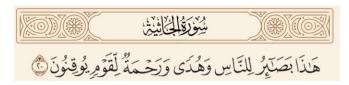


# CMPS 350 Project Phase 1 – WebApp UI Design and Implementation (15% of the course grade)



The project phase 1 submission is due by 8am Sunday 6th March 2022. Demos during the same week.

### 1. Requirements

You are requested to design and implement بَصَائِر Web app for a **novel interactive** Tafsir using **Arabic** user interface. The project will be in collaboration with بصائر المعرفة القرآنية <a href="https://quranok.com/">https://quranok.com/</a> lead by <a href="Prof.Abdulsalam Almajeedy">Prof. Abdulsalam Almajeedy</a>. Tafsir will use سورة النساء as an example.

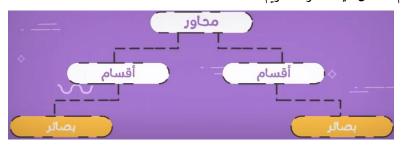
The key goal is to provide an **interactive خريطة** محاور السورة to ease access to the associated Quran verses and the associated 2 levels of Tafsir: الوجيز و الوسيط



More info @ https://www.youtube.com/watch?v=nzN2O0CaTJU

The unique characteristic of this Tafsir is

"يعتمد التفسير الموضوعي للقرآن على تدبر السورة وتقسيمها إلى محاور مترابطة، ينقسم كل محور بدوره إلى أقسام يمكن تقسيم كل قسمٍ عند الحاجة إلى فصول، ويعتمد هذا التقسيم الدقيق على ترتيب الآيات دون قفز عليها كما هو حال التفسير الموضوعي التقليدي وبظهر ذلك مدى الإحكام المذهل لآبات القرآن الكريم".



Project goal:

- تيسير التدبر و الفهم والعمل بالقرآن الكريم و ابراز جمال و روعة و اعجاز الأسلوب القرآني
  - تيسير حفظ القرآن الكريم باستخدام الروابط اللفظية والمعنوبة والموضوعية
    - قُرْأَنٌ يُتْلَى لانسانية ترقى

use cases are described Table 1. بَصَائِر

Table 1. Use cases description

#### Use case **Brief description** Navigate Quran enables to user to access a Surah, a page by number, the start of Juz جُزْءُ , or the 1. Quran start of ربع. In addition to the search by a word or part of a word. **Navigator** Some of kind of UI like this: JUZ SURA Juz 1 الأك 1/2 HIZB 3/4 HIZB HIZB 1 1/4 HIZB 1/2 HIZB 3/4 HIZB HIZB 2 Juz 2 القياق Juz 3 القالف 811 Juz 5 للقائن التيانين Juz 6 2. Quran Display Quran verses as requested by the user using the Quran Navigator. The viewer should display one page at time with the ability to navigate back and forth between pages. Viewer خريطة For each surah provide the ability to access an interactive خريطة المحاور للسورة with ability to المحاور للسورة . أقسام the associated محور view for each (أي الروابط) محاور الموضوعية أقسام أقسام For each قسم view the associated ayat in the Quran Viewer. Color highlight the ayat of the قسم in the Quran Viewer and display the قسم summary text. Also allow access to the قسم associated resources (if any) including: بصائر تفسير الوسيط Video/audio link Graphical illustration

	القسم الأول			
	من الآية رقم (1) الى الآية رقم (5) عدد الآيات (5)			
	هي أطولُ سورة في القرآنِ، وبدأَتْ ببيانِ وظيفةِ القرآنِ، وأنَّه كتابُ هدايةٍ وإرشاد، ثُمَّ تقسيمِ النَّاسِ إلى ثلاثةِ أقسامٍ معَ ذكرِ بعضِ صفاتِهم في 20 ً آيةً، فتحدَّثَتْ الآياتُ (1- 5) عن المؤمنينَ، والآيتان (6ً، 7) عن الكافرينَ، والآياتُ (8- 20) عن المنافقينَ، وبدأَتْ بالقسيمِ الأولِ: المؤمنونَ وصفاتُهم، وفي مقدِّمَتِها الإيمانُ بالغيبِ، ثُمَّ بيانُ نجاحِهم وفلاحِهم.			
	بصائر تفسير الوسيط فيديو/صوت تصميم غرافيك			
	Surah An-Nisa will be used as an example.			
4. Verse Recitation and Tafsir	From the Quran Viewer the user can click on the Verse number معلامة الآية to access the verse Recitation (from <a href="everyayah.com">everyayah.com</a> ) and Tafsir (using the provided tafsir.json).			

Needed Json files are provided on GitHub. Further Quran data resources -if needed- can be provided / contributed by students in json format from sources such as

https://tanzil.net/docs/home

https://globalquran.com/download/data/

https://github.com/risan/quran-json

https://github.com/quran/quran.com-api

#### 2. Deliverables

Seek further clarification about the requirements/deliverables during the initial progress meeting with the instructor. Note that further important clarifications maybe modified/added to the project requirements.

- 1) Design the App Web UI and navigation.
  - You may design the UI wireframe (sketch) to decide the UI components and the layout either on paper or use a design tool such as <a href="https://balsamiq.com/">https://balsamiq.com/</a>
  - During the weekly office hours, you are required to present and discuss your design with the instructor and get feedback.
- 2) For each use case, implement the app Web UI and navigation using HTML, CSS and JavaScript. The pages should comply with Web user interface design best practices. Also remember that 'there is elegance in simplicity'.
  - Design and implement the app navigation to allow the user to navigate from one page to another in intuitive and user-friendly way to achieve the app use cases.
- 3) For each use case, implement the client-side data access repositories using JavaScript to read/write the app data from/to IndexedDB.
- 4) Create test data JSON files for the app entities. Then initialize the IndexedDB with data from JSON files. First test the implementation using a main function that displays the results to the console before using them in the UI.
- 5) Application design documentation including the Entities Class Diagram and the Repositories Class diagram.

- 6) Document the app testing using screen shots illustrating the results of testing.
- Every team member should submit a description of their project contribution. Every team member should demo their work and answer questions during the demo.
- Push your implementation and documentation to your group GitHub repository as you make progress.

Note that this phase will be focused only a fully working client-side implementation using data stored in json files and local browser database. In phase 2 you will implement the server-side to move some of the computation and data management to the server-side.

## 3. Grading rubric

Criteria	%	Functio nality*	Quality of the implementation
1) Implement the app Web UI and navigation using HTML, CSS and	45		
JavaScript. Including designing the App Web UI and navigation.			
2) Implement the client-side data access repositories to read/write the			
app data from/to IndexedDB.			
Also, create test data JSON files for the app entities. Then initialize the			
IndexedDB with data from JSON files.			
3) Application Design: Entities Class Diagram and Repositories Class			
diagram.			
4) Testing documentation using screen shots illustrating the testing			
results.			
- Discussion of the project contribution of each team member.			
Total			
Copying and/or plagiarism or not being able to explain or answer	- 100		
questions about the implementation			

<sup>\*</sup> **Possible grading for functionality** - **Working** (get 70% of the assigned grade), **Not working** (lose 40% of assigned grade and **Not done** (get 0). The remaining grade is assigned to the quality of the implementation.

In case your implementation is not working then 40% of the grade will be lost and the remaining 60% will be determined based on of the code quality and how close your solution to the working implementation.

Solution quality also includes meaningful naming of identifiers (according to Android naming conventions), no redundant code, simple and efficient design, clean implementation without unnecessary files/code, use of comments where necessary, proper code formatting and indentation.

**Marks will be reduced** for code duplication, poor/inefficient coding practices, poor naming of identifiers, unclean/untidy submission, and unnecessary complex/poor user interface design.