

# Many Voices Publishing Platform

## Technology Review

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### **Abstract**

The Many Voices Publishing Platform uses a variety of technologies to handle different aspects of the project, from the user interface to the backend database operations. These technologies enable the Many Voices Publishing Platform to succeed in delivering a working platform for textbook collaboration.

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## 1 TECHNOLOGY REVIEW

### 1.1 Introduction

The Many Voices Publishing Platform is being developed for the purpose of fixing the problems currently associated with the textbook market. We will accomplish this by giving the MVP Platform an easy to use interface, a search bar with a built in results pane, source control, and many other features. Authorship is divided by subsection header.

### 1.2 Steven

#### 1.2.1 User Interface Tools

Option 1 - React [1]

React is a JavaScript rendering engine that is developed by Facebook. Originally used with Instagram, React is often paired with Redux for added functionality. React is a popular JavaScript library meant for building user interfaces that is component based.

Option 2 - Aurelia [2]

Aurelia is a newer JavaScript client framework for mobile, desktop, and the web, by using simplistic integration.

Option 3 - Ember [3]

Ember uses web components and templates to increase productivity.

Option 4 - Angular2 [4]

Angular2 is a project started by Google for their internal Green Tea project. Angular2 is a widely documented JavaScript cross-platform library that is used to create native mobile and desktop web applications.

#### Goals

The use of this technology will aid in the development of the user interface. Having a beautiful and scalable user interface will help users interact with the platform more easily, on whatever device they choose to use it on.

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### **Evaluation Criteria**

The options are evaluated on

- Ease of Use
- File Size
- Features
- Performance
- Standards Compliance
- Non-Compliance
- Release
- License

### Option Comparison

[5]	React	Aurelia	Ember	Angular 2
Ease of Use	Substantial setup required for working system, lots of documentation and tutorials.	Simple setup using NPM and installation	Simple setup using NPM and installation	Substantial setup required for working system, lots of documentation and tutorials.
File Size	156kb to ???kb, due to added frameworks	323kb	435kb	1023kb
Features	View rendering engine with plugin frameworks	Router, Animation, HTTP Client	Router, HTTP Client	Router, HTTP Client
Performance (Paints per Second)	45-50	90-150 (Higher end with additional plugins)	60-100	80-130 (Higher end with additional plugins)
Standards Compliance	ES 2015	HTML, ES 2016, Web Components	HTML, ES 2015	ES 2016
Non-Compliance	JSX	N/A	N/A	NG2 Markup, Dart
Release	15.x	Beta	2.x	Release Candidate
License	BSD	MIT	MIT	MIT

### **Discussion**

All of the chosen options have their pros and cons for our web application. All of them however would be a learning and research experience. Angular2 and React have the benefit of being created by large software companies, Google and Facebook respectively. This means that there will be large adoption and documentation / tutorials available. Aurelia and Ember seem to be easier to implement however, they are much newer products and they have a smaller adoption population. This could prove troublesome if we run into problems. If our implementation ends up being a fork of Ward Cunningham's Federated Wiki, then this decision will be null most likely.

### **Selection**

Initially we were set on using Angular2 as part of the team has experience using this JavaScript library, before meeting with our client. Angular2 has a wide adoption and is used by Google for internal projects so the longevity of the framework is expected to last. With this in mind, we plan to use Angular2 if we need to use a JavaScript framework for our user interface.

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### *1.2.2 User Login & Authentication*

Option 1 - OpenID Connect

OpenID Connect allows for clients of all types, including browser-based JavaScript and native mobile apps, to launch sign-in flows and receive verifiable assertions about the identity of signed-in users [6].

Option 2 - Facebook

Facebook Login for Apps is a fast and convenient way for people to create accounts and log into your app across multiple platforms [7].

Option 3 - PHP & SQL

Using PHP and SQL to compare submitted usernames and passwords against stored data on a database.

#### **Goals**

An efficient and secure method for allowing for users to login and continue editing their documents from any computer or device they choose.

#### **Evaluation Criteria**

The options are evaluated on

- Ease of Use
- Features
- Security

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### Option Comparison

	OpenID	Facebook Login	PHP & SQL
Ease of Use	Requires Credentials with Corresponding Login Providers, Lots of available libraries	Requires Credentials with Facebook and an App ID with Facebook	Easy to implement, but if setup incorrectly can lead to problems
Security	Relies on credential host and user security	Relies on Facebook and user security	Relies on password protection implementation and user security
Features	Easily log in with OpenID partner credential hosts (Google, Microsoft, Yahoo, etc)	Easily log in with Facebook credentials	Easily log in with user created account and password



### **Discussion**

The ideal user authentication system would be a combination of all three of the above implementations. While logging in with Facebook would make it easier to determine who is using the service, preventing unauthorized users from accessing unreleased copyrighted material, not everyone has a Facebook. Additionally using an OpenID login system would be reliant on other platform holders that use OAuth 2.0. Finally, using a self created account is often the easiest and can allow users to not be tied to a given account and also prevent private information from being retrieved from user accounts.

### **Selection**

For our implementation, we plan on using initially a PHP and SQL system to validate user account information on our database. Additionally, we will look into adding both OpenID and Facebook Login down the road.

### 1.2.3 *Interface Design*

#### Option 1 - User Centered Design

A deep understanding of the target audience is able to provide insights into how to design and develop your application to suit your intended users [8].

#### Option 2 - Activity-Centered Design

Instead of focusing on research about intended users, the design and development are focused around making a given activity logically designed [9].

#### Option 3 - Self Design

The designer is responsible for representing the target audience. Though this can be a poor representation of the intended audience [9].

### **Goals**

A design principle that allows for user interfaces that lead to user interfaces that are accepted by users and are easy to understand.

### **Evaluation Criteria**

The options are evaluated on

- Ease of Use
- Strengths
- Weaknesses

**Option Comparison**

	User Centered Design	Activity-Centered Design	Self Design
Ease of Use	Long process, that takes a lot of data gathering to provide insights into a target audience.	Easier to design an activity when not trying to cater a specific audience.	Very easy to design what works well for you as a designer.
Strengths	Allows for the designer to understand what makes a user think the way they do. This allows for an interface design to be molded to an expected user.	Allows the designer to design a user interface based around an activity that a user will be performing instead of designing to a users wants and desires.	Allows for easy creation of user interface of how the designers see fit. Perfect for a target audience that is just like the designer.
Weaknesses	Takes a long time to gather enough information to be able to design a good solution that feels natural to a target audience user.	Designed interface might work well for an intended activity, but could be antagonistic to a target audience.	Interface could be intended for an entirely different audience, leaving a confusing experience.

### **Discussion**

The MVP Platform is highly user focused, which initially led the team to decided on User Centered Design. Activity-Centered Design or Self Design would greatly reduce the burden of research and discovery into what our target audience would like to see or be comfortable with naturally. Activity-Centered Design, if performed properly would result in interfaces that clearly work as intended, though might be off putting to our users. Self Design would allow for one of the team members to decide how a certain element shall look, but again can fall into an interface that does not satisfy our users.

### **Selection**

For our implementation, we plan on using User Centered Design. This is because users are our very important for our project. If our users do not like our user interface, then they will be less likely to use our software.

### **1.3 Josh**

#### *1.3.1 Testing*

##### Option 1 - Mocha

Mocha is a JavaScript testing framework, loaded with features. It runs on Node.js and also in the browser, making asynchronous testing simple and easy to use. Mocha tests run serially, allowing for flexible and accurate reporting, while mapping uncaught exceptions to the correct test cases. [10]

##### Option 2 - QUnit

QUnit is a powerful, easy-to-use JavaScript unit testing framework. It's used by the jQuery, jQuery UI and jQuery Mobile projects and is capable of testing any generic JavaScript code. [11]

##### Option 3 - Jasmine

Jasmine is a behavior-driven development framework for testing JavaScript code. It does not depend on any other JavaScript frameworks. It does not require a DOM. And it has a clean, obvious syntax so that you can easily write tests. [12]

### **Goals**

Using this technology will aid in proper functionality and minimize errors. Without properly testing code, a number of problems can occur that can disrupt and slow down progress in a team. In extreme cases, not properly testing could lead to failure of the application.

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**Evaluation Criteria**

The options are evaluated on

- Ease of Use
- File Size
- Features
- Performance
- Standards Compliance
- Non-Compliance
- Release
- License

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**Option Comparison**

	Mocha	QUnit	Jasmine
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### **Discussion**

It is well known that an application that ensures proper functionality supersedes other applications and, more importantly, competitors. Quality assurance is acknowledged as highly distinguished, and therefore, an attribute deserving of notable consideration. Having this in mind, we will be considering three different testing frameworks: Mocha, QUnit, and Jasmine.

Mocha (more info to come)

QUnit (more info to come)

The Jasmine testing framework is the most common of the three, and considerably so. (more info to come)

### **Selection**

Mocha?







## **1.4 Evan**

### *1.4.1 Server Back-end*

#### Option 1 - NodeJS

NodeJS is a modern web back-end framework developed by the Node Foundation, primarily led by Joyent. By using JavaScript its language of choice, Node allows developers to use the language's unique concurrency paradigms to quickly develop scalable applications.

#### Option 2 - Django

The Django framework is a massive web framework developed in Python that comes "batteries included". The Framework includes everything from geo-libraries to support for four different kinds of databases, meaning a large initial learning curve but a large payoff.

#### Option 3 - Flask

Flask is a micro-framework. It comes with the bare minimum needed to do HTTP handling, leaving what other frameworks come with to an array of choices from third party developers. This means the core framework is quick to learn, but can quickly leave a developer feeling constrained.

#### Option 4 - Ruby on Rails

Ruby on Rails is the old standard of web frameworks. It was the original batteries included framework, and has over the years been known for its ease of use. However, the framework is quite old and shows some signs of age, using sometimes outdated paradigms and generally being less friendly to beginners than more modern frameworks.

### *1.4.2 Text Formatting*

#### Option 1 - Markdown

Markdown is a highly lightweight markup language that allows easy, human-readable markup of text to include headings, bold/italic/underline/etc, bullets, and numbered lists. The original markdown does not support things like images, videos, or links; Markdown has various "flavors", or implementations, that sometimes allow for such things.

#### Option 2 - Restructured Text

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Restructured Text is a markup language written in Python for writing documentation, simple websites, etc. It allows for highly varied but still restricted markup; it allows for image embeds, fancy linking, titles, etc. It does not allow users to embed arbitrary elements.

### Option 3 - Raw HTML

Storing simply raw HTML allows the greatest flexibility, as it is literally the same elements rendered in browser. Raw HTML allows for things like scripting, video embeds, etc., and as such must be filtered to a restricted subset to be suitable for use in a public-facing scenario.

### *1.4.3 Password Storage*

#### Option 1 - Bcrypt

Bcrypt is a password hashing function that takes a very large amount of time to crack an individual password – it is designed to be slow. This means a hacker cannot simply crack a database worth of passwords in one sitting, as with older hashes like MD5.

#### Option 2 - Scrypt

Scrypt is designed to take up large amounts of time, and large amounts of RAM, when hashing. This ensures that a hacker cannot simply buy a powerful CPU and crack passwords with pure power. However, scrypt, being designed more-so for computer hard disk passwords, can take multiple seconds and hundreds of megabytes of RAM to process.

#### Option 3 - pbkdf2

PBKDF2 is a function that repeatedly hashes a password using the HMAC, or “keyed-hash message authentication code”, function. For a CPU, cracking a large number of passwords using pbkdf2 is difficult, as it takes a large amount of time to crack an individual password. Using a GPU, however, a large number of hashes can be run in parallel, making it quick to crack with high end hardware.

#### Option 4 - raw storage

text

## **1.5 Conclusion**

The Many Voices Publishing Platform is a combination of User Interfaces, Documentation, User Centered Design, Testing, User Authentication, Databases, Server Back-end, Text Formatting, Password Storage, and the users themselves. Determining the technologies behind these parts and pieces is a difficult task to accomplish, as many choices can satisfy the requirements of the project. Finding the best solution however is the goal of this document, to provide a clear path forward for the platform as a whole.

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