# artifacture

create a dashboard；

some admin can has asecc to add, delete, get users group and channel

super , group admin：can manage group, super also can manage all things

## function

1. super admin

- create users, group

- remove users

- can provide another user with super-admin role

- has group admin role.

2. group admin

- create groups、subgroups

- create/invite user to channel

- remove groups/channel，users from channel

- allow a user to become a group assis of the group

3. group assis

- add/remove users in the group from channels within the group

- create channels within the group

4. user

- id: username

- 初始化：one user called 'super' is Super-admin

- email address

## implements

dashborad page：http://localhost:4200/Login

init user: username:super password:super

username:groupassist password:password

username:groupadmin password:super

username:user1 password:super

## Architecture

ng new my-app

cd my-app

ng start

npm install bootstrap

npm install jquery

## In server folder has data, joson-data, models and routes folders, and has servers.josn file.

Data folder is store data of user, group and channel. Json-data is text folder for store data, models folder is for details of each users, channels and groups such user class has username，password，email，valid，isActivated，ofSuperAdminInRole，ofGroupAdminInRole，ofGroupAssistInRole，groupList，channelList，adminGroupList.

In route folder, using get file name to get, add, post, delete user’s, group’s and channel’s information which is store in data folder.

In server.js we need address from models/ user, channel and group. Files name of store data. And then create init data for server and website address localhost:(port or 3000)

In src/app folder. Chat is for users chat. Dashboard is for home page. Header is navbar. Login is login page, we using we using sessionstorage if the login user is super, we can go manage/user to, else is going to home page.

Manage has channels, group, and users, is for manage. I have not finish edit channels and groups