# Introduction

## 1.1 Purpose

This document holds the low level design specification for the browser extension component of the project “Anotode”. It is supposed to be followed during the coding phase and will be used as a reference for developing the extension part of the project.

## 1.2 Document Conventions

Extension means “Chrome Extension”. Will fill it later.

## 1.3 Intended Audience and Reading Suggestions

The audience of this document is assumed to be the development team and whosoever who is part of development of the browser extension and in some cases, the entire project. It is recommended that anyone reading this document must have prior knowledge of how browser extensions work. An experience in developing browser extensions would come really handy.

## 1.4 References

Various references were used in preparing this document. A non-exhaustive list of them can be listed as follows -

* Google Chrome Developer Reference <https://developer.chrome.com/extensions>
* Tutsplus Chrome Extension Getting Started Guide <https://code.tutsplus.com/tutorials/developing-google-chrome-extensions--net-33076>
* Sitepoint 10 minute tutorial on getting into browser extension <https://www.sitepoint.com/create-chrome-extension-10-minutes-flat/>
* Firefox Web extensions reference <https://developer.mozilla.org/en-US/Add-ons/WebExtensions>
* Firefox Addon SDK docs <https://developer.mozilla.org/en-US/Add-ons/SDK>

# 2. Design Overview

Browser extension consists of 3 parts .

1. Content scripts
2. Background pages
3. Popup

Content scripts - They are responsible for highlighting the webpage in case of highlight or re-highlighting in case of re-highlight.

Background pages - They are responsible for loading data from the server and saving it back on the server.

Popup - It is responsible for showing the GUI that allows user to login/signup and change settings.

# 3. Design Description

## 3.1. Codebase structure

structure

## 3.2. User Interface

As detailed in the prototype designs.

For backend, UI is API. so will have to write about it.

## 3.3. Class Diagrams

Class/Model diagrams

## 3.4 Event/Message flow diagrams

What happens when certain event occurs. Like when user click on Login. What happens in the background ? write here.

## 3.5. Error/Exception Handling

How you handle errors in code

# 4. Configuration

This section lists the configurations that need to be done in order to get the system running.

## 4.1 Adapter / Connector Configuration

Any adapters or connectors to be used. List here.

## 4.2 Application Configuration

Application configuration like setting some environment variables and so …

## 4.3 Third Party tool Configuration

Using third party tools like some external database server and so.. List here.

# 5. Customization

If it is possible to customize application, write it here

# 6. Assumptions

Assumptions made when writing this document.

# 7. Dependencies

Dependencies of the component. Like chrome APIs.

# 8. Annexure

Annexure / glossary