





UNDERGRADUATE PROJECT PROGESS REPORT

Project Title:	Web design platform based on low-code visual components
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1 Introduction

1.1 Background

The rapid development of applications and the constant iteration of applications has become a new trend. Based on statistics, the average cost of an application development project ranges from US\$434,000 to US\$2,322,000, whereas 52.7% of projects will cost 89% more than predicted and only 16.2% of projects will ultimately complete on time, with even 31.1% of projects being cancelled before completion [1]. Additionally, due to a 38% reduction of job growth in 2021, while market demand in the IT field is constantly being updated, in the next few years, thousands of job vacancies might be created, recruiting development engineers is becoming ever more difficult, companies are facing the challenge of not being able to meet the market requirements for new applications in time and having to find faster and cheaper ways to meet their application requirements [2]. In response, the Low Code Development Platforms (LCDPs) has been produced and attempts to provide a quick development method.

With a growing trend of Low Code Development Platforms (LCDPs) which provide a viable solution to the shortage of highly skilled professional developers by allowing "people with no education in programming", i.e. citizen developers [3], to participate in the application development process through higher-level abstractions. According to a concept proposed by Forrester in 2014, LCDPs are being used by citizen developers or non-programmers to build applications that meet their needs based on the drag and drop of components, visual modelling and automatic code generation [4]. Furthermore, LCDPs are conducive to improving the efficiency of application development and significantly reducing the cost of traditional application development projects, addressing the high cost and inefficiency of enterprise application development [5]. Research shows that low-code development is also the most common solution to the skills shortage of development professionals, and that low-code development platforms not only reduce development costs and time, but also produce high-quality products [6].

By 2023, the market for LCDPs is predicted to grow sharply, with more than half of medium to large enterprises will adopt LCDPs as one of their top strategic application platforms [7].

1.2 Aim

The purpose of this paper is to provide a low-code development platform based on a visual environment and drag-and-drop components to enable citizen developers to

design websites quickly and cost-effectively, thereby addressing the high cost and inefficiency of traditional application development as well as the shortage of developers.

1.3 Objectives

- a. Explore the project background, functional priorities and requirements analysis.
- b. Decide on the project development environment and resources.
- c. Design the user interface and visualization components.
- d. Implement the front and back-end development of the project.
- e. Website testing and maintenance

1.4 Project Overview

1.4.1 Scope

The project provides a fast and low-cost, low-threshold application development service that eliminates the programming process and facilitates developers with an advanced graphical user interface and drag-and-drop component design that enhances the user interaction experience, in order to enable everyone to participate in the website development process.

1.4.2 Audience

The platform accelerates the development of applications by reducing the programming process, the main target audience is citizen developers. Unlike professional developers who build solutions using traditional programming, citizen developers are essentially business users with little to no background in application development, and the low-code platform allows with no knowledge of coding and provides them a code-free development experience.

2 Background Review

More and more enterprises have been turning to low-code development platforms in recent years. Below is a table of the existing platforms and their features in comparison.

Products	Strengths	Weaknesses

Microsoft Power Apps	High abstraction level:	Constraint:
	Provides drag and drop tools with a high abstraction level.	Available only under a traditional PaaS model,
		which is not a match for
		customers who must
		deploy applications on-
		premises or with other
		cloud providers.
	API and integration services:	Sales execution and
	Has a rich set of APIs and	pricing:
	OData endpoints (execute full	Complex pricing models
	create, read, update and delete	and entitlement rules,
	(CRUD)operations on data in	and some features
	order to support integration	require extra payments.
	with third-party iPaaS.), has	
	sufficient data connectors.	
Mendix Platform	Functionality:	Constraint:
	Robust functionality for	Content management
	integration, event processing,	only includes the basics
	workflow and development	of file management and
	support using AI	storage
	Innovation:	
	Provides highly customizable	
	chatbots, mobile apps and IoT	
	applications.	
Oracle Application	Overall viability:	Hysteresis:
Express (APEX)	Has a huge number of	Lags behind in modern
	audiences	features.

	Extendibility:	External dependencies:
	Extended with JavaScript, Java	A heavy reliance on
	and SQL, APEX applications	PL/SQL, supplemented
	are available to access all the	by Java and JavaScript
	advanced features of the	for business logic
	Oracle database platform.	
Studio Creatio	Data processing and	Lack of teamwork
	validation:	functionality:
	Providing data processing	Lack of multi-cloud/multi-
	models and validation.	region deployments and
		seamless auto-scaling of
		applications
	Matches customers'	Innovation:
	requirements:	Lags behind in integrating
	Allows citizen developers to	functionality and
	create drag-and-drop case	innovative application
	design features and their own	development
	custom machine learning	
	models.	

Table 1.Background Research and Competitive Analysis [8]

- 3 Project Technical Progress
- 3.1 Methodology
- 3.1.1 Approach
- 3.1.1.1 Software development methodology

Developing projects with incremental models treats the project product as a series of incremental building blocks to be designed, coded, integrated and tested. Each building block consists of multiple interacting modules and is capable of performing specific features. During the testing phase, this project will utilize test-driven development to write test cases code before implementing the development code to drive the entire development through testing.

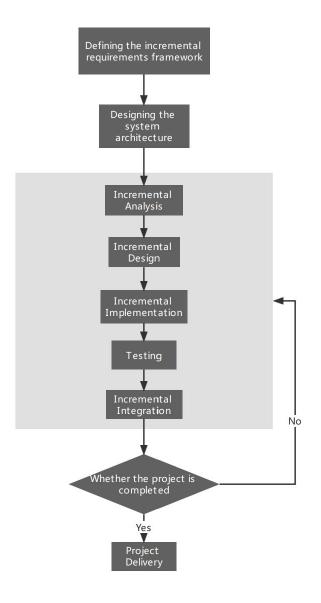


Figure 1.Incremental Development Model Flowchart

3.1.1.2 Requirements gathering methods

Regarding the requirements gathering method, this project will use benchmarking to compare this product with other leading products in the same field, determine the objectives of this product and the implementation methods, as well as to make incremental improvements based on existing methods.

In addition, the project will also employ questionnaires and user interviews to gather user requirements. Questionnaires provide broad coverage and increase efficiency, while user interviews allow for targeted collection of user requirements and more time spent in in-depth communication with users.

3.1.2 Technology

The project relies on the cloud computing technology to integrate hardware and software resources, using Ali cloud mirror source service to build cloud servers, MySQL to achieve database management. The front-end utilizes Vue3 and Vite to provide separate front-end and back-end development, while the back-end development is integrated with Springboot and Mybatis-plus. The main tools chosen for development are IDEA and Visual Studio Code, with Navicat as the database management tool.

To implement project testing, Selenium at 3.2.2.1 will be used as a tool for functional testing, OpenSTA at 3.2.2.2 for performance testing, while in usability testing, Survey Monkey will be employed as a questionnaire tool, UsabilityHub as a user testing tool and Grammarly as a content review tool.

3.2 Testing and Evaluation

3.2.1 Purpose of testing

This test plan adheres to Test Driven Development (TDD), it is intended to serve as a guide for the management and technical aspects of the testing process, in order to optimize product quality and enhance the efficiency of web development. It outlines the scope, content, and strategy of testing, and helps testers quickly understand the testing process and conduct testing activities.

3.2.2 Scope of testing

3.2.2.1 Functional testing

1) The Purpose of Testing

The purpose of website functionality testing is to check that the website functions and the user experience of the website are as expected.

2) Testing methods

Employ black box testing to allow testers to use the website in accordance with its functionality, observe and record the performance of the website.

3) Testing tools:

- Software environment: Selenium.
- Hardware tools: Lenovo Xiaoxin Pro-13IML 2019

4) Testing Case

Testing Type		Functionality testing Case		User Login		
Testing Case This test case is used to test whether the user can log in successfully login interface, and if errors occur, whether the error messages can be returned.						
Pre-condition The user has opened the login page of the website in the website's database has the correct username and pass						
Test ID	Test Items	Steps	Dat	a	Exp	pected results
FT-2	User Login Successful User login failure	 Enter a usernal exists and is casensitive. Enter a usernal exists and is casensitive. Click on the log button. Enter a usernal exists and is nexists and is nexists. 	ase 2. me that ase 3. gin 1. ot case 2. ame that 1.	username: Test password: Test123456 N/A username: test password: test123456 N/A	1. 2. 3.	N/A N/A Prompt the user for a successful login and redirect to the home page. N/A N/A Prompt that the user login has failed because the account name or password is incorrect,
		 Click on the log button. Enter a usernal exists and is consitive. Enter a usernal exists and is no sensitive. 	ame that 1. ase 2. ame that	username: Test password: test123456 N/A	1. 2. 3.	and return to the login page. N/A N/A Prompt that the user login has failed because the account name or password is incorrect,

		3.	Click on the login button.				and return to the login page.
		1.	Enter a username that does not exist and is	1.	username: Aurora	1. 2.	N/A N/A
			case sensitive.	2.	password:	3.	Prompt that the user
		2.	Enter a username that		Aurora1234		login has failed because
			does not exist and is		56		the account name or
			case sensitive.	3.	N/A		password does not exist,
		3.	Click on the login				and return to the login
			button.				page.
		1.	Click Login button	1.	N/A	1.	Prompt user to enter the
			directly without				account name and
			entering anything.				password.
FT-3	User login	1.	Enter a username that	1.	username:	1.	N/A
	reset or		exists and is case		Test	2.	N/A
	cancel		sensitive.	2.	password:	3.	Clear the input boxes for
		2.	Enter a username that		Test123456		account name and
			exists and is case	3.	N/A		password.
			sensitive.				
		3.	Click to reset or cancel.				

Table 2. Functionality testing

3.2.2.2 Performance testing

1) The Purpose of Testing

The purpose of website functionality testing is to check that the website functions and the user experience of the website are as expected.

2) Testing methods

Employ black box testing to allow testers to use the website in accordance with its functionality, observe and record the performance of the website.

3) Testing tools:

- Software environment: OpenSTA.
- Hardware tools: Lenovo Xiaoxin Pro-13IML 2019

4) Testing Case

Testing Type		Perfor	mance	Testing Case	User Add New Project
		testing)		
Testing	Case	Test s	ubmission of	l new visualisatio	n projects, response time of
Descript	tion	new p	rojects addec	to the website.	
Pre-con	dition	The us	ser is logged	in and clicks Add	d New Project.
Test ID	Number	of	Steps		Expected results
Parallel		Users			
PT-1	25		1. Click on	the Add New	The response time for the
			Item but	ton	system to process the
			2. Edit the	project name	submission of new project
			3. Click on	Save	information should not exceed
					8 seconds

Table 3. Performance testing

3.2.2.3 Usability testing

1) The Purpose of Testing

The purpose of this test plan is to assess the usability of the website. This test will cover the interface design, functionality and user experience of the website to ensure usability and user satisfaction.

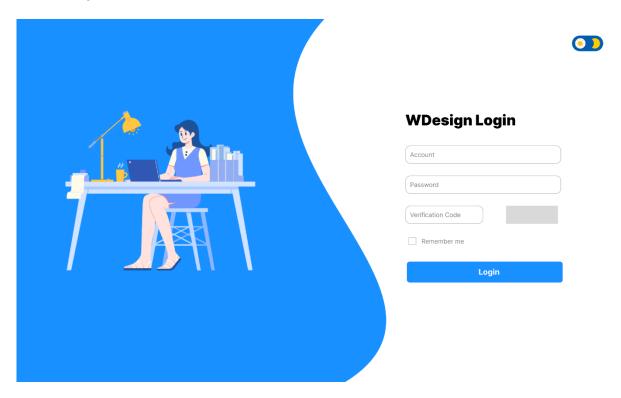
2) Testing methods

- Questionnaire survey: A questionnaire survey was used to collect user satisfaction of the website.
- Review of website content: The content of the website is reviewed to check the correctness and completeness of the content.
- User testing: Allow real users to test the usability of the website and collect user feedback.
- 3) Testing tools.
- Questionnaire tools: Survey Monkey.
- User testing tools: UsabilityHub.
- Content review tools: Grammarly.

Test Type	Usability testing	Test Case	User visualization design					
Test Case Description	This test case is intended to test whether the design of the website interface is understandable for the users and ensure that it is operated quickly by users.							
Pre- condition	User has logged in a	and entered the desig	gn page.					
Test ID	Test items	Test Content	Expected results					
UT-1	Navigation Bar Interaction	Mouse hover over a icon in the navigation bar.						
UT-2	Button Interaction	Click any button to if it pops up a window/page or executes a comman	properly and interaction is smooth					
UT-3	Input Box Interaction	Enter any compone name and check if to component is found	the queries and displays					
UT-4	Text Display	Check whether the size and colour are user-friendly	'''					
UT-5	Component Addition	Drag the componer the editing area and attempt to edit it.	·					

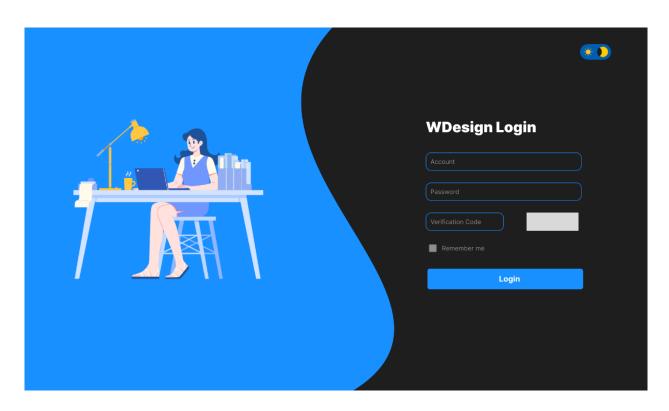
Table 4.Usability testing

- 3.3 Design and Implementation
- 3.3.1 Ui Design (Ui Diagram):The followings have been achieved:
- 3.3.1.1 Login and Registration Page
 - a) Light Mode



Screenshot 1. Light Mode Login Page

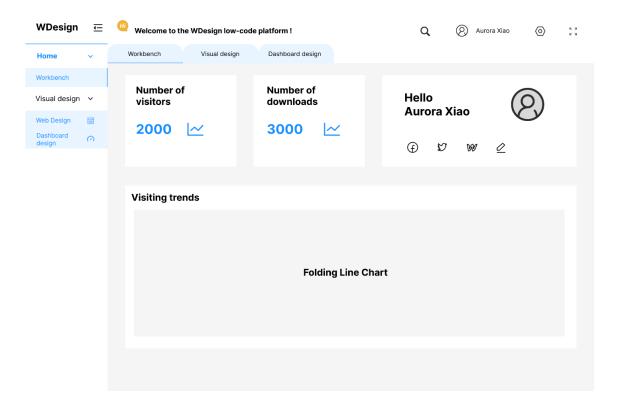
b) Dark Mode



Screenshot 2. Dark Mode Login Page

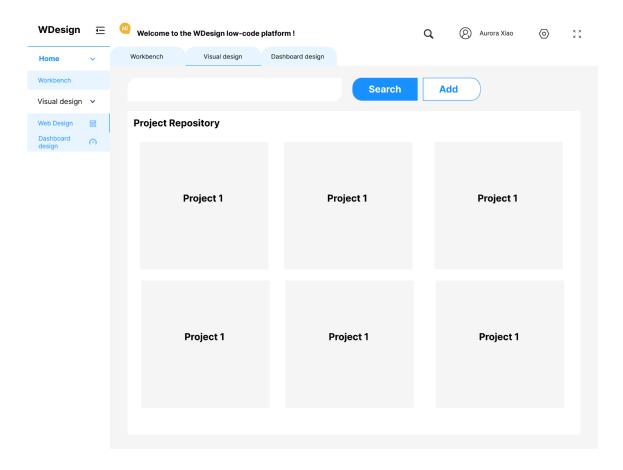
3.3.1.2 Home Page

a) Workbench



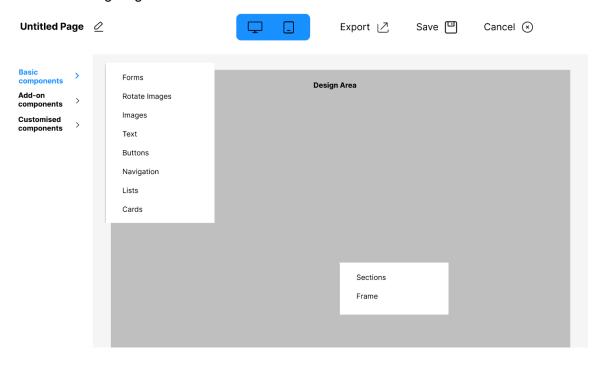
Screenshot 3. Workbench

b) Project Management

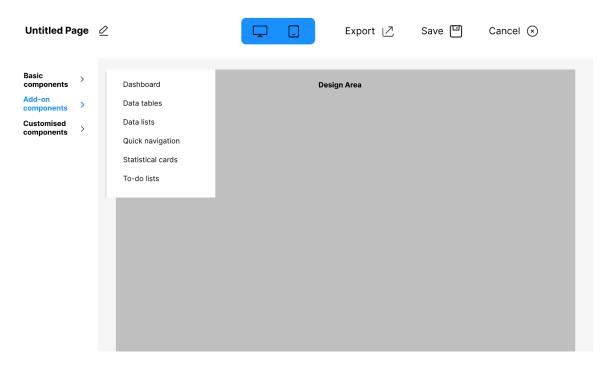


Screenshot 4. Project Management

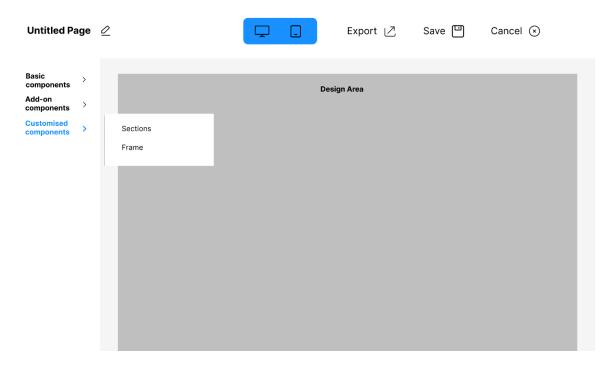
3.3.1.3 Editing Page



Screenshot 5. Editing Page 1



Screenshot 6. Editing Page 2



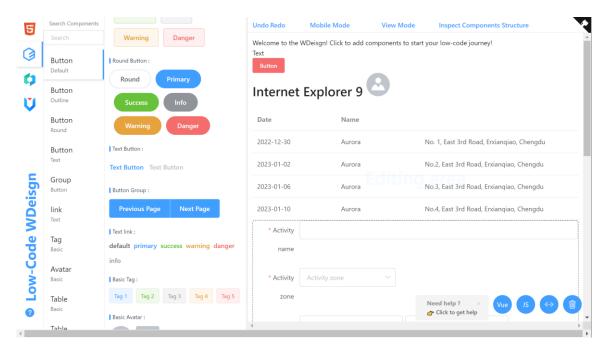
Screenshot 7. Editing Page 3

3.3.2 Front-end development: Editing Page

Implemented Module	Function Name	Function Description
	HTML5	
Navigation bar	Element-UI	Component libraries for
	Vant	building websites.
	Antd	
	Undo and Redo	Undo and redo acts in the editing area.
Toolbar	Mobile/Desktop Model	Provides customisation for different devices.
	Preview	Preview pages.
	Delete	Delete all page contents.

		Provides real-time code
	Real-Time Code	modification and copying, as
	Real-Time Code	well as download projects in
		different output formats.
	Vue Editor	Parsing Vue code.
	JS Editor	Modify and import JS code.
		Display the hierarchical
	Component Structure	structure of the current
		page.
		Provides the functions to
Editing area		add, delete and modify
		components.

Table 5. Front-end development Table



Screenshot 8. Editing Page

Please check the video for more detailed descriptions.

- 4 Project Management
- 4.1 Activities

The following are the activities required for each objective:

- 1. Explore the project background, functional priorities and requirements analysis.
 - 1.1 Conduct literature search
 - 1.2 Analyse and compare competitors
 - 1.3 Defining the project objectives
 - 1.4 List item functions and prioritize project functions
 - 1.5 Analysis of user requirements from role, scenario and time
- 2. Decide on the project development environment and resources.
 - 2.1 Explore the existing front and back-end technologies
 - 2.2 Select the most suitable development technologies
 - 2.3 Select the appropriate development tools
- 3. Design the user interface and visualization components.
 - 3.1 Complete prototype diagrams, information architecture diagrams, flowcharts
 - 3.2 Complete UI diagrams based on prototype diagrams
 - 3.3 Collection of common front-end components and icon libraries
- 4. Implement the front and back-end development of the project
 - 4.1 Front-end interface development from UI diagrams
 - 4.2 Implementing back-end interface development
 - 4.3 Create and connect to database
- 5. Website testing and maintenance
 - 5.1 Defining the test plan, cases and software testing techniques
 - 5.2 Test and maintain website functionality until delivery

4.2 Schedule

The following is a schedule of the project development process, which shows the entire project phase.

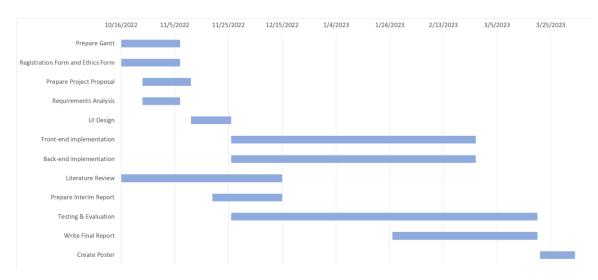


Figure 2.Gantt Diagram

4.3 Project Version Management

Use GitHub to manage project versions and project-related files, and update them after each development phase.

GitHub Repository: <u>AuroraXiao/Web-design-platform-based-on-low-code-visual-components</u>: 201918010106 Aurora (github.com)

4.4 Project Data Management

The project's reports, weekly report sheets are stored in the FeiShu cloud, allowing students and supervisors to update the project content and provide feedback.

Back up and upload all relevant literature to Mendeley for management and citation of the literature.

Weekly Report Sheets Link: (201918010106 Aurora) Weekly Report Sheets

Project Report Link: (201918010106 Aurora) Project Report

- 4.5 Project Deliverables
- a) Project Proposal
- b) Ethics Form E1
- c) Progress Report
- d) Final Report
- e) Weekly Report Sheet
- f) Poster Presentation
- g) Project Code
- 5 Professional Issues and Risk:
- 5.1 Risk Analysis

Risk	Potential	Caus	Potential	Sev	Likeli	Risk	Mitigati	Mitigation
ID	Risk	e ID	Causes	erity	hood		on ID	
R1.1	Missed deadline	C1.1.	Illness	1	3	3	M1.1.1	Register exceptional circumstances if
		C1.1. 2	Cannot choose topic	1	1	1	M1.1.2	Conduct research early and meet supervisor
		C1.1.	Poor time managem ent	4	2	12	M1.1.3	Make a Gantt plan early
R1.2	Feature creep	C.1.2.	Unsuitable or unachieva ble project plans	3	2	6	M1.2.1	Discuss plan with supervisor early. Create basic goals and enhancements.

		C.1.2. 2	Unsuitable User Interface Design	3	2	6	M1.2.2	Discuss the UI design with supervisor, and be aware of the functionality and usability of the design.
R1.3	Software bugs	C1.3.	Non- modular design	1	3	3	M1.3.1	Create highly modular desigh before implementation
		C1.3.	Poor test plan	4	3	12	M1.3.2	Create test plan at start
R1.4	Loss of data	C1.4.	Poor version control	4	4	16	M1.4.1	Implement version control strategy at start.
R1.6	Technical vulnerabilit ies	C1.6.	Applying new technologi es	4	2	8	M1.6.1	Testing of various aspects of the application of the technology.
R1.7	Data Breach	C1.7.	Hacking of the website	5	1	5	M1.7.1	Set up firewalls and keep access logs.

5.2 Professional Issues

5.2.1 Legal Issues

The most potential legal issue for the project is related to the processing of personal data of users. All collection and processing of users' data on this website require the prior consent of the data subjects. The General Data Protection Regulation (GDPR)

stipulates that the data subjects have the right to be informed about the processing of their data, whereby the utilisation of personal data by the website must be based on the data subject's consent [9]. In this regard, the website of the project will only collect and utilise the personal data of the users with the consent of the user, as well as providing the users with the right to withdraw consent.

5.2.2 Social Issues

The availability of low-code websites and visual components increases the efficiency of website development, but also increases the potential risk to website security, since there is the possibility that developers fail to correctly identify and deal with security issues. Based on this, it could lead to a website hacking which could result in the disclosure of user data, thus causing a further risk to social network security.

5.2.3 Ethical Issues

A notable ethical implication is that the utilisation of low-code web development platforms may erode the skill level of developers, thereby squeezing traditional advanced programming skills or preventing traditional developers from earning same incomes as before, resulting in a conflict of interest between those with low development skills and those with high development skills, which is contrary to the principles of Institute of Electrical and Electronics Engineers (IEEE) Code of Ethics [10].

5.2.4 Environmental Issues

Although low-code web development platforms can reduce the time taken to develop a website, if the volume of users on the website increases, the server may not be able to support the demand, in which case additional hardware will have to be added to expand the service. This may lead to a waste of resources and indirectly affect the environment.

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