Many Voices Publishing Platform

Software Design Document

D. Kevin McGrath & Dr. Kirsten Winters - CS461 Fall 2016

Commix, Team 61

Steven Powers, Josh Matteson, Evan Tschuy

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. This document covers these technologies and follows the process that enable to the Many Voices Publishing Platform to succeed in delivering a working platform for textbook collaboration.

CONTENTS

1 OVERVIEW

The Software Design Document is a document to provide aid for the software development process by providing detailed information on how the software should be built. Additionally providing information on interactions between different pieces of software and users through use cases, UML diagrams, and other supporting information.

1.1 Scope

This Software Design Document is used to record design information and communicate design information to project stakeholders. This Software Design Document also provides the details of required functionality for the Many Voices Publishing Platform, a textbook creation platform for publishing textbooks.

1.2 Purpose

The purpose of this document is to describe the implementation of the Many Voices Publishing Platform (MVP Platform) software. The Many Voices Publishing platform is designed to allow for the creation of textbooks by College and University professors or any person interested in creating their own textbook.

1.3 Intended Audience

This document is intended for Professor D. Kevin McGrath, Dr. Kirsten M. Winters, and PhD Student Jonathan Dodge of Oregon State University for curriculum grading purposes. Additionally this document is intended for Dr. Carlos Jensen for the purpose of client information and senior capstone project purposes.

2 DEFINITIONS

Aurelia	A JavaScript client framework for mobile, desktop and web leveraging simple conventions and empowering creativity [1].

Alpha Test	Limited release(s) to selected, outside testers (Friends and Family)
Beta Test	Limited release(s) to cooperating customers wanting early access to developing systems (Professors and other educators)
Federated	Individual parts that stand as an individual but can be combined into a single unit
Final Test	Release of full functionality to customer for approval
PDF	Portable Document Format, that is able to combine text, graphics, and other information into a single document
PCI	Payment Card Industry, is a proprietary information security standard for credit cards in an effort to reduce credit card fraud
Scrap	A section of a textbook, which can contain formatted text (markdown or latex), and media
Section	An ordered collection of Scraps belonging to a chapter
Chapter	An ordered collection of Sections and Scraps
SDD	Software Design Document
SSRS	System and Software Requirements Specification
Source Control	An element of software design management, version control, and is the management of changes to documents, large web sites, computer programs, and other collections of data
Media	A standalone image, figure, or video. Can be embedded in a Scrap
Node	A JavaScript runtime designed to build scalable network applications
UML	Unified Modeling Language – A general purpose, development modeling language in the field of computer science
UI	User Interface – The means by which the user and a computer system interact, in particular the use of input devices and software
Web Application	An interactive program that can be accessed and is based through a web server instead of being stored on a user's desktop

Many Voices Publishing Platform

Wiki	A collaborative content editing platform

3 CONCEPTUAL MODEL FOR SOFTWARE DESIGN DESCRIPTIONS

3.1 Software design descriptions within the life cycle

The Software Design Description (SDD) is based in large part upon the System and Software Requirements Specification (SSRS) document. Requirements listed within the SSRS influence details within the SDD and the SDD may influence the SSRS details.

4 DESIGN DESCRIPTION

4.1 Introduction

When designing software to handle the creation of a textbook, the technologies in the background are equally as necessary as those in the foreground. The creation of a textbook requires various systems and technologies to handle the storing and presentation of data to allow the user to create their project.

4.2 Design Stakeholders

The stakeholders consist of Dr. Carlos Jensen, members of the Oregon State University senior capstone educational team, including Professor D. Kevin McGrath, Dr. Kirsten M. Winters, and PhD student Jonathan Dodge. Additional stakeholders include the development team consisting of Steven Powers, Evan Tschuy, and Josh Matteson.

4.3 Design Concerns

The design concerns for this project include the building of a User Interface with a functional JavaScript framework that allows for ease of use for users and developers.

User login and authentication will also be a design concern for this project, as preventing unintended access to another users work is very important.

Another concern consists of the usability of the interface and being able to inform the user of actions they expect to perform and can perform to complete their task of creating a textbook.

4.4 Design Views

The SDD will use UML diagrams to describe and visualize aspects of the design.

4.5 Design Viewpoints

This SDD will cover a number of different viewpoints, including: context, composition, logical, dependency, information, interface, and interaction viewpoints.

Context viewpoints cover the relationships, dependencies, and interactions between the system and its environment [2].

Composition viewpoints cover what information will be handled by the software.

Logical viewpoints cover what purpose the software will serve and how the software will achieve this purpose.

Dependency viewpoints cover outside elements that need to be integrated into the software in some way, as the implementation will depend on these outside elements.

Information viewpoints cover data that is present within the software or managed by the software in some way.

Interface viewpoints cover how designers and developers will be using the software, detailing the internal and external interfaces of the software.

Interaction viewpoints cover the interactions between different entities or elements within the software.

4.6 Design Elements

Design elements within our software will include a variety of different features that are often considered standard elements within software. These elements include buttons, text boxes, search boxes, menus, and clickable links just to name a few. The menus of the system will be limited for user convenience and will provide a meaningful icon or text representation for quick affordability for the user. Within the text editing area, the user will be able to arrange text how they would like it to appear in a finalized—compiled version.

The text area will also allow users to specify other documents to include, which will be handled by the software in the background at time of compilation. Each included document or file will be stored as a separate document with version control capabilities.

4.7 Design Rationale

For this project, design choices are made based on client specifications as well as development concerns due to technology availability and adaptability to the current system. Our client Dr. Carlos Jensen wants the project to allow for the easy creation of textbooks through what is called the Many Voices Publishing Platform. Design choices will be made to accommodate this requirement.

4.8 Design Timeline

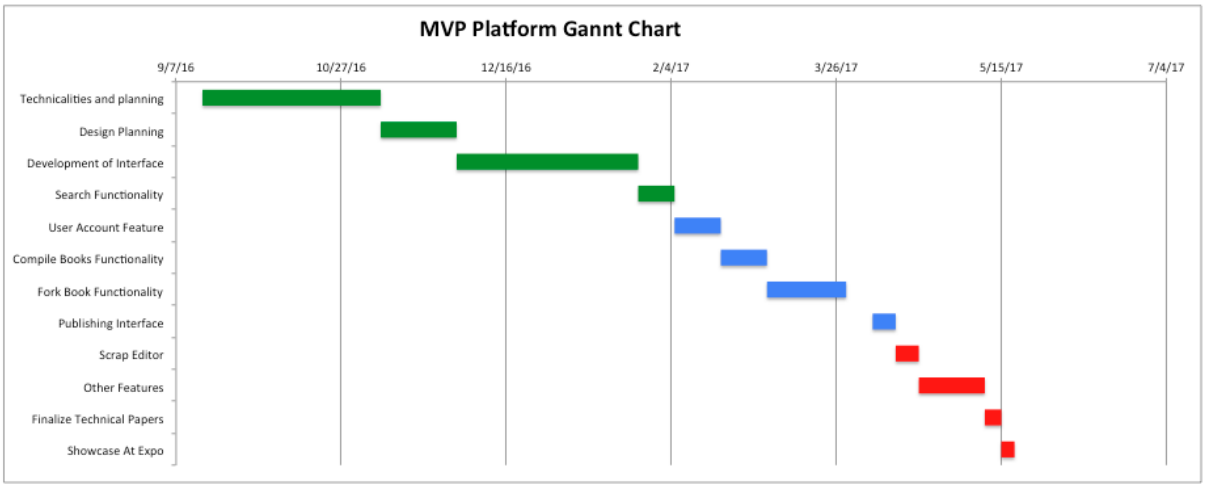

Fig. 1. A preliminary Gantt Chart that outlines a rough sketch of our anticipated working time line as of Fall term

4.9 Design Languages

This document will use UML as the design language.

5 DESIGN VIEWPOINTS

5.1 Introduction

This section will cover: context, composition, logical, dependency, information, interface, and interaction viewpoints.

Steven Powers is covering User Interface Tools, User Login & Authentication, and Interface Design.

Evan Tschuy is covering Server Back-end, Text Formatting, and Password Storage.

Josh Matteson is covering Testing, Revision Control Software, and Database.

5.2 Viewpoint: User Interface Tools

By: Steven Powers

5.2.1 Interface

The user interface is one of the most important parts to the Many Voices Publishing Platform. An easy to use UI can make the difference between two competing software solutions. The Many Voices Publishing Platform will be interacted through a website that will display a users documents and their current document. The User Interface Tools will allow for a high quality user experience with a high number of screen repaints per second, further increasing the ease of use with the software through a fluid user interface [3].

5.2.2 Design Concerns

A poorly implemented UI can result in users choosing a competing product or simply deciding not to use any software for their intended purpose. Users are often impatient and quick to abandon software, further proving the need for a robust and easy to use User Interface Toolset.

5.2.3 Design Elements

The User Interface Tools will allow for scalability when it comes to using the software on different platforms, including mobile, and desktop environments. Additionally the tools will provide great interact-ability for the user.

5.2.4 Function Attribute

This component provides the user interface for users to interact with while using the software. Handles display of information and provides the interface for input.

5.2.5 Relationship

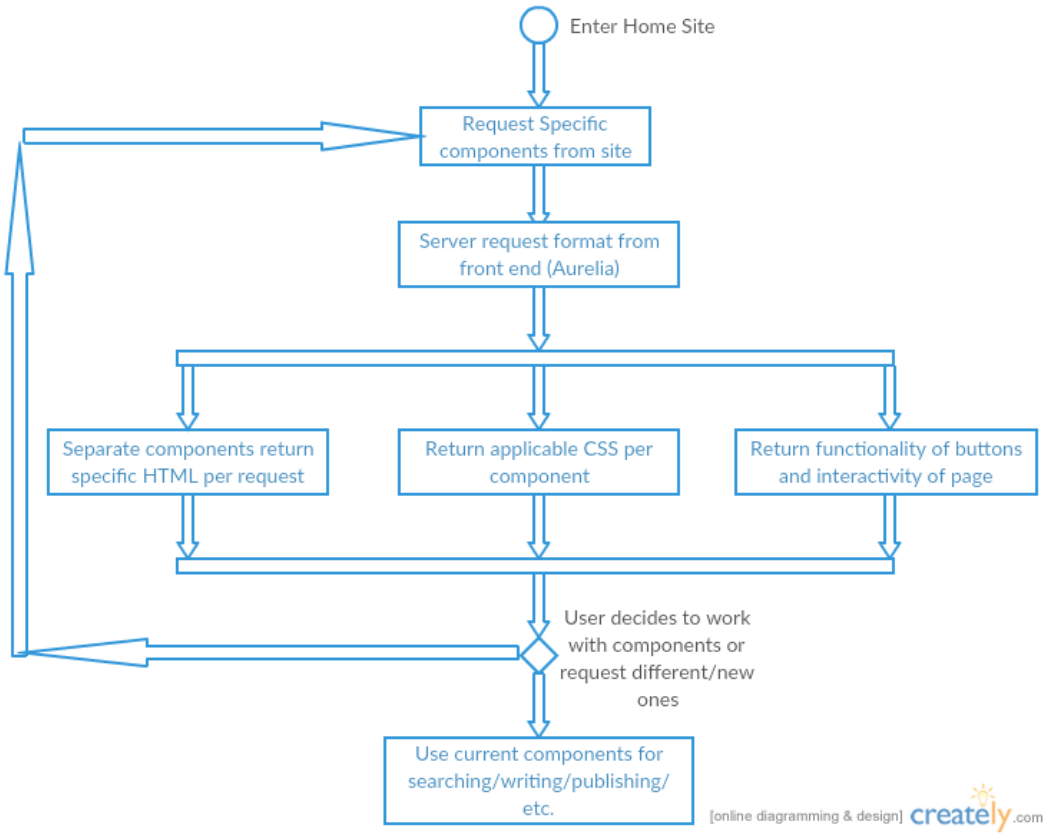

Fig. 2. A preliminary UML diagram of how the user interface tool of Aurelia will enable transmission of data to the screen or from the screen, up to date as of Fall term

5.3 Viewpoint: User Login & Authentication

By: Steven Powers

5.3.1 Context–Dependency

A user login system is standard affair for most websites on the Internet. How these user logins take place and authenticate users can vary quite significantly depending on the implementation. User login security is important for protecting the customer as well as the reputation of the software and company. User Login & Authentication are dependent on Evan Tschuy's section on Password Storage section.

5.3.2 Design Concerns

Handling user logins and user authentication can be quite a painstaking process, as any mistake can cost you customers and any reputation that was present before the mistake was exploited. Authentication, or the matching of user submitted data with our stored credentials can be exploited though a simple MySQL command, if our servers are not secured properly. In house solutions can be buggy, or not as secure. Third party solutions require an account with those services and has security in their hands.

5.3.3 Design Elements

A way to login securely, through created credentials or through a third party login system, such as Login with Facebook or Google.

5.3.4 Function Attribute

This component provides the functionality of user login process and user authentication within the software.

5.3.5 Relationship

5.4 Viewpoint: Interface Design

By: Steven Powers

5.4.1 Information

The approach for user interface design is quite different than that of the tools being used. Interface Design refers to the methodologies employed to create the UI. This often takes the form of user studies, and demoing of prototypes and release candidate mockups for feedback. For our software, our target audience is professors, especially those interested in publishing their own book currently or in the near future. Using the target audience as a design requirement, the designer is able to gleam a lot of information about how to best serve this user. Methodologies include user centered design, activity centered design, and self design principles to list a few common disciplines.

5.4.2 Design Concerns

Interface Design is an often overlooked portion of any software product. For some software products it would be no surprise that the software is never used in house, we are trying to avoid this feeling. User centered design, while often the standard for the Computer Science industry, it very costly, both in terms of time and money. There is a large amount of time into user research studies and live demos. Self design, while much faster, and easier to perform, can lead to results that do not satisfy your users expectations.

5.4.3 Design Elements

An Interface Design methodology that allows for efficient use of time as well as successful design choices to best suit our users.

5.4.4 Function Attribute

Provides methodologies for improving Interface Design to assist users and developers.

5.4.5 Relationship

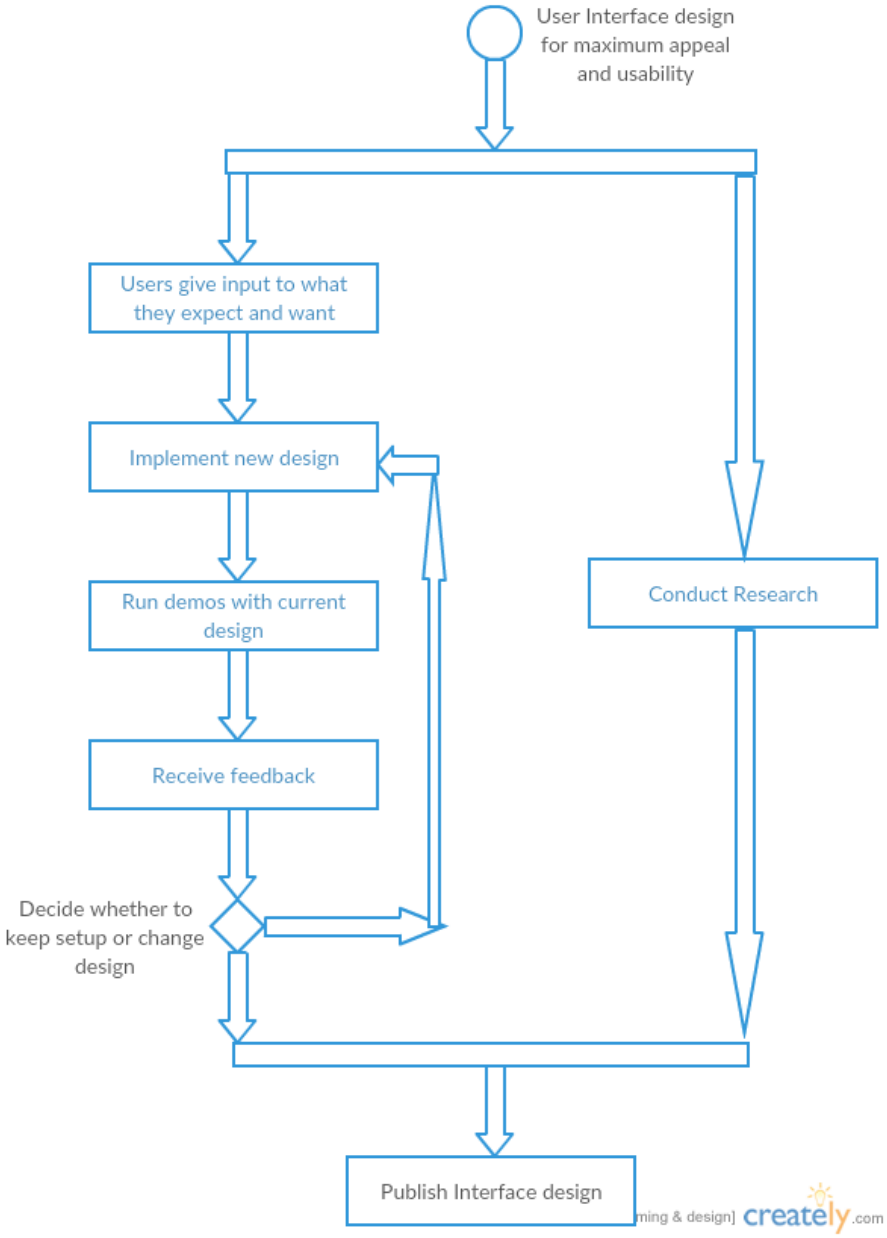

Fig. 3. A preliminary UML diagram of how user centered design & user research can improve a UI for increased affordance and usability for the target audience, up to date as of Fall term

5.5 Viewpoint: Server Back-end

By: Evan Tschuy

5.5.1 Backend

A standard web application follows more or less a standard design flow. When a request is received, a URL parser parses the URL and passes it to the appropriate function, along with all of its parameters. The function then operates on the data somehow, and returns either the result of a template render or a block of data in JSON/XML to be returned to the client. Inside the function, the heavy lifting of data manipulation, storage, etc. takes place.

5.5.2 Design Concerns

The main concern for the backend of the project is how the back end will communicate with the version control system. For instance, building on top of Git, it is necessary to also verify that the backend language chosen has a library that can be used to easily interact with Git. Then, it will be necessary to build an internal library that can be placed on top of Git that exposes only the operations needed for the textbook project.

5.5.3 Design Elements

The backend design, especially the layer interacting with Git, will play a critical role in speed of development. By implementing a Snippet and Textbook super-layer on top of the existing Git library, we can eliminate having to think about Git as early as possible, and spend our time instead on interacting with Snippets and the Textbooks.

5.5.4 Function Attribute

This function provides the base on which the rest of the project is built the interaction layer between the frontend and the revision control system.

5.5.5 Relationship

5.6 Viewpoint: Text Formatting

By: Evan Tschuy

5.6.1 Formatting

The front end of the platform lets users interact with ”snippets” of documents a block of text that, paired with potentially dozens of other snippets, can make a chapter. Then, chapters need to be combined together to make a full textbook. Using a LaTeX backend, snippets can be related to an

```
\input{}
```

command, which takes the raw commands of a document and puts them into another document. Chapters can be related to

```
\include{}
```

commands, which start a new page and add the new section. In this way, we can have one file for the table of contents, which controls which chapters are included in which order, and one file for each chapter, which controls which snippets are included in which order.

5.6.2 Design Concerns

The files referenced are all stored in version control, as discussed below. Therefore we need to relate the files to a specific version as stored. Additionally, it needs to be entirely invisible to users how the text is being split the users should not know whether the backend is written in LaTeX using include and input statements, or in Markdown with string concatenation, or any other possible implementation.

5.6.3 Design Elements

An abstraction of snippets and chapters into LaTeX documents in such a way as to make manipulation of them individually and as a whole simple.

5.6.4 Function Attribute

This component provides the functionality of document generation, storage, and manipulation.

5.6.5 Relationship

5.7 Viewpoint: Password Storage

By: Evan Tschuy

5.7.1 Password hashing

Any time a password is being requested from a user, it should be securely and irreversibly hashed. By securely hashing a password, it becomes impossible for hackers with access to the user database to use stored credentials to compromise user accounts on other sites even if users reuse passwords between sites. A well designed cryptographic hash, such as bcrypt, includes a salt value, which is simply added to the beginning of the password at hash time, stored in the database in plain text, so that two uses of the same password result in different hashes.

5.7.2 Design Concerns

A secure password storage system always hashes passwords, and requires hackers to crack each password individually by guessing passwords one by one. Another alternative to storing user passwords at all is, as discussed above in the user authentication section, to use a third-party user authentication service such as those offered by Google, Facebook, etc. For a platform used by professors, who may not all have a Google or Facebook account, however, it should always be possible to create an account that does not require a third-party account.

5.7.3 Design Elements

A well-designed, secure system in which any password stored cannot be reversed without a slow cracking process. Preferably, users would not store any passwords at all with the service and instead would use third-party authentication.

5.7.4 Function Attribute

This component provides the functionality of secure password storage.

5.7.5 Relationship

5.8 Viewpoint: Testing

By: Josh Matteson

5.8.1 ViewpointName

5.8.2 Design Concerns

5.8.3 Design Elements

5.8.4 Function Attribute

5.8.5 Relationship

5.9 Viewpoint: Revision Control Software

By: Josh Matteson

5.9.1 ViewpointName

5.9.2 Design Concerns

5.9.3 Design Elements

5.9.4 Function Attribute

5.9.5 Relationship

5.10 Viewpoint: Database

By: Josh Matteson

5.10.1 ViewpointName

5.10.2 Design Concerns

5.10.3 Design Elements

5.10.4 Function Attribute

5.10.5 Relationship

6 ANNEX A - (INFORMATION BIBLIOGRAPHY

REFERENCES

[1] Aurelia, "Aurelia," http://aurelia.io/.

[2] R. Woods, "Viewpoints," http://www.viewpoints-and-perspectives.info/home/viewpoints/.

[3] R. Eisenberg, "Choosing a javascript framework," https://www.youtube.com/watch?v=6I_GwgoGm1w.

[4] W. Cunningham, "Smallest federated wiki," http://wardcunningham.github.io/.

[5] Google, "Our framework," http://angular.io/.

[6] Facebook, "A javascript library for building user interfaces - react," https://facebook.github.io/react/index.html.

[7] Ember, "A framework for creating ambitious web applications," http://emberjs.com/.

[8] Facebook, "Facebook login for apps," https://developers.facebook.com/docs/facebook-login/overview.

[9] OpenID, "Openid the internet identity layer," http://openid.net/connect/faq/.

[10] C. Bowles, "Looking beyond user-centered design," http://alistapart.com/column/looking-beyond-user-centered-design.

[11] U. D. of Health & Human Services, "User-centered design basics," https://www.usability.gov/what-and-why/user-centered-design.html.

[12] Microsoft, "Microsoft word — document and word processing software," https://products.office.com/en-us/word.

[13] Dozuki, "Visual documentation for a paperless future," http://www.dozuki.com/.

[14] T. L. Project, "Latex - a document preparation system," http://www.latex-project.org/.

[15] D. K. McGrath, "Latex learning curve."

[16] MochaJs, "Mocha, simple, flexible, fun," https://mochajs.org/.

[17] QUnit, "Qunit: A javascript unit testing framework," https://qunitjs.com/.

[18] Jasmine, "Jasmine," https://jasmine.github.io/2.0/introduction.html.

[19] CoderWall, "Javascript test framework comparison," https://coderwall.com/p/ntbixw/javascript-test-framework-comparison.

[20] Microsoft, "Platform for intelligent applications," https://www.microsoft.com/en-us/sql-server/.

[21] MongoDB, "Mongodb — for giant ideas," https://www.mongodb.com/.

[22] MySQL, "Mysql," http://www.mysql.com/.

[23] I. B. Network, "Why are we excited to talk about mongodb?" http://www.ibmbpnetwork.com/linux-blog/excited-about-mongodb.

7 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.

8 SIGNATURE PAGE

Dr. Carlos Jensen, Client _____ Date _____

Steven Powers, Developer _____ Date _____

Josh Matteson, Developer _____ Date _____

Evan Tschuy, Developer _____ Date _____