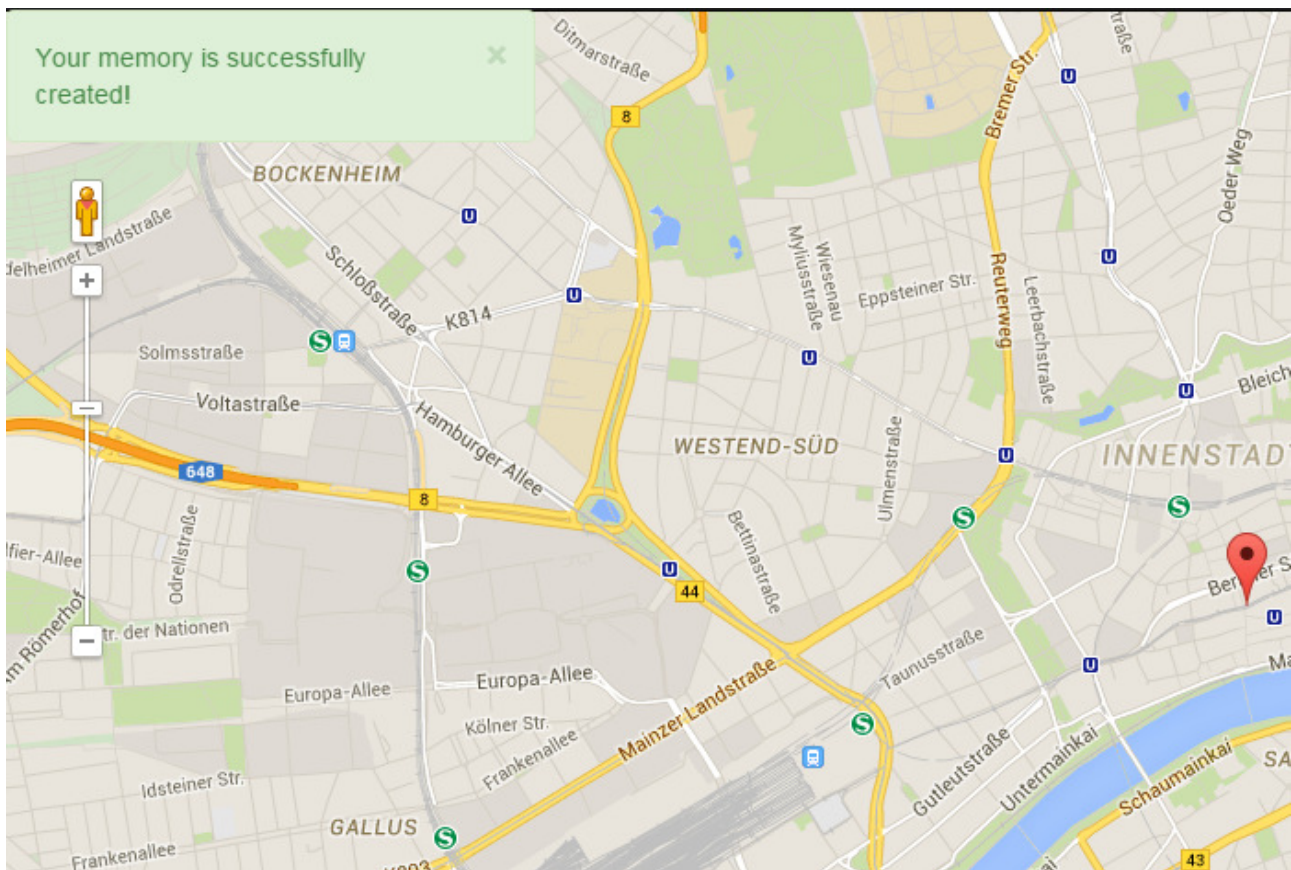


Figure 9: When a new memory is added

3. Filtering Memories

For filtering operations, user should click the “Filter Memories” button on the up-right side of the main screen.

Filtering according to “hashtag” and “date” criteria will be available on the next screen as can be seen on Figure 11 below.

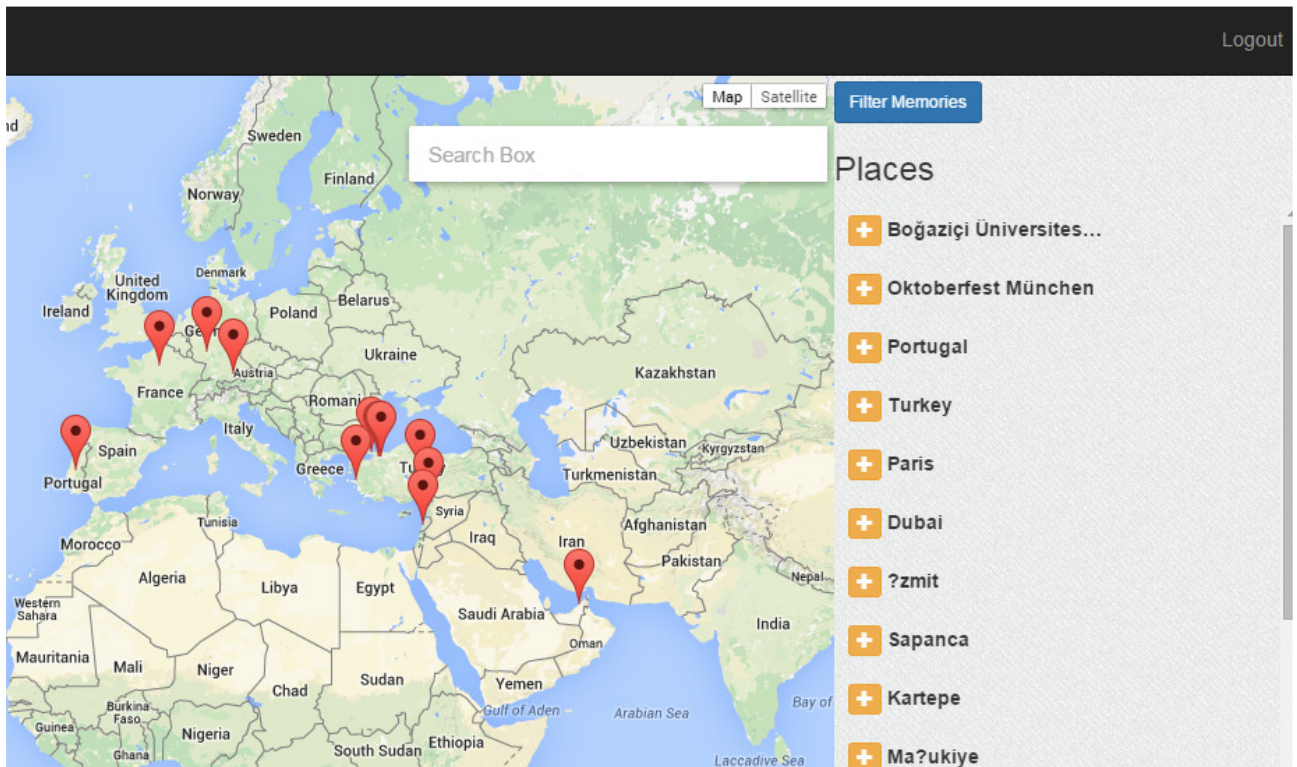


Figure 10: Main screen where filtering button is shown

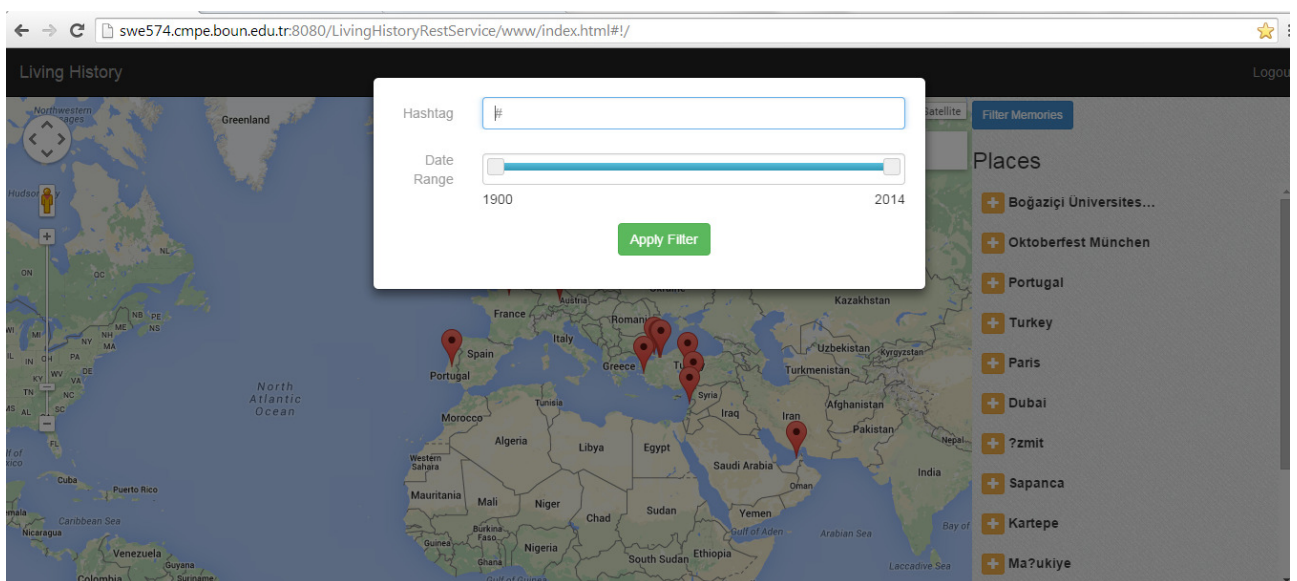


Figure 11: Form used to filter memories

Here the user should enter the information according to which he/she would like to filter and then should click the “Apply Filter” button.

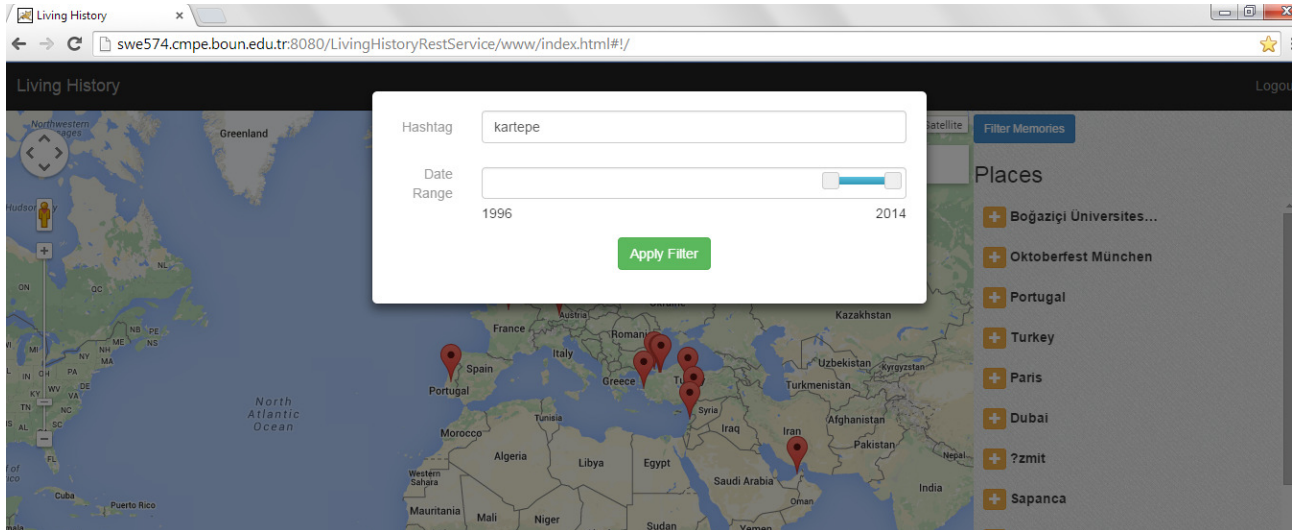


Figure 12: Form used to filter memories