

CS 351 Mini-eBay Project

Part 3: To the Web! (Due: 04/24)

Overview

As a baseline, you will design a set of queries and updates for your mini-eBay system and create a simple web interface for them using the [Python web.py framework](#). Before you get started, we recommend that you **read through the [Getting Started with web.py and Jinja2](#) supporting document in its entirety!**

Task A: Getting started

- **Step 1:** *Copy web.py starter code*

Copy the web.py starter code that we are providing into your local directory:

```
cp -r /usr/class/cs351/project/pa3/web.py/* ~/mini-bay
```

You should now see the following files and directories inside of `mini-bay`:

- `auctionbase.py` – Your “main” application. Responsible for handling requests from the browser.
- `sqlitedb.py` – Your database manager. Responsible for interacting with your database.
- `templates/` – Directory that contains your template files that correspond to your various URLs. Every web page will require a new template file in this directory.
- `lib/` – Directory that contains the library files for web.py and Jinja2. **Warning: Do not modify any of the files in the `lib/` directory!**

- **Step 2:** *Generate your SQLite Database*

Using your `createDatabase.sh` script from Part 2 of the project, generate your SQLite database (`.db`) binary file and move it into your `mini-bay` directory.

- **Step 3:** *Familiarize yourself with web.py and Jinja2*

If you haven’t already, go ahead and read through all of the [Getting Started with web.py and Jinja2](#) supporting document – this should give you a detailed guide of the starter code, and will demonstrate how to complete the required functionality for the assignment. (We **strongly** recommend that you do this, especially if this is your first time building a web application in Python!)

Task B: Required functionality

The functionality of your final AuctionBase system is somewhat flexible and open-ended (we won't specify the exact URLs that you have to provide, for example). However, you must implement at least the following basic capabilities in order to receive full credit on the project:

- Ability to manually change the “current time.”
- Ability for auction users to enter bids on open auctions.
- Automatic auction closing: an auction is “open” after its start time and “closed” when its end time is past or its buy price is reached.
- Ability to browse auctions of interest based on the following input parameters:
 - item ID
 - category
 - item description (This should be a substring search, i.e. not an exact match.)
 - price
 - open/closed status

Note that these parameters are compositional, i.e. you should be able to browse by category **and** price, not category **or** price

- Ability to view all relevant information pertaining to a single auction. This should be displayed on an individual webpage, and it should display all of the information in your database pertaining to that particular item. In particular, this page should include:
 - the auction's open/closed status
 - the auction's bids. You should also display all relevant information for each bid, including
 - the name of the bidder
 - the time of the bid
 - the price of the bid
 - if the auction is closed, it should display the winner of the auction (if a winner exists)
- Ability to add new users to the mini-eBay system.

Furthermore, your mini-eBay system must support “realistic” bidding behavior. For example, it should not accept bids that are less than or equal to the current highest bid, bids on closed auctions, or bids from users that don't exist. Also, as specified above, a bid at the buy price should close the auction. Some of these restrictions may already be checked by your constraints and triggers from Part 2 of the Project; others may require additional triggers or code.

If you do decide to add additional triggers to your database, please create additional `triggerN_add.sql` and `triggerN_drop.sql` files to implement these, and include them as part of your submission. You should also be sure to update your `createDatabase.sh` script to include these extra trigger files. (See the submission instructions at the end of this document for more details.)

Full credit also requires general error- and constraint-checking as specified in Task C below. For starters, all of the constraints you implemented in Part 2 should be checked in your “live” mini-eBay system.

Note that you can receive full credit on the project by implementing just the basic

capabilities specified earlier, along with constraint-checking, error-checking, and a simple web interface. That is the standard against which projects will be graded. Many of you will realize that it is not difficult to add functionality, or to enhance the user interface significantly. CS351 is not a user interface class and, again, you can receive full credit for a solid system with simple input boxes, menus, and simple HTML output tables. **However, under no circumstances should you be expecting the end-user to write SQL!**

Task C: Transactions, errors, and constraint-checking

Commands that modify the database need to be handled carefully, and you should group them into transactions whenever it makes sense for them to be executed as a unit. Using transactional behavior, each unit should either complete in its entirety or, due to failed constraints or other errors, should not modify the database at all. Constraint violations, and other errors due to bad input values or data entry, should be managed gracefully: It must be possible for users to continue interacting with the system after a constraint violation or error is detected, and the database should not be corrupt. You should inform users when errors occur, but your error message need not indicate the exact violation that caused the error.

If it helps, you may assume that the mini-eBay system has only one user operating on it at a time. Although transactions may be useful for database modifications and constraint-checking, you do not need to worry about transactions as a concurrency-control mechanism. That said, even without special effort your system may turn out to be fairly robust for multiple users.

Task D: Other Miscellaneous Requirements

- When you generate dynamic HTML pages from your program, please use relative paths, rather than absolute paths, for the links to the various URLs in your website. Relative paths enable us to grade your project in our own webspace.
- You don't have to implement user authentication. For example, it's okay to ask the user to enter his/her username when bidding, without asking for a password.
- Lastly, a suggestion: it's a good idea to debug your queries directly in SQLite before hooking them into your web interface. Use the SQLite command-line interface first, to ensure that your queries are working properly and are finishing in a reasonable amount of time. In the command-line interface, you can kill runaway queries using Ctrl-C. Once you are certain your queries are working properly, incorporate them into your web interface.

Submission instructions

Congratulations! You've completed the Mini-eBay project!

To submit your work, first create a submission directory with the following:

```
Your web.py/ directory (without your .db binary file!)
parser.py
runParser.sh
create.sql
load.txt
constraints_verify.sql
trigger{1..N}_add.sql
trigger{1..N}_drop.sql
createDatabase.sh
```

Finally, prior to submitting your project, you should perform the following to verify correctness:

1. Run your parser:
 - `sh runParser.sh`
2. Run your database creation script:
 - `sh createDatabase.sh`
3. Move your auctions.db database file into your web.py directory:
 - `mv auctions.db web.py/`
4. Visit your auction website and confirm all of the features work correctly.
5. Delete your database file and any extraneous files (such as .dat) created from running your parser:
 - `rm *{,/*}.*{db,dat}`

In particular, note that we do **not** request that you include your .db database binary file as part of your submission. Instead, we will generate your database file using your createDatabase.sh script, which you should have from Part 2.

This means that you must include all necessary *.sql files that are required for createDatabase.sh to run properly! In particular, be sure to include any extra triggerN_add.sql and triggerN_drop.sql files that you may have added for Part 3!

Also, if you made any other modifications to your submission from Part 1 (such as your schema design, or your parser), **please also include those modified files as part of your submission.**

Once your submission directory is properly assembled, **with no extraneous files**, you should submit it as a gzip compressed file in the blackboard. The name of your attachment should be *CS351-project3-yourname-WSUID.zip* with yourname replaced by your ENCS account name.

As before, **do NOT include any data (.xml, .dat, etc) or database files in your submission!** We reserve the right to deduct points from your project grade if you include them.