<center>  
 <img src="pic/logo.png" style="zoom:80%;" />  
 <br>  
 <p>香 港 中 文 大 學（深 圳）</p >  
 <p>The Chinese University of Hong Kong, Shenzhen</p >  
 <p style="font-size: 15px;">School of Data Science</p >  
 <p style="font-size: 15px;" >CSC4001: Software Engineering</p >  
 <hr>  
 <b>Course Project Report, Group 18</b>  
 <br>  
 <br>  
 <b>CUHKSZ-Overflow: An Online Forum For CUHKSZ Programmers</b>  
 <hr>  
 <p style="font-size: 20px;">Author:</p >  
 <p style="font-size: 20px;">Huang Pengxiang 119010108</p >  
 <p style="font-size: 20px;">Li Zihan 119010167</p >  
 <p style="font-size: 20px;">Linghu Han 119010185</p >  
 <p style="font-size: 20px;">Qin Peiran 119010249</p >  
 <b>May, 2022</b>  
</center>

[TOC]

## 1 Introduction

### 1.1 Background & Motivation

​ Our group observe that many student-programmers from CUHKSZ may encounter many familiar programming questions in their project or assignment. Their solutions mainly include: searching online, emailing TAs or professors, uploading questions in WeChat group, or assigning an office hour. Searching online sometimes may not be an efficient way, because the blog or some guidance information may not directly answer the assignment question. Even worse, programmers need to spend much time on filtering the huge amount of information and it becomes hard for them to get answers when the homework question is not relevant to the results on website. Uploading questions on WeChat group could get the detailed guidance and answer. But the new WeChat group will be created every semester for other students who may encounter the same problems. The connection between students already taken this course with the students taking this course right now is broken in this way. Raising questions in office hour is not convenient for programmers to solve their question immediately since they need to make an appointment and wait until that day comes. Therefore, our group would like to take the first step to change the current situation.

​ Based on the inspiration of public Q&A platform Stack-Overflow, our group thinks it is necessary to design a similar Q&A platform for programmers in CUHKSZ. It could help them solve their technical questions in time which could save their much time in finishing homework. programmers could use this platform to browse their questions on website and they will get the relevant answer immediately since there are many students who have already taken this course and they may encounter the similar problems. Also, the platform is more friendly. Programmers could use their nickname rather than true name and it is totally private for others. Therefore it would not make them shame about their questions. The platform also supports many formats of questions, which means programmers could use code block to express their specific question rather than word. It is much more efficient and clearer to use code block to express their idea. So students could find the help on our website when they encounter some difficult bugs.

​ Our group also wants to build it as a social community for those programmers who want to raise some interesting topics to discuss with others. Programmers will have a platform to share their learning experience and their own suggestions to those younger students. And this friendly environment will also encourage more programmers to learn skills and be more creative and productive.

​ In the view of above, our groups borrow the ideas from the famous used app called Stack- Overflow in CS community, and we hope to create a CUHKSZ version for programmers in our school. This website can be used to upload the questions relevant to their course homework, support user use code block to express their problem and specific need. The website also will rank the high-quality answer and recommended every member in this community to read on their homepage, which raise interest for every community member to learn. By knowing the drawback of current Q&A mode, hopefully this system can boost the motivation for programmers to raise question and solve question immediately in CUHKSZ. Thus, empower every CUHKSZer programming skill.

### 1.2 Project Overview

​ Our project, CUHKSZ-Stack-Overflow, mainly aims to provide a Q&A platform for CUHKSZ programmers who have technical questions about their Computer Science courses’ projects or assignments in CUHK(SZ). It also offers a social channel where some of students, especially senior students, could share their programming and working experience, provide the guidance in CS learning, and give the specific suggestions to the other younger students who may encounter the same problem or situation. Since many students may be afraid of seeking assistance from the professor and the teaching assistants through WeChat, email or office hour, we hope to create an environment where students could bravely post their programming problems while other students or teachers would willingly to see and reply those questions. Hopefully this kind of communication will help students fully understand their homework, improve their programming skills and enable them to accumulate programming experience. Eventually, those communication and connection could save much time for students learning CS and also reduce the teaching load for TA at the same time, which definitely will enhance both learning and teaching qualities in Computer Science courses.

### 1.3 Objective

​ Our thoughts of the system design come from a famous Q&A application Stack Overflow, which is a public platform building the definitive collection of coding Q&A for professional and enthusiast programmers. In detail, our system is divided into the frontend part and the backend part. In the frontend, users can perform many operations, including registering and logging in their accounts, posting and replying the questions, following questions or partitions, giving a like to questions or answers and setting filters and searching questions. In the backend, developers and servers deal with the data transfer and management, including performing transactions in the database, executing corresponding functions according to the invokes from frontend and setting the relevant URL for the connection between frontend and backend. Moreover, an administrator account is designed for the management of the whole application. In short, our goal is to provide a satisfied and perfect CUHKSZ-Stack-Overflow Q&A system particularly for programmers in CUHKSZ.

### 1.4 Key Features

​ Our system is mainly composed of 6 parts, including registration, login and logout, searching relevant questions, posting new questions, replying the questions, displaying hot questions. In the registration part, users could register an account by validating their email. In the login and logout part, users could log in the system with their own accounts and log out the system. In the searching part, users could search the questions with various filter types, such as searching the questions in CSC4001 or in CSC4001 Project. In the post part, users could upload their quesitons with pictures or files, they can also run their code online in the code compiler provided by our system. In the reply part, users could answer the questions with pictures or files, they can also give a like to the answers proposed by others. In the display part, some blogs will be displayed in the ‘Hot Blogs’ part in the descending order of the popularity value. The value is highly related to the amounts of likes, favors and views and the create time. The newer the questions posted, the larger amounts of likes, favors and views, the higher value of the popularity will be. Apart from those six parts, the system provides many humanized functions, such as the reset of the username or password and the upload of profile.

### 1.5 Highlights

#### 1.5.1 Cloud deployment and website access by domain name

​ Distinguish from running the code in the local terminal and access the website by localhost, our project is deployed on the cloud server, so our project can be accessed directly by typing the URL [http://175.178.34.84](http://175.178.34.84/) without compiling and running the code in the terminal, thus leading to a more efficient way. Furthermore, a specific domain name is applied to make our project become more conspicuous, characteristic and elegant. In this case, our website can be accessed by typing the URL [http://www.cuhksz-stackoverflow.cn](http://www.cuhksz-stackoverflow.cn/). In short, we design and implement a website with an attractive domain name being easy to remember and a remote access from other devices.

#### 1.5.2 Search engine implementation - NLP and inverted index design in database

​ Initially, we use string match method which aims to divide the whole sentences into several words and find blogs whose title contains those words. It has some limitations. At first, the method cannot detect the words with tense inconsistency. For example, the word “make” in the search contents cannot find blogs whose title contains the word “made”. Additionally, those words which do not have semantic meaning will also be considered in string match, thus causing a imperfect search results to some degree. For example, the search contents “how to learn programming” may find blogs whose title contains the word “to”. Therefore, we improve our search engine algorithm and adopt the natural language processing algorithm.

​ Apart from using NLP in the process of search content, we also use inverted index in our database. Since the workload of forward index is huge, which is caused by traversing all the records in a table to determine whether each record contains the related words, for example, if the user take “kernel” as inputs, record 1, record 2 and record 3 will be retrieved and then record 1 is found to meet the requirements (Table 1), we consider to build a table with inverted index (Table 2). With the application of inverted index, if the user take “kernel” as inputs, record 2 is found to meet the requirements and the blog id 1 is obtained to directly retrieve the corresponding blog, which improves the efficiency in getting data from the database.

| blog\_id | content |
| --- | --- |
| 1 | How to build kernel |
| 2 | How to learn C++ |
| 3 | How about my code below |

Table 1 - Forward Index

| id | words | blog\_id |
| --- | --- | --- |
| 1 | build | {1} |
| 2 | kernel | {1} |
| 3 | learn | {2} |
| 4 | code | {3} |
| .. | .. | .. |

Table 2 - Inverted Index

​ To sum up, the search content will first be split into words and then the words frequency is calculated to make up a vector (target\_vec). For example, the user take “I want to learn build kernel” as inputs, the target\_vec should be [1, 1, 1] where the first 1 means the word “learn” appears once in the content, the second 1 means the word “build” appears once in the content and the third 1 means the word “kernel” appears once in the content. Second, the inverted index table will be retrieved to get the list of words frequency according to the blogs. For example, the inverted index table is retrieved according to the words in the search content and the blog\_vec can be obtained in the form of [[1, 0, 1, 1], [2, 1, 0, 0]] where the first value in each list represents the blog id and the rest three values in each list represents the frequency of the words in the blog content. Finally, the similarity is calculated by inner product and then list all the blogs in the descending order of the similarity. For example, [0, 1, 1] inner product with [1, 1, 1] is 2 and [1, 0, 0] inner product with [1, 1, 1] is 1. Therefore, the results contain blog 1 and blog 2, and the blog 1 is listed in the former of blog 2.

#### 1.5.3 Online complier and code editor highlight

​ Distinguish from the traditioal communication platform, our platform provides a code editor for users to write the code. It is worth noting that the editor supports the highlight of different kinds of programming language, which improves the coding experience of the users and enhances the visiualization of the code, thus providing a comfortable and convenient coding environment for users. Moreover, our platform provides an online complier for users to run the code online. There is no need for users to open the local IDE to edit their codes and run their codes to see the results. With the application of the online complier, users can directly write the code in the code editor and then run the code to see the results online, which is a kind of convenient and efficient approach.

### 1.6 Project Statistics

| Module ID | Module Name | Frontend Functions | Backend Functions | Description |
| --- | --- | --- | --- | --- |
| 1 | Login | check the username and password | check if username exists, check if password is correct | Login for users |
| 2 | Register | check the username, password and email | check if username exists | Register for users |
| 3 | Email | validate the email | send code to the mailbox | Email validation |
| 4 | Search | show the search results | find the corresponding blogs in database according to the search consitions | Search the quesitons |
| 5 | Post | check title, content, partition and sub partition and display the post | store the related info into database | Post for users |
| 6 | Reply | check the content and display the reply | store the related info into database | Reply for users |
| 7 | Reset | check the username and password | check if username exists | Reset for users |
| 8 | Profile | upload the profile image | write the image file into the local storage | Upload profile |
| 9 | Like | update the button status and the amounts of like | update the related info in the database | Like blog |
| 10 | Follow | update the button status and the amounts of favors | update the related info in the database | Follow blog |

Table 1.3.2.2 - Inverted Index

LOC (lines of code) is showing in the appendix.

## 2 System Arcgitectual Design by DFD

### 2.1 System Architecture

​ In our project, we have totally 7 entity sets and 5 relationship sets. The table gives an detailed interpretation of these sets.

| Entity / Relationship Sets Name | Description |
| --- | --- |
| user | Stores the username, password, email, profile and etc. of the user’s account |
| group | Stores the name, the description and etc. of the group |
| sub\_group | Stores the name of the group and the name of the sub group |
| blog\_questions | Stores the title, the author, the group type, the sub group type, the content and etc. of the blog |
| blog\_answers | Stores the question id, the father answer id, the content and etc. of the answer |
| attached file | Stores the URL of the file, the question id, the answer id and etc. |
| attached picture | Stores the URL of the picture, the question id, the answer id and etc. |
| user like answer | Stores the user id and the answer id, which means the answer is liked by the user |
| user like question | Stores the user id and the question id, which means the question is liked by the user |
| user follow question | Stores the user id and the question id, which means the question is followed by the user |
| user follow group | Stores the user id and the group name, which means the group is followed by the user |
| user view question | Stores the user id, the question id and the viewing times |

**The Relational Schemas:**

| Schemas |
| --- |
| user(id, email, username, password, photo, major, grade, create\_time, update\_time) |
| group(id, group\_name, description, create\_time, update\_time, amount\_of\_follows) |
| sub\_group(id, group\_name, sub\_group\_name) |
| blog\_questions(id, title, author\_id, group\_type, sub\_group\_type, content, code, lang, content\_format, like, follow, hot, create\_time, update\_time, views) |
| blog\_answers(id, question\_id, father\_answer\_id, content, code, lang, content\_format, like, author\_id, create\_time) |
| attached\_file(id, url, corresponding\_question, corresponding\_answer, create\_time) |
| attached\_picture(id, url, question, answer, group\_name, create\_time) |

**Below list the foreign key referencing:**

* “group\_name” in sub\_group refers to “group\_name” in group: each sub group belongs to a group.
* “author\_id” in blog\_questions refers to “id” in user: each blog belongs to a user.
* “group\_type” in blog\_questions refers to “group\_name” in group: each blog belongs to a group.
* “sub\_group\_type” in blog\_questions refers to “sub\_group\_name” in sub\_group: each blog belongs to a sub group.
* “question\_id” in blog\_answers refers to “id” in blog\_questions: each answer belongs to a blog.
* “author\_id” in blog\_answers refers to “id” in user: each answer belongs to a user.
* “corresponding\_question” in attached\_file refers to “id” in blog\_questions and “corresponding\_answer” in attached\_file refers to “id” in blog\_answers: each file belongs to a question or an answer.
* “question” in attached\_picture refers to “id” in blog\_questions, “answer” in attached\_picture refers to “id” in blog\_answers” and group\_name” in attached\_picture refers to “group\_name” in group: each picture belongs to a question, an answer or a group.

**Normalization**

​ In our project, we spare a lot of effort on normalization. At first, we intend to reach the first normal form, so we reconstruct our database. For example, “Table 1” shows our initial design of the group table where has a tuple of sub group name. Therefore, we split the group table into group table (Table 2) and sub group table (Table 3). In this case, the first normal form is achieved.

| id | group\_name | sub\_group\_name | description | create\_time | update\_time | amount\_of\_follows |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | CSC4001 | {Assignment1, Assignment2, …} | Database System | 2022-04-30 | null | 100 |

Table 1

| id | group\_name | description | create\_time | update\_time | amount\_of\_follows |
| --- | --- | --- | --- | --- | --- |
| 1 | CSC4001 | Database System | 2022-04-30 | null | 100 |

Table 2

| id | group\_name | sub\_group\_name |
| --- | --- | --- |
| 1 | CSC4001 | Assignment1 |
| 2 | CSC4001 | Assignment2 |

Table 3

​ Based on the first normal form, we also try to reach the second and third normal form. As a result, we create an unique id for each table to enable all nonprime attributes are fully functionally dependent on the primary key (id). Apparently, there does not exist nonprime attributes in our tables transitively dependent on the primary key (id). Therefore, the second normal form and third normal form are also implemented.

### 2.2 DFDs

​ To better inllustrate how data flows in our website as well as asist in explaining the mechanism of our work, this report will provide you some Data Flow Diagrams and several detailed explanations regarding these DFDs. The components of systems we plan to describe below are: Login and Register module, Main page which delevers blogs, Question Posting system, and Searching Engine.

​ For the Login and register module, our website provides users three main functions:

1. User can go into the registration part and register a new account by entering his/her email and password. Both backend and frontend will check the registation status and show it on the screen(if the username has already been registered, the status message would display error.) If what users type are valid, they will be guided to the email confirmation page and a confirmation email would be sent to user’s email address. The verification code is used to activate the user account, and after email confirmed, the corresponding user information would be stored into user database.
2. If the user has already got an account, he/she can directly enter the email and password for login. the login status would be shown on screen after backend checking.
3. We empower user to use email to reset the password, if he/she forget the password. For the safety consideration, there will also be a confirmation code sent by email. Once confirmed, the new password of users would be stored into database.

For the mainpage module, two main messages will be shown to the current user: Question(blog) information and Groups & sub-groups information. Of course, there are several other non-crucial information like amount of likes, follows, views, will be also deliered to users in main page, while will not be included in DFD.

1. For the Questions(blogs), they will be retrieved from backend and through a ranking system and to be recommended to the current user. Finally, the correponding blogs will be shown in the frontend.
2. For the groups and sub-groups information, they will be retrieved from database. They will first go through a filter to distinguish the groups that are followed by users or not. Finally, they will be delivered to user in together.

For the search engine module, the basic data flow is chunking the user input and get the corresponding results in database according to the similarities. Since the detailed mechanism will be explained in the following part, we don’t introduce it too much here. The above figure is the corresponding DFD.

For the upload questions, the content of questions goes through a text editor and becomes pretty(in html format). Then, the content will be stored in the Question database. The pictures and files will be separately stored into the storage file in the cloud server. For creating a new answers under a blog, the data flow is very similar with the one of uploading new questions. Answers will be stored in the anwer database and file, pictures will be stored into the cloud. The third flow is regarding the online compiling part, the code and language will be sent to the online compiler, after the execution of code, the runing result will be displayed to users.

## 3 Detailed Description of Components by UML

### 3.1 Component-1: Registration & Login

​ If it is the first time the user visits our website, then registration is essentially the first step. To make a new count, users must input the username, password, and email address. Based on the information, the backend will check whether the username has been taken or not. If the username is invalid, then the information will be returned to the user in order to help them choose a new valid username. If the username is valid, then an email with a randomized verification code will be sent to the input email address. The user has to type in the exact verification code to finish the verification process. If the code is invalid, the corresponding message will be sent back to the user. If the code is correct, which means the registration is legal, then all the formation about the new user will be formally recorded in the database. The most sensitive information, the password, will be hashed and encoded in the database to protect the users’ privacy and keep the website safe. After storing the information, a new account is created. And the user will be redirected to his main page directly without another log-in process since the registration will promise the validation and safety of the user.

​ If the user already has a valid account, then the registration process can be ignored, but the log-in process is now required. The user has to type in a unique username and password to get into the website. Then the information will be sent to the backend of the server to validate. If neither the username nor the password is valid, the log-in request will be surly rejected, and faint hints will be sent back to the user. Specifically, the hints information goes like “Username or Password Fail”, which will not provide detailed information about the error so that the privacy of the user is protected. If the information is valid, then the user will get permission to the main page.

### 3.2 Component-2: Search Question

​ The search function is implemented by keyword match rather than string match. Users can search blocks related to a specific topic on the main page. Generally, the frontend will check the input and send it to the backend. The backend will split the content into different vital words based on the typed content. Then based on the derived keywords, the backend will go through the entire database and search for the blocks with the maximum similarity. Then, then related answer blocks will be returned in the order of similarity for the users to choose. For the keyword match, it is used to expand the searching scope so that the users can get more related blocks that they might be interested in.

​ Getting lots of returned blocks is always a good idea. Sometimes, people are more interested in finding what they want in a faster way. Therefore, our search function is implemented together with the scope selection. That is, users can select the topic of the questions to narrow down the search scope. In this way, the blocks returned will be more related and concentrated.

### 3.3 Component-3: Reply

​ To reply to a block, users have to get into a block in the first place. After users get into the block, not only the block information will be shown, other answers will be returned if existing as well. All the returned information is provided for the users to better understand the blocks. If users want to offer more information and reply to the block, they should type in their answers, and the answers will be sent as raw content to the text composer. Then the text composer will process the raw content, returning and showing the content in a neat and nice way. Besides, users can also upload the files and pictures together with the answers. The uploaded answers will be stored in a unique area on the server. After the edit of the reply, the reply can be formally uploaded. Answers and their relation to different questions will also be stored in the server’s database. At last, the reply will be shown to every visitor to the block.

### 3.4 Component-4: Online Compiler

​ The online compiler is on the posting page. Users can enter the posting page at first. If they want to test some codes, they should choose the programming language first. Then, they are free to program on the posting page. After they click the run button, the request will be sent to the sphere engine, and different compilers will be chosen based on which kind of program language the users are using. After that, the code will be compiled in the backend, and the result will be sent back to users.

​ The process of raising a question is similar to the replying procedure. In the text chat, users can type in the essential information about what they want to post, including the title, content, group type, and sub-group type. Then the information will be optimized by the text composer. Next, the backend will check the validation of the question. If there is nothing wrong, the question will be stored and posted. If not, corresponding hints will be returned to the users for them to correct.

## 4 User Interface Design

### 4. 1Description of the User Interface

​ The interface of our project is insipired by the public forum in China: Zhihu, especially the home page. It mainly consist of the search engine on the top, and different navigation bars below. Each navigation bar represent a unique order and function for all of the blogs in our database. For example, the hottes blog navigation bar represent that the most popular blogs among all users, and the non-solved navigation bar represent the blogs that are not be answered yet, whose layout is similart to Zhihu.

​ One of the characteristic in our user interface is **animation**. Our interface integrate many animations in order to make the interface more vivid and more intersting to users. For example, you would notice that there is a dynamic crystal ball waving on the login in page, as well as the animation text in login in page. Also, after you finish the register page, there is also another animation between two different webpage, it is not simply jump to another webpage directly in a rigid way. To make user more pleased when they use our forum, we also designed a loading animation between home page and post blog page. In this way, user would not watch the webpage stuck in a while, or some hacker may use this time to cilck or type something on interface to make the webpage crash, instead, we design this loading page to protect our program but also could provide an animation for user to see to improve their experience feeling.

​ Another hilighted feature for our user interface is **button design**. we took amount of time to design our buttons. Since there are a lot of buttons, typically 15-20 buttons in our program, and there are all different to each other. each button is well-designed for user. For example, to alter user to log out, we make the button highlighed when user hover this button in case user will log out by mistake. To warn user to reset username and passoword, we make the button in a red and a warning way. In those details, we have considered them to make sure they are user friendly as much as possible.

​ Overall, our UI have is **detailed, well-designed and friendly to user**. The follwing part will demonstrate each function and actions.

### 4.2 Object and Actions

* **Login**

​ The login page is designed for user directly use their user name and password to get into home page, user must input the correct username and password in our database in order to login. User could use cilck the eye icon to hide or show the password. they can aslo click remember to remember their password. The sign up and forget password button are on the top, user could click those icon to jump to another webpage. The animation text will be shown everytime one referesh the page.

* **Register**

​ In the registration part, Users are required to input their unique username and their email, they should type their password and confirm it. they should also allow all condition follow the rules and be responsible for their words in our forum. Notice that the username is unique, if user try to type the username that has been used by others, which is not allowed here. User could also cilck the login button to jump back to login part.

* **Forget Password**

​ This part is used for user to find back their password and reset it. User are required to type their username, email and their new password. Notice that if the username is not correct, this reset will failed. We will send you a verification email, only and if only the verfication email is correct, the password will be reset and user will directly jump to home page.

* **Verification**

​ After user finish the registion part, they will recieve an email from us. We have an animation in this page in order to let user feel comfortable when they are waiting since the Verification email may take a while to send. During this time, User could click the GitHub icon to see and run our source code. When the email verification code is correct, the user are allowed to go into the home page.

* **Home Page**

​ As for the home page, The layout of home page consist three parts. First is the menu on the top, user could click the home page icon and partition icon to go into different page, they could also click the search bar to type some content to search. And the button on the right is the post button, user could click the button to jump to the post blog part and click log out button to log out. they could click the me button to upload their unique profile, we will store their profile on our server. The second part is 5 catlogs, each catlogs contains different function and order of blogs. In hottest blogs, it mainly contain the blog that is hottest and most popular on our forum. The followed blogs represent the blogs that user click followed button, and the followed partition is the partition that user clicked follow. My blogs will show users the blogs that they have post on our server. Unsolved blogs is represented the blogs have no answer, it is designed to encourage user to answer and reply the blogs on server. The Third part is blogs part, blogs are ordered by some function in catlogs, When user hover each blog, the color will be gray. The tiltle of blogs is bold and the content is normal. each blogs will showing user the view times, the answer amount and its partition type. User also could click the like or follwed button, the color will also changed after user click it.

* **Reset**

​ When User click the Reset Username or Reset password, they could reset their user name or password in the home page. When user reset their password, they are required to log in again.

* **Partition**

​ When user click the partition button, they will jump to this part. This part is used for user to find the corresponding blogs in specific partions. Each partition contains different sub partitons. User are allowed to click the button to see all the blogs in this subpartition. So they could find what they want in a very short time. And User are allowed to click the followed button so that they could see their followed partitions in home page, which is convienent for user to find corresponding blogs.

* **Search**

​ User could type the key word in the search bar to search the relavent blogs. They could type any thing they want, and we will return the most relavent blogs in the home page in order. The keyword will be highlighted so that user could find the answer very quickly. And user are also allowed to use the filters to narrow down search scope. They could click the button to choose the search scope, the search scope is based on the partition and subpartitition. When User choose the filter, the search scope wont be all blogs, it will return all the content in this scope.

* **Blog**

​ When User goes into the blogs page. They could see the blog’s parition and its sub partition, and they could click the like or follwed button to support this blogs. The title is in a bold form and content is in a normal form. The file will be shown as a link in the blog and the picture will be shown directly. User could click the file link to download the flie if blog contains any. They are also allowed to enlarge the picture or download the picture. When they hover the user icon, the username who created this blog will be shown. All the text form in post part will be the same here.

* **Reply**

​ User could click the Answer button to answer each blog. Notice that the identation will be different when user answer in a different situation. When they answer author, they will be classified into first level, otherwise they are second level. The first and second level has different identations so user could identify the blog answer quickly. User are also allowed to cilck like button to supprt this answer, The answer blog will be ordered in time.

* **Post**

​ When user click post button, they could create their own blogs. They are required to type the blog title and content, partition and their sub partitions in order to classify. The content input will be finished in a rich editor, the rich edtior support many forms input and file uploading. User could upload their file or just insert a file link. Our sever will recieve this file and store it into server. User could use the rich editor to create the blog forms they prefer. And all the blogs in home page will be decode as the same as they post in this webpage.

* **Compile**

​ In post part, User are also allowed to write their code as a supplement material. they could also run the code to see the output. Typically, User are allowed to write the code without environmental configuration, they could also write code in an ipad or a phone. The online compiler support many language include C, C++, Python, Rust… The running time and memory used will be shown on webpage just as an open Jude system. The code will be highlighted due to different language, different language has different highlighted method, and they will also be used here to improve user coding feeling.

## 5 Test

* ​ For the explanation of our test part, it will be divided into 3 sub-sections. In the first section, the introduction of test-files arrangement will be introduced. In the second sectiosn, we will explain the design-idea of test files, including what test suites we are leveraging, what functions we are testing, and how we make sure the test suites are have a good coverage of cases. In the third section, we will report about the testing results.

**Test-Part1: Overall arrangement of test files**

​ To ensure the functionality, robusty, Genarality of our programs, we implemented the Unit tests, Component tests, and system test based on blackbox testing. The arrangement of test files are showing below:

* For Unit Testing, it includes 19 test files, based on blackbox testing:
* Figure 1: the files conduct Unit Tests.
  + As it is shown above, we leverage these 19 unit-test files to ensure the correctness of the basic APIs and functions we defined in the project. The brief explanations of each of these files will be shown in the later part.
* For Component Testing, it includes 6 test files based on blackbox testing:
* Figure 2: the files conduct Component Tests.
  + We leverage 6 component test files to conduct the component testing. In the component testing, we mainly test the significant functions we provided to users in our website, such as click-on-like button, login system, and so on.
* For the System Testing, it includes one overall file merged by the component tests:
* Figure 3: the file conducts System Test.
  + We merge all the component tests and add some links to these component tests suites to form a overall testing over the system. The details will be explained in the next part.
* Based on the structure of Unit-Test, Component-Test and System-Test as shown above, we get the whole structure of our test part:

**Test-Part2: Design ideas of test files**

​ In this part, we will explain the corresponding function that each file tests, as well as the design idea of each test file briefly.

For the unit-test:

1. test\_code.py

* This file test the views.encode() function.
* views.encode() is expected to randomly generate a code with length of 6. This test file would call this function 100 times and check whether the generated code gets repeated. If there are repeated generated codes in 100 times, it means the randomness is not strong enough, thus this file would through “FAILED” as result.

1. test\_follow.py

* The function this file testing is views.follow(request) which is expected to perform the function of empower follow another user by clicking the follow-button we provided in frontend. There are 3 test cases involved in this file: 1. the case with normal valid input. 2. the case with an invalid input: input with GET request, while the function is designed to only accept POST request. 3. request with a non-exist username.
* For the case tests the normal valid input, this test file will check the status of response and the return value. For the case tests the invalid input, this test file will check whether the error message is accordant with what we expected it to throw.

1. test\_followGroup().py

* This file test the views.followGroup(), which is expected to empower user to follow one specific group by clicking button we provided. There are 4 test cases involves: 1. normal and valid input of following a group. 2. request with GET request. 3. request with an invalid user’s name 4. follow a non-exsiting group’s name.
* As the same idea we illustate in test\_follow.py, we check the status and return value of the normal valid input. And compare the error message to what we expect to receive for the 3 invalid inputs.

1. test\_getGroup.py

* This test file tests the views.getGroup()funciton, which is expected to return all the related blog of one group (such as all the blogs related to CSC4001-Project). There are one test case for the valid and normal input and two test cases for the invalid cases. Specially, for the test for normal valid input, it should also check the contents that return to ensure it doesn’t return an empty value for one of the return values.

1. test\_GetQuestion.py

* This test file tests the views.GetQuestions(request) function, which is design to return the contents, titles, amount of likes, follows, etc, when user enter into a specific blog. There are one test case for the normal input and two test cases for the boundary testing.

1. test\_groups.py

* This test file tests the views.groups(request) function, which is expected to return all the groups, as well as each’s description, url of picture, number of follows, and whether the current user follow in main-page. There are one normal case to check whether it returns the groups’ information correctly and two invalid cases to check whether this function is robust enough when user try some invalid inputs.

1. test\_like.py

* This test file tests views.like(request) . Since this function is expected to add the amount of like when user who never like this blog/answers clicks the like-botton, and cancel the like when the user already likes it, there are two cases for normal inputs: 1. like one blog/answer, 2. cancel like. There are two boundary test cases included as well.

1. test\_login.py

* This test file test the views.login(). Since this function is the function that require the most robusty, we consider some specials cases that main encounter when using this function.
* First, we test login with user name and correct password. In the second case, we test login with user name and wrong password. In the third case, we test login with sessions (because we keep sessions valid for 1 day if the already login and user can avoid login again within 1 day). In the fourth case, we test login with valid cookies.

1. test\_logout.py

* This file tests views.logout() which is expected to enable the user to quit the system and direct him/her to the login page. One normal test case and two boundary(also invalid) test cases are included.

1. test\_my\_follow.py This file tests views.my\_follow() , which functions returning all the blog that the current user is following. We would check whether it would return the corret number of blogs that the user is following, as well as whether the contents are valid. There are also two test cases for invlid request method and non-exsited user name.
2. test\_my\_group.py

* This file tests views.my\_group() , which is expected to return groups that the current user is following. There are one normal input for testing and two invlid and rare inputs for testing as well.

1. test\_MyBlogs()

* This file tests views.MyBlogs() , which functions by returning all the blogs posted by the current user. We check whether the returned blogs are actually posted by the current user to ensure that the current user get a correct result.

1. test\_MyGroups()

* This file tests views.MyGroups(), which is a function inherits from views.groups(). it includes totally 3 cases in this file.

1. test\_run\_code.py

* This file tests the function of execution of Online compiler we leverage. For the normal and requent input, we test source code as print("hello world") and language as Python. As well as some invalid input like introducing buggy code to the source code, or use a non-consistent language, or directly not specify the language of source code.

1. test\_Search\_Question.py

* This test file test the functionality of our search engine. We introduce 5 test cases in this file. For example, search the question with chinese, with english. Or, search the questions within spedific scope. We compare the search result with wht we expect to get to evaluate whether this functions work normally.

1. test\_sendEmail.py

* This file test the Email-sending function which is the basic function when user registers. It includes 3 test cases to check whether the email has been successfully sent out and also the ability to handle the invalid email address.

1. test\_SetQuestion.py This file test the basic function views.setQuestion() which empower the user to post a new question with title, content, source code, language, corresponding group. Except for one test case that the user post a complete question. We also introduce another 4 test cases to test the situation when user post a question without tile, or without specific group, or without any contetn, or without his/her name included. We check whether this functions is able to handle all of this possible situations.
2. test\_unAnswered.py

* This file test the function views.unAnswered() , which is expected to return all the Blogs with nobody answers it. We specifc check whether the returning blogs actually got no one answer. And also, two boundary tests are included.

1. test\_update.py

* This file specially test the functions views.update() which is in charge of enabling users to change password and username. We check whether the user can successfully update the password or user name by checking into the database after calling this function. And there are 3 test cases included in this unit-test file.

After explaining the design of 19 unit-test files, we continue to briefly introduce the idea that we utilize to design the Component testing. There are 6 files to perform the component testing and together test the correctness of blog posting, like-follow component, login-logout component, main page component, blog delivering component, and register component:

1. test\_register.py

* In this component testing file, we test all the functions during the process of register a new account. It includes email sending, user name checking, and database updating. We includes three test cases to verify its correctness.

1. test\_login\_then\_logout.py

* In this component testing file, we consider login and logout functions together to test ensure there will be noting wrong when user login first, then logout the system. Also, when designing the test cases, we specially consider the situations with cookies and sessions to ensure they functions well in this component.

1. test\_Blog.py

* This component testing file tests the correct function of delevering a blog to user when he/she click on the blog.

1. test\_Post.py

* We introduce 5 test cases here to test all the functions exposing to users when posting a quesiton, such as running the code, storing the whole question(title, contents, corresponding groups, source code…) to database. Among the 5 test cases, there are 1 case with normal and valid inputs and 4 cases covering the special situations.

1. test\_mainpage.py

* This test file tests the basic functions we expose in the main page. Except for checking the status of response (expected to be 200), it also check the values that are returned to make sure they are not empty.

1. test\_like\_follow.py

* This component test file test the like-follow system of our website. It includes 4 test cases to cover the possible situations such as the user clicks likes on a blog/answer then follow it, or click on like/follow on a blog/question twice.

After introducing the component testing, we link all the components together to form a whole journal of using our website in System\_Test.py . The whole process of using the website as shown below is tested:

**Test-Part3: Testing results**

​ We test our programs using the Unit testing, Component testing, and System testing files we explain above. The results return show that our programs pass all of the testing cases except the API for searching question as it shown in the below figure. Then, we debug the API for searching questions and finally get all the test cases passed.

## 6 Lessons Learned

* Team work

​ During the whole process, our group enjoys a great team work and the team work gives us a valueable experience of working and developing the software within a group. Our group start thinking of the main idea of our website in February and start coding at the begining at the start of March. When thinking of the main idea of our software, our groups discuss on the project specification and main functions together for times. During the process, we learn the lesson about the values of team work - combine the wisdom of all the members together and give out a more rational, innovative, and feasible idea that all the members have the will to work on it. During the coding process, we learn the second lesson from team work: a clear and responsible division of work to each member. Before our group start working, we discuss on the schedule that each member plan to complete in each week. The responsible division of workload and clear schedule of work smooth the process of developing software together and let all of us focus more on the work. To conclude, we learn a lot from the great team work and got a experience about how a crucial role that team work plays in the software developing.

* Knowledge about the cooperative development of backend and frontend

​ At first, it is not easy for our group’s frontend engineers and backend engineers to effectively develop the software in a parallel way because there are many dependences between frontend and backend. We realize this problem and decide to pursuit a way that backend and frontend can be developed together in a more effecient way. Therefore, we choose to deploy the development environment to the cloud server at the very begining. In this way, frontend engineers can access the APIs provided by backend which is deployed on the cloud and therefore avoid the time-comsuming process of merging code of frontend and backend during the process of development. On the other hand, backend engineers can also access the static resources of frontend from the cloud server during developing. In addition every members can access the cloud server and see the logs of program when bugs emerges. This development model brings several conveniences to us and provides a lesson of cooperative development of backend and frontend.

* Technical Skill learning

​ From this Project, we have learned how to use Vue, as a frontend frame, to build our webpage and connect to the backend in order to transfer the data. Also, we have implemented many web actions to make our webpage more fancy and more applied to attract users. In fact, There are amount of webpage actions in our frontend like login, search, post, delete. Those actions requires many buttons and data transportation, which many cause many bugs. We took enormous time to design our page and also debug those web actions, it is tedious work when the web actions increase. Most Importantly, both the members in frontend and backend follow the strict rule of api function, which maintain a development path for us. We also made the development timeline and devide those tasks into different pieces, and we followed our schedule and have a meeting to cover the progress each week. It guarantee us to finish the huge project in time. The cohesive teamwork and coorperations make sure we could finished our project successfully step by step.

**Below is the exmple of our api function and github commit log during the developing progress,** which demonstrate the team work.

​

## 7 Conclusion

​ In Conclusion, to help our programmers in CUHKSZ improve the learning and problem-solving efficiency, we created the CUHKSZ-Overflow. It also offered a social media for students share their idea, exchange their thoughts and solve their learning issues. Meanwhile, We also provide the online complier for all of the user, which provide users write, compile, and run their code on our web server so that they will no longer confiure the environement on their local host and they could wirte their code on their ipad. More Importantly, we also provide a powerful search engine, which enables user find the relevant answers in a relative short time.

​ For the E-R diagram and database design, we matain our all tables in our database in 3NF form to avoid the redundancy as we could, we also design B tree searhing method to increase our query speed in order to provide user a faster and fluence searching experience. For the User Interface design, we implemented enormous fancy actions like rich text editor and code highlighted editor for users, moreover, user are allowed to upload their picture or file on our server by posting blog. Those files will permanently saved on website unless user delete those blog. We also designed the blog catlog page for user, user could use those catlogs to find the corresponding answers. For backend and server part, we use nigix as agency for our server and we also apply the domain named [http://www.cuhksz-stackoverflow.cn](http://www.cuhksz-stackoverflow.cn/) so that user could directly access our website without building the environment. For the test part, we geneate completed and automatic test code, which inlcudes unit test and component test, and all the tests has been successfully passed which means the website is well-rounded and completed without bugs.

​ Overall, The project, CUHKSZ-Overflow, is an efficient tool for CUHKSZ programmers to solve and exchange their technical problems and has been proved to play a role in online web forum, which could be applied into real life to help many programmers handle their course project or other technical issues. It also has a promising future and could be improved as a more functional and attractive online forum.

## 8 Appendix

LOC in Project Statistic: