**Cognitivity**

**High Level Design**

**Submitted by**: Ophir Katz

Mark Erlich

Ben Hunter

Guy Shemesh

Daniel Lyubin

Peer Sagiv

## Supervised by: Tanya Brokhman

**Table of Contents**

[Abstract 3](#_30j0zll)

[1. Introduction 4](#_3znysh7)

[1.1 General Project Description 4](#_2et92p0)

[1.2 Programming Environment 4](#_tyjcwt)

[2. Theoretical Background 4](#_3dy6vkm)

[2.1 Section 1 4](#_1t3h5sf)

[2.1.1 Sub Section 5](#_3rdcrjn)

[2.2 Section 2 5](#_26in1rg)

[3. Basic System Functionalities 5](#_lnxbz9)

[4. Software Implementation 5](#_35nkun2)

[4.1 Modules 5](#_1ksv4uv)

[4.2 Top-Level View 5](#_44sinio)

[4.3 Main Menu 5](#_2jxsxqh)

[4.3.1 User Interface 5](#_z337ya)

[4.3.2 Features 5](#_3j2qqm3)

[4.3.3 User Interface 5](#_1y810tw)

[5. References 5](#_4i7ojhp)

# 

# Abstract

Creating cognitive tests for subjects can be tough work, more so when we want to consider different aspects of a cognitive process of a subject while completing a test. The project mainly focuses on the hardship of creating a test, in a purpose, of course, to eliminate the tedious parts of the job.

# Introduction

## General Project Description

Cognitivity is a platform for creating and conducting cognitive tests for subjects all around the world.

The platform is implemented as a web application which can be accessed anywhere.

## Programming Environment

1. Java technologies : Spring MVC, Hibernate.
2. MySQL.
3. Angular 4 with TypeScript.
4. HTML 5. CSS (bootstrap, or other styling frameworks and libraries - TBD).
5. Node.js.

# Basic System Functionalities

1. Login as an administrator/test manager.
2. Create a cognitive test.
3. Manage data objects such as tests, subject’s information, questions etc.
4. Conducting a test.
5. Measure time units during questions and tests.

# Software Implementation

This is the programmer manual: Up to you – like

The core functionality of the system is capturing different interaction of the examinee during a test. The implementation of this functionality could be done by libraries and API’s in javascript.

## Modules

Tanya - you decide if we need this part..

**Taking timestamps**

The point in tracking the time is to be as accurate as possible. So, to fulfill this target we can use the "performance" interface that delivers this ability. To support this claim, Google analytics, a service that provides tools for tracking user experience inside a business website, recommends using this API in their guides for time measurements.

The performance API is a JavaScript interface which provides access to related information to the current web page. An object of this type can be obtained by calling to Window.performance, which is a read only attribute.

The most helpful method of this interface for our project, is Performance.now(). This method returns the number of milliseconds elapsed since the page started loading. This is a very important attribute for our project, because this output could be used for the whole time measuring system. When we can gain this kind of output, it could be used for taking timestamps when a special events occurs, like a mouse click or a keyboard press (event handling of this kind will be explained in more detail later). Also, the timer is individual to each web page and we could also use this for our project.

So, to summary this part, using a simple and accurate interface in JavaScript we can take timestamps and to build the time measuring system.

**jQuery and event handling**

What is jQuery? This is small, fast and feature- rich JavaScript library. It makes HTML document traversal and manipulation, event handling and so forth very easy – to – use.

Advantages of jQuery:

· Very popular framework and there is a lot of information about her due an extensive use by all the major companies – Google, Microsoft, IBM and so forth.

· As said before easy – to – use.

· Supported by all major web browsers.

Adding jQuery is very easy and could be made by one simple line of code.

<**script** src="http://code.jquery.com/jquery.min.js" type="text/javascript"></**script>**

Another issue that came up in the meeting is how to capture mouse click in every point on the screen or in other words how to capture the user's experience while he is filling the form. In this matter we will use event handling via jQuery.

jQuery offers a lot of methods to register behaviors of the user when he interacts with the web browser. The two methods that will concern us the most are "click", for capturing mouse clicks, and "keyup", for capturing keyboard press.

We can capture the events on certain parts of the web page, and in part of them to ignore. If we would like to capture mouse clicks in all parts of the web page we could use the line:

$('html').click(…)

Or if we want to capture a mouse click on a specific button or paragraph we could do it like this:

$('#element id').click(…)

\*note: the same applies for a keyboard press only the function is keyup.

So, the input for the "click" and "keyup" function is a function that gets an event object. This function, which I will refer as the event handler, will be activated every time when the specified event occurred on the specified element. The event object is guaranteed to be passed to the event handler. This object holds numerous properties that could be helpful. Two of them is pageX and pageY which gives the specific coordinates of the event in the web page, this could be very useful and should be considered.

So, to summarize this part, jQuery is a very useful and easy library. Using the event handling mechanism could be very helpful and could be used to track the user's interaction inside the web page the whole time of the test. The event handling could be integrated with taking timestamps when we could take timestamps in specific mouse clicks or keyboard pressing.

## Top-Level View

The Project is implemented as a web application, so we will have backend modules and frontend modules.

**The Frontend:**

FILL IN HERE : Angular, HTML, CSS and other shit..

# Bootstrap (Discuss with team first)

# Bootstrap is an open source toolkit for developing with HTML, CSS, and JS. Quickly prototype your ideas or build your entire app with our Sass variables and mixins, responsive grid system, extensive prebuilt components, and powerful plugins built on jQuery. Bootstrap allows you to build responsive, mobile-first projects on the web.

# 

# Angular

# General Explanation

Angular (Angular version 4) is a cross-platform, MVC development framework, developed and maintained by GoogleTM.

Angular applications can be developed for desktop browsers, mobile web and even native mobile and desktop applications.

The framework applies for the frontend aspect of your application, while giving you the freedom of implementing the backend in any way you wish.

In a way, Angular is a design pattern for web applications.

# Architecture Overview

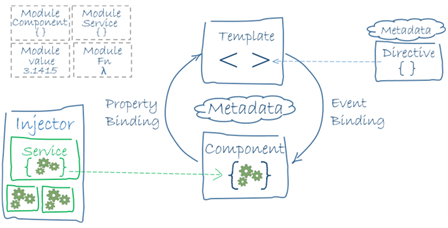


Figure 1: Architectural scheme

While it may seem that a website is built of html pages and serverside functionality, Angular’s Architectural view “breaks” the web application to different components that represent pieces of data that should be viewed as a single entity, hence improving cohesion and reducing coupling. Angular’s methodology is to encapsulate UI components for decreasing the dependencies between them to them minimum.

The basic parts of an Angular web app are as follows:

**Template and Component**

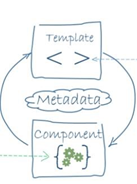


Figure 2: the VC in MVC

The View and Controller of the MVC design pattern. The Template is the UI as seen by the user, the regular HTML(5) components. The component is the controller. It holds the data that the template needs to show: lists, user data, etc. The component is an object containing the template’s state. The “Metadata” in Figure 2 is a class decorator that tells the component class which template it’s connected to, in what name should we call the component (a selector in HTML terminology)

Templates and components communicate in a “2-Way Binding”, The arrows in Figure 2. A template passes data to its component via “Event Binding” (the arrow directed from ‘template’ to ‘component’). User interactions with the UI trigger events which are functions declared in components’ classes. These events pass any data defined by the developer to the component’s object. For example, an Angular web app contains a registration form – a set of textboxes and a submit button. Each textbox is identified with a special identifier (which is a part of Angular’s syntax), and the form container (an HTML tag) identified with the same kind of identifier that combines all of the textboxes’ identifiers to a single value. The form also has an “onSubmit” event that passes data to the component.

Showing information on the screen is done with via “Property

Binding” (the arrow directed from ‘component’ to ‘template’). The information shown is a property of the component’s object. For example, we have a basic web app that shows a user’s first and last name, and the data is fetched from a server.

The names are stored in two variables, firstName and lastName which contain the names respectively. Both of these variables are properties of the class. In the template, we will show the names inside any HTML tag that shows text, an h1 tag for example. The names will be displayed with the following syntax:

<h1> {{ firstName }} {{ lastName }} </h1>

If we had a form that changes these names (a form with a structure similar to the previous example), when we’ll submit it, the names will change (after submission).

There’s also a way to dynamically change information presented on the screen as we edit the property (with a textbox bound to it, for example), called ngModel. With this feature, a property is both an input and an output. The figure bellow demonstrates and summarizes the types of data binding featured in Angular.

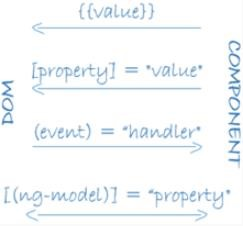


Figure 3. (DOM=HTML)

**Services**



A service is a class that contains a single logical behavior of the application. It can implement anything that’s needed for the app, from talking with a database or serverside program, to getting pictures from websites via HTTP requests. Services encapsulate the (ugly) implementations of backend behaviors, while letting the components talk with the backend via interfaces they provide.

Remember the gear drawings in Figure 2? It’s not coincidental, because components include services’ instances. The use of services dramatically improves the development process and provides code reuse, encapsulation, etc. A component *never* calls directly to backend functionality. Instead, he calls a service’s functionality.

**Modules**

Modules are classes that provide large functionality. There is usually one module that contains the developer’s components (UI), services, but it can contain only functions and services that serve the same purpose and should logically be together under the same module. For example, there is a module called BrowserModule that oversees rendering the web app on the browser.

The first component that’s loaded is a default component called AppComponent (can be named however desired) and it’s the root component. It can contain components which contain other components, and so on. Intuitively, the web application’s structure resembles a tree, where a node is a component and a child node is a component nested in another component (illustrated in Figure 4).

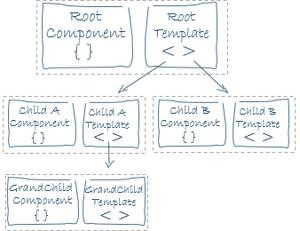


Figure 4: Component nesting tree

# Advantages

• Modular development

• Component encapsulation

• Component and code reusability

• Use of an object oriented (both statically and dynamically typed) language, which allows declarative programming

• Developed by GoogleTM and an open source project, so it’s supported and maintained (It won’t go away anytime soon)

• Deployed on a server quite easily

• Can run on anything - browsers, mobiles, tablets • Easy testing, because of modularity.

# Disadvantages

• Clientside development only. No framework for a serverside development, so without a database which provides a module that integrates with Angular, developing a custom DB can be tough and quite a headache, but with proper development it will be a one time headache

• Since Angular doesn’t have a common syntax, there is a learning curve. But once again, it’s a one time headache Angular is great. Use it.

**Sources:**

Angular Documentation:<https://angular.io/guide/architecture>

**POC for Our Project**[https://www.codeproject.com/Articles/860024/Quiz-Application-inAngularJs](https://www.codeproject.com/Articles/860024/Quiz-Application-in-AngularJs)

# TypeScript vs. JavaScript

TypeScript is a superset of JavaScript, meaning TS provides additional functionality to JS. TS eventually compiles to JS, so you can write JS code in a TS file.

**Pros:**

• **Provides optional static typing and static type checking, thus preventing errors in early development stages.**

• **Added OOP principles and features – classes, interfaces, inheritance, private/public members, etc.**

• **Easily understandable by javascript developers, especially by programmers who are familiar with OOP concepts.**

• **Comfortable, modular and organized development for large projects.**

**Cons:**

• **Javascript’s cons, except the problems TS solves.**

A StackOverflow thread on the topic:

[https://stackoverflow.com/questions/12694530/what-is-typescriptand-why-would-i-use-it-in-place-of-javascript](https://stackoverflow.com/questions/12694530/what-is-typescript-and-why-would-i-use-it-in-place-of-javascript)

**The Backend:**

As the most commonly used language for backend in web applications is **Java**, we chose to use it for our implementation of the backend logic.

**Java technologies for developing the backend side:**

Spring Web MVC (or just Spring MVC) is the original web framework built on the Servlet API and included in the Spring Framework from the very beginning. The Java Servlet API is just a standard for implementing Java classes that respond to requests. It is designed in a way that web based application (which naturally involve a lot of request based web page changes) could use it very easily. The Spring MVC framework allows for extensive configurations, either using the web.xml file or even via the Java code. Moreover, the MVC module provides default configuration (that can be changed easily) suitable for most applications. Spring offers a neat way to define REST clients for transferring data between the web application and the server side (for various purposes, such as storing data, or handling web pages requests). Spring MVC also offers a very comfortable way to test the entire backend, using Mocks, which is incredibly convenient for testing Java classes.

**Spring’s modularity for use with AngularJS:**

First of all, as stated before, Spring is entirely modular. This makes it possible (and easy) to program the backend logic without regard to the web technology used for the UI.

You can define controllers, adapters and more objects to implement logic of the backend, all in Java, while the configuration of the web technology used, is only done in the xml configuration files. For instance, declaring that a certain service of the UI is implemented in a file called service.js (or service.ts), can be easily be done by inserting a <script> tag in the corresponding .jsp file (like homepage.jsp, for example).

**Integrating with Angular’s services** is also easily done: Spring MVC defines a controller, which defines interfaces for conversing with a frontend, and Angular can define how to use these interfaces when implementing different types of services, such as pulling data from a data server (which is done via the server side), or requesting a web page, and so on… The RESTful services Angular calls are also integrated in the Spring framework, so it makes for an even easier development (because the design is already implemented).

The way it is done is by defining interfaces and then implementing these interfaces as services to offer from within the controller class. The controller is accessed from Angular.

**Learning curve with Spring MVC:**

As stated, this is just a Java library, so it is written in only Java, using some configurable content in xml. So, All we really need to know is Java, and to read a lot on the framework (it has alot of features, but what’s good is that we probably won’t use them all).

**Pro’s**

* Spring MVC is FREE!
* It is highly used in building web applications. Actually, it is the most used in Java, grabbing over 40% of the market.
* It is written in only Java - easy to learn + all of the team mates already know a portion of Java (as a prerequisite to this course).
* It has a lot of guide online, and a bunch of examples for building web applications, even using AngularJS for frontend.
* As the most used library out there, it is very unlikely that it will stop being supported. Since it is also open source - that is probably impossible.

**Java’s way to interact with a SQL data server:**

Since we are definitely using a SQL data server, Hibernate ORM is a great option:

**Hibernate ORM** (Hibernate in short) is an object-relational mapping tool for the Java programming language. It provides a framework for mapping an object-oriented domain model to a relational database.

The ORM model is THE way to use any relational data servers, for creating data, and reading from it. It interacts with such servers using JDBC ( = Java Database Connectivity is an application programming interface for the programming language Java, which defines how a client may access a database. It is Java based data access technology and used for Java database connectivity).

Hibernate was designed to work in an application server cluster and deliver a highly scalable architecture, which answers, in theory, any questions about number of users the application will have, regarding access to the data server.

Just like Spring, Hibernate is highly configurable.

Hibernate is well known for its excellent stability and quality, proven by the acceptance and use by tens of thousands of Java developers, which means it will be supported for a long time.

Hibernate is database agnostic. It doesn’t care if you use Oracle, SQL Server, MySQL, or about a dozen other relational databases. This means that without regard to the database we will use, Hibernate will be good with it. Specifically, as we will most likely be using a kind of SQL server, Hibernate is perfect.

**Configuring Hibernate to work with Spring:**

This configuration is done via just xml config file in the project directories. It is easy, and does not need further dependencies.

**Configuring Hibernate to work with the data server:**

This configuration is done via just xml config file in the project directories. It is easy, and does not need further dependencies. We also need to write a sql script file to define the tables in our database.

**To summarize:**

There really is no fault with using the Hibernate service. Both it, and the JDBC are highly used for accessing different types of data servers, and the only thing we need to do is to configure the correct one with the system, and implement the objects about which we want to converse with the server.

**Database management system:**

In the project we going to use MySQL Community Edition as our Database management system, MySQL Community Edition is an open source software(given with GPL License) it is known for its speed over other Database management systems and its simplicity, have GUI, and supports wide range of languages (full data and other compression data on other Systems in separate report)  
**Specification:**

1. Max Database size: no limit
2. Max number of Databases: no limit
3. Max number of tables: no limit (thou the storage engine might limit the number of tables)
4. Max number of columns: 4096

Pros:

1. Supports ACID (Atomicity, Concurrency, Isolation, Durability)
2. Easy to use and install
3. Have GUI
4. Considered Secure
5. Faster than other database management systems
6. Very popular (so there's a big community online)
7. Free

Cons:

1. Slow development of new versions
2. There are rumors that the software might be unstable over a certain load (thou it probably was in earlier versions)

### Features

1. Login as an administrator/test manager.
2. Create a cognitive test.
3. Manage data objects such as:
   1. Information about different tests,
   2. Information about a subject
   3. different types of questions: open questions and multiple choice questions.
4. Conducting a test by a subject.
5. Measuring how much time an examinee spends in a specific question.
6. Measuring how much time takes to an examinee finish the test.
7. Measuring how many mouse clicks an examinee made in a single question.
8. Show to a specific examinee the amount of time that remained for the whole test.
9. Show to a specific examinee the amount of time that remained to a specific question.
10. Compute the number of times that the examinee changed his answer.
11. Compute the amount of time that took the examinee answer the right question.

### System Functionalities

Login (Feature #1):

Requests a username and a passwords and connects the user if they exist in the database.

Creating a cognitive test (Feature #2):

- Can add an unlimited number of

### User Interface

FILL IN HERE : Ben’s features.

# References

# References for the backend technologies

* <https://blog.angular-university.io/developing-a-modern-java-8-web-app-with-spring-mvc-and-angularjs/>
* <https://spring.io/>
* <https://examples.javacodegeeks.com/enterprise-java/spring/mvc/angularjs-spring-integration-tutorial/>
* <https://www.journaldev.com/2882/hibernate-tutorial-for-beginners>
* <https://www.journaldev.com/3524/spring-hibernate-integration-example-tutorial>
* <https://www.journaldev.com/3531/spring-mvc-hibernate-mysql-integration-crud-example-tutorial>
* <http://hibernate.org/>
* <https://www.mysql.com/>
* <https://poweruphosting.com/blog/postgresql-vs-mysql-vs-sqlite/>
* <https://dev.mysql.com/doc/mysql-reslimits-excerpt/5.6/en/limits.html>

# References for the software implementation

* <https://developer.mozilla.org/en-US/docs/Web/API/Performance> - Performance API
* <https://jquery.com/> - what is jQuery?
* <https://www.w3schools.com/jquery/> advantages of jQuery
* <https://api.jquery.com/category/events/> - types of events
* <https://api.jquery.com/click/> - click event
* <https://api.jquery.com/category/events/event-object/> - The event object