

CharityScout : Charity Finder and Application

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Github Repo: <https://github.com/CMU-Heinz-95702/distributed-systems-project-04-yukta9-11>

Project Overview

CharitySearch is a distributed application that allows users to search for charities using a mobile Android interface. The application communicates with a web service deployed in the cloud, which in turn interacts with the OrgHunter API to fetch charity data. The project also includes a web-based dashboard for displaying analytics and logs.

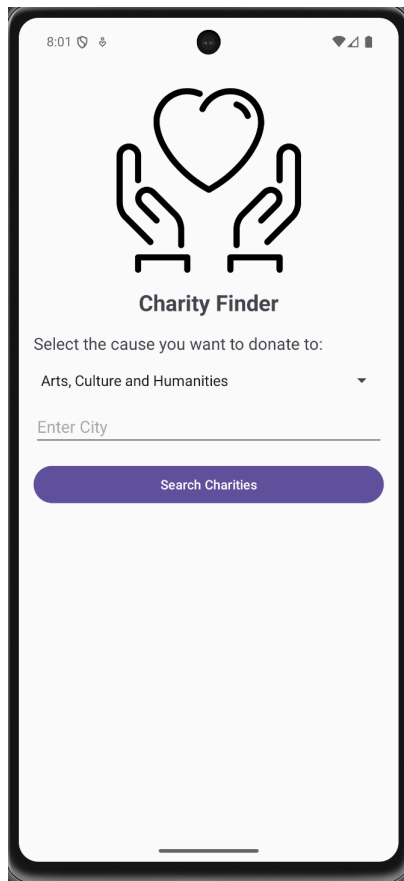
Distributed Application Requirements

1. Android Application Implementation

The Android application for CharitySearch has been implemented with the following features:

- **User Interface:** The app includes multiple View types:
 - **EditText:** Used for search input where users can enter category and city
 - **ListView:** Displays search results in a scrollable list
 - **TextView:** Shows charity details including name, location, and website
 - **ImageView:** Displays logo or related imagery
 - **LinearLayout:** Contains the charity information in the list view
- **User Input:** Users can enter category code and city for charity searches.

ANDROID APP SCREENSHOT : Here is a screenshot of the app before the user has entered any input.



- **HTTP Requests:** The app makes HTTP GET requests to the web service using background threads :

```
private void searchCharities(String category, String city) {
    // Execute search in background thread
    new AsyncTask<Void, Void, List<Charity>>() {
        @Override
        protected List<Charity> doInBackground(Void... voids) {
            try {
                String encodedCity = URLEncoder.encode(city,
StandardCharsets.UTF_8.toString());
                URL url = new URL(WEB_SERVICE_URL + "?category=" + category +
"&city=" + encodedCity);
                HttpURLConnection connection = (HttpURLConnection)
url.openConnection();
                connection.setRequestMethod("GET");
```

```

        // Get response
        InputStream inputStream = connection.getInputStream();
        BufferedReader reader = new BufferedReader(new
InputStreamReader(inputStream));
        StringBuilder response = new StringBuilder();
        String line;
        while ((line = reader.readLine()) != null) {
            response.append(line);
        }

        // Parse JSON response
        return parseCharitiesJson(response.toString());
    } catch (Exception e) {
        // Handle error
        return new ArrayList<>();
    }
}

@Override
protected void onPostExecute(List<Charity> charities) {
    // Update UI with results
    if (charities.isEmpty()) {
        showMessage("No charities found. Try different parameters.");
    } else {
        updateCharitiesList(charities);
    }
}
}.execute();
}

```

- **JSON Parsing:** Responses from the web service are parsed from JSON format:

```

private List<Charity> parseCharitiesJson(String jsonResponse) throws
JSONException {
    List<Charity> charities = new ArrayList<>();
    JSONObject jsonObject = new JSONObject(jsonResponse);

    if (jsonObject.getBoolean("success")) {
        JSONArray charitiesArray = jsonObject.getJSONArray("charities");
        for (int i = 0; i < charitiesArray.length(); i++) {
            JSONObject charityObject = charitiesArray.getJSONObject(i);

            String name = charityObject.getString("name");
            String website = charityObject.getString("website");
            String location = charityObject.getString("location");

            Charity charity = new Charity(name, website, location);
            charities.add(charity);
        }
    }
}

```

```

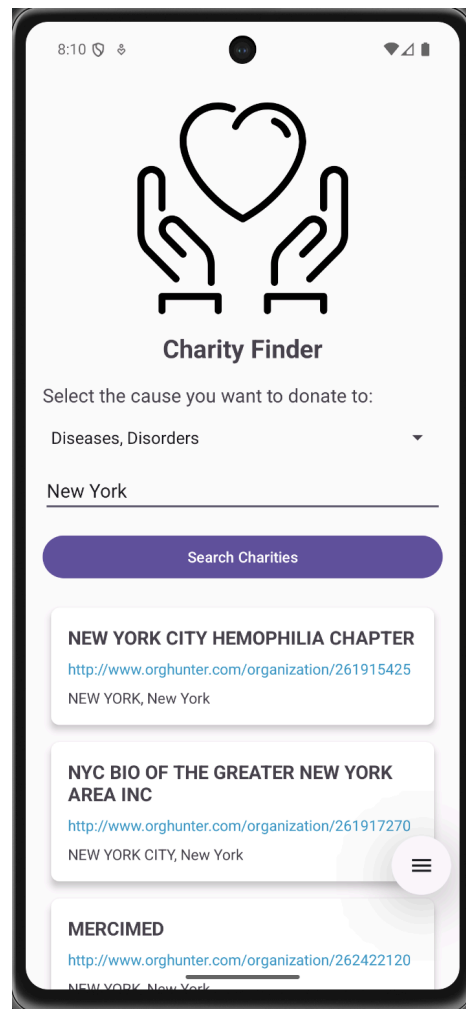
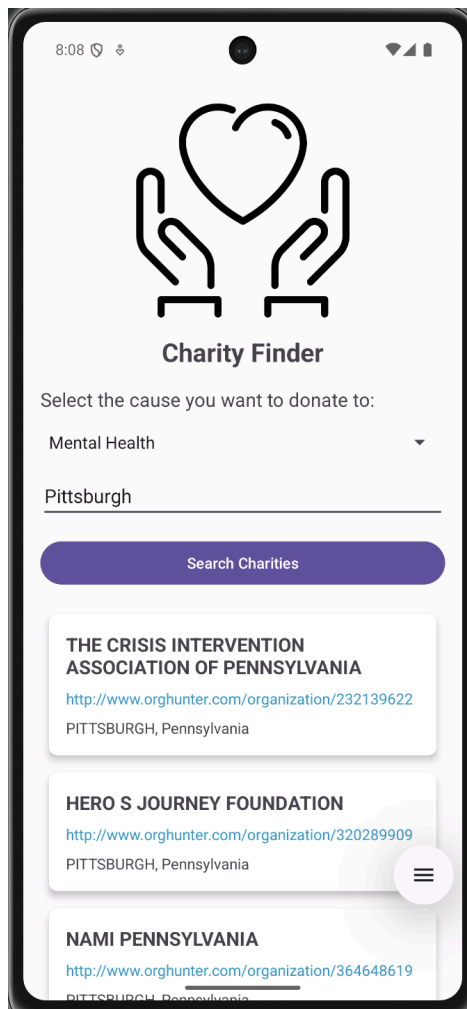
    }

    return charities;
}

```

- **Display of Results:** Search results are displayed in a ListView, and charity details are shown when a specific charity is selected.
- **Repeatable Usage:** Users can perform multiple searches without restarting the app.

RESULT SCREENSHOT : Here are two screenshots of two different search results being performed based on two different user inputs. The operations are repeatable.



2. Web Service Implementation

The CharitySearchServlet class implements a RESTful web service with the following characteristics:

- **API Implementation:** A simple RESTful API that accepts parameters for category and city to search for relevant charities.
- **Business Logic:** The service processes requests, interacts with the OrgHunter API, and formats responses for the mobile app. It also handles error cases and logs interaction data.
- **Third-party API Integration:** The service fetches data from the OrgHunter API, processing JSON responses:
- **Response Formatting:** Replies to the Android app are formatted in JSON with simplified charity information:

```
{
  "success": true,
  "charities": [
    {
      "name": "Food Bank of Central New York",
      "website": "https://www.foodbankcny.org",
      "location": "Syracuse, NY"
    },
    {
      "name": "American Red Cross Central New York Chapter",
      "website":
"https://www.redcross.org/local/new-york/central-new-york.html",
      "location": "Syracuse, NY"
    }
  ]
}
```

3. Error Handling

The application implements error handling for various scenarios:

- Invalid user inputs are validated on both the mobile app and server-side.
- Empty responses are detected and conveyed to the user.
- Third-party API unavailability is handled gracefully.
- Invalid data from the third-party API is managed to prevent app crashes.

```
private void sendErrorResponse(HttpServletResponse response, String message)
throws IOException {
    response.setStatus(HttpServletResponse.SC_BAD_REQUEST);
    JSONObject errorResponse = new JSONObject();
    errorResponse.put("success", false);
    errorResponse.put("message", message);

    try (PrintWriter out = response.getWriter()) {
        out.print(errorResponse.toString());
    }
}
```

Web Service Logging and Analysis Dashboard

4. Logging Implementation

The web service logs the following information for each request:

- Timestamp of the request
- Device model information
- Request parameters (category and city)
- API URL accessed
- Response time for API call
- Total response time
- This data is stored in a MongoDB Atlas database for analysis.

5. Database Integration

The web service successfully connects to, stores, and retrieves information from a MongoDB Atlas database using the official MongoDB Java Driver. The database is configured with three shards for improved performance and scalability:

MongoDB Connection String:

<mongodb://ybhartia:distributedsystems@cluster0-shard-00-00.4if0i.mongodb.net:27017,cluster0-shard-00-01.4if0i.mongodb.net:27017,cluster0-shard-00-02.4if0i.mongodb.net:27017/?replicaSet=atlas-cl16x1-shard-0&ssl=true&authSource=admin&retryWrites=true&w=majority&appName=Cluster0>

The MongoDB Atlas cluster is configured with three shards to distribute the data evenly and handle high volumes of log entries efficiently. Each shard contains a portion of the log data, which enables parallel processing of queries and improves the overall performance of the analytics dashboard.

```
private static final String CONNECTION_STRING =
    "mongodb+srv://ybhartia:distributedsystems@cluster0.4if0i.mongodb.net/?
    retryWrites=true&w=majority&appName=Cluster0";
private static final String DB_NAME = "CharitySearch";
private static final String COLLECTION_NAME = "Logs";

// MongoDB client configuration and connection setup
ServerApi serverApi = ServerApi.builder()
    .version(ServerApiVersion.V1)
```

```
        .build();

MongoClientSettings settings = MongoClientSettings.builder()
    .applyConnectionString(new ConnectionString(CONNECTION_STRING))
    .serverApi(serverApi)
    .build();

mongoClient = MongoClients.create(settings);
database = mongoClient.getDatabase(DB_NAME);
collection = database.getCollection(COLLECTION_NAME);
```

6. Dashboard Implementation

A web-based dashboard has been created with the following features:

- **Unique URL:** The dashboard is accessible via a specific URL.
- **Analytics Display:** The dashboard shows multiple interesting analytics:
 - o Total interactions count
 - o Average API response time
 - o Average total response time
 - o Top search categories
 - o Top cities searched
 - o Top phone models used for searching
 - o Daily activity trends
 - o Performance by category

Charity Search Analytics Dashboard

Total Interactions

9

Total searches performed

Avg API Time

310.44 ms

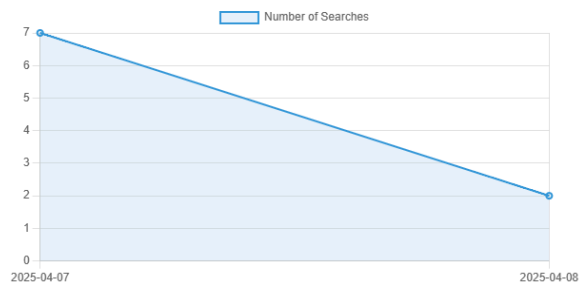
Average time for API responses

Avg Total Time

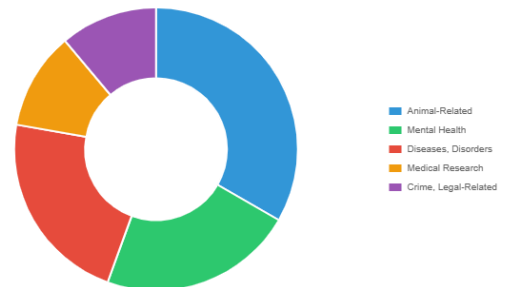
311.89 ms

Average end-to-end response time

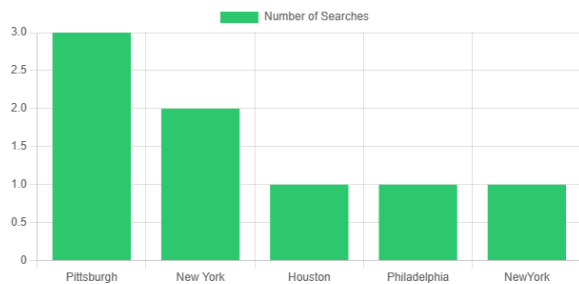
Daily Activity (Last 7 Days)



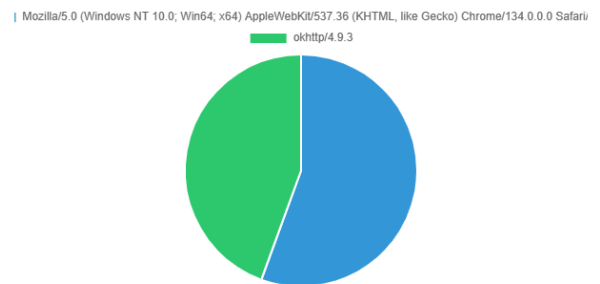
Top Categories



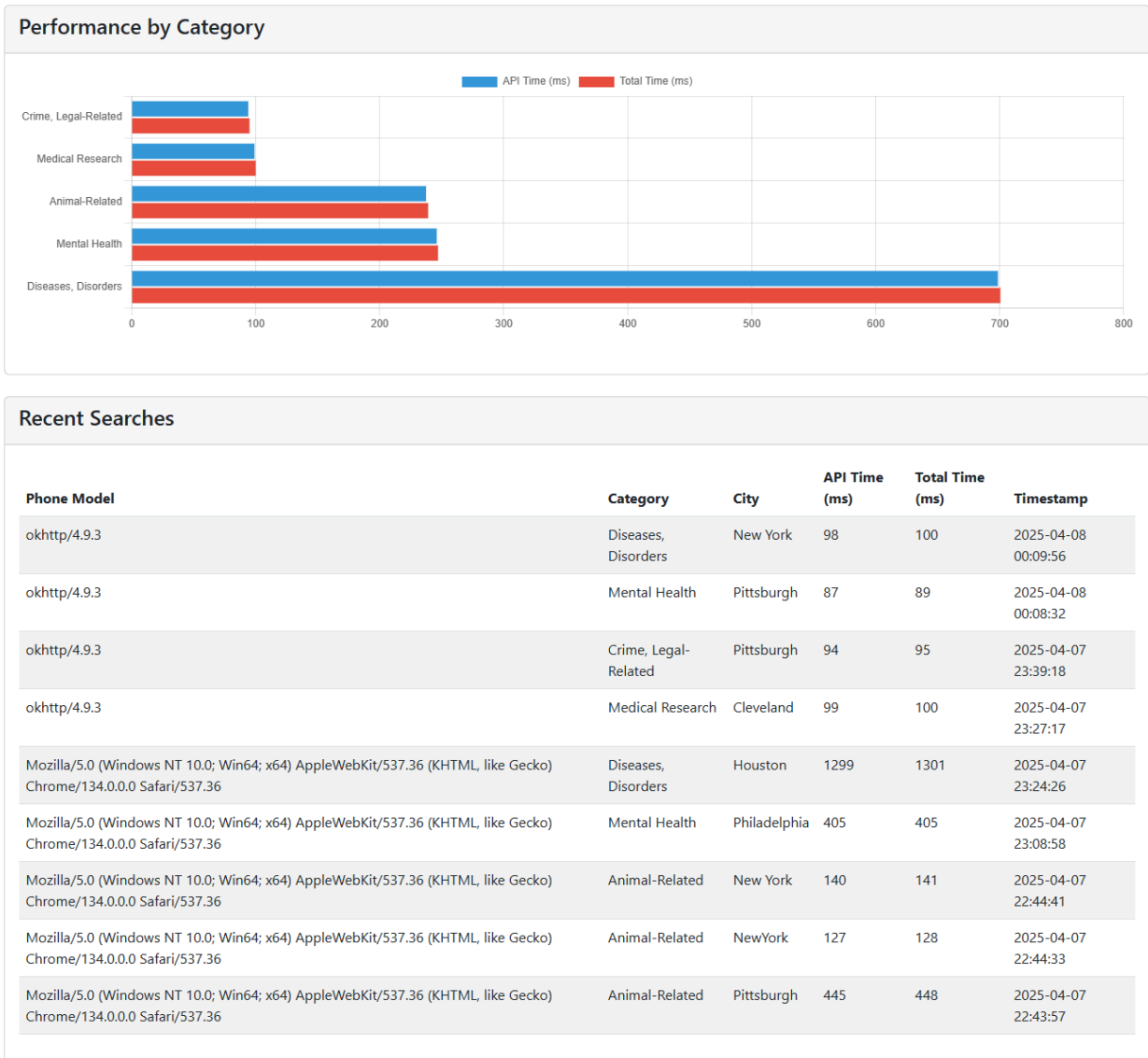
Top Cities



Top Phone Models



- **Full Logs Display:** Logs are displayed in a formatted table showing phone model, category, city, API time, total time, and timestamp.

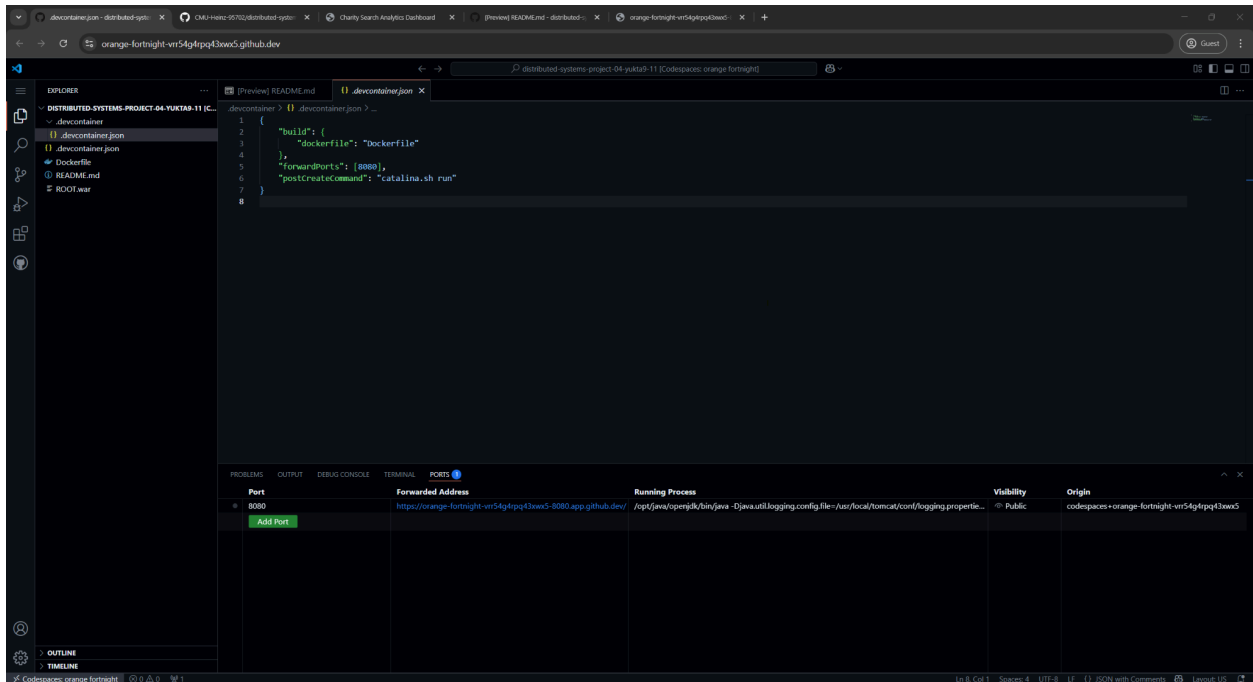


7. Cloud Deployment

The web service has been successfully deployed to GitHub CodeSpaces , making it accessible from the Android application.

URLs:

- **Root:** <https://orange-fortnight-vrr54g4rpq43xwx5-8080.app.github.dev/>
- **Dashboard:** <https://orange-fortnight-vrr54g4rpq43xwx5-8080.app.github.dev/dashboard.jsp>
- **Example API call from Web Service:** <https://orange-fortnight-vrr54g4rpq43xwx5-8080.app.github.dev/charities?city=Houston&category=G>



Additional Implementation Details

- **Charity Model:** A Charity class was created to encapsulate charity data, including name, website, and location.
- **CharitySearchServlet:** This servlet handles incoming requests, interacts with the OrgHunter API, logs data to MongoDB, and sends responses back to the client.
- **Logger Utility:** A dedicated utility class for logging interactions to MongoDB.
- **Analytics Dashboard:** A JSP page that retrieves and visualizes data from MongoDB.

Conclusion

The CharitySearch project successfully implements a distributed application with a mobile frontend, cloud-based backend, third-party API integration, and an analytics dashboard retrieving data from a MongoDB cluster.