Markdown Autogeneration from a GraphQL Schema

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ABSTRACT

Since GraphQL was publicly released in 2015, many developers adopted it to create new public faced APIs, but these are often poorly documented. Writing well-structured documentation requires time and manual work, and the tooling currently available at the time of this paper would require technologies and frameworks lock-in. This project aims to generate markdown files that can then be parsed in any framework of choice. Since the output will be in markdown, the user can then use his parser to manipulate the documents and produce static files for their frontend.

ACKNOWLEDGMENTS

This project required a lot of time and the minimum I can do is to thanks the support of my friends and family. *Thank You for everything!*

Also, a huge thank you to supervisor **Dr Konstantin Kapinchev** for support me throughout this year. I have been lucky to have you!

1

INTRODUCTION

This is where I will write the introduction

1.1 GENERATE DOCUMENTATION

Explain more about this project specifically at the use of the tool.

1.2 AIMS

This project will not only generate the markdown files but also give examples on how to integrate them in a frontend framework of choice, in this case, NextJS.

1.3 OBJECTIVES

Chapter 1 will explain the project in a general way.

Chapter 2 will explain the legal, social, and ethical aspects of the project.

Chapter 3 will give an overview of the literature review.

Chapter 4 will give an overview of the user experience, design, and agile methodologies.

Chapter 5 will give an overview of the implementation.

Chapter 6 will give an overview of the testings.

Chapter 7 will give an overview of the conclusions.

2

ETHICAL CONSIDERATIONS

As our dear (Herbert, 1965) said, I will write something very nice about legal social and ethical stuff

3

LITERATURE REVIEW

3.1 GENERATE DOCUMENTATION

This will cover the generation of the documentation in the literature review.

Figure 3.1: The logo of University of Greenwich.

4

UX DESIGN AND AGILE METHODOLOGIES

4.1 WAYS OF WORKING

In this section, I will explain my ways of working and agile methodologies for

4.1.1 *Kanban vs Scrum*

Which one I chose and why

4.2 IDEA SKETCHING

This will cover the first sketching of the ideas that I want to implement

4.3 UX DESIGN

This will cover the UX design, screens of what I've been creating in the frontend

4.4 AGILE PROJECT MANAGEMENT

This will cover the agile project management

4.4.1 *Epics*

This will cover the epics

4.4.2 *Spikes*

This will cover the spikes

5

IMPLEMENTATION

5.1 BACKEND

In this part I will show how I produced the backend part that generates the markdown files to then be used in the frontend part.

5.2 FRONTEND

In this part I will show how I produced the frontend part that generates the website.

5.3 PROOF OF CONCEPT

In this section I will discuss the first iteration of the project as a proof of concept. This will be the very initial stage of the project. The code will be then refactored in TypeScript, removing the templating system and utilising the one in-built with the language.

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TESTING

6.1 UNIT TESTS

This section will cover the unit tests done with Jest

6.2 END TO END

This section will cover the end to end tests done with Cypress

6.3 ACCESSIBILITY

This section will cover the accessibility tests done with Axe-core

7

CONCLUSIONS

7.1 REFLECTION

This section will contain my reflection

7.2 FUTURE IDEAS

This section will contain my future ideas

BIBLIOGRAPHY

Herbert, Frank (1965). *Dune*. Dune Chronicles, Book 1, pp. 1–704. ɪsʙɴ: 978-044-10135-93. ᴜʀʟ: http://www.dunenovels.com/novel/dune.

A

APPENDIX

A.1 PROJECT PROPOSAL

Proposal here

B

APPENDIX

B.1 FRONTEND SCREENSHOTS

Screenshots Here

B.2 CODE SCREENSHOTS

Screenshots Here