

TalkaTiel Second Implentation System

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1 Product Release

1.1 Server Side Implementation

Currently the server code can be downloaded and run locally. By cloning the repository located at

https://github.com/B13rg/Talkatiel_API.git

one can run the server. There is also extensive documentation detailing all the steps that need to be taken to run the server. There is also a SQL script that will create a database when run. This can be used to create a database for use on a different engine. Currently it is configured to run on the localhost on port 5002. This can be tested to navigating to

`127.0.0.1:5002/Posts/New`

where you can see the raw Json output of a post. In the repository there is also an sqlite database that is run alongside the python code. This will connect with the python to respond to different sql queries. It is fully functioning, and the only thing left to do is test it, and find a permanent URL. Additionally, you can test GET and POST requests at our API server URL, `aidangrimshaw.pythonanywhere.com`, using the documentation located on our API github repo.

1.2 Client-Side Implementation

By midweek, we plan to start permanent hosting with google app engine. Product URL:

`https://github.com/thegrims/talkatiel-ui`

The product is current working on a basic level. We are able to consistently pull data and connect to the server. We have added several test posts and are able to bring them into cards on our mobile client. We are currently working on developing our fingerprinting and identifying users individually and tying them to their posts server side only. This will take some time and testing, and will only be implemented after a series of testing and penetration testing. When we implement this, we need to be absolutely sure that the data is secure, because we will be dealing with sensitive data.

Our CSS is looking as intended. We have built it to be easy to change later on. We are not completely decided on a color, however it works with most. We have yet to implement animations. We do have screen rotation completed for mobile devices, and the app grows in size accordingly. We have tested the app on IOS and Android, with a consistent look between the two.

2 User Story

2.1 Add a post

2.2 Add a Comment

2.3 Like/Dislike

2.4 Report

2.5 Delete

2.6 Refresh

2.7 Sort

2.8 View Newly Created Post

2.9 Secure HTTPS Connection

2.10 Save Website as App on Phone

2.11 Responsive Web Page

3 Tests

The server side of this project calculates and delivers it to the client. Therefore, it is important to properly test the API service so that it either returns the complete set of data or returns an error. It is relatively easy to test this. A script was created that goes through and tests each part of the API. First it checks to see if the API is online. It does this by using the Ping tool to test the url of the API, in this case

`http://aidangrimshaw.pythonanywhere.com`

. This determines if the aPI is even able to recieve anything. Next it goes through each part of the API and checks to make sure it works. This portion is done using the CURL tool. The command used looks something like:

```
curl -H "Content-Type: application/json\" -X POST -d \"{'
'content\": \"Fred\", \"userID\": 343434, \"title\": \"Aiden\"}'
http://aidangrimshaw.pythonanywhere.com/Posts
```

This will make a POST request with data to the server. This data will be added to the database. The `-H Content-Type: application/json` declares that the header for the request marks the content type as json. This will signal to the server to look for a data section and parse it as Json. The `-X POST` marks what type this request is. Because there is a data section curl assumes it is a POST request, but it is good to mark this just in case. The `-d` marks the beginning of the data section, and you can see the raw json data that is passed

to the server. Finally, there is the URL address to send this request to. For each POST and GET outlet in the API there is a specific curl test for it. The script runs each of the tests and records the response. The server responds with how the request went, and will signal to the client if it was successful. If it is not successful, the server will alert the client that the request failed. We are able to parse whatever response the server makes and record it with the test. After all the tests are run, the script looks at which tests failed, lists them, and prints any extra data it received. This could be response data or error codes. This allows us to quickly test the server when we make changes to confirm that nothing was broken.

4 Design Changes and Rationale

4.1 Server Side Implementation

For the most part the server group stayed very close to original design. To design the database, we worked off the UML design diagrams we designed earlier. This allowed us to see what fields we needed to include for each table. We added an extra table not originally in the design doc to handle reports. We found there was no way to keep track of reports server side, so we added a table to handle it. It keeps track of the user who reported it, the post in question, and the text of the users report. By having its own table, it can also be queried separately instead of having to sort through who knows what. Additionally, we modified our api server implementation so that it was served remotely from a different service than the client side server, and so that the API would be better equipped to handle POST requests.

4.2 Frontend Implementation

We have stayed very close to our original design. We currently are finishing up our implementation of the main posts page, and will switch our focus to the implementation of the posts page and further code cleanup / refactoring of the posts page. Visual elements are styled slightly differently for ease of use, and commenting functionality is removed in this version to ease the implementation of our minimum viable product (MVP).

5 Refactoring

Our project is still being developed in parts. For the most part, we have been working towards building a working application and database, and slowly cleaning up as we go. This has led to some sloppy, duplicate code. However, we have been making progress building. Once one of our members has completed his/her section, while waiting for others to complete, they have cleaned up their code and made it easier to follow. While this isn't a top priority right now, we believe that refactoring our code as we complete files will help us in the future. It will also allow us to switch duties and work on each other's code without too much confusion.

We ended up doing minor refactoring. While working on the client side development, we ended up making templates for common, reoccurring elements. This has been useful while developing other parts of the application, when attempting to make the styling similar. We have been able to remain somewhat consistent.

In addition to these changes, we have also changed variable names before committing to the shared repository. This helps those who are viewing changes follow along. Many of us have been saving files offline before pushing, forcing us to correct changes before pushing. By doing this, we are not stressed to push our work as a simple backup of our work. Saving and updating locally/remotely before pushing to a shared repo has helped us stay consistent and organized.

Making these changes has helped us stay organized and also limit the turnover time between switching parts and tasks. For instance, when two people switched files to review code, we were able to follow along much easier when the code was simplified.

6 Meeting Report

6.1 Schedule for next week

6.2 Progress made this week

6.3 Plans and goals for next week

6.4 Team Member Contributions