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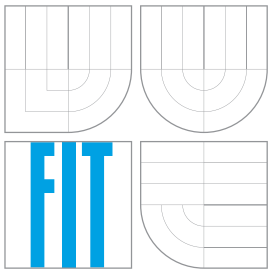

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ANALYSIS AND NOTIFICATION OF NEW RESULTCLOUD SUBMISSIONS

ANALÝZA A OZNÁMENÍ O NOVÝCH RESULTCLOUD VÝSLEDCÍCH

BACHELOR'S THESIS
BAKALÁŘSKÁ PRÁCE

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Abstract

Tests results has mostly the same values, therefore they not contain any important or interesting information, developers must spend a lot of time for looking for something interesting in tests results, thus developer require tool for analysis results and in case finding interesting information notify user about it. This tool can save a lot of time. Assignment of this bachelor work is design and implement mechanism for analyzing and notifing user about interesting changes in test results. In the beginning I must learn ResultCloud and based on acquired knowledge extend ResultCloud.

Abstrakt

Většinou vysledky testů jsou stejné a proto ne nesou žadnou užitečnou informace, vyvojaře museji pořad probrat spoustu zbytečné informace aby najít něco zajimavého, tudiž vyvojař potřebuje nastroj pro analyzu testovacích vysledků a v připadě zajimavé informace oznamení uživatele. Tento nastroj ušetři spoustu času. Zadaní teto bakalařské práce je navrhnout a implementovat mechanism pro analyzu a oznamení uživatele o zajimavých změnách v vysledcích sady testů. Mechanismy museji byt snadno rozširitelné a dobře integrovane v ResultCloud. Na začatku musím prostudovat ResultCloud a na zakladě ziskaných znalosti rozšiřit ResultCloud o analyzátor a oznamovatel. Nastroj je implementovan pomoci AngularJS a PHP.

Keywords

Sem budou zapsána jednotlivá klíčová slova v anglickém jazyce, oddělená čárkami.

Klíčová slova

Sem budou zapsána jednotlivá klíčová slova v českém (slovenském) jazyce, oddělená čárkami.

Reference

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Analysis and Notification of New ResultCloud Submissions

Declaration

Prohlašuji, že jsem tuto bakalářskou práci vypracoval samostatně pod vedením pana X... Další informace mi poskytli... Uvedl jsem všechny literární prameny a publikace, ze kterých jsem čerpal.

.....
Bohdan Iakymets
May 16, 2016

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V této sekci je možno uvést poděkování vedoucímu práce a těm, kteří poskytli odbornou pomoc (externí zadavatel, konzultant, apod.).

Contents

Chapter 1

Introduction

The main goal of the project is to design and develop a mechanism for analyzing and notifying users about interesting changes in new uploaded submissions. Submission is a representation of results of tests series in ResultCloud. ResultCloud is a system for management of long-term testing results. The mechanism must support a few types of notifications and has possibility to add more. The analysis mechanism must also have interface for presentation results. An interested people would be able to get notifications about interesting results of the analysis.

It is important and useful because the biggest part of the test results are not interesting and has useless information, like the same testing results. Thus, the main goal of the analyzing is to find the interesting results and show them to user.

Analyzing of submissions is very important because a lot of results are useless, in most cases they are the same data, so it doesn't give any important information. Analyzing helps to save developer's time, it finds useful information and notifies developers or other interested people about that and thus anyone at any time can easily find needed information, or to see statistics of project.

Firstly, I must learn inner architecture of ResultCloud. How it works. This help me to use better all the opportunities in design and programming that mechanism.

Next chapters describe (**Introduction in ResultCloud2**) ResultCloud system how it work and why it useful for developers, what is submission in ResultCloud, (**Analyzer Mechanism Design3**) analyzer mechanism proposal and (**Analyzer Mechanism Implementation4**) implementation, (**Notification design5**) notifications, why it is important, proposal and (**Notification mechanism implementation6**) implementation notification mechanism and (**Conclusion7**) conclusion about all done work.

Chapter 2

Introduction in ResultCloud

This chapter is describe how ResultCloud work, why it is useful and all important moments for this bachelor's work, like what is submissions and how importing of new series of tests results work.

2.1 What is ResultCloud

As I wrote in introduction, ResultCloud is a system for management of long-term testing results. This means that ResultCloud collect testing results of some project, build diagrams based on that results, compare it, so developer can comfortable look at results or easily find the difference between them. Currently, there do not exist new, modern instruments for the collect and the presentate testing results in readable form. As written by Filip Matys: "Tools which solve that problem [3], are too old and fall behind all modern applications. One of the biggest problem of that tools is no opportunity to expand and with growing market of different mobile devices with internet connection not able to present data in responsive form." [2] So all instruments that we have now is too old, and does not extendable. But in ResultCloud parsing and management doing by plugins. Each plugin is written for one type of testing results. For example plugin "DejaGnu summary v1.0" can parse and show only SystemTap results. Thus ResultCloud is extendable system.

ResultCloud useful for developing applications because it provide tools for presenting, compare and working with long-term test's results. For developers it is quite hard to look up for some information in a data bunch. But with ResultCloud developer only need to import results of tests series into ResultCloud, ResultCloud store it and then present in comfortable, readable form. For example: kernel of operation system need a lot of tests that collect into series of tests and for developer every time look for some interesting results take a lot of time, but ResultCloud store results in submissions, present it in human readable form, provide some extendet tools for search interesting results, compare two or more submissions, thus developer can easily find or look at the results.

2.1.1 Internal structure

ResultCloud is a complex system. ResultCloud consist of two parts frontend and backend. Frontend is a part on the client side, compited with using of AngularJS. AngularJS is a JavaScript MVC (Model-View-Controller) framework which provide tools for building and working with web pages. In official documentation write next: „It lets you use HTML as your template language and lets you extend HTML's syntax to express your application's

components clearly and succinctly. Angular's data binding and dependency injection eliminate much of the code you would otherwise have to write. And it all happens within the browser, making it an ideal partner with any server technology"[1]. Angular asynchronous connecting with backend part.

AngularJS

For cotrolling whole page AngularJS use cotrollers. Every controller has his own template, Angular automatically build page with tamplate, according to data getting from controller's scope. Controller has variable *scope* that consists data for building page. AngularJS also has directives. Directives extend functionality of static HTML elements. A custom directive replace the element for which it is actived by his own template. Thus it is easy to build complicated web pages that consists more than one elements, and include external elements from other projects.

In ResultCloud pages like login page, dashboard, project, plugin overview page and etc. use controller, but for building content using directives. Elements like submissions list, submission overview list and etc. using directives, it helps build more complicated pages, for example submission overview page using several directives, one for building list with results, one for building diagrams.

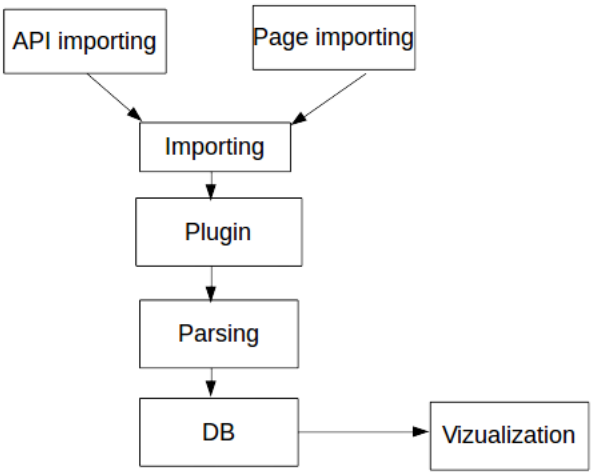

Figure 2.1: ResultCloud architecture

Backend

Backend also dividing on the smaller part. On the top of hierarchy are Controllers. This hierarchy can be seen in image2.1. Angular connect directly with controllers. Controllers has only one mission, to get request and parsed data and give it to Services. Services are very important part, they get data and use different database entities, other services, plugins for returning result to the controller, which return it to client.

For connecting with database there is exist a Driver that connected to database, and use data access object (DAO). DAO consists all basic methods for working with database. Every entity must have DAO, which inherit basic DAO, and then system will work with entity through entity's DAO. Results of SELECT query converting to TSE (Test-Suite-Entity) object. TSE object helps to work easier with entities.

2.1.2 Components

All ResultCloud capabilities like submission overview, project overview and etc. are components, it means that they has their own settings and should be installed manually. Each

component has his own config file in which defined component's ID, which plugins can component support and other. Component system make possible to easily extend ResultCloud. But components can not save data or change it, components only prepare and vizualize data. Every component has his own frontend and backend part. Backend part is a file *CBuilder* with `CBuilder` class, method *Get* prepare data and return them. Frontend is a directive that get prepared data and vizualize them.

2.1.3 Data store organization

Data organization in ResultCloud is represent in Plugins. Plugin is a system for parse and save test's results in specific format. In the past plugins has all demanded for self-installation, parsing and vizualization data, now vizualization is shared. Each plugin has own implementation of Parser to parse input data, it is saved in a Project, Submission, etc. Hierarchy of shared entities is following: Projects contains Submissions, Submissions is a results of a single series of tests, which also divide to Categories, Categories are divided to TestCases, and TestCases to Results.

In this bachelor's work I will analyse Submissions, their Results, and other stuff that may be interesting for people.

2.2 What is Submission

As I wrote behind, the submission is a results of single series of tests. The smallest part of every submission is Result. This part contains result of a single test from series of tests. All other part like Categories, TestCases are only organization unit.

There are two ways to import a new Submission: first is from a web page, second is using an API. Then include plugin for parse submission file. Every plugin has a class Parser, for parsing files and putting them into Database (DB). When client send file to `ImportController` or to `import` class, it call `ImportService`, which find demanded plugin in DB, then include plugin's class `Parser` and call method *ParseImport*. Parser returns to `ImportService` `SubmissionTSE` object, which consists all parsed data as TSE objects. `ImportService` than save it to DB and return successful result to Controller or API class.

Chapter 3

Analyzer Mechanism Design

All analyzers must somehow unite into one working system. There is must be a mechanism for that. Mechanism must not be complicated and easy for extend. Thus it must easy to controll all analyzers and work with their results. This chapter is describe proposals about how impelement analyzer mechanism better.

3.1 Architecture

There are two types of architecture: module and built-in. Module type means that Mechanism would be divided to the modules, like "Divide and Conquer", one of the main advantages is easy extending. Second type is built-in, which means that mechanism would be built-in whole ResultCloud system, one of the main advantages of this type is working speed.

I choose first method, because difference in speed beetwen them would be to small, but easy extedning advantage is that what mechanism need. So let start from the main part, kernel of whole mechanism, `AnalyzerController`.

3.2 AnalyzerController

`AnalyzerController` would get all existed analyzers and use them. Mechanism also would provide entity for saving analyze data. Analyzer can't work with DB, because in practice it is normal to divide work between separated modules, like "Divide and Conquer", so analyzer only analyze input data and visualize it. Centralized method is good for that case because user don't need to load demanded analyzers and work with DB, all this operations do `AnalyzeController`.

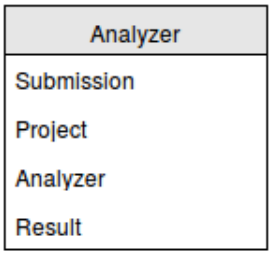

Figure 3.1: Analyzer entity

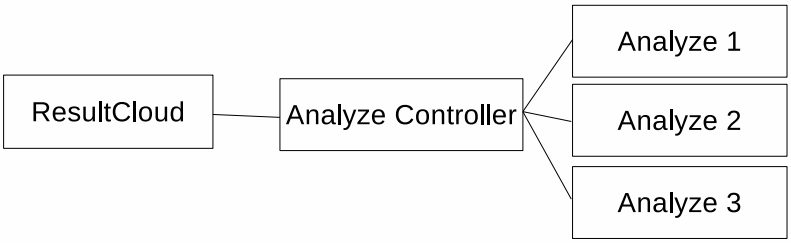

Figure 3.2: Analyzer structure

3.3 Analyzer entity

In the picture presents entity Analyzer 3.1, which contain four attributes. Attribute *Submission* has ID of the submission, that analyzer results belongs to. *Project* is alternative attribute to *Submission*, it has ID of the project. *Analyzer* contains machine analyzer ID. And *Result* contains analyzer results, this is a text attribute, every analyzer has his own output results format.

3.4 AnalyzerController structure

As can be seen in the image 3.2, `AnalyzerController` is center part of whole analyzer's mechanism. When application starts `AnalyzerController` finds all available analyzers, this is good for optimization. `AnalyzerController` is realize easy analyzer control. One method must run all analyzers that supports current submission's plugin, and returns result which `AnalyzerController` write to DB. Methods for vizualizating data.

3.5 Analyzers

This section is describe design of Analyzers by itself and how it connected with analyze controller.

3.5.1 Analyzer design

For correct connecting with analyzer controller, analyzer must has a static constant attribute with unique machine ID (under it ID, analyzer would be identified in Analyze entity), method for getting and processing data (name of the method must be the same as in all Analyzer classes) and two functions for vizulizating data (Visualize, VisualizeSingle). Vizualizating functions will get data from AnalyzerController which get it from DB and return it in JSON.

Method for processing data gets in parameters: array of submission, new submission and plugin name. It must returns ValidationResult object, with string in Data attribute, or array of string if it has a few resuls, or it can returns empty result, with null in Data attribute.

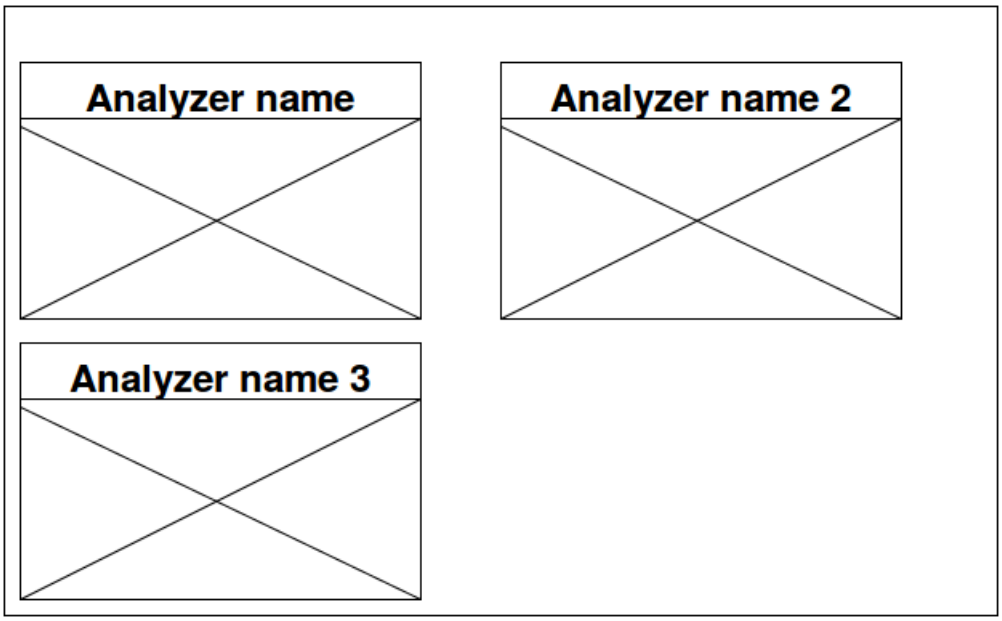

Figure 3.3: Template

Also analyzer has an attribute called *is_interesting* which contains status of previous analysis, and if analysis results is interesting it return true, in another case false, it need to notifying only about interesting submissions.

3.5.2 Analyzer vizualisation

Every submission has his own analysis results, that results will be presenting in personal page. Image3.3 show that every analyzer has some space on that page. Because different analyzers use different methods for vizualization, there is need to specificate different possibilites to vizualize information. As mentioned in first chapter ResultCloud use AngularJS for vizualizating data and templates, so every analyzer must have his own template and AngularJS directive. Image shows layout of analysis results.

3.5.3 Kinds of Analyzer

Next step is propose some kind's of analyzers. Here is analyzers which results would be interesting for programmers.

- *Find strange changes like if result has a long time the same value and than it change*, it would be interesting because a lot of test cases has long time same result, so most of time it is just useless information, but changing is interesting and useful for developer.
- *Check a changes in tests, like if some test which is contained in all previous submissions dissapear*, it would be interesting and useful because changes in test cases by itself.
- *Check if some test had a long sequence of some bad value like FAIL or ERROR and then take a PASS, but after take FAIL or ERROR again*, it would be interesing because using this information can help developer to find why test always failing.

- *Check changes from UNTESTED to some result*, it would be interesting because unused test case started to be in use.
- *Check if presented a new tests*, it would be interesing because new tests can bring new useful information.
- *Check GOOD, BAD, STRANGE changes in tests*, it would be interesting because all changes can bring new useful information about program work.
- *Check if count of bad results is get maximum*, it would be interesting because it notify developer about that changes caused a lot of bad results.

Chapter 4

Analyzer Mechanism Implementation

In this chapter is described mechanism implementation. Mechanism implemented in PHP and JS, becaue that languages was used for implementation ResultCloud.

4.1 Structure

Because analyzers are not a plugins or any else components in ResultCloud, analyzers will be *extentions*. Whole system have own directory *analyzing*. Which contain one directory for analyzers - *analyzers*, and one for templates - *templates*. Root directory also would contain `AnalyzeController`.

Analyzing starts only when new submission would be inserted into DB, in `ImportService` class.

4.2 Entity

Analyzer entity was converted into ResultCloud acceptable format. As a result was created three classes: `AnalyzerDao`, `AnalyzerTSE`, `AnalyzerService` and edited table installation class. `AnalyzerDao` class for working with *Analyzer* table. `AnalyzerTSE` class for easy working with `AnalyzerDao` returned data. `AnalyzerService` class for different more complicated operations with data.

4.3 Analyzing

4.3.1 AnalyzeController

`AnalyzeController` is a kernel of whole analyze mechanism. `AnalyzeController` implemented like static class (but PHP does not support static classes, thus all methods are static), because create more than one class object unnecessarily. Image4.1 good describe how whole mechanism is implemented. `AnalyzerController` connecting with analyzers, and through `AnalyzeService` write data to DB and get it from DB.

When `AnalyzeController` be included, it execute *InitAnalyzers* method, that scan *analyzers* folder, put all available analyzers together and save it to *$AnalyzerList* attribute. Method *GetAnalyzersList* will return `LINQ` object with *$AnalyzerList*.

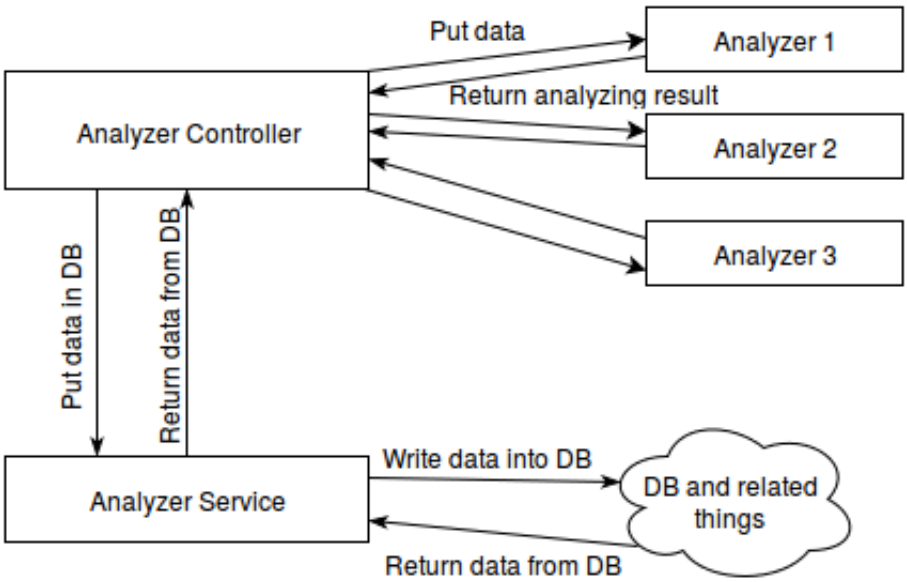

Figure 4.1: Analyzer implementation

analyze method get all analyzers from *$AnalyzerList*, and call it analyzer method. Than returned value, or values it write to DB, and check if results are interesting by getting boolean value from analyzer method *isInteresting*, if results are interesting it add analyzer ID to *$interesting_analyzers* array. Analyzers ID which has interesting value can get by method *GetInterestingAnalyzers*. Method *analyze* get like parameters: currently uploaded submission - *$submission*, `LINQ` object with older submissions - *$submissionList* and plugin name - *$plugin*. Returning `ValidationResult` object with the analyze status.

4.3.2 Analyzer1

`Analyzer1` is simple analyzer created like example of analyzer structure. Analyzer get new submission and the last one, and compare it, if it has differences, analyze results became interesting. There are three categories of changes: GOOD, BAD, STRANGE. Output result format is JSON. It support only s̈ystemtapp̈lugin.

Every analyzers must have method *analyze*, which analyzing input submissions according to plugin name. Parameters are the same as has method *analyze* in `AnalyzeController`. Output results are in format JSON, it use JSON because of it simplicity. Attribute *$is_interesting* is boolean type, and became *true* only if analyzing results are interesting, otherwise it's false. As mentioned in previous part, analyzer has method *isInteresting*, which return value of *$is_interesting* attribute.

ANALYZER_ID is constant attribute, that contain unique analyzer ID, that ID is used in *Analyzer* table, like analyzer identifier. *JS_CONTROLLER* is also constant attribute which contain name of JavaScript file with AngularJS directive, it is used for vizualization analyzing results.

`Analyzer1` get last imported submission and new imported submission, than by using *foreach* construction get each category from last imported submission (let call it *category1*) and try to find category with the same name in new imported submission (let call it *category2*), if the same category not exists it get next category, othewise it doing the same with test cases, it get each test case from *category1* and try to find test case with the same

name in *category2*, if test cases with the same names was found, it compare their results, if results with the same key has different value and differnce is GOOD (FAIL → PASS), BAD (PASS → FAIL), STRANGE (FAIL → ERROR), it increment variable that responsible for one of the differnce type and in the end return `ValidationResult` object with result in JSON format. Example of result in JSON format:

```
{
    "Good": 8,
    "Bad": 3,
    "Strange": 0
}
```

4.3.3 Analyzer2

`Analyzer2` is a sample analyzer, it look for changes in submission's results, from UNTESTED to any other value. It has *ANALYZER_ID* - änalyzer2änd *JS_CONTROLLER* - änalyzer2.jsẗ. It support only s̈ystemtapp̈lugin. Output result format is JSON. It work in the same way like `Analyzer1`, it get last imported submission and compare it with new imported submission, if results with the same key has different value and last imported has value UNTESTED, analyzer save path to result and new value to object. Here is an example of that object in JSON format:

```
{
    "Categories": {
        "systemtap.apps": {
            ".\systemtap.apps\mysql.exp": {
                "mysql sdt app": "PASS"
            }
        }
    }
}
```

4.4 Vizualization

For vizualization data ResultCloud use AngularJS. AngularJS is JavaScript MVC (Model-View-Controller) framework, every page has own controller, thus analyzer page must have it too. `AnalyzeController.js` is file that contain controller for result page. *analyze.html* is a page template. Some of the page, that contain several sort of data, building with the simplest part *Components*, each component has individual settings, and individual Angular `directory`. Each component has `backend`, `frontend` folder and configuration file *config.xml* with all settings and supported plugins. Backend folder consists `CBuilder` class, which return prepared for presenting data.

Analyzer page would use only one component `analyzeOverview`.It wouldn't have any settings, and will support all plugins. Angular directory first of all get array of analyzing results for current submission, than for each analyzer find own Angular directory, which put analyzer data to template and present it. There some interesting part of code, how is implemented inserting analyzers directive into `analyzeOverview` component template:

```
$scope.buildAnalyzerView = function (key) {
```

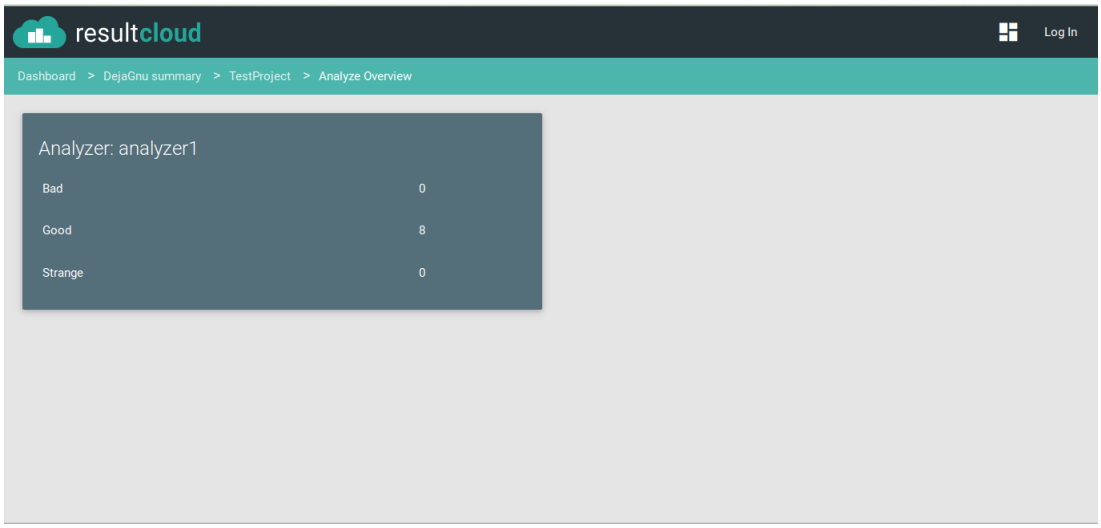

Figure 4.2: Implemented template

```
\\ Check if key not empty
    if (!$(key).length) {
     \\ Make new scope clone from rootScope
        var data2 = $rootScope.$new();
        \\ Include into cloned scope analyzer data
        data2.data = $scope.data[key];
        \\ Compile analyzer directive tag with cloned scope
        var el = $compile('<' + key + '/>')(data2);
        \\ Put result into page
        $("#"+key).append(el);
    }
}
```

Image4.2 presenting how it actually look.

`CBuilder` class for `analyzeOverview` get `stdClass` object with attribute *Submission* - submission ID. And call `AnalyzeController` method *VisualizeBySubmission*. *VisualizeBySubmission* get submission ID, for each analyzer get last inserted result, and give it to analyzer's method *VisualizeSingle*, which parse results and return it like array. Then *VisualizeBySubmission* put vizualization data together into associative array the key analyzer ID and value analyze results, and return it.

Chapter 5

Notification design

Notification mechanism must be flexible, and easy extended. This chapter contain proposals for implementing notification mechanism.

5.1 Architecture

Like in case with Analyze Controller, I would divide notifications methods to the separated classes and Notification Controller will control them. But as opposed to analyzers there will be several types of notifiers. First type is public notifiers, it means notifications would be send into some shared or public resources, like *Twitter* for example. Private - means it notify each user separetly. According to this private notifiers must have settings, where user can check if he want to get notifications or not, and other options.

5.2 Notification Controller

Notification controller would have method for easy controlling notifications, which get all needed fields, like *title*, *body*, *bodyShort* (for resources that accept only small messages), *adreses* (list of all adreses that must recieve notification) and according to them send notifications. Also `NotificationController` must provide methods for getting private and public `Notifiers`. When it will be included, first of all it scan space for available `Notifiers`.

5.3 Notification settings

There must be mechanism for easy adding settings to `Notifier`, and settings must be present in user settings without editing any template for it. But user can editing only private settings, because public notifier settings are shared with other users, ResultCloud don't support user hierarchy, thus nobody can edit public notifier settings.

ResultCloud provide good tools for working with settings, like entities `TemplateSettings` and `TemplateSettingsItem`. `TemplateSettings` is for saving into DB setting template information, like setting type, setting name and etc. `TemplateSettingsItem` is for saving settings value.

5.4 Notifier

`Notifier` is a base part of notification mechanism, without at least one notifiers it is useless. `Notifier` provide notification by itself, each notifier has own notification method, for example, by email, or Facebook.

5.4.1 Notifiers architecture

Every `Notifier` for right work must have unique identifier(ID), by that ID `NotificationController` would identify notifiers, and in settings template it would have reference to notifier by it ID. `Notifier` must have one method for notification, and one method with settings. Each notifier has the same settings, thus that method can be pick out into some base paretn class, which would be extended by notifiers classes. `Notifier` must have attribute that identifies it like private or public notifier.

As a notify method in `NotificationController`, notify method in `Notifier` get the same parameters, except address, address will not be associative array, but simple array with addresses supported in that notifier.

5.4.2 Notifier types

Within the confines of that bachelour work, there must be implemented these types of notifiers:

- Email - notifies will be sent by email, this is private notifier
- Twitter - notifies will be sent into prepared twitter account, public notifier
- RSS - notifies will be present in RSS file, public notifier

Chapter 6

Notification mechanism implementation

This chapter contain description of notification mechanism implementation. As can be seen in image, `NotificationController` is a kernel, all notifiers are extended from `BaseNotifier` class.

6.1 Structure

Like analyzers, notification mechanism not a plugin or any else ResultCloud kernel part, thus it also be in *extentions* folder, in own *notification* folder. In root directory is located also `NotificationController`. All notifiers are located in *notifiers* folder.

Notification start only if analyzer return interesting result.

6.2 Settings

Basically all notifers will have same setting, this settings would enable or disable notification for notifier. But as mentioned in previous chapter, only private notifiers can use settings. Notification mechanism not working with settings, because list of addresses and notifiers must be assamble by those who sending, notification mechanism only get this list and send notification.

ResultCloud has tools for settings, not only in server side, but also in client side it has automatic form generation for settings. Here is example of default *getSettings* method in `BaseNotifier` class, for better understanding how set up settings:

```
public function getSettings()
{
    $settings = array();
    $settingsItem = array();

    \\ Setting label
    $settingsItem['label'] = "Get notifications by this way";
    \\ Setting ID for TemplateSettings entity
    $settingsItem['identifier'] = "get-notify";
    \\ Default value
```

```
    $settingsItem['default'] = "1";
    \\ Field type
    $settingsItem['type'] = TemplateSettingsItemType::CHECKBOX;
    \\ Is setting required
    $settingsItem['required'] = 'true';
    $settings[] = $settingsItem;

    return §$settings;
}
```

6.3 Notification

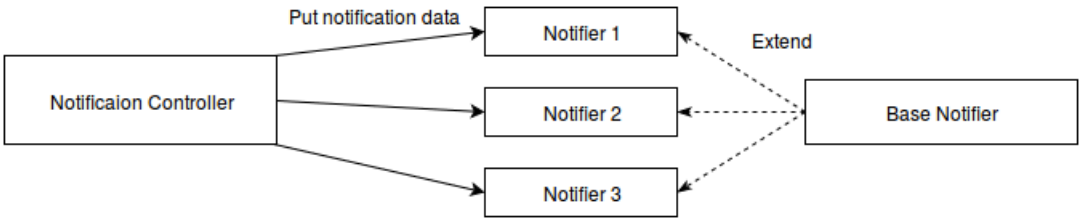

Figure 6.1: Notification mechanism implementation

6.3.1 NotificationController

Like in case with `AnalyzerController`, `NotificationController` is static to, all methods are static, because there is no reason to create more than one class instance in application. Notification mechanism scheme6.1 showing how `NotificationController` connecting with other mechanism elements.

When `NotificationController` is included, first of all start method *preLoad*, that method scan *notifiers* folder, include and assamble array with all available notifiers. For notifing exist function *notify(title, body, bodyShort, to)*, where `title` - is title of notification message, `body` - longest body text, `bodyShort` - short body of the message not longer than 140 letters, `to` - is an array of all adresses with the key of notifier ID. Function *notify* calling notifier's function *notify*, only for notifiers which have their IDs in `to` parameter's key.

`NotificationController` also have different sorts of get methods: *getNotifyIds* (return IDs of all notifiers), *getPrivateNotifiers* (return array with IDs only for private notifiers) and *getNotifierById* (return notifier object by notifier ID).

6.3.2 Notifier

Every notifier must extend `BaseNotifier` class with default settings, and if needed define own method *getSettings* that in the begining call *parent* method. Also notifier must have unique ID in constant *NOTIFY_ID*. *NOTIFIER_PUBLIC* is constant, which contain boolean value, if notifier is public it contain *true*, otherwise *false*. The most important method is *notify*, it has same parameters like method *notify* in `NotificationController`, except last address parameter, notifier would get not associative array, but simple array with addresses.

6.3.3 Notify1

`Notify1` is a private notifier that send notifications by email. It get array with email addresses and via default PHP *mail* function send emails. Here notifier parameters:

```
const NOTIFY_ID = "notify1";
const NOTIFIER_PUBLIC = false;
```

6.3.4 Twitter

`Twitter` is a public notifier that send new twittes with some interesting information to twitter account. Now it connected to my account cyberbond95 . If analyzer would have interesting results it send new twitt to my account, and everyone can see it.

`Twitter` work with Twitter API by using `TwitterAPIExchange` library, which was suggested in Twitter API documentation. It has MIT license.

6.3.5 RSS

`RSS` is a public notifier that create or update *rss.xml* file in root folder. *rss.xml* present one news for each project, if `RSS` get news for already existing in *rss.xml* project, it update news, otherwise it just create new one.

`RSS` work with RSS by using `SimpleXML` that is default in mostly PHP versions.

Chapter 7

Conclusion

In this bachelor work was proposed mechanism of analyzing tests results and notifing users about it, mechanism must be easy extensible. There must be available more than one notifier for wider using.

Mechanism was built under ResultCloud system by using PHP and JS (AngularJS framework). It consists two part: Analyzers and Notifications. In analyzer part was implemented kernel (`AnalyzerController`) and one analyzer. In notification part was implemented kernel as well (`NotificationController`) and three notifiers. And was implemented other parts for integration mechanism into ResultCloud, like services for working with DB, different Angular directives for vizualization data.

Mechanism can be extending by adding new analyzers and notifiers. Also can be extending notification mechanism by adding new settings, for example: user can choose about which analyzers he wants get notification. Extend analyzer mechanism, add to each analyzer configuration file, and make it switchable like components in ResultCloud.

Bibliography

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Appendices