

BDSA GROUP 17 2023

Course code: BSANDSA1KU

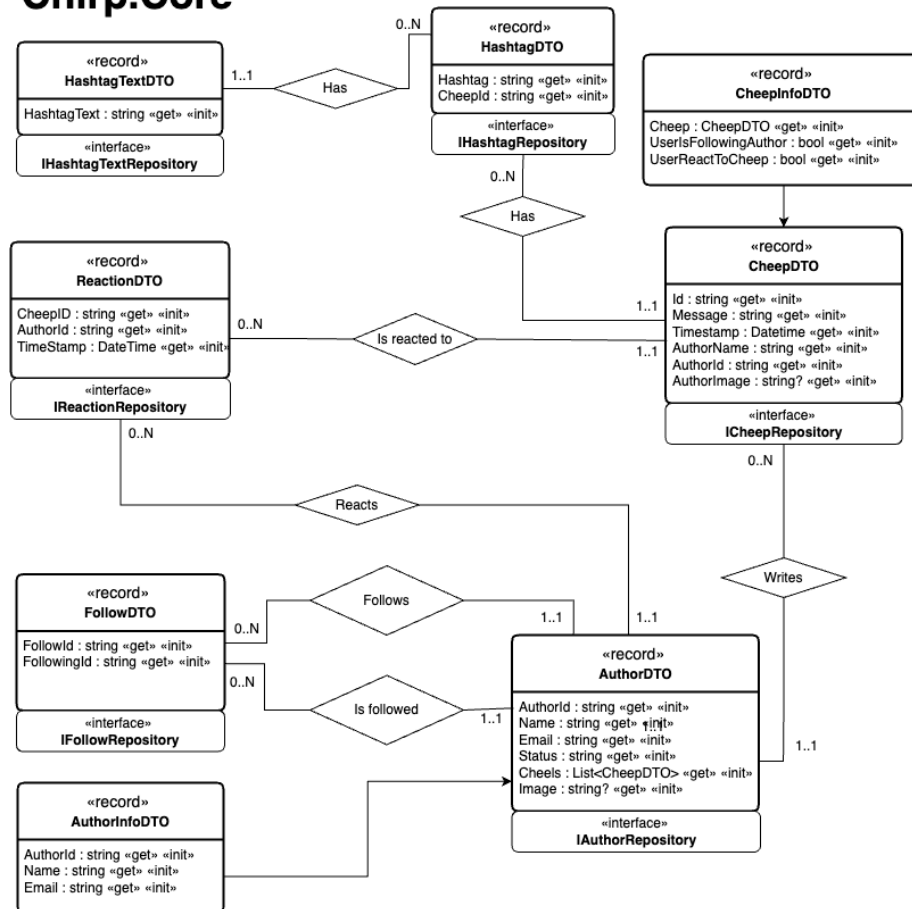
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## Domain model

## Chirp.Core



## Architecture — In the small

### Architecture of deployed application

### User activities

### Sequence of functionality/calls through *Chirp!*

### Process

### Build, test, release, and deployment

### Team work

### How to make *Chirp!* work locally

Clone the repository using this git command

```
git clone https://github.com/ITU-BDSA23-GROUP17/Chirp/
```

Start the program using this command

```
cd src/Chirp.Web  
dotnet run
```

After you run the command you can go to <https://localhost:7102> or <https://localhost:5273>

It will then open the browser and here you can interact with the application. You can sign in by clicking on the top right corner with either your email or sign up with Github.

After you successfully sign in into the *Chirp!* application you can now do one of the following feature we have implemented

- Sending a Cheep by clicking the blue box in the top right corner that says Cheep
- Follow another user
- Unfollow a user you follow
- Go to another user and see their Cheeps only, by clicking on the name above their Cheep post
- Go to your timeline by clicking on the “My Timeline” in the navigation bar to see your information and your cheeps and in your profile you can
  - Set your status by choosing either online, offline or unavailable
  - Clicking on Forget, to remove yourself from the application
- Liking a Cheep by clicking on the thumbs up icon in a Cheep
- Removing a Cheep that you liked by clicking on the thumbs up icon
- When a Cheep has a # following a text, you can then click on the hashtag, it will then go to the hashtag page with all the Cheep that includes that hashtag, as well as displaying available hashtag that has been Cheeped. The order is descending by popularity.
- Sign out of the application

## **How to run test suite locally**

## **Ethics**

## **License**

We chose to use the MIT license for our Chirp application, since allow other developer to distribute, use and copy our software without imposing significant restrictions.

## **LLMs, ChatGPT, CoPilot, and others**

Using LLMs has been both a help and a curse. Most of the time the code that was Generated by ChatGPT will not work according to what we wanted, and sometime give us more debug to do than if we google the problem ourselves.

With co-pilot we used it for error handling for our code, but it was quite minimal use. It has the feature to autocomplete our code when we write, but frequently the code it suggest is in no use, the only time it was been effective is when we need to write something that was repeating, e.g. when we write many insert method in to our database in `DbInitializer.cs`

In conclusion using LLM is a helpful tool to help simple task or understanding error. It is not applicable to use for complex task, but it is another addition for a developers toolbox.