

Initialize Mobile Portfolio Environment

by Aleksandar Todorov

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Overview

This document provides explanation and design choices regarding how to initialize your development project for the mobile version of the portfolio application. It covers prerequisites and dependencies required to run the project. The document explains how to login with a single user currently within the mobile app.

Start debug environment

To open the development environment you must download Expo Go from either PlayStore for Android or App Store for iPhone in order to debug the mobile application. From then on you can connect your locally hosted project directly on your phone, where any changes in the code will automatically deploy on your phone.

As prerequisites you need to have Node.js installed on your machine. When you have it installed, you can start the project on your pc by running these commands in root directory:

npm i

npx expo start

Running these commands will automatically install any project dependencies and will also start the debug environment.

From then on you just have to use the Expo Go QR Scanner and scan the shown QR Code from the project.



Figure 1: Scan example QR Code

Authentication

As of now the authentication is handled manually by the developer and should be further expanded to allow each user to login to their respective canvas account. In order to login into your own personal “Portfolio”, you must go to the desktop version of the application.

From there you need to go to the “Network” tab of the browser developer options and extract the authorization **JWT token**, **portfolio ID** and an **X-CSRF token**. In the pictures below you can see the request that contains all 3 of these items.

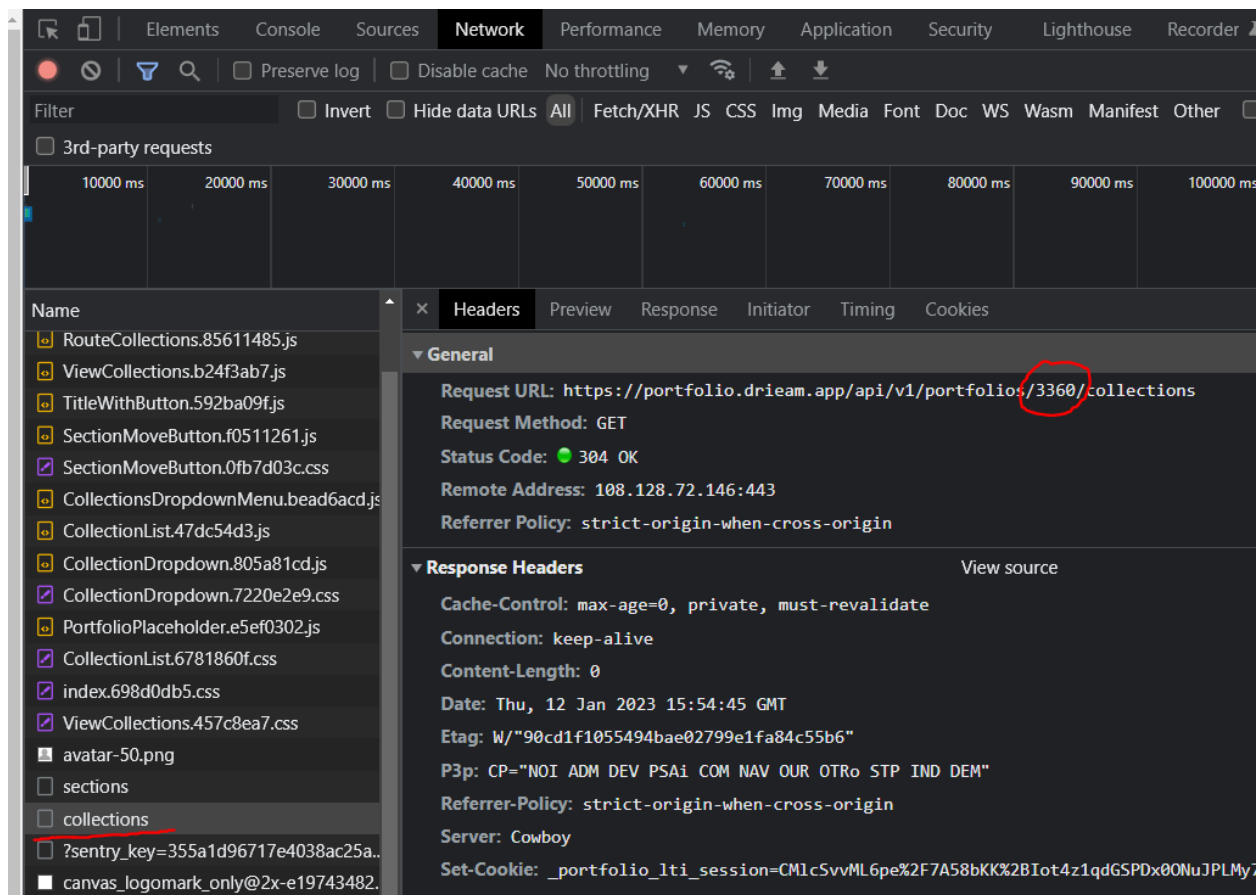


Figure.2: The portfolio id of the currently logged in person. Network tab in canvas portfolio app.

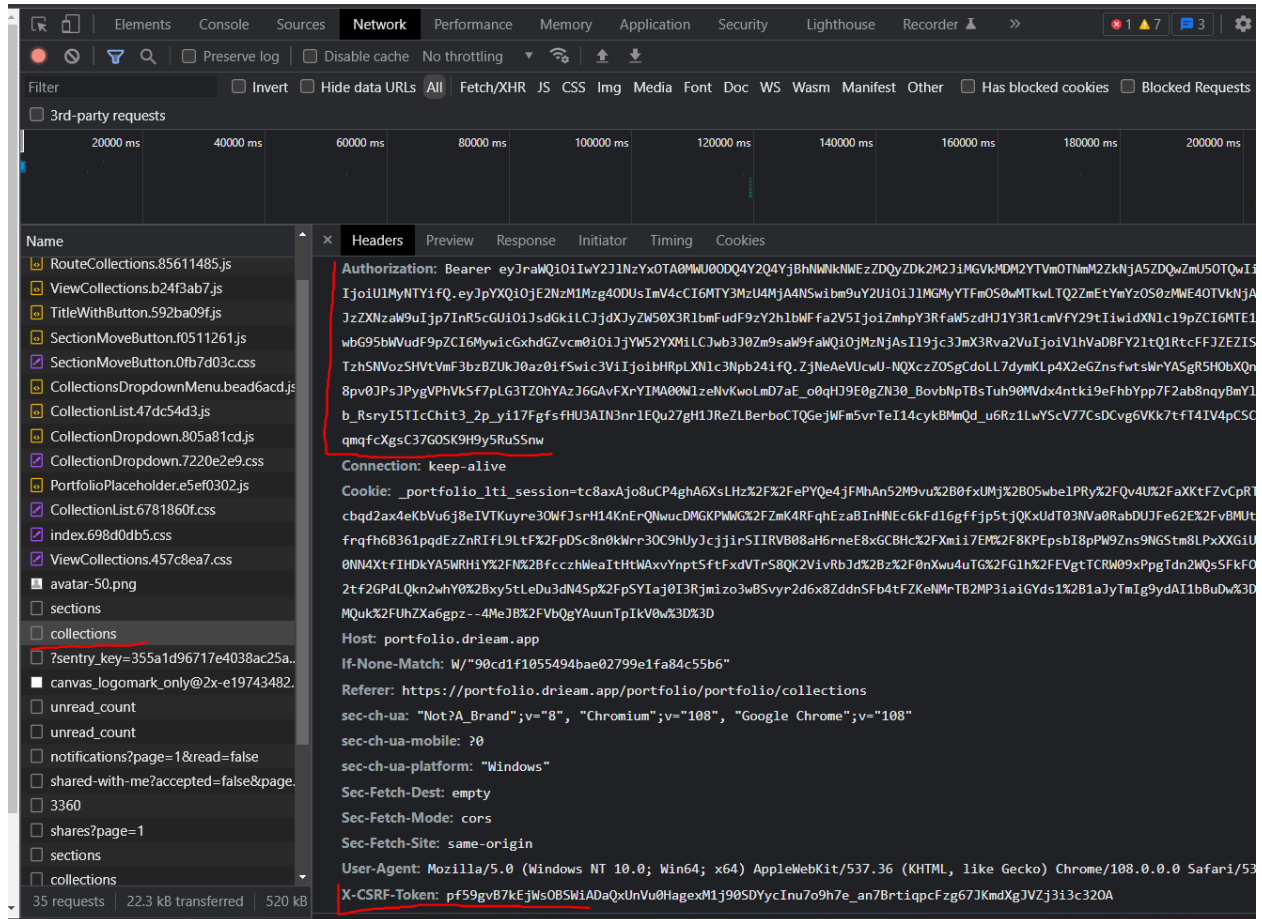
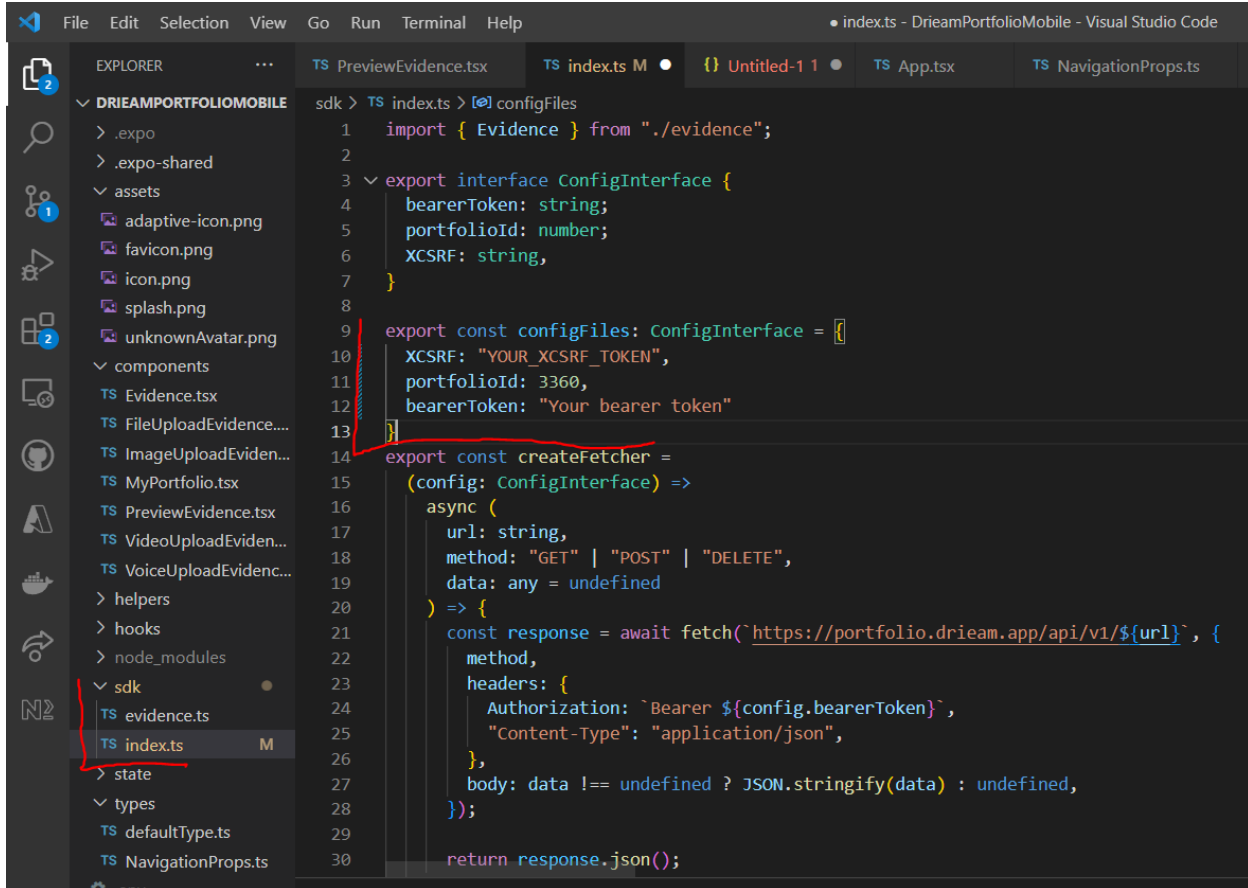


Figure.3: The authorization JWT token and X-CSRF-Token of the currently logged in person.
Network tab in canvas portfolio app.

After you get those you just need to place them in the placeholder located at **sdk/index.ts**



The screenshot shows the Visual Studio Code editor with the file `index.ts` open. The Explorer sidebar on the left shows the project structure, with `index.ts` selected under the `sdk` folder. The code in the editor is as follows:

```
1 import { Evidence } from "../evidence";
2
3 export interface ConfigInterface {
4   bearerToken: string;
5   portfolioId: number;
6   XCSRF: string;
7 }
8
9 export const configFiles: ConfigInterface = {
10   XCSRF: "YOUR_XCSRF_TOKEN",
11   portfolioId: 3360,
12   bearerToken: "Your bearer token"
13 }
14
15 export const createFetcher =
16   (config: ConfigInterface) =>
17   async (
18     url: string,
19     method: "GET" | "POST" | "DELETE",
20     data: any = undefined
21   ) => {
22     const response = await fetch(`https://portfolio.dream.app/api/v1/${url}`, {
23       method,
24       headers: {
25         Authorization: `Bearer ${config.bearerToken}`,
26         "Content-Type": "application/json",
27       },
28       body: data !== undefined ? JSON.stringify(data) : undefined,
29     });
30     return response.json();
31   }
```

A red rectangle highlights the `configFiles` object in lines 9-13, which serves as the placeholder for authorization credentials.

Figure.4: Location of the authorization credentials placeholder.

After you enter the required credentials, all of the requests within the mobile application will be used to access and modify the evidence you have in your own personal portfolio account.