

Emotionally

Manuale d'Uso

FSC

Versione 1.0.0, 21 febbraio 2020: Versione del sistema consegnata per l'appello
del 28/02/2020

Emotionally: Manuale d'Uso

Copyright (c) 2019-2020 FSC.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled “GNU Free Documentation License”.

Indice

Prefazione	1
1. Installazione	3
2. Prerequisiti per l'uso del sistema	5
2.1. Requisiti hardware	5
2.2. Requisiti software	5
3. Utilizzo del sistema	7
3.1. Registrazione e verifica mail	7
3.2. Login	9
3.3. Dashboard	11
3.4. Navigazione all'interno di un progetto	19
3.5. Report di un progetto	26
3.6. Report di un video	28
3.7. Profilo	29
4. Informazioni aggiuntive	31
4.1. Linee guida per la progettazione grafica	31
4.2. Linee guida per l'accessibilità	31
4.3. Responsività del sistema	31
4.4. Ulteriori informazioni	31
GNU Free Documentation License	33
0. PREAMBLE	33
1. APPLICABILITY AND DEFINITIONS	33
2. VERBATIM COPYING	35
3. COPYING IN QUANTITY	36
4. MODIFICATIONS	37
5. COMBINING DOCUMENTS	39
6. COLLECTIONS OF DOCUMENTS	39
7. AGGREGATION WITH INDEPENDENT WORKS	40
8. TRANSLATION	40
9. TERMINATION	41

10. FUTURE REVISIONS OF THIS LICENSE	41
11. RELICENSING	42

Prefazione

Il presente documento rappresenta il manuale d'uso del sistema “Emotionally”, un sistema progettato e sviluppato dal team “*F.S.C.—Five Students of Computer Science*” come progetto universitario legato al corso, tenuto dal Prof. Giuseppe Desolda, di “Programmazione per il Web” del terzo anno del Corso di Laurea in Informatica e Comunicazione Digitale (sede di Taranto dell’Università degli Studi di Bari “A. Moro”).

In particolare il sistema ha l’obiettivo di creare una interfaccia web-based a un sistema di analisi delle emozioni che consenta di condurre delle analisi statistiche a partire da dei video.

Capitolo 1. Installazione

Se si vuole utilizzare il sistema sulla propria macchina è necessario scaricare l'ultima versione del pacchetto software (<https://github.com/F-S-C/Emotionally/releases>). Una volta scaricato, si otterrà il pacchetto *UwAmp* già avviabile senza installazione di componenti aggiuntivi.

Basterà accedere alla cartella *Emotionally_UwAmp* e avviare* il file eseguibile chiamato *UwAmp.exe*.

Una volta avviato *UwAmp* i servizi saranno azionati automaticamente e si potrà utilizzare il sistema aprendo il browser e digitando l'indirizzo <http://localhost/>.

* *N.B.: E' consigliato (ma non necessario) avviare il file con i permessi di amministratore per agevolare l'avvio e l'arresto dei servizi necessari al corretto funzionamento del software.*

Capitolo 2. Prerequisiti per l'uso del sistema

Di seguito, si riportano le istruzioni sull'utilizzo del sistema. Saranno riportate alcuni scenari d'uso tipici con istruzioni passo passo al fine di permettere un semplice raggiungimento degli obiettivi prefissati.

2.1. Requisiti hardware

Per poter utilizzare il sistema è necessario disporre di una connessione a internet (a meno che il sistema non sia installato sulla propria macchina, come descritto nel [Capitolo 1](#)). Non è necessario alcun tipo di hardware aggiuntivo al fine di utilizzare il sistema. Tuttavia, per poter usufruire delle funzionalità di analisi di video registrati in tempo reale è necessaria una webcam (anche esterna) per registrare i video e un microfono (opzionale) per registrare l'audio.

2.2. Requisiti software

Per utilizzare il sistema non è necessario installare software aggiuntivo né compiere alcuna operazione particolare (salvo l'eventuale installazione qualora si decidesse di utilizzare una versione non on-line del sistema, come descritto nel [Capitolo 1](#)) in quanto *Emotionally* è un sistema basato sul web. Questo significa che per poterlo utilizzare è semplicemente necessario un browser e un collegamento a internet (qualora il sito non fosse installato).

È tuttavia fortemente consigliato l'utilizzo del **browser Firefox** (<https://www.mozilla.org/firefox/>) a causa di alcuni problemi legati al browser Chrome e Chromium (e derivati).

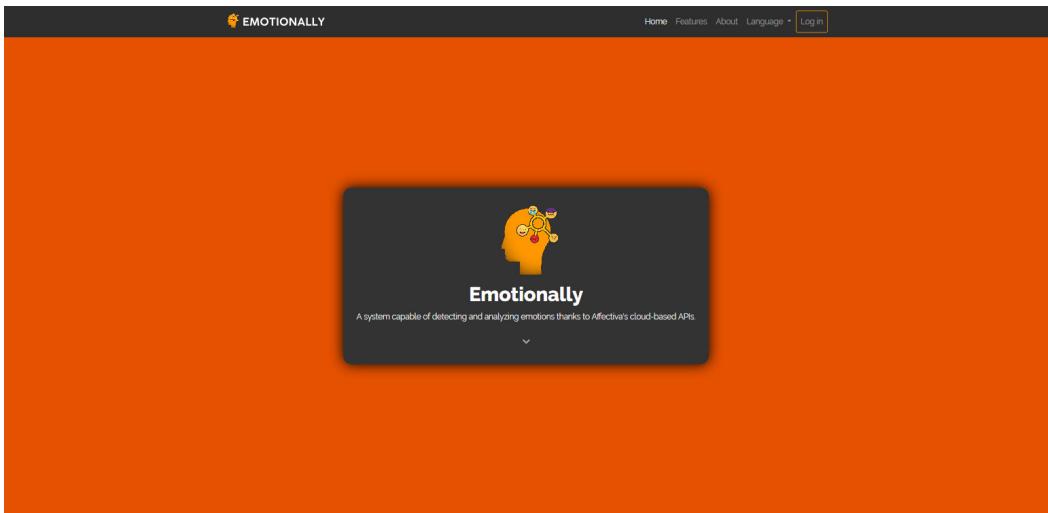


I problemi riscontrati nei browser *Chromium-based* (Chromium, Chrome, ecc.) non comportano una inutilizzabilità del sistema, ma potrebbero essere fonti di errori e comportamenti anomali che non è possibile prevedere. Per tale motivo, per godere di un'esperienza d'uso che sia la migliore possibile, è fortemente consigliato l'utilizzo di *Firefox*.

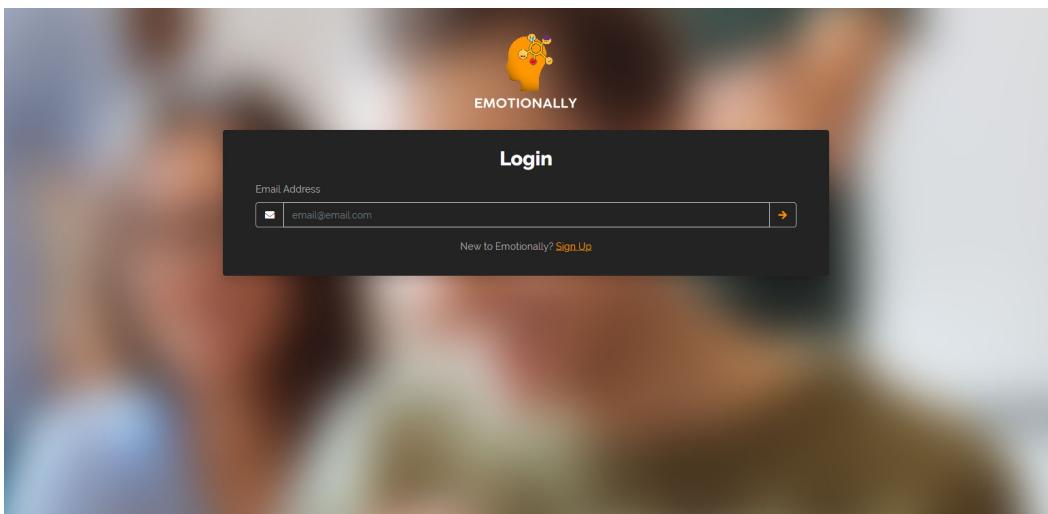
Capitolo 3. Utilizzo del sistema

3.1. Registrazione e verifica mail

Andando all'indirizzo <http://localhost> si entrerà nella *Landing Page*. Da qui si può effettuare la registrazione cliccando sul pulsante *Login*, presente in alto a destra.



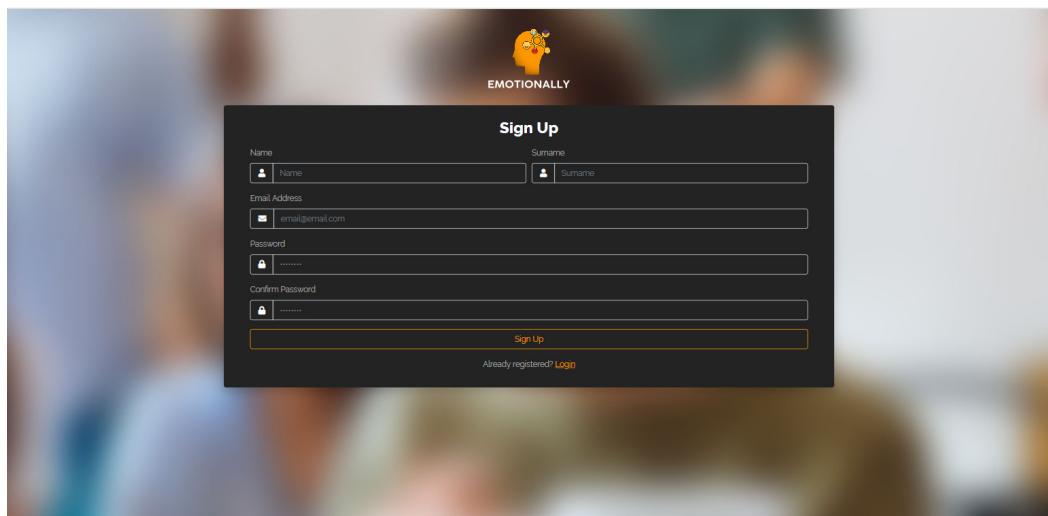
Una volta aperta la pagina di login, sarà sufficiente cliccare sul link *Sign Up*.



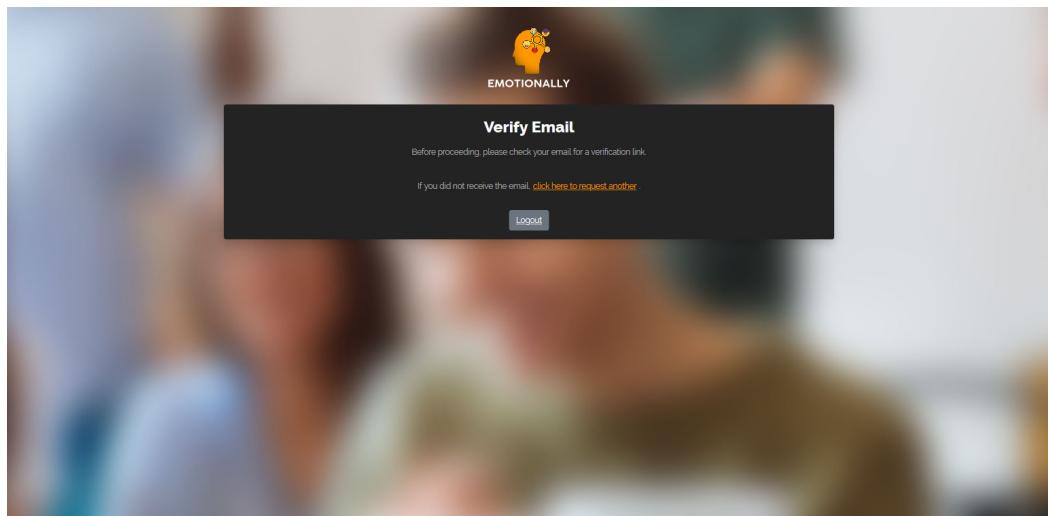
Si aprirà la pagina di registrazione dove sarà necessario inserire i seguenti dati:

- Nome
- Cognome
- Indirizzo E-Mail (necessario per il login al sistema)
- Password
- Password di conferma

Emotionally



Successivamente al click del bottone *Sign Up* verrà inviata una mail all'indirizzo inserito con un link per verificarla.



Sarà necessario accedere alla casella di posta e cliccare sul bottone *Verify Mail Address* presente all'interno della mail ricevuta dal sistema.



Hello!

Please click the button below to verify your email address.

Verify Email Address

If you did not create an account, no further action is required.

Regards,
Emotionally

If you're having trouble clicking the "Verify Email Address" button, copy and paste the URL below into your web browser: <http://localhost/email/verify/1/56c616dd4a49199851b581f34ab22be7baae75a8?expires=1582297486&signature=d05adeda78e1cf345eb763cd079a5128fbafe4fd47efcfe3e87005a6b4f76690>

Copyright © 2019-2020 Five Students of Computer Science.

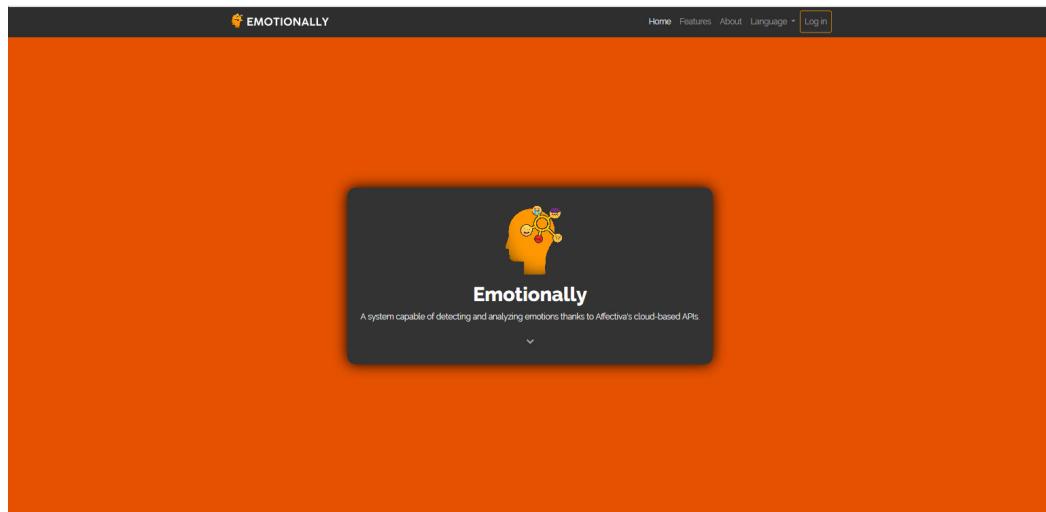


Cliccato il bottone, si verrà indirizzati alla dashboard del sistema.

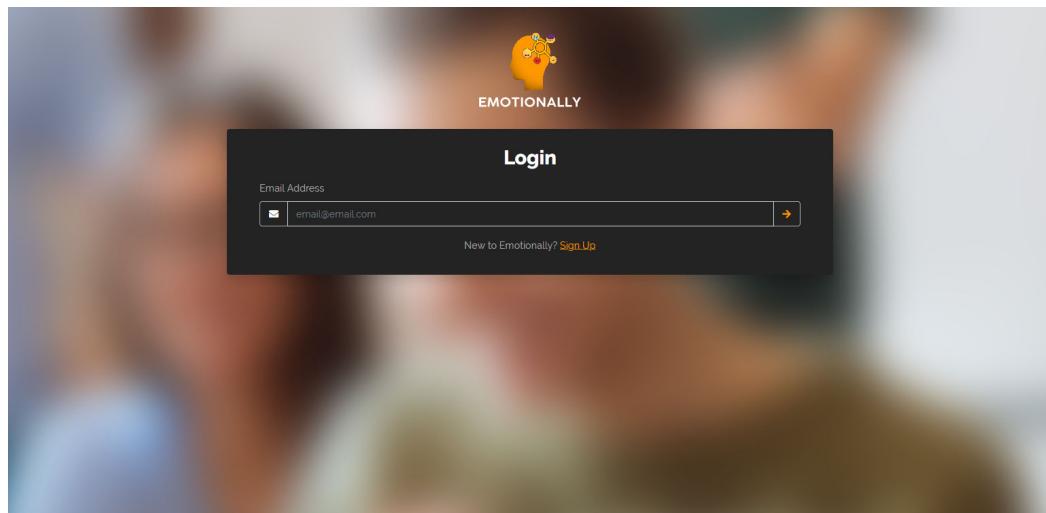
The screenshot shows the Emotionally application's dashboard. On the left, there is a sidebar with navigation links: Projects, Language, Profile, and Logout. At the top right, there is a user profile for 'Mario Rossi' and an 'Add' button. The main area is titled 'Dashboard' and shows a table with the following columns: NAME, CREATED AT, UPDATED AT, VIDEOS, SUBPROJECTS, and AVERAGE EMOTION. Below the table, it says 'No data available in table'. At the bottom of the page, there is a copyright notice: 'Copyright © 2019-2020 ESC. Released under the GNU GPLv3 License.' and a font size selector.

3.2. Login

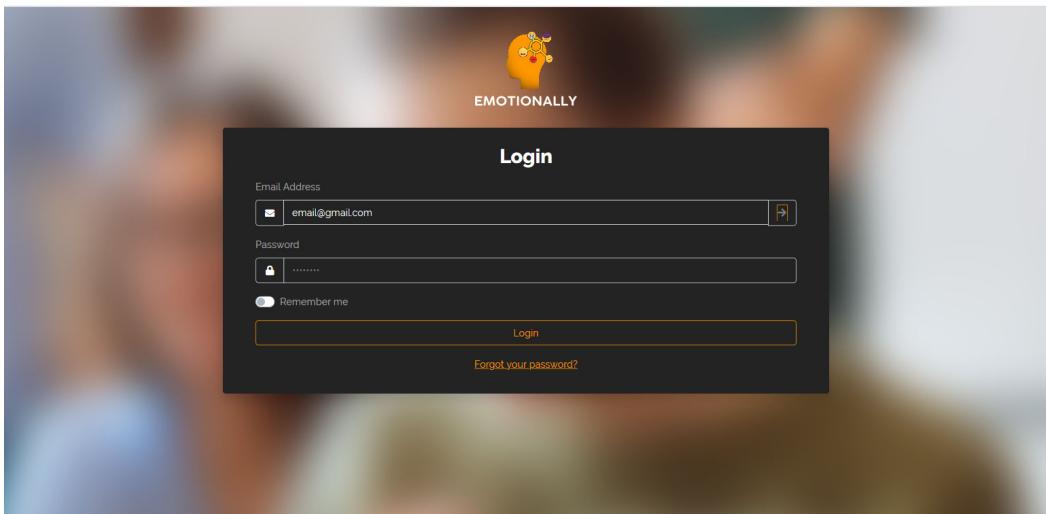
Per effettuare il *Login* è necessario visitare la *Landing Page* e, successivamente, cliccare sul bottone *Log In*, presente in alto a destra.



Si aprirà la pagina di *Log In* nella quale sarà necessario inserire la mail:



Dopo aver inserito la mail, premendo il pulsante invio (o cliccando sulla freccia), sarà possibile inserire la password:



Il toggle *Remember me* permette di non perdere la sessione alla chiusura il browser. Cliccando sul bottone *Login*, se i dati inseriti sono corretti, si potrà accedere al sistema.

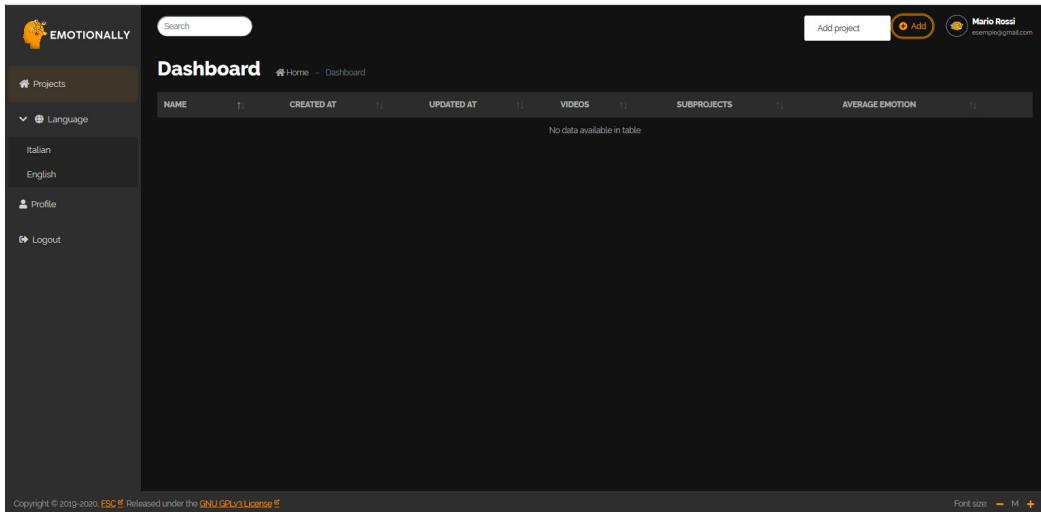
N.B. Se la mail non è stata verificata, si entrerà nella pagina di verifica mail (illustrata nella sezione [Section 3.1](#)) e non sarà possibile accedere al sistema.

3.3. Dashboard

Una volta completata la fase di [Section 3.2](#), l'utente verrà reindirizzato nella *Dashboard* del sistema, contenente l'elenco dei progetti dell'utente.

3.3.1. Sidebar

Sarà possibile inoltre interfacciarsi alla siderbar presente sulla sinistra, contenente le sezioni *Progetti*, *Lingua*, e *Profilo*.



Dalla sezione *Lingua* l'utente sarà in grado di cambiare la lingua del sistema in Italiano o Inglese a seconda delle sue preferenze.

Dal pulsante di *Logout*, invece, si può effettuare la disconnessione dal sito.

3.3.2. Parte destra

La parte destra del sistema rappresenta la principale zona di interazione con l'utente.

La Dashboard presenta un bottone *Add* che permette, cliccando sul link *Add project*, di creare un progetto. I passaggi sono illustrati nella sezione [Section 3.3.3.](#)

3.3.3. Creazione di un progetto

Per creare un progetto basta cliccare il pulsante *Add*, in alto a destra, e selezionare il link *Add project*.

Emotionally

The screenshot shows the Emotionally dashboard. On the left, there's a sidebar with a logo, navigation links for 'Projects', 'Language' (with 'Italian' and 'English' options), 'Profile', and 'Logout'. The main area is titled 'Dashboard' and shows a table header with columns: NAME, CREATED AT, UPDATED AT, VIDEOS, SUBPROJECTS, and AVERAGE EMOTION. Below the header, it says 'No data available in table'. At the top right, there's a search bar, a 'Add project' button, and a user profile for 'Mario Rossi' (esempio@gmail.com). At the bottom, there's a copyright notice and font size controls.

Il sistema richiederà il titolo del progetto che si intende creare.

This screenshot shows the same dashboard as above, but with an 'Add project' modal open in the center. The modal has a title 'Add project' and a single input field labeled 'Project name' with the placeholder 'Name'. At the bottom of the modal are two buttons: 'Close' and 'Create'. The rest of the interface is identical to the first screenshot.

Cliccando poi su *Create* il progetto verrà creato.

Emotionally

The screenshot shows the Emotionally application's dashboard. On the left, there is a sidebar with a logo, navigation links for 'Projects', 'Language' (set to Italian), 'Profile', and 'Logout'. The main area is titled 'Dashboard' and shows a table header with columns: NAME, CREATED AT, UPDATED AT, VIDEOS, SUBPROJECTS, and AVERAGE EMOTION. Below the header, it says 'No data available in table'. A modal window titled 'Add project' is open, displaying a green success message 'Project successfully created.' and a red input field labeled 'Project name' with the placeholder 'Name'. At the bottom of the modal are 'Close' and 'Create' buttons. In the top right corner, there is a user profile for 'Mario Rossi' with the email 'esempio@gmail.com'.

Un messaggio di conferma verrà mostrato ad operazione completata. In caso di errore l'utente verrà notificato di un problema durante l'operazione.

Una volta terminata l'operazione, il nuovo progetto apparirà nella *Dashboard*.

This screenshot shows the same Emotionally dashboard after a new project has been added. The table now contains one row for 'ProgettoProva', which was created on 21/02/2020 and updated on the same day. Both the 'VIDEOS' and 'SUBPROJECTS' counts are 0. The 'AVERAGE EMOTION' column shows an empty circle icon. The 'REPORT' button is visible next to the project name. The rest of the interface, including the sidebar and top bar, remains the same as in the previous screenshot.

Sarà possibile *rinominare*, *eliminare*, o *gestire i permessi* del progetto appena creato cliccando sul pulsante *Altre Opzioni* (ovvero tre pallini verticali sulla destra della riga).

The screenshot shows the Emotionally application's dashboard. On the left is a sidebar with navigation links: Projects, Language (Italian, English), Profile, and Logout. The main area is titled "Dashboard" and shows a table of projects. The table has columns: NAME, CREATED AT, UPDATED AT, VIDEOS, SUBPROJECTS, and AVERAGE EMOTION. Two projects are listed: "ProgettoProva" and "ProgettoProvaz". Both were created and updated on 21/02/2020, have 0 videos, 0 subprojects, and an average emotion of Ø. A context menu is open over the first project, listing "Permissions", "Rename", and "Delete". At the bottom of the page, there is a copyright notice: "Copyright © 2019-2020. Released under the GNU GPLv3 License." and a font size selector.

Inoltre, sarà possibile visualizzare l'intero [Report del progetto] semplicemente cliccando sull'apposito tasto *Report*.

3.3.4. Permessi

La sezione *Permessi* permette di scegliere quali utenti possono effettuare operazioni di lettura, modifica, aggiunta o rimozione in un determinato progetto.

The screenshot shows the "Share & Permissions" section for the "ProgettoProva" project. The top navigation bar includes "REPORT", "Add", and the user "Mario Rossi esempio@gmail.com". The main area has a heading "ProgettoProva: Share & Permissions" and a breadcrumb "Home - ProgettoProva - Share & Permission". Below this is a "Share the project" section with a form to enter an email address ("email@example.com") and checkboxes for permissions: "Can read?", "Can edit?", "Can add?", and "Can remove?". A "Add" button is present. Below this is a table with columns: NAME, E-MAIL, CAN READ?, CAN EDIT?, CAN ADD?, and CAN REMOVE?. The table displays the message "No data available in table". At the bottom, there is a copyright notice: "Copyright © 2019-2020. Released under the GNU GPLv3 License." and a font size selector.

Basterà inserire l'email dell'utente di cui si vogliono modificare i permessi e selezionare le operazioni che potrà effettuare.

REPORT

[Home](#) - [ProgettoProva](#) - [Share & Permission](#)

Share the project

NAME	E-MAIL	CAN READ?	CAN EDIT?	CAN ADD?	CAN REMOVE?	DELETE
Emmett Kuhn	ciebsack@example.com	✓	✓	✓	✓	DELETE

Copyright © 2019-2020. Released under the [GNU GPLv3 License](#).

Font size: M

Se la mail inserita è presente nel sistema, l'utente apparirà nella lista dei permessi presente nella medesima pagina.

3.3.5. Rinominare un progetto

Il pulsante *Rename* permette di rinominare un progetto già esistente. Una volta selezionata l'opzione, il sistema chiederà all'utente di inserire un nuovo nome per il progetto selezionato.

Search

[Home](#) - Dashboard

NAME	CREATED AT	UPDATED AT	VIDEOS	SUBPROJECTS	AVERAGE EMOTION
ProgettoProva	21/02/2020	21/02/2020	2	0	😊
ProgettoProvaz	21/02/2020				∅

Rename project

Project name: ProgettoProvaz

Name:

[Close](#) [Rename](#)

Copyright © 2019-2020. Released under the [GNU GPLv3 License](#).

Font size: M

Cliccando il pulsante *Rename*, il sistema notificherà l'utente dell'esito dell'operazione.

The screenshot shows the Emotionally application's dashboard. On the left, there is a sidebar with options: Projects, Language, Profile, and Logout. The main area displays a table of projects. One project, 'ProgettoProva', is selected. A modal window titled 'Rename project' is overlaid on the table, containing a green success message box.

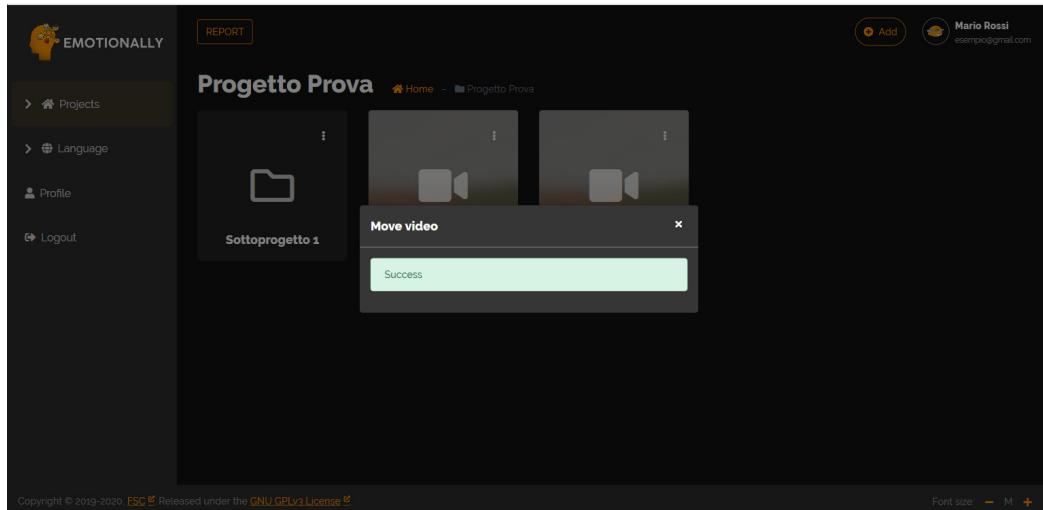
3.3.6. Spostare un progetto o un video

Il pulsante *Move*, accessibile sia cliccando sulle opzioni di un video sia su quelle di un progetto, permette di spostare uno dei due in un altro progetto di proprietà dell'utente*.

The screenshot shows the 'Progetto Prova' page. On the left, there is a sidebar with options: Projects, Language, Profile, and Logout. The main area displays a tree view of projects and subprojects. A modal window titled 'Move video' is open, listing four destination projects: 'Progetto Prova', 'Sottoprogetto 1', 'Progetto Prova 2', and 'Sottoprogetto 2'. At the bottom of the modal are 'No' and 'Move' buttons.

Selezionata l'opzione, verrà mostrato l'albero dei progetti creati dall'utente, che potrà così scegliere in quale inserire il video/progetto da spostare.

Un messaggio notificherà l'utente dell'esito dell'operazione.



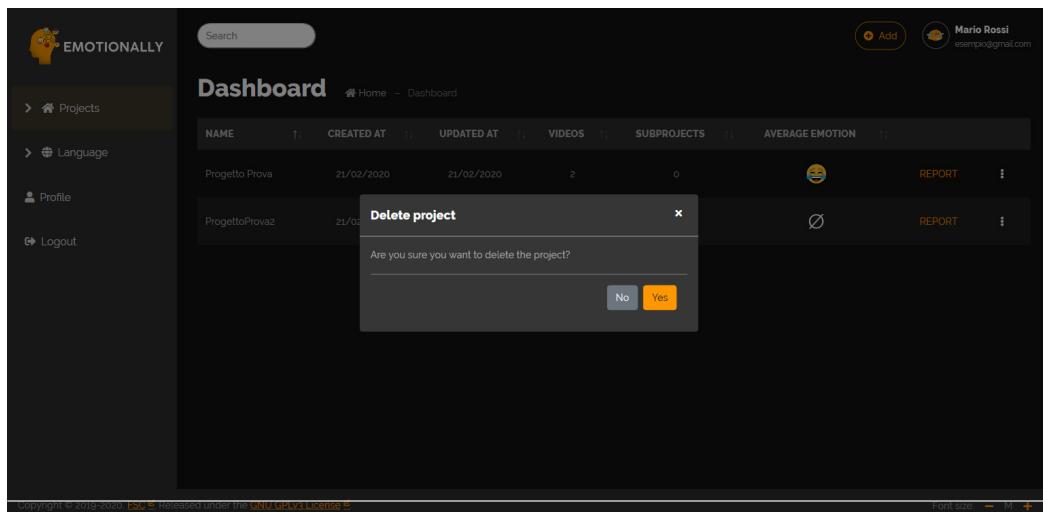
N.B.: E' possibile spostare il video anche in progetti che sono di proprietà di altri utenti, a patto di avere i permessi di aggiunta.

3.3.7. Eliminare un progetto o un video

Tramite il pulsante *Delete* è possibile eliminare un video o un progetto di proprietà dell'utente.

Una volta cliccato il pulsante, verrà richiesta un'ulteriore conferma dell'operazione per scongiurare click involontari.

N.B.: L'eliminazione di un progetto comporterà anche l'eliminazione di tutti i sottoprogetti e i video al suo interno.



Emotionally
dell'esito dell'operazione.

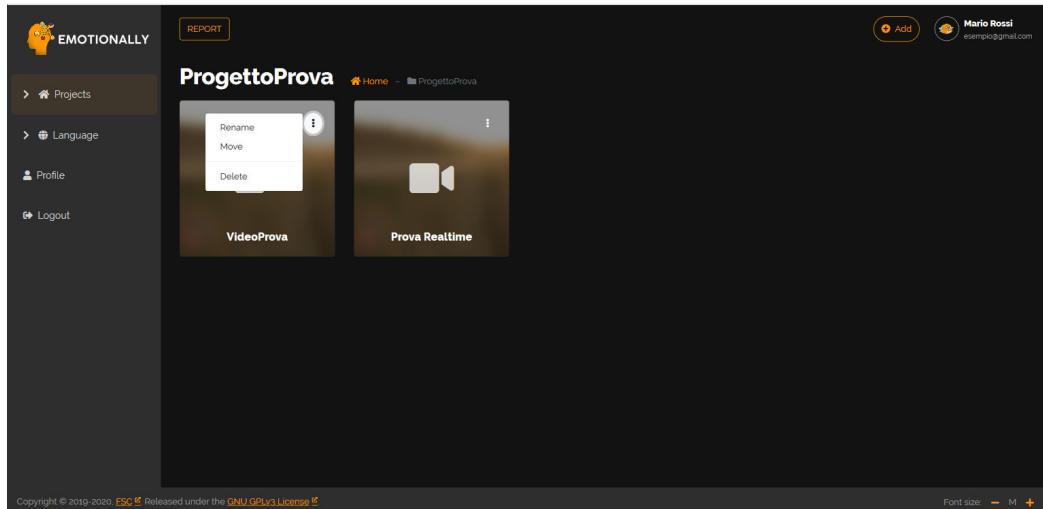
The screenshot shows the Emotionally application's dashboard. On the left is a sidebar with a logo, user information (Mario Rossi, esempio@gmail.com), and navigation links: Projects, Language (set to Italian), Profile, and Logout. The main area is titled "Dashboard" and shows a table of projects. One row for "Progetto Prova" is selected. A modal window titled "Delete project" is open over the row, containing the message "Success". The table has columns: NAME, CREATED AT, UPDATED AT, VIDEOS, SUBPROJECTS, and AVERAGE EMOTION. The "AVERAGE EMOTION" column for "Progetto Prova" shows a sad face icon. At the bottom of the page, there is copyright information: "Copyright © 2019-2020 FSC" and "Released under the GNU GPLv3 License".

3.4. Navigazione all'interno di un progetto

Per navigare all'interno di un progetto è necessario sceglierlo dalla tabella presente nella *Dashboard*:

The screenshot shows the Emotionally application's dashboard. The sidebar is identical to the previous one. The main area is titled "Dashboard" and shows a table of projects. The row for "ProgettoProva" is now highlighted. The table columns are the same: NAME, CREATED AT, UPDATED AT, VIDEOS, SUBPROJECTS, and AVERAGE EMOTION. The "AVERAGE EMOTION" column for "ProgettoProva" shows an empty set symbol. The bottom of the page includes the same copyright and license information as the first screenshot.

Cliccando sul progetto desiderato, si entrerà nella pagina di navigazione dello stesso. Appariranno i sottoprogetti e i video che esso contiene, come se fosse una cartella del sistema operativo.



Copyright © 2019-2020. [ESG](#) Released under the [GNU GPLv3 License](#)

Font size: M +

E' possibile, durante la navigazione, effettuare le operazioni di: - Creazione di un sottoprogetto - Caricamento di un video - Registrazione di un video in tempo reale - Gestione dei permessi di un sottoprogetto - Visualizzazione del report di un sottoprogetto - Visualizzazione di un report del video

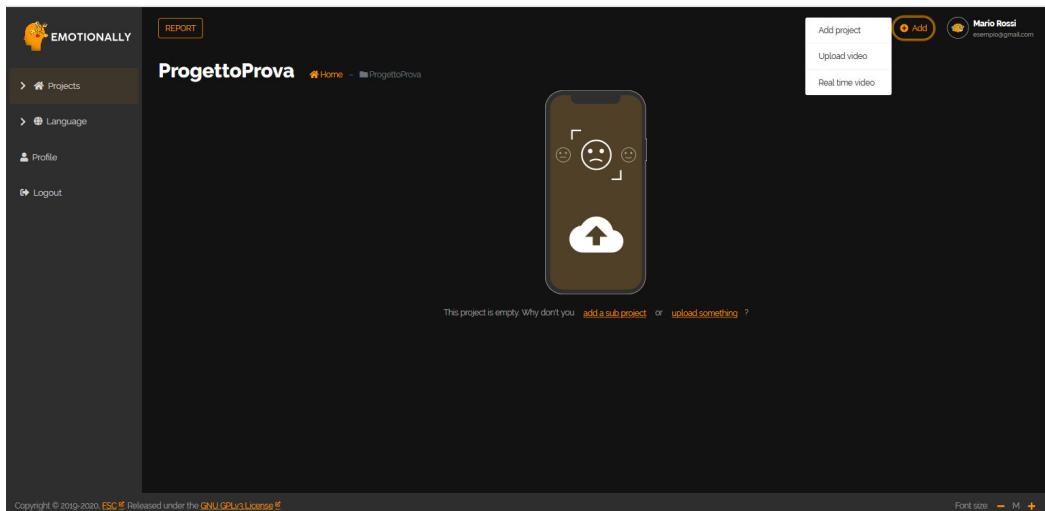
Qui di seguito verranno illustrate tutte le operazioni sopracitate.

3.4.1. Creazione di un sottoprogetto

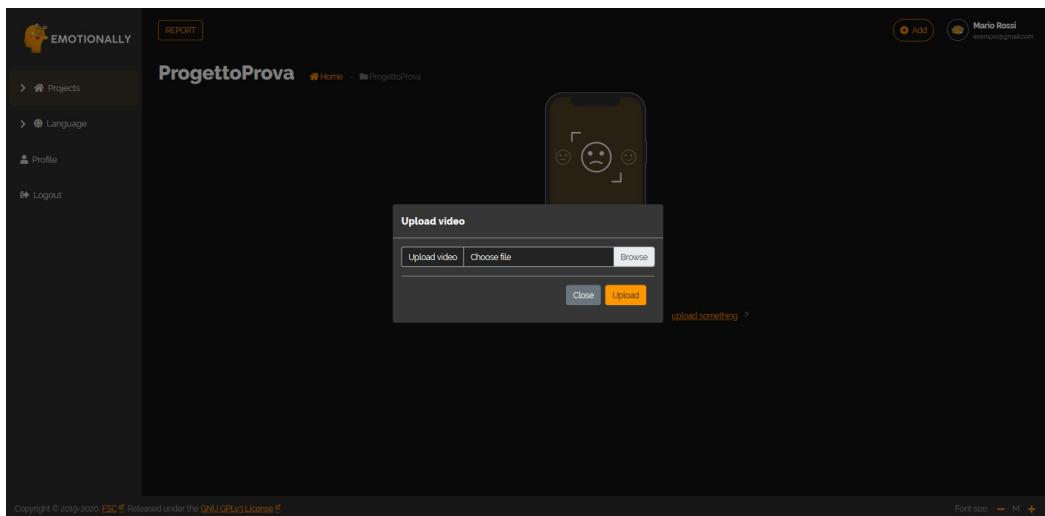
Per creare un sottoprogetto si può fare riferimento al paragrafo [Section 3.3.3](#).

3.4.2. Caricamento di un video

Per caricare un video all'interno di un progetto o sottoprogetto è sufficiente cliccare il pulsante *Add*, presente in alto a destra.

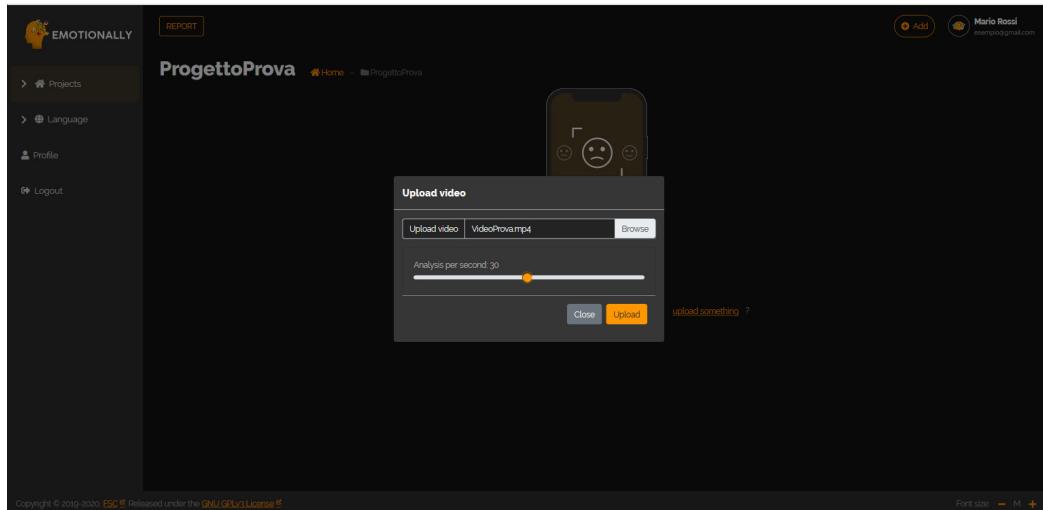


Successivamente è necessario cliccare il link *Upload video*.

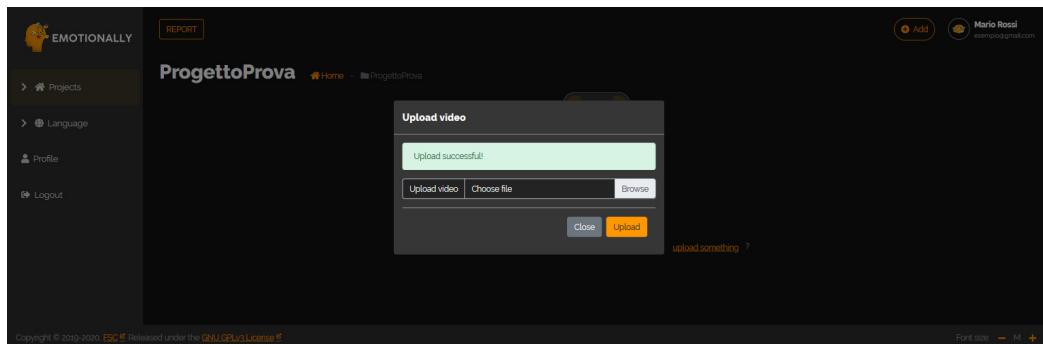


Cliccando il campo *Choose file* si aprirà l'esplora risorse del sistema operativo da cui si potrà selezionare uno o più video.

Successivamente, apparirà un selettore da cui si potrà selezionare la frequenza di analisi per secondo.



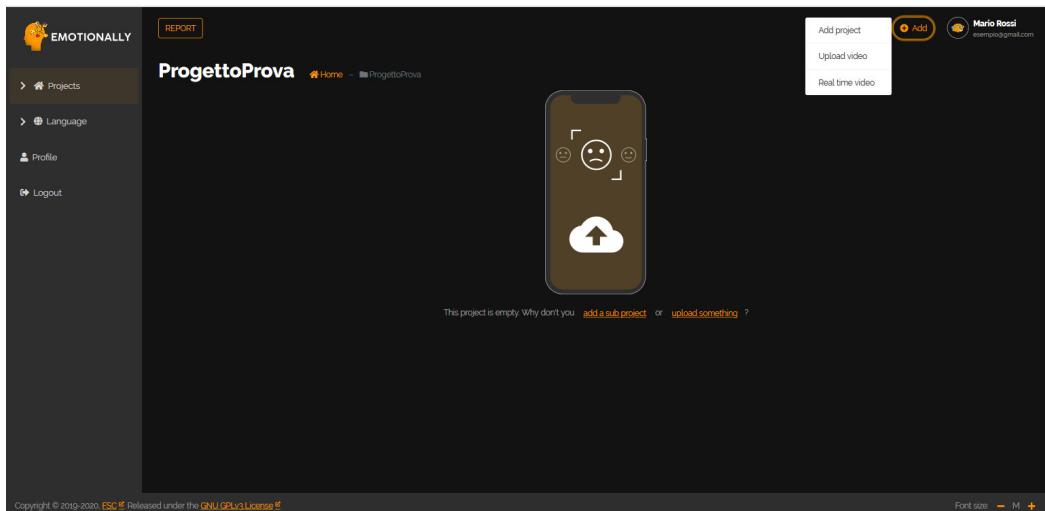
Per finalizzare il caricamento bisognerà cliccare sul pulsante *Upload*.



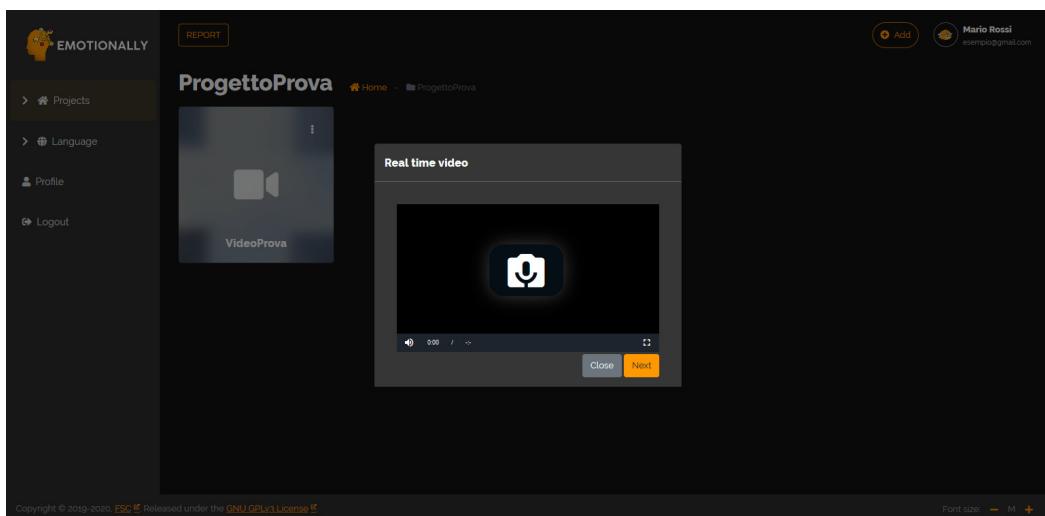
A caricamento effettuato apparirà un alert che notificherà l'utente sull'esito dell'operazione. Successivamente si potranno caricare altri video o tornare alla navigazione.

3.4.3. Registrazione di un video in tempo reale

Per registrare un video in tempo reale e aggiungerlo all'interno di un progetto o sottoprogetto è sufficiente cliccare il pulsante *Add*, presente in alto a destra.

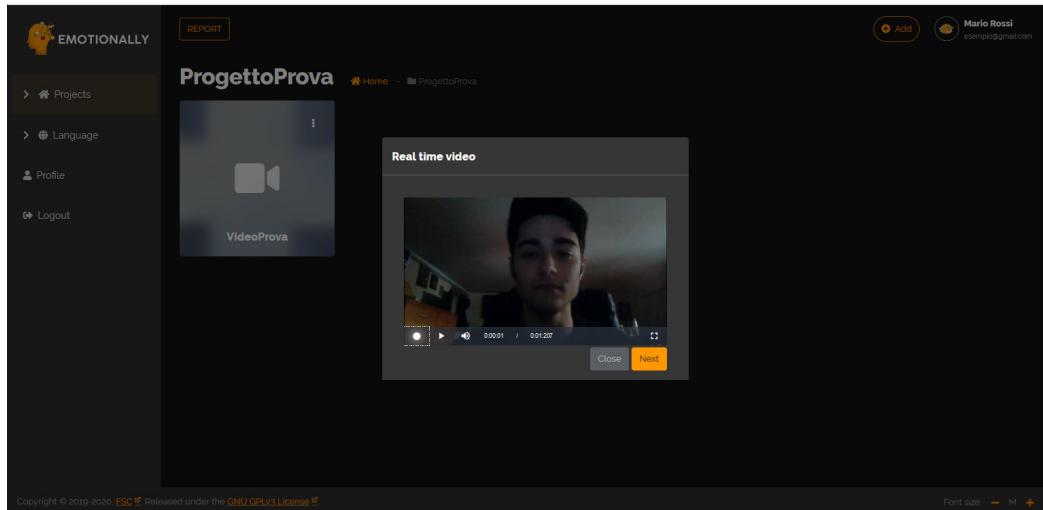


Successivamente è necessario cliccare il link *Real time video*.

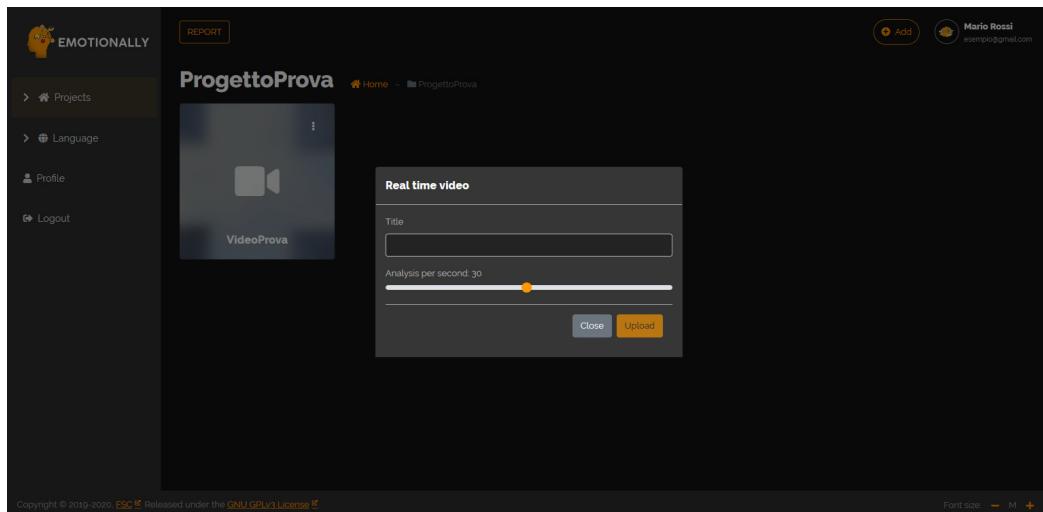


Cliccando sul pulsante al centro del player video il sistema richiederà i permessi per utilizzare la webcam e il microfono al browser. Sarà quindi necessario consentirne i permessi per il corretto funzionamento.

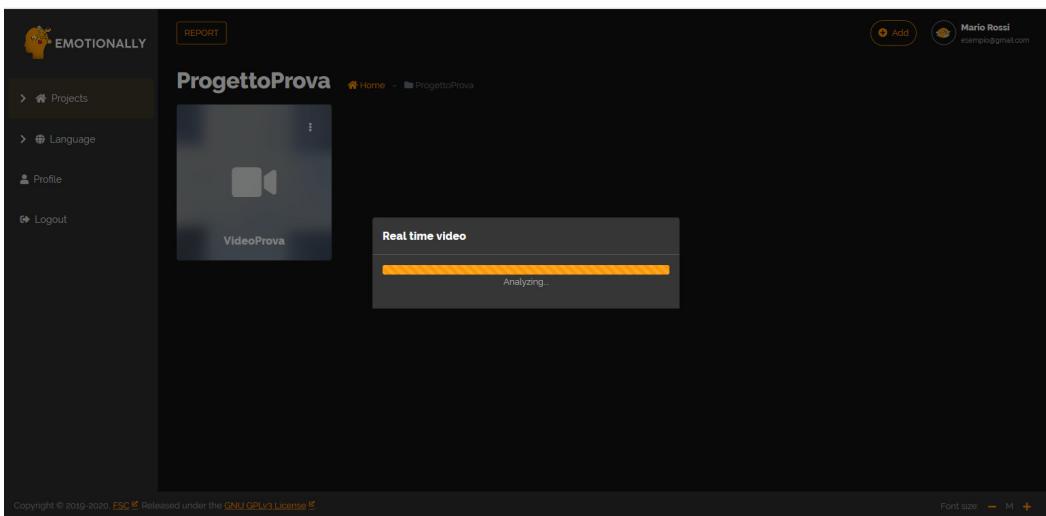
Apparirà, quindi, la visualizzazione in tempo reale della webcam e sarà possibile procedere alla registrazione del video cliccando il "pallino bianco" (o pulsante di *Rec*) in basso a sinistra nel player.



Si potrà poi fermare la registrazione cliccando sul "quadrato" (o pulsante di *stop*), che apparirà dopo aver cliccato il pulsante di *Rec*. Successivamente, cliccando sul pulsante *Next* in basso a destra, sarà possibile assegnare un titolo alla registrazione e seglierne le analisi per secondo.



Cliccando poi su *Upload* si porrà al caricamento del video e alla successiva analisi.

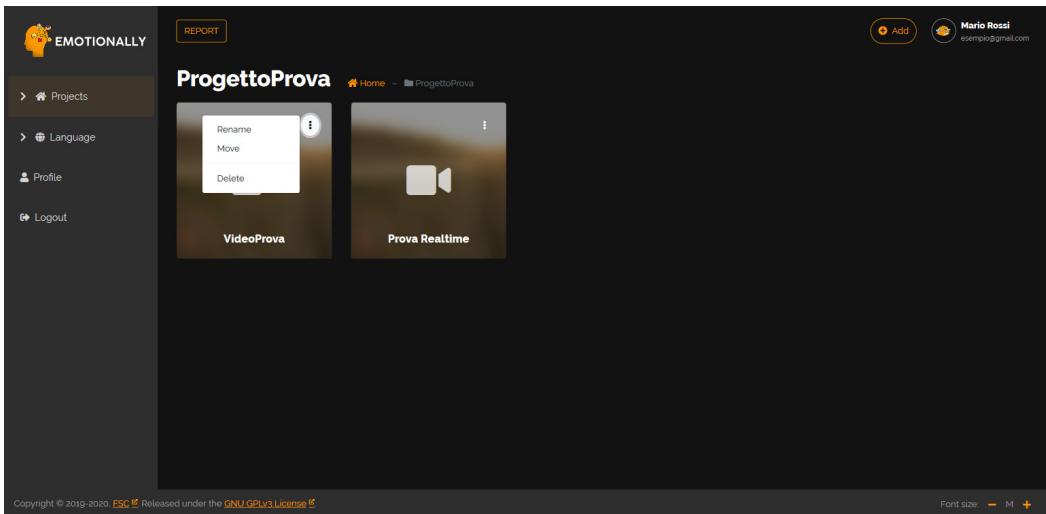


Terminata la procedura l'utente verrà notificato sull'esito della stessa e sarà possibile tornare alla navigazione.

3.4.4. Gestione dei permessi di un sottoprogetto

All'interno della navigazione è possibile accedere ai permessi di un sottoprogetto per aggiungerli, modificarli o rimuoverli.

Sarà sufficiente cliccare sul pulsante *Menù* del sottoprogetto desiderato (i tre puntini verticali in alto a destra all'interno del "quadrato") e, successivamente, cliccare sul link *Permissions*.



Si aprirà la pagina dei permessi, già illustrata nella sezione [Section 3.3.4](#).

Capitolo 3. Utilizzo del sistema | 25

N.B.: I permessi possono essere assegnati ai soli progetti o sottoprogetti, non è

Emotionally
possibile assegnare permessi ai video. Tuttavia, i video "ereditano" i permessi del progetto in cui si trovano.

3.4.5. Visualizzazione del report di un sottoprogetto

Una volta entrati in un sottoprogetto, è possibile visualizzare il [Section 3.6](#), cliccandovi sopra. In alternativa, attraverso il bottone *Report*, presente in alto a sinistra durante la navigazione all'interno di un progetto, è possibile visualizzare il [Section 3.5](#).

The screenshot shows the Emotionally web application interface. On the left, there's a sidebar with a logo, navigation links for 'Projects', 'Language', 'Profile', and 'Logout'. The main area has a dark background with a 'REPORT' button at the top. Below it, the title 'Sottoprogetto 1' is displayed, along with a breadcrumb navigation: Home > Progetto Prova > Sottoprogetto 1. A thumbnail image labeled 'VideoProva' is shown. At the bottom, there's a copyright notice 'Copyright © 2019-2020, Released under the GNU GPLv3 License' and a font size selector 'Font size - M +'. On the right side, there's a user profile for 'Mario Rossi esempio@gmail.com' with an 'Add' button.

3.5. Report di un progetto

Attraverso il pulsante *Report* è possibile visionare l'intero report di un progetto.

The screenshot shows the Emotionally web application interface. On the left, there's a sidebar with a logo, navigation links for 'Projects', 'Language', 'Profile', and 'Logout'. The main area has a dark background with a 'REPORT' button at the top. Below it, the title 'ProgettoProva' is displayed, along with a breadcrumb navigation: Home > ProgettoProva > Report. There are three charts: a 'Spider Chart' showing emotion levels across categories like Joy, Sadness, Surprise, etc.; a 'Bar Chart' showing the frequency of various emotions; and a 'Frequent emoji' section featuring a large yellow emoji of a laughing face with the word 'Joy' below it. At the bottom, there's a footer note '6 | Capitolo 3. Utilizzo del sistema' and a copyright notice 'Copyright © 2019-2020, Released under the GNU GPLv3 License'. On the right side, there's a user profile for 'Mario Rossi esempio@gmail.com' with a 'DOWNLOAD' button.

E' possibile visionare l'analisi delle emozioni media dei video all'interno del progetto sottoforma di diversi grafici.

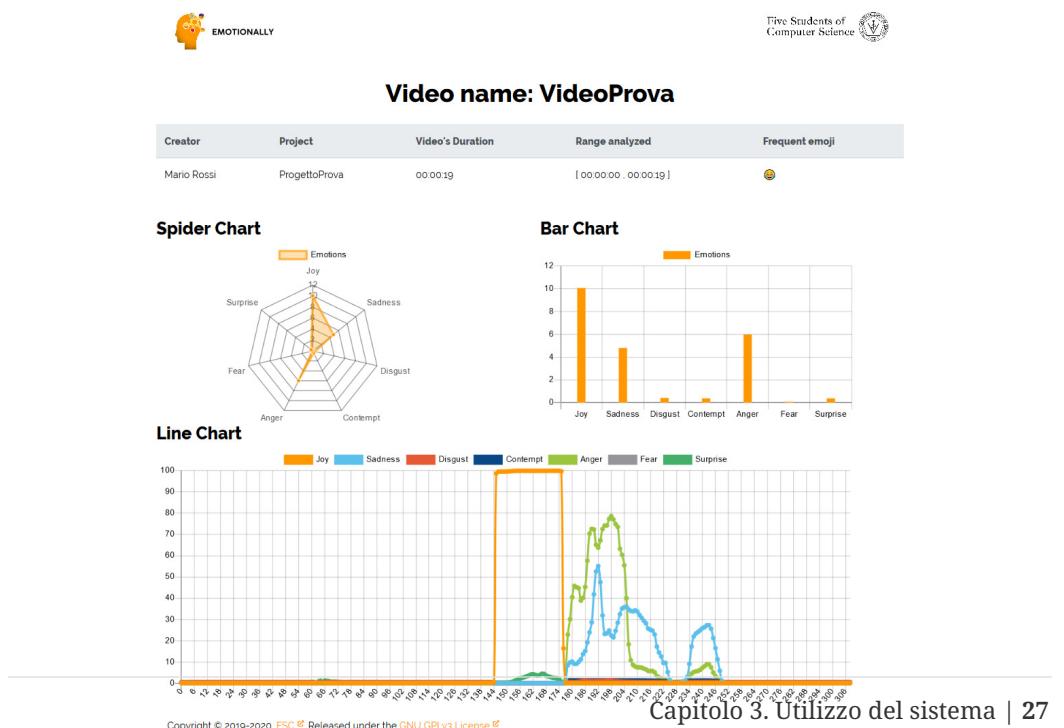
Lo *Spider Chart* e il *Bar Chart* offrono una visualizzazione più dettagliata rispetto all'emozione media (rappresentata tramite un'*Emoji*). Essi consentono di conoscere i parametri medi delle emozioni.

3.5.1. Scaricare i dati di un report

Attraversi il pulsante *Download* è possibile scaricare il report del progetto in uno dei seguenti formati:

- *PDF*
- *HTML*
- *JSON*
- *EXCEL*
- *PPTX* (Presentazione Power Point)

Di seguito si mostra un esempio di visualizzazione in formato *HTML* (analogia alla visualizzazione *PDF*).



3.6. Report di un video

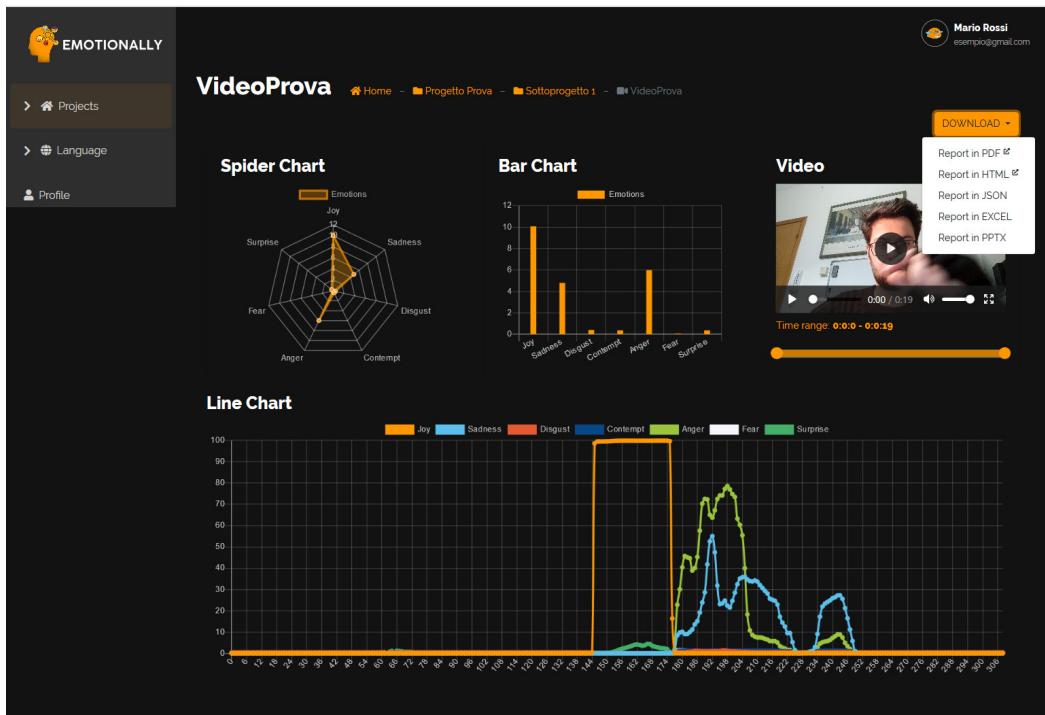
Cliccando su di un video verrà visualizzato il suo report. E' presente un player per riprodurre il video ed uno slider per effettuare l'analisi di determinati intervalli del video.



Rispetto ai [Section 3.5](#), il report di un video mostra anche il *Line Chart* che permette di visualizzare il valore preciso di una determinata emozione (da 0 a 100) in una delle rilevazioni effettuate dal sistema di analisi (variabile in base alle analisi per secondo e alla lunghezza del video).

3.6.1. Scaricare i dati del report di un video

E' possibile scaricare i dati di un report video in modalità identiche a quelle viste per i progetti (dettagliati nella sezione [Section 3.5.1](#)).



3.7. Profilo

Dalla sezione *Profilo* è possibile cambiare i propri dati, quali: *Nome*, *Cognome* e *Password*.

The screenshot shows the 'Profile' edit page. It includes fields for Name (Name*), Surname*, Old password*, New password, and Confirm new password. There are 'RESET' and 'SAVE' buttons at the bottom. The page footer includes copyright information and a font size selector.

Attraverso il pulsante *Reset* è possibile ripristinare le eventuali modifiche effettuate e non salvate, mentre attraverso il tasto *Save* verranno salvati i cambiamenti effettuati. Un messaggio notificherà l'utente dell'esito dell'operazione.

The screenshot shows the 'Profile' edit screen. At the top right, there's a user icon for 'Mario Rossi' with the email 'esempio@gmail.com'. On the left, a sidebar has 'Profile' selected. The main area has a green banner saying 'Profile changed'. It contains fields for 'Name*' (with 'Mario' typed), 'Surname*' (with 'Rossi'), 'Old password*', 'New password', 'Confirm new password', and a 'RESET' button. A 'SAVE' button is at the bottom right. Below the form, there's a copyright notice and font size controls.

Profile changed

Name* Surname*

Mario Rossi

Old password*

New password

Confirm new password

RESET SAVE

Copyright © 2019-2020. Released under the [GNU GPLv3 License](#).

Font size: M +

Capitolo 4. Informazioni aggiuntive

4.1. Linee guida per la progettazione grafica

Il sistema è stato progettato seguendo le linee guida del Material Design adottando un tema *Scuro* gradevole alla vista. Si è cercato di produrre un sito *usabile*, alla portata di chiunque, anche di chi non è specializzato nelle analisi delle emozioni.

4.2. Linee guida per l'accessibilità

Sono state rispettate le linee guida *Web Content Accessibility Guidelines (WCAG) 2.1* (<https://www.w3.org/TR/WCAG21/>) portando il sistema ad un livello AA (su scala A, AA e AAA). Il tool per testarle è *Siteimprove* (<https://siteimprove.com/>).

4.3. Responsività del sistema

L'interfaccia è stata realizzata tenendo conto di un possibile utilizzo tramite dispositivi mobili tenendo conto delle risoluzioni dei dispositivi più diffusi in commercio.

4.4. Ulteriori informazioni

Per ulteriori informazioni è possibile contattare il gruppo tramite il *referente* alla mail a.annese23@studenti.uniba.it [mailto:a.annese23@studenti.uniba.it].

GNU Free Documentation License

Version 1.3, 3 November 2008

Copyright © 2000, 2001, 2002, 2007, 2008 Free Software Foundation, Inc. <https://fsf.org/>

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other functional and useful document “free” in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondarily, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of “copyleft”, which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions

stated herein. The “Document”, below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as “you”. You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A “Modified Version” of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A “Secondary Section” is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document’s overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The “Invariant Sections” are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.

The “Cover Texts” are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A “Transparent” copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy

that is not “Transparent” is called “Opaque”.

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The “Title Page” means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, “Title Page” means the text near the most prominent appearance of the work’s title, preceding the beginning of the body of the text.

The “publisher” means any person or entity that distributes copies of the Document to the public.

A section “Entitled XYZ” means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as “Acknowledgements”, “Dedications”, “Endorsements”, or “History”.) To “Preserve the Title” of such a section when you modify the Document means that it remains a section “Entitled XYZ” according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are

reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

³⁶ It is requested, but not required, that you contact the authors of the Document

well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

- A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.
- B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.
- C. State on the Title page the name of the publisher of the Modified Version, as the publisher.
- D. Preserve all the copyright notices of the Document.
- E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.
- F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.
- G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.
- H. Include an unaltered copy of this License.
- I. Preserve the section Entitled “History”, Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled

“History” in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.

- J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the “History” section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.
- K. For any section Entitled “Acknowledgements” or “Dedications”, Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.
- L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.
- M. Delete any section Entitled “Endorsements”. Such a section may not be included in the Modified Version.
- N. Do not retitle any existing section to be Entitled “Endorsements” or to conflict in title with any Invariant Section.
- O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version’s license notice. These titles must be distinct from any other section titles.

You may add a section Entitled “Endorsements”, provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one

of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections Entitled “History” in the various original documents, forming one section Entitled “History”; likewise combine any sections Entitled “Acknowledgements”, and any sections Entitled “Dedications”. You must delete all sections Entitled “Endorsements”.

6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an “aggregate” if the copyright resulting from the compilation is not used to limit the legal rights of the compilation’s users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document’s Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

If a section in the Document is Entitled “Acknowledgements”, “Dedications”, or “History”, the requirement (section 4) to Preserve its Title (section 1) will

typically require changing the actual title.

9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, or distribute it is void, and will automatically terminate your rights under this License.

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, receipt of a copy of some or all of the same material does not give you any rights to use it.

10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See <https://www.gnu.org/licenses/>.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License “or any later version” applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose

any version ever published (not as a draft) by the Free Software Foundation. If the Document specifies that a proxy can decide which future versions of this License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Document.

11. RELICENSING

“Massive Multiauthor Collaboration Site” (or “MMC Site”) means any World Wide Web server that publishes copyrightable works and also provides prominent facilities for anybody to edit those works. A public wiki that anybody can edit is an example of such a server. A “Massive Multiauthor Collaboration” (or “MMC”) contained in the site means any set of copyrightable works thus published on the MMC site.

“CC-BY-SA” means the Creative Commons Attribution-Share Alike 3.0 license published by Creative Commons Corporation, a not-for-profit corporation with a principal place of business in San Francisco, California, as well as future copyleft versions of that license published by that same organization.

“Incorporate” means to publish or republish a Document, in whole or in part, as part of another Document.

An MMC is “eligible for relicensing” if it is licensed under this License, and if all works that were first published under this License somewhere other than this MMC, and subsequently incorporated in whole or in part into the MMC, (1) had no cover texts or invariant sections, and (2) were thus incorporated prior to November 1, 2008.

The operator of an MMC Site may republish an MMC contained in the site under CC-BY-SA on the same site at any time before August 1, 2009, provided the MMC is eligible for relicensing.