

Bolinho

Solution for data gathering, processing and interaction

Hefestus

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1. Home

1.1 Home

Documentation of the FullStack solution **bolinho**.

This documentation automatically generates a **PDF file** from it's content. You can download it [here](#).

1.1.1 You can see the React [Front-end HERE!](#)

This is a static version of the app, without access to the server, therefore most features won't work.

Info

Remember that you need to build the app for it to show on the static page, so run `npm run buildWeb` or something similar to build it.

Use the **Tabs** above to navigate through the documentation.

1.1.2 Running

As for running the program we have a few options:

- Run only the frontend `npm run startWeb`
- Run only the backend `npm run startEel`
- Serve the full application `npm run serve`

This command will start the eel as headless and start the web serve, it doesn't need to build the front end before executing. **Less performant**.

To update the backend ability to call front end functions you should first build the front.

- Run the full application `npm run start`

With this command it will first build the react front end, then run the python script.

- Build the react frontend `npm run buildWeb`
- Build binaries. `npm run buildBin`
- You can build the "binaries", more like a python environment wrapper, it uses [PyInstaller](#) to generate the bins.
- The output path is `bolinho/src/dist/`

Did you like this documentation? You can check out the repo [ZRafaF/ReadTheDocksBase](#) for more info 😊.

1.2 Setup

This page will define the step-by-step to build this project.

This project assumes you have the latest version of [Python](#), **PIP** and **GIT**,

This project was developed using python version `Python 3.10.x`

1.2.1 Clone the repo

Bash

```
git clone https://github.com/HefestusTec/bolinho  
  
cd bolinho
```

1.2.2 Creating a virtual environment

The following step isn't mandatory but **recommended**.

Bash

```
python -m pip install --user virtualenv  
  
python -m venv venv
```

The a directory `venv` should be created in the root folder.

How to activate:

Windows activation

```
venv/Scripts/activate
```

OR

Linux activation

```
source venv/bin/activate
```

1.2.3 Installing dependencies

Bash

```
npm run installDep
```

1.2.4 Documentation

The following step is only required for those that want to **edit the documentation**.

Installing dependencies

Bash

```
pip install -r docs/requirements.txt
```

Build

We have two options to create a build:

- **Serve:**

This option is used for debugging, it will open the static page in one of the localhost ports.

```
mkdocs serve
```

- **Build:**

This option creates a build of the documentation and saves it on the directory `/site/`.

```
mkdocs build
```

Note

Be aware of the **Environment Variable** `ENABLE_PDF_EXPORT`, it will only generate the PDF if this variable is set to `1`.

You can change the `mkdocs.yml` file and remove this line if you so choose.

For more info about the documentation please checkout [ZRafaF/ReadTheDocksBase](#).

2. Back End

2.1 Back End

2.1.1 DBHandler.py

Defines database models using orm_sqlite

2.1.2 Models

- Material
- Experiment
- Body
- Reading

2.1.3 Classes

DBHandler

Handles database connection and CRUD operations

METHODS

- **init**(self, db_path)
- add_material(self, name, batch)
- add_experiment(self, name, material, date, time, load_loss_limit, max_load, max_travel, max_time, compress, z_axis_speed)
- add_reading(self, experiment, load, z_pos, time)
- get_materials(self)
- get_material_by_id(self, id)
- get_bodies(self)
- get_body_by_id(self, id)
- get_bodies_by_material(self, material)
- get_bodies_by_type(self, body_type)
- get_bodies_by_material_and_type(self, material, body_type)
- get_experiments(self)
- get_experiment_by_id(self, id)
- get_experiments_by_material(self, material)
- get_experiments_by_date(self, date)
- get_experiments_by_date_and_material(self, date, material)
- get_experiment_readings(self, experiment)
- delete_experiment_by_id(self, id)
- delete_material_by_id(self, id)
- populate(self)

2.2

Handles Raspberry Pi GPIO and data acquisition

2.2.1 [Classes](#)

DataHandler

Abstract class for data acquisition

LoadCell

Handles load cell data acquisition

StepMotor

Handles step motor data acquisition

2.3 DBHandler

2.3.1 DBHandler.py

Defines database models using orm_sqlite

2.3.2 Models

- Material
 - id : Integer Primary Key
 - name: String
 - batch: String
- Experiment
 - id : Integer Primary Key
 - name: String
 - material: Integer Foreign Key
 - date: Date
 - time: Time
 - load_loss_limit: Float
 - max_load: Float
 - max_travel: Float
 - max_time: Float
 - compress: Boolean
 - z_axis_speed: Float
- Body
 - id : Integer Primary Key
 - body_type: String
 - material: Integer Foreign Key
 - param_a: Float
 - param_b: Float
 - height: Float
- Reading
 - id: Integer Primary Key
 - experiment: Integer Foreign Key
 - load: Float
 - z_pos: Float
 - time: Float

2.3.3 Classes

DBHandler

Handles database connection and CRUD operations

METHODS

- **init**(self, db_path)
 - Creates database connection, binds models to database, creates and populates the database if it doesn't exist
- db_path: Path to database file
- add_material(self, name, batch)
 - name: Name of the material
 - batch: Batch number of the material
- add_experiment(self, name, material, date, time, load_loss_limit, max_load, max_travel, max_time, compress, z_axis_speed)
 - name: Name of the experiment
 - material: Name of the material
 - date: Date of the experiment
 - time: Time of the experiment
 - load_loss_limit: Load loss limit of the experiment
 - max_load: Maximum load of the experiment
 - max_travel: Maximum travel of the experiment
 - max_time: Maximum time of the experiment
 - compress: Whether the experiment is compressive or not
 - z_axis_speed: Speed of the z axis
- add_reading(self, experiment, load, z_pos, time)
 - experiment: Name of the experiment
 - load: Load of the reading
 - z_pos: Z position of the reading
 - time: Time of the reading
- get_materials(self)
 - Returns all materials in the database
- get_material_by_id(self, id)
 - id: Id of the material
 - Returns the material with the given id
- get_bodies(self)
 - Returns all bodies in the database
- get_body_by_id(self, id)
 - id: Id of the body
 - Returns the body with the given id

• `get_bodies_by_material(self, material)`

- material: Name of the material
- Returns all bodies with the given material

• `get_bodies_by_type(self, body_type)`

- body_type: Type of the body
- Returns all bodies with the given type

• `get_bodies_by_material_and_type(self, material, body_type)`

- material: Name of the material
- body_type: Type of the body
- Returns all bodies with the given material and type

• `get_experiments(self)`

- Returns all experiments in the database ordered by date and time descending

• `get_experiment_by_id(self, id)`

- id: Id of the experiment
- Returns the experiment with the given id

• `get_experiments_by_material(self, material)`

- material: Name of the material
- Returns all experiments with the given material

• `get_experiments_by_date(self, date)`

- date: Date of the experiment
- Returns all experiments with the given date

• `get_experiments_by_date_and_material(self, date, material)`

- date: Date of the experiment
- material: Name of the material
- Returns all experiments with the given date and material

• `get_experiment_readings(self, experiment)`

- experiment: Name of the experiment
- Returns all readings of the given experiment

• `delete_experiment_by_id(self, id)`

- id: Id of the experiment
- Deletes the experiment with the given id and all its readings

• `delete_material_by_id(self, id)`

- id: Id of the material
- Deletes the material with the given id and all its experiments and readings

• `populate(self)`

- Populates the database with some dummy data

2.4 DataHandler

2.4.1 [DataHandler.py](#)

Handles Raspberry Pi GPIO and data acquisition

2.4.2 Classes

DataHandler

Abstract class for data acquisition

LoadCell

[NOT IMPLEMENTED]

Handles load cell data acquisition

StepMotor

[NOT IMPLEMENTED]

Handles step motor data acquisition

2.5 Routines

This page is a summary of the routines of the machine.

3. Front End

3.1 Front End

As front end framework/library we are using [ReactJs](#).

You can check out the [about](#) page for a list of the **third party projects** being used.

Global variables

The global variables can be found at `variables.css`. You can import it into your stylesheet using

CSS

```
@import url(./variables.css);
```

3.1.1 Component architecture

flowchart TD

```
App --> MainPage
App --> ExperimentPage
MainPage --> SideBar
SideBar --> Header
MainPage --> Content
Content --> Inicio
Content --> Calibrar
Content --> Controlar
Content --> Config.
Content --> Sobre
```

3.2 Pages

The following pages are just place holders / mockups of the final application.

3.2.1 Initial page

Main

Initial page of the application, you are able to:

- Visualize previous experiments;
- Exclude experiments;
- Exclude materials;
- Access different sub-pages;
- Generate report; and more!.



Calibration sub-page



Control sub-page



Configuration sub-page



About sub-page

3.2.2 Experiment page



Main

3.3 Components

Most custom React components are here

3.3.1 ZoomComponent

Component that enables zooming on it's contents, press and hold to zoom in.

It uses the [use-long-press](#) hook to handle this action.

You can enable/disable and change the activation time on the [GlobalConfigContext](#) context.

Props

React

```
{
  scaleOrigin = "top",
  className = "",
  children,
}
```

- **scaleOrigin** : What is the origin point (which direction does it grows).
 - **className** : ClassName of the component.
 - **children** : Children props, Don't worry about it.
-

Usage example

React

```
import ZoomComponent from "../zoomComponent/zoomComponent";
import ExperimentsInspector from "../experimentsInspector/experimentsInspector";

export default function exampleComponent(){
  return(
    <ZoomComponent
      className={styleModule.experiments_inspector}
      scaleOrigin="bottom left"
    >
      <ExperimentsInspector />
    </ZoomComponent>
  );
}
```

3.3.2 ExperimentInspector

This component makes use of the `SelectedObjectContext`.

The experiment inspector component holds the following children:

- `ColorPicker`: Color picker component for choosing the color of the active experiment.
- `ExperimentButton`: Buttons that make the list of selected experiments.
- `ExperimentDescription`: Component that parses the description of the active material.

Props

none

Usage example

React

```
import { eel } from "../App";
import ExperimentInspector from "../experimentsInspector/experimentsInspector";

export default function exampleComponent(){

  const getMaterialList = async () => {
    try {
      const materialList = JSON.parse(await eel.get_material_list());
      return materialList;
    } catch (error) {
      return [];
    }
  };

  return(
    <SelectedObjectContext.Provider>
      <ExperimentInspector />
    </SelectedObjectContext.Provider>
  );
}
```

3.3.3 MaterialSelector

The `MaterialSelector` component holds the following children:

- `MaterialSelectorButton` : Buttons that make the list of available experiments.
- `DropDownButton` : Buttons that make a dropdown, so the user can choose which experiment they want to inspect.

It can be wrapped with the `ZoomComponent` to allow zooming.

Props

React

```
{
  materialList // List of available materials, fetched from the backend
}
```

Usage example

React

```
import { eel } from "../App";
import MaterialSelector from "../materialSelector/materialSelector";

export default function exampleComponent(){

  const getMaterialList = async () => {
    try {
      const materialList = JSON.parse(await eel.get_material_list());
      return materialList;
    } catch (error) {
      return [];
    }
  };

  return(
    <MaterialSelector materialList={getMaterialList} />
  );
}
```

3.4 Contexts

This page contains all the [contexts](#) used on the application.

3.4.1 GlobalConfigContext

React

```
{
  theme: "light", // light | dark
  animationSpeed: "slow", // fast | slow | off
  animateGraph: "on", // on | off
  enableZoom: true, // Should zooming be enable?
  zoomDelay: 300, // How long [ms] should I press to zoom
  blurOnZoom: true, // Should it blur when zooming?
  absoluteMaximumForce: 10000,
}
```

3.4.2 SelectedObjectsContext

This context is accessible to the children of the `MainPage` component. It holds a list of the selected objects "experiments data".

React

```
{
  material, // material_fragment
  experiment, // experiment_fragment
  data_array, // data_array_fragment,
  color, // color associated to an experiment
}
```

3.5 Alerts

This project is using [react-toastify](#) to handle alerts. If you want more in-depth info about them please refer to the [documentation](#).

3.5.1 Usage

Here is an exemple of how you can create an alert.

React

```
import React from "react";
import { toast } from "react-toastify";

export default function myComponent() {
  const iWasPressed = () => {
    // This will show an error alert.
    toast.error("Não foi possível acessar o backend");
  };

  return(
    <button onClick={iWasPressed}>
      Press me :D
    </button>
  );
}
```

3.6 Styling

Here we will show some tips and styling techniques used on this project.

3.6.1 Linking stylesheets to a component

Stylesheets are made with `style.module.css` and imported into the `.jsx` or `.tsx` allowing us to use it as an object to name `classNames`.

As for naming convention snake case is being used for styling names

React

```
import styleModule from "../mainPage.module.css";

<div className={styleModule.my_custom_div}>
  Im a styled div
</div>
```

3.6.2 Adding ellipsis

You can add ellipsis to most texts using the following code

CSS

```
white-space: nowrap;
overflow: hidden;
text-overflow: ellipsis;
```

Tip

This **must not be wrapped in a flex div**, therefore we recommend you using a div only for the text, for example:

React

```
<div className="my-cool-div">
  <div className="my-text">
    This text will add ellipsis when it overflows.
  </div>
</div>
```

CSS

```
.my-text{
  white-space: nowrap;
  overflow: hidden;
  text-overflow: ellipsis;
}
```

4. Embedded

4.1 Embedded

Bolinho uses a microcontroller [esp32-s3](#) for controlling the hardware.

The microcontroller communicates via serial to the host, and is responsible for reading the load cell and controlling the stepper motor.

5. API

5.1 API

In this section you will be able to find every **API call** available.

These **calls** are exposed to the **front-end** via the **eel** object, giving it access to the **data base**, **systems** and **hardware**. This solution makes use of the **eel** library to realize the communication between the front-end and back-end;

This API reference will show the methods being called by the front-end in JavaScript, and every call should be made **asynchronously**.

5.1.1 How to create and expose functions to the backend

React

```
function myJsFunction(message){
  console.log(`Got this from the back end ${message}`)
}

// This line exposes the function to the back end, note the second argument, it is the name
// that the back end needs to call
window.eel.expose(myJsFunction, "myJsFunction");
```

Python

```
try:
    eel.myJsFunction("IT'S WORKING")
except:
    pass
```


5.2 Front end API

This page gathers all the API calls that can be used by the backend.

Backend -> Front end

Warning

The functions can only be called if they are available on the `web/build` directory, therefore if you make a change using `npm run serve` won't show it, you will need to rebuild the front end with `npm run buildWeb` or by using `npm run start`.

Note

These functions can only be called after eel is initiated with `eel.init()`.

5.2.1 Core API

Collection of all functions/API calls available to the backend. You can find them in the `bolinho_api/core.py` file.

The JavaScript file can be found in the `api` folder.

ping()

ping()

Tries to ping the bolinho front-end, returns 1 if it worked

Python usage example

```
from bolinho_api.core import core_api

while True:
    try:
        if core_api.ping():
            print("got a ping!")
            break
        pass
    except:
        eel.sleep(1)
```

get_config_params()

get_config_params()

Tries to ping the bolinho front-end, returns 1 if it worked

Python usage example

```
from bolinho_api.core import core_api

config = core_api.get_config_params()
current_save_version = config["configVersion"]
print(current_save_version)
```

This function is located at `src/web/src/App.js`

go_to_experiment_page()

go_to_experiment_page()

Asks the front end to go to the experiment page.

Returns 1 if succeeded.

Python usage example

```
from bolinho_api.core import core_api

change_pages = True
if change_pages:
    core_api.go_to_experiment_page()
```

go_to_home_page()

go_to_home_page()

Asks the front end to go to the home page.

Returns 1 if succeeded.

Python usage example

```
from bolinho_api.core import core_api

change_pages = True
if change_pages:
    core_api.go_to_home_page()
```

show_connect_prompt()

show_connect_prompt()

Warning

DEPRECATED

Asks the front end to show the connection prompt.

The connection prompt is used to select the serial port.

Returns 1 if succeeded.

Python usage example

```
from bolinho_api.core import core_api

config = core_api.get_config_params()
device_port = config["port"]

while not device_port:
    core_api.show_connect_prompt()
    device_port = config["port"]
```

set_is_connected()

set_is_connected()

Sets the variable "isConnected" on the front-end.

Python usage example

```
from bolinho_api.core import core_api

core_api.set_is_connected(True)
```

refresh_data()

refresh_data()

Sets the variable "isConnected" on the front-end.

Python usage example

```
from bolinho_api.core import core_api

add_material_to_db() #Arbitrary function that adds a material to the DB

core_api.refresh_data()
```

5.2.2 UI API

Collection of all functions/API calls available to the backend for UI in general. You can find them in the `bolinho_api/ui.py` file.

The JavaScript file can be found in the `api` folder.

success_alert(text)

success_alert(text)

Uses [React-Toastify](#) to create an success alert.

Python usage example

```
from bolinho_api.ui import ui_api

ui_api.success_alert("Success!")
```

error_alert(text)

error_alert(text)

Uses [React-Toastify](#) to create an error alert.

Python usage example

```
from bolinho_api.ui import ui_api

ui_api.error_alert("Error!")
```

prompt_user(description, options, callback_func)

prompt_user(description, options, callback_func)

Prompts the user with a 'description', and shows the 'options' to the user.

The result is passed to the callback_function

Python usage example

```
from bolinho_api.ui import ui_api

def get_result(result):
    if result == "yes":
        print("The user chose yes")
    print("The user chose no")

ui_api.prompt_user(
    description="Do you want to pay 1000?",
    options=["yes", "no"],
    callback_func= get_result,
)
```

set_focus(focus_element: str)

error_alert(focus_element: str)

Focus in an specific element on the frontend.

WARNING Pay attention to the name of the element you are trying to focus

You can find them at <https://github.com/HefestusTec/bolinho/blob/main/src/web/src/api/apiTypes.ts>

Python usage example

```
from bolinho_api.ui import ui_api

ui_api.set_focus("connection-component")
```

5.2.3 Experiment page API

Collection of all functions/API calls available to the backend for the **experiment** routine. You can find them in the `bolinho_api/experiment.py` file.

The JavaScript file can be found at `web/src/api/contexts/ExperimentPageContext.tsx`.

get_load_percentage()

get_load_percentage()

Asks the front for the current load percentage.

This variable is shown to the user in a progress bar. And is usually between 0-100.

Returns the load percentage value

Python usage example

```
from bolinho_api.experiment import experiment_api

print(experiment_api.get_load_percentage())
```

set_load_percentage(newValue)

set_load_percentage(newValue)

Sets the current load percentage.

This variable is shown to the user in a progress bar. And is usually between 0-100.

Python usage example

```
from bolinho_api.experiment import experiment_api

for number in range(100):
    experiment_api.set_load_percentage(number)
    eel.sleep(0.1)
```

get_time_percentage()

get_time_percentage()

Asks the front for the current time percentage.

This variable is shown to the user in a progress bar. And is usually between 0-100.

Returns the load percentage value

Python usage example

```
from bolinho_api.experiment import experiment_api

print(experiment_api.get_time_percentage())
```

set_time_percentage(newValue)

set_time_percentage(newValue)

Sets the current time percentage.

This variable is shown to the user in a progress bar. And is usually between 0-100.

Python usage example

```
from bolinho_api.experiment import experiment_api

experiment_api.set_time_percentage(22)
```

get_distance_percentage()

get_distance_percentage()

Asks the front for the current distance percentage.

This variable is shown to the user in a progress bar. And is usually between 0-100.

Returns the load percentage value

Python usage example

```
from bolinho_api.experiment import experiment_api

print(experiment_api.get_distance_percentage())
```

set_distance_percentage(newValue)

set_distance_percentage(newValue)

Sets the current distance percentage.

This variable is shown to the user in a progress bar. And is usually between 0-100.

Python usage example

```
from bolinho_api.experiment import experiment_api

experiment_api.set_distance_percentage(22)
```

get_delta_load_percentage()

get_delta_load_percentage()

Asks the front for the current delta load percentage.

This variable is shown to the user in a progress bar. And is usually between 0-100.

Returns the load percentage value

Python usage example

```
from bolinho_api.experiment import experiment_api

print(experiment_api.get_delta_load_percentage())
```

set_delta_load_percentage(newValue)

set_delta_load_percentage(newValue)

Sets the current delta load percentage.

This variable is shown to the user in a progress bar. And is usually between 0-100.

Python usage example

```
from bolinho_api.experiment import experiment_api

experiment_api.set_delta_load_percentage(22)
```

get_experiment_parameters()

get_experiment_parameters()

Asks the front for the current experiment parameters.

Returns a formatted string

Python usage example

```
from bolinho_api.experiment import experiment_api

print(experiment_api.get_experiment_parameters())
```


set_experiment_parameters(newValue)

set_experiment_parameters(newValue)

Sets the current experiment parameters.

Receives a formatted string.

Python usage example

```
from bolinho_api.experiment import experiment_api

experiment_api.set_experiment_parameters("Experiment 202 <br/> Load cell: lxi92")
```

get_readings()

get_readings()

Asks the front for the current Readings.

Returns an object of type Readings, this object gathers all the current readings of the machine. Such as Current z axis position, current load, and status

Python usage example

```
from bolinho_api.experiment import experiment_api

reading_obj = experiment_api.get_readings()

print(reading_obj.status)
```

set_readings(newValue)

set_readings(newValue)

Sets the current Readings.

Receives an object of type Readings, this object gathers all the current readings of the machine. Such as Current z axis position, current load, and status.

This function dumps the object to a JSON and sends it to the front end

Python usage example

```
from bolinho_api.experiment import experiment_api
from bolinho_api.classes import Readings

new_machine_readings = Readings(299, 87, 300, "not good")

experiment_api.set_readings(new_machine_readings)
```

get_description()

get_description()

Asks the front for the current description.

Returns a formatted string

Python usage example

```
from bolinho_api.experiment import experiment_api

print(experiment_api.get_description())
```

set_description(newValue)

set_description(newValue)

Sets the current description.

Receives a formatted string.

Python usage example

```
from bolinho_api.experiment import experiment_api

experiment_api.set_description("New Experiment description")
```

get_material()

get_material()

Asks the front for the current Material.

Returns an object of type Material.

Python usage example

```
from bolinho_api.experiment import experiment_api

material_obj = experiment_api.get_material()

print(material_obj.name)
```

set_material(newValue)

set_material(newValue)

Sets the current Material.

Receives an object of type Material

This function dumps the object to a JSON and sends it to the front end

Python usage example

```
from bolinho_api.experiment import experiment_api
from bolinho_api.classes import Material

current_material = Material(
    id=23,
    name="aço 22",
    batch="1",
    experimentArray=[1, 3, 2],
    supplier="Metalúrgica JOSÉ",
    extraInfo="Cilindro",
)

experiment_api.set_material(current_material)
```

5.3 Backend API

This page gathers all the API calls that can be used by the front end.

Front end -> Backend

5.3.1 Global configuration

Collection of all functions/API calls available to the front end that handles the global variables.

saveConfigParams(configParams)

saveConfigParams(configParams)

Saves the config parameters to the persistent file

React usage example

```
import { saveConfigParams } from "../api/backend-api";

saveConfigParams(globalConfig);
```

loadConfigParams()

loadConfigParams()

Loads the config parameters from the persistent file

React usage example

```
import { loadConfigParams } from "../api/backend-api";

globalConfig = loadConfigParams();
```

5.3.2 Data base

Collection of all functions/API calls available to the front end that handles the communication with the data base, such as fetching and storing data.

getMaterialList()

getMaterialList()

TODO

React usage example

```
import { getMaterialList } from "../api/backend-api";

globalConfig = getMaterialList();
```

getMaterialAt(index)

getMaterialAt(index)

Returns the material at an `index` from the database.

React usage example

```
import { getMaterialAt } from "../api/backend-api";

const elem21 = getMaterialAt(21);
```

getExperimentAt(index)

getExperimentAt(index)

Returns the experiment at an `index` from the database.

React usage example

```
import { getExperimentAt } from "../api/backend-api";

const elem21 = getExperimentAt(21);
```

getDataPointArrayAt(index)

getDataPointArrayAt(index)

Returns an array of `DataPoint` at an `index` from the database.

React usage example

```
import { getDataPointArrayAt } from "../api/backend-api";
import { DataPointType } from "types/DataPointTypes";

const dataPointArrya: DataPointType[] = getDataPointArrayAt(21);
```

postMaterialJS(material)

postMaterialJS(material)

Posts a new material to the Data base

React usage example

```
import { postMaterialJS } from "../api/backend-api";

postMaterialJS({
  //...
})
```

patchMaterialByIdJS(patchMaterial)

patchMaterialByIdJS(patchMaterial)

Patches an existing material in the Data base

React usage example

```
import { patchMaterialByIdJS } from "../api/backend-api";

patchMaterialByIdJS({
  id: 2,
  supplier_name: "Meu novo fornecedor",
  supplier_contact_info: "(12) 9 9123-0192",
  extra_info: "Hehe muito legal",
})
```

deleteMaterialByIdJS(id)

deleteMaterialByIdJS(id)

Deletes an existing material in the Data base.

React usage example

```
import { deleteMaterialByIdJS } from "../api/backend-api";

deleteMaterialByIdJS(22)
```

postExperimentJS(experiment)

postExperimentJS(experiment)

Posts a new experiment to the Data base

React usage example

```
import { postExperimentJS } from "../api/backend-api";

postExperimentJS({
  // ...
})
```

patchExperimentByIdJS(patchExperiment)

patchExperimentByIdJS(patchExperiment)

Patches an existing experiment in the Data base

React usage example

```
import { patchExperimentByIdJS } from "../api/backend-api";

patchExperimentByIdJS({
  id: 2,
  name: "Meu novo nome",
  extra_info: "Hehe muito legal",
})
```

deleteExperimentByIdJS(id)

deleteExperimentByIdJS(id)

Deletes an existing experiment in the Data base.

React usage example

```
import { deleteExperimentByIdJS } from "../api/backend-api";

deleteExperimentByIdJS(22)
```

5.3.3 Core

checkCanStartExperimentJS()

checkCanStartExperimentJS()

This function calls the `check_can_start_experiment(experiment_id)` on the backend.

The front end will call this function when the user click to start experiment.

The backend **MUST** respond with a 1 if everything is ok or 0 if something is not correct.

In case something is wrong the backend also displays an error to the user telling what went wrong

React usage example

```
import { checkCanStartExperimentJS } from "../api/backend-api";

onClick(()=>{
  checkCanStartExperimentJS(2);
});
```


startExperimentRoutineJS(experimentId)

startExperimentRoutineJS(experimentId)

This function calls the `start_experiment_routine(experiment_id)` on the backend.

The front end will call this function after everything is correct and ready to change pages.

Receives an `id` to an experiment as parameter.

The backend **MUST** send a command to change to the experiment page.

Returns 1 if succeeded.

React usage example

```
import { startExperimentRoutineJS } from "../api/backend-api";

onClick(()=>{
  startExperimentRoutineJS(2);
});
```

endExperimentRoutineJS()

endExperimentRoutineJS()

This function calls the `end_experiment_routine()` on the backend.

Usually it should be used to handle when the user press a "end experiment" button or something similar.

React usage example

```
import { getMaterialList } from "../api/backend-api";

onClick(()=>{
  endExperimentRoutineJS();
});
```

setCustomMovementDistanceJS()

setCustomMovementDistanceJS()

Warning

DEPRECATED

This function calls the `set_custom_movement_distance(new_movement_distance)` on the backend.

Sets the movement distance that the z-axis moves when the user is controlling the machine manually.

This distance is set in MILLIMETERS

Returns 1 if succeeded.

React usage example

```
import { setCustomMovementDistanceJS } from "../api/backend-api";

onClick(()=>{
  // Sets the movement distance to 50 mm
  setCustomMovementDistanceJS(50);
});
```

returnZAxisJS()

returnZAxisJS()

This function calls the `return_z_axis()` on the backend.

Returns the z-axis to the origin.

Returns 1 if succeeded (if the function was acknowledged).

React usage example

```
import { returnZAxisJS } from "../api/backend-api";

onClick(()=>{
  returnZAxisJS();
});
```

stopZAxisJS()

stopZAxisJS()

This function calls the `stop_z_axis()` on the backend. Stops the z-axis. Returns 1 if succeeded (if the function was acknowledged).

React usage example

```
import { stopZAxisJS } from "../api/backend-api";

onClick(()=>{
  stopZAxisJS();
});
```

moveZAxisMillimetersJS(distance)

moveZAxisMillimetersJS(distance)

This function calls the `move_z_axis_millimeters(distance)` on the backend. Moves the z-axis [distance]mm. This distance is set in MILLIMETERS Returns 1 if succeeded (if the function was acknowledged).

React usage example

```
import { moveZAxisMillimetersJS } from "../api/backend-api";

onClick(()=>{
  moveZAxisMillimetersJS(10);
});
```

getAvailablePortsListJS()

getAvailablePortsListJS()

This function calls the `get_available_ports_list()` on the backend. Returns a JSON object containing the available COM ports:

JSON

```
{
  "port": x,
  "desc": y,
}
```

React usage example

```
import { getAvailablePortsListJS } from "../api/backend-api";

onClick(()=>{
  getAvailablePortsListJS().then((availablePorts)=>{
    if(availablePorts) console.log(availablePorts);
  });
});
```

connectToPortJS()

connectToPortJS()

This function calls the `connect_to_port()` on the backend. Connects to a port. The port argument is a string like `COM4`

Returns 1 connection was successful

React usage example

```
import { connectToPortJS } from "../api/backend-api";

onClick(()=>{
  connectToPortJS("COM3");
});
```

tareLoadJS()

tareLoadJS()

This function calls the `tare_load()` on the backend. Tares the load cell Returns 1 if succeeded (if the function was acknowledged).

React usage example

```
import { tareLoadJS } from "../api/backend-api";

onClick(()=>{
  tareLoadJS();
});
```

calibrateKnownWeightJS()

calibrateKnownWeightJS()

This function calls the `calibrate_known_weight()` on the backend. Calibrates the load cell to the known weight Returns 1 if succeeded (if the function was acknowledged).

React usage example

```
import { calibrateKnownWeightJS } from "../api/backend-api";

onClick(()=>{
  calibrateKnownWeightJS();
});
```

calibrateZAxisJS()

calibrateZAxisJS()

This function calls the `calibrate_z_axis()` on the backend. Calibrates z axis of the machine Returns 1 if succeeded (if the function was acknowledged).

React usage example

```
import { calibrateZAxisJS } from "../api/backend-api";

onClick(()=>{
  calibrateZAxisJS();
});
```

5.4 Data types

All different data types will be shown in this page

ATTENTION

To see a more up to date version of the different data types please see [src/bolinho_api/classes.py](#) !

5.4.1 DataPoint

Python

```
class DataPoint:
    def __init__(self, x=0, y=0):
        self.x = x
        self.y = y
```

- **x** : Position at the mesure moment
 - type: **float**
 - Unity: **mm**
 - **y** : Force at the mesure moment
 - Type: **float**
 - Unity: **N**
-

5.4.2 Material

Python

```
class Material:
    def __init__(
        self,
        id=0,
        name="NONE",
        batch="",
        supplier_name="",
        supplier_contact_info="",
        extra_info="",
    ):
        self.id = id
        self.name = name
        self.batch = batch
        self.supplier_name = supplier_name
        self.supplier_contact_info = supplier_contact_info
        self.extra_info = extra_info
```

- **id** :
- type: `int`
- Unity: N/A
- **name** :
- type: `string`
- Unity: N/A
- **batch** :
- type: `string`
- Unity: N/A
- **supplier_name** :
- type: `string`
- Unity: N/A
- **supplier_contact_info** :
- type: `string`
- Unity: N/A
- **extra_info** :
- type: `string`
- Unity: N/A

5.4.3 Body

Python

```
class Body:
    def __init__(
        self,
        id=0,
        type=1,
        material=Material(
            id=0,
            name="Base Material",
            batch="",
            supplier_name="",
            supplier_contact_info="",
            extra_info="",
        ),
        param_a=0,
        param_b=0,
        height=0,
        extra_info="",
    ):
        self.id = id
        self.type = type
        self.material = material
        self.param_a = param_a
        self.param_b = param_b
```

```
self.height = height
self.extra_info = extra_info
```

- `id` :
- Type: `int`
- Unity: N/A
- `type` : Body format * 1 = Rectangle * 2 = Cylinder * 3 = Tube * 4 = Other * Type: `int` * Unity: N/A
- `material` :
- Type: `Material`
- Unity: N/A
- `param_a` : Param 'a' of the body
- Rectangle = length
- Cylinder = External diameter
- Tube = External diameter
- Type: `float`
- Unity: `mm`
- `param_b` : Param 'b' of the body
- Rectangle = depth
- Cylinder = NULL
- Tube = Internal diameter
- Type: `float`
- Unity: `mm`
- `height` : Height of the test body
- Type: `float`
- Unity: `mm`
- `extra_info` :
- type: `string`
- Unity: N/A

5.4.4 Experiment

Python

```

class Experiment:
    def __init__(
        self,
        id=0,
        name="None",
        body: Body = Body(
            id=0,
            type=1,
            material=Material(
                name="Material",
                batch="Batch",
                supplier_name="",
                supplier_contact_info="",
                extra_info=""
            ),
            param_a=0,
            param_b=0,
            height=0,
            extra_info=""
        ),
        date_time=0,
        load_loss_limit=0,
        max_load=0,
        max_travel=0,
        max_time=0,
        z_axis_speed=0,
        compress=False,
        extra_info="",
        plot_color="#ffffff",
    ):
        self.id = id
        self.name = name
        self.body = body
        self.date_time = date_time
        self.load_loss_limit = load_loss_limit
        self.max_load = max_load
        self.max_travel = max_travel
        self.max_time = max_time
        self.z_axis_speed = z_axis_speed
        self.compress = compress

```

```
self.extra_info = extra_info
self.plot_color = plot_color
```

- **id** :
- Type: **int**
- Unity: N/A
- **name** :
- type: **string**
- Unity: N/A
- **body** :
- Type: **Body**
- Unity: N/A
- **date_time** : Date and time formatted as **dd/mm/yyyy**
- Type: **string**
- Unity: N/A
- **load_loss_limit** : Max load loss to trigger auto-stop.
- Type: **float**
- Unity: **N/s**
- **max_load** : Max load limit to trigger auto-stop.
- Type: **float**
- Unity: **N**
- **max_travel** : Max distance the experiment head can travel during the experiment.
- Type: **float**
- Unity: **mm**
- **max_time** : Experiment time limit.
- Type: **float**
- Unity: **s**
- **z_axis_speed** :
- Type: **float**
- Unity: **mm/s**
- **compress** : Is the experiment type of compression? **false** implies expansion.
- Type: **bool**
- Unity: N/A
- **extra_info** :
- type: **string**
- Unity: N/A
- **plot_color** : System parameter
- type: **string**
- Unity: N/A

6. About

6.1 About

This page will present extra info about the project.

6.1.1 Licenses

This software is licensed and distributed under the **GNU General Public License v3.0**

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Included third-party projects

- Python Eel - [see license](#)
- MkDocs - [see license](#)
- Material for MkDocs - [see license](#)
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Agradecemos do fundo do coração todos os autores dos diferentes projetos utilizados, **software livre** é liberdade, muito obrigado a todos.