

Design Decisions

- First decision is that we are using Git as version control system instead of using mercurial, vsn, etc. and GitHub as source code management instead of using Bitbucket, this decision was imposed by the teachers of the subject.
- We are using javascript family language(javascript, typescript, node.js, angular, etc) to build the application as the main programming language. As we understand, javascript is the easiest way to make a SOLID application.
- We are also using basic languages for the web such as html, css, etc.
- Social linked data(SOLID) based application. A must decision we have to follow if we want to make a decentralized application. This means following several important constraints to build the application. One of them is storing data in PODS, so the user is the owner of their data.
- Using a Service architecture that helps us to easily separate responsibilities. These services are used from the main app to obtain extra-functionality.
- Following Angular components structure, so we can build a high cohesion and low coupling app.
- Use Karma testing, with Jasmine framework, a tool that allows us to easily test code on Angular.
- Turtle language (.ttl) to create the messages.
- Sparql queries, to access to Turtle files and get resources faster than using plain text.
- Notifications service, that allows us to send a notification to a user when he receives a message.