

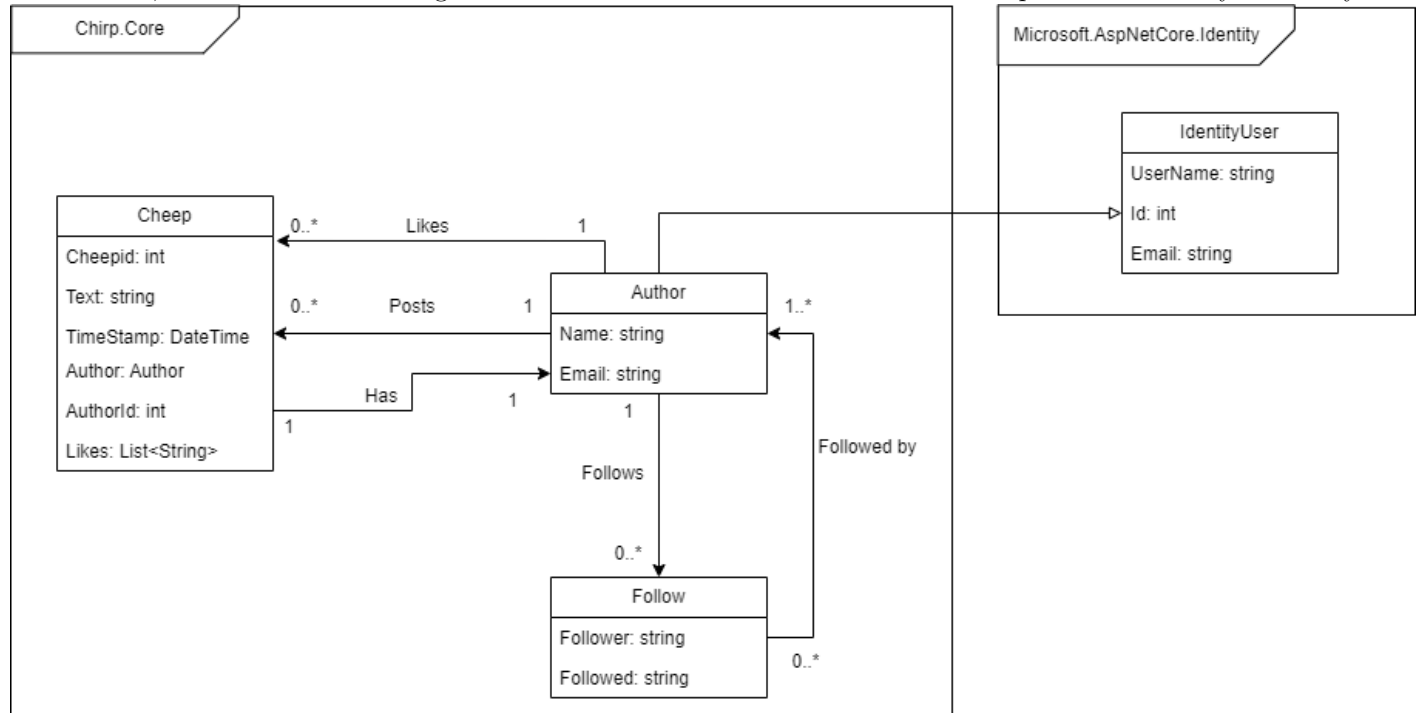
Introduction

Link to repository <https://github.com/ITU-BDSA2024-GROUP15/Chirp>

Design and architecture

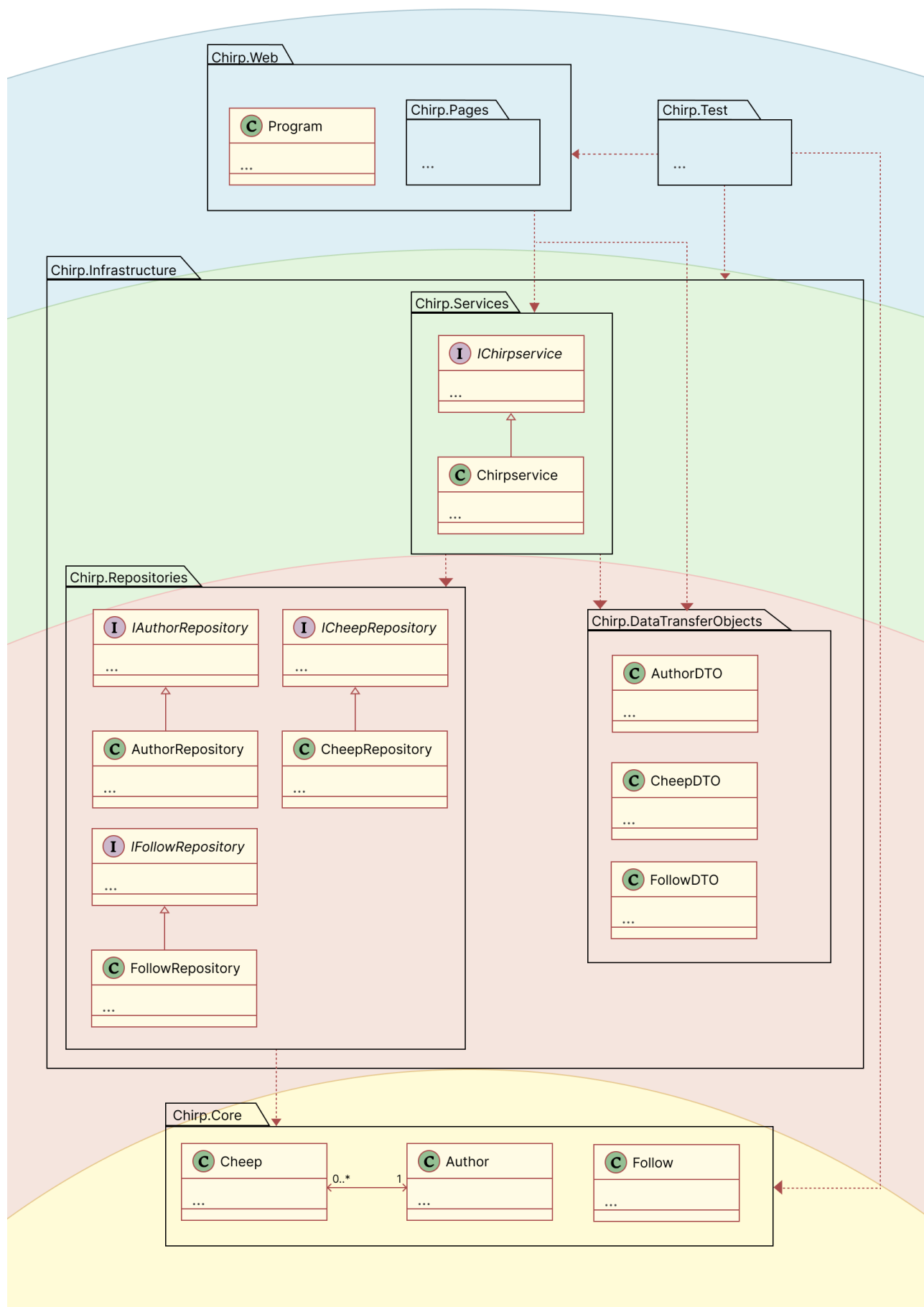
Domain model

The domain model for our Chirp application consists of the classes Cheep, Author, Follow and the relations between them, can be seen in the figure below. Author inherits from Microsoft.AspNetCore.Identity's IdentityUser.



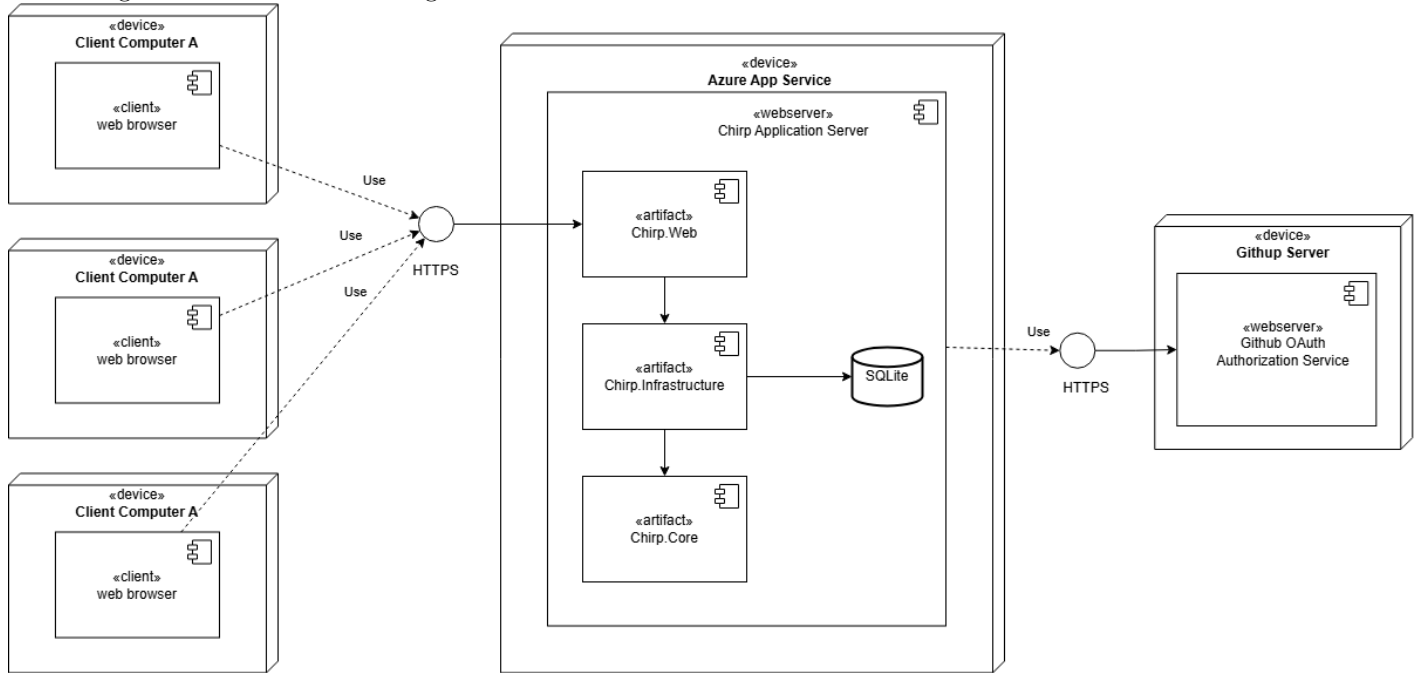
Architecture — In the small

Our onion architecture is composed of 4 layers. The innermost layer consists of our domain model. In the second layer we have our repositories, which are responsible for interacting directly with the data model, along with our Data Transfer Objects. The third layer is the service layer, which translates the data output by the repositories into DTOs, so that it may be used on the fourth and outermost web layer. The fourth layer also contains our tests.



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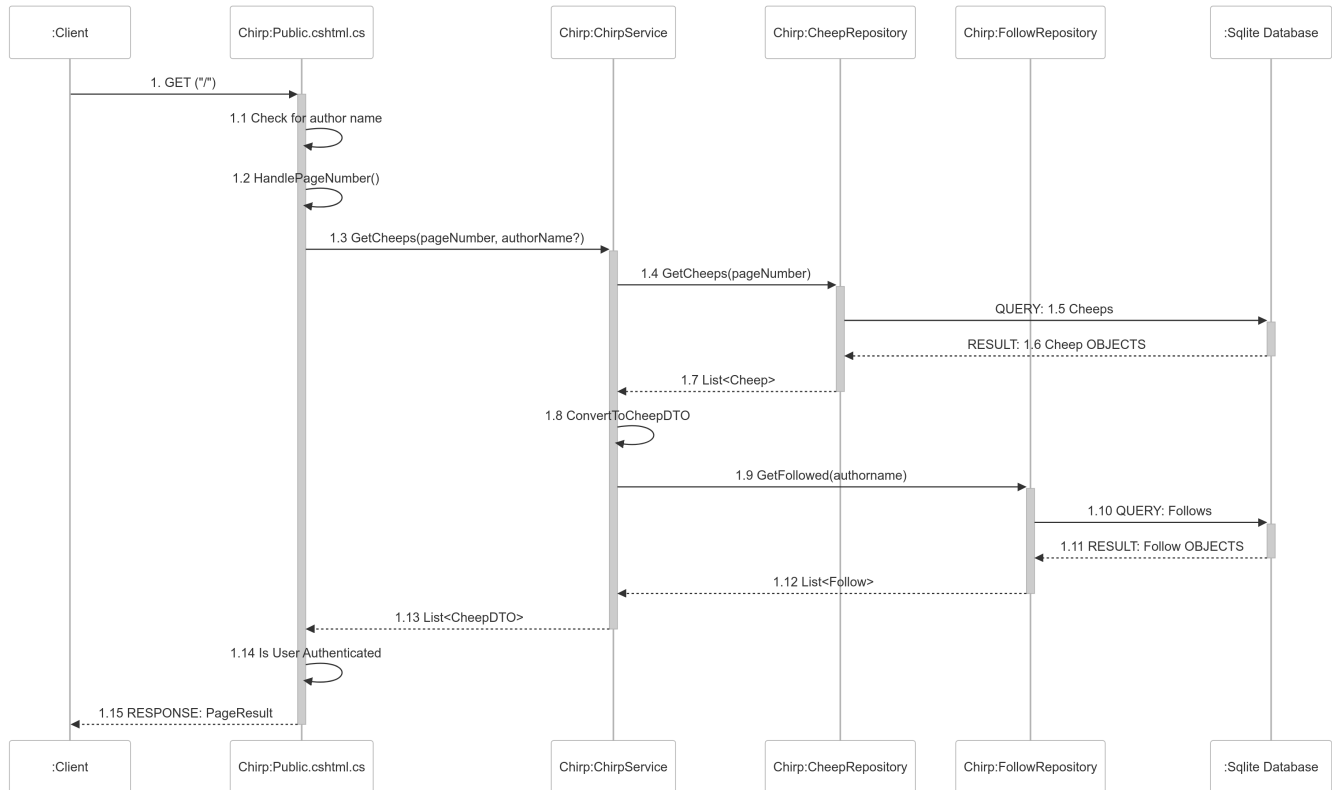
chitecture of deployed application The Chirp! application is hosted on Azure. Clients may interact with the app by HTTPS through the razor pages in the Chirp.Web package. The server itself communicates with github servers in order to facilitate github authentication using OAuth.



User activities A

Sequence of functionality/calls through Chirp!

The sequence of calls that happens through Chirp when an unauthorized user/author tries to access the root endpoint “/” can be seen in the sequence diagram (figure):



It should be noted that: 1. We check if the user author name exists in 1.1. This determines which GetCheeps methods should be called. This is our first “check” to see if a user/author is logged in, but this is also checked using identity when the html is rendered in Public.cshtml. 2. The method ConvertToCheepDTO calls GetFollowed.

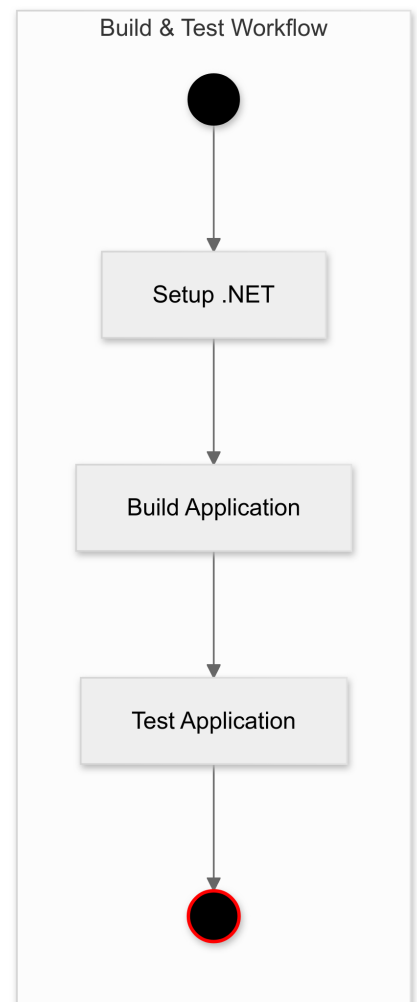
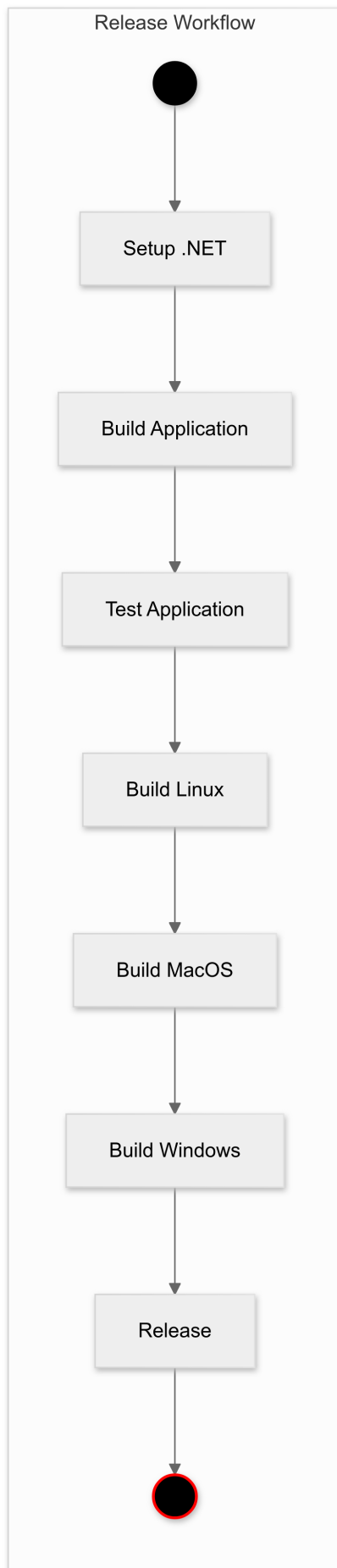
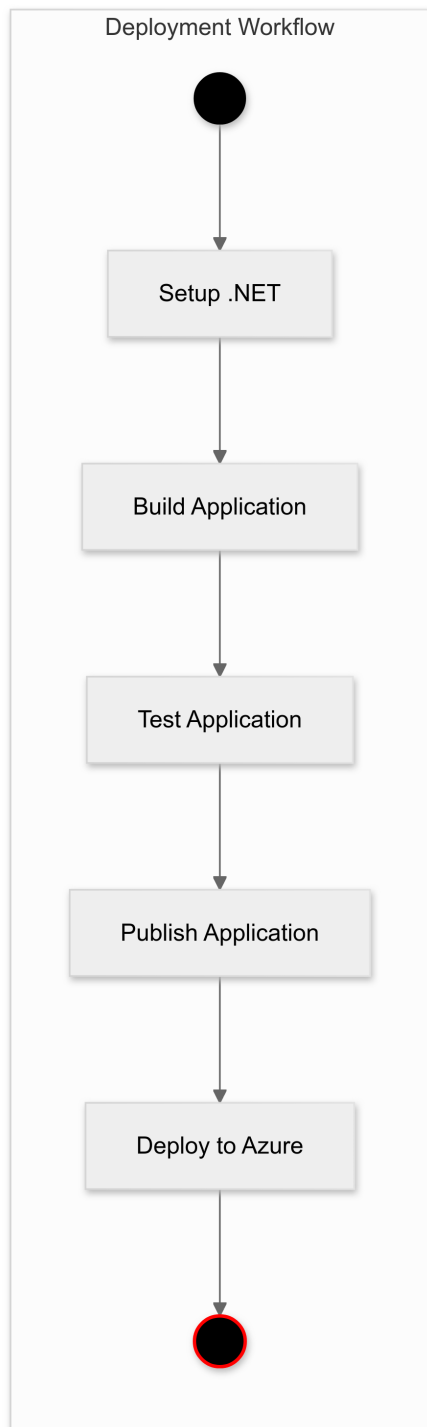
Process

Build, test, release, and deployment

The chirp application is built & tested, released and deployed using three different Github Workflows. The build & test workflow is triggered by any pushes or pull requests to main. This ensures that any code pulled to main can be build and passes all test.

The release workflow builds, tests and then makes a release if previous built and test passes and a commit contains a tag on the form “v..*”. The release contains a windows, linux and macOS version of the application.

The deployment workflow builds, tests and deploys the Chirp application to azure.



Teamwork ### Unresolved Tasks Project board:

● **Todo** 2 / 10 Estimate: 0

This item hasn't been started

● Chirp #110

As a developer, i want to test that the user gets deleted from the database

testing

● Chirp #170

As a user, i want to be redirected to login page after registering

enhancement

+ Add item

● **In Progress** 0 / 5 Estimate: 0

This is actively being worked on

+ Add item

○ **Done** 99 Estimate: 0

This has been completed

✓ Chirp #143

As a developer i want to test the top cheep pages to ensure it works correctly

testing

✓ Chirp #149

As a user I want to be sure that cheeps cant be liked more than once per author, and the same with unliking, to keep likes correct

bug

✓ Chirp #100

As a developer, I want to ensure there are no TODO's left when handing in the project, in order to avoid flunking the exam

bug

✓ Chirp #125

As a developer I want to add "negative" tests, testing if the program returns errors when it is expected to

testing

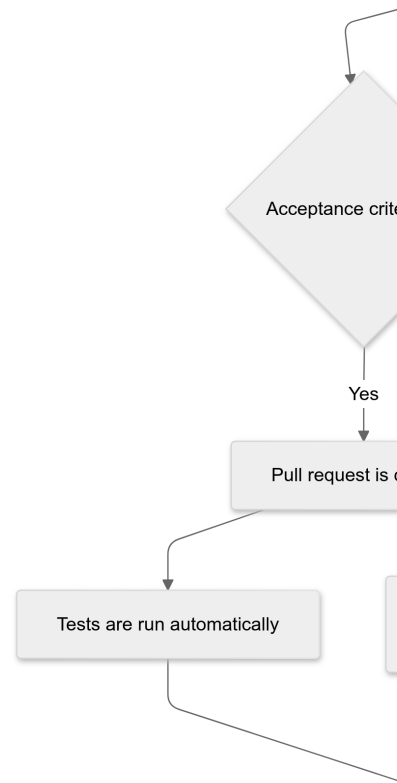
✓ Chirp #87

+ Add item

110: This task has been mostly resolved. We have created unit tests which test each part of the deletion process, as well as a UI-tests for this functionality, but we wanted to find a way to test all parts of the process at once, including the part which comes with the identity package, directly on the database.

170: We wanted to change our razor pages to redirect directly to the login page after registering, rather than redirecting to the public timeline. This is a very easy thing to fix, but it would break most of our playwright tests, and we therefore chose to put it off for now.

Flow of tasks



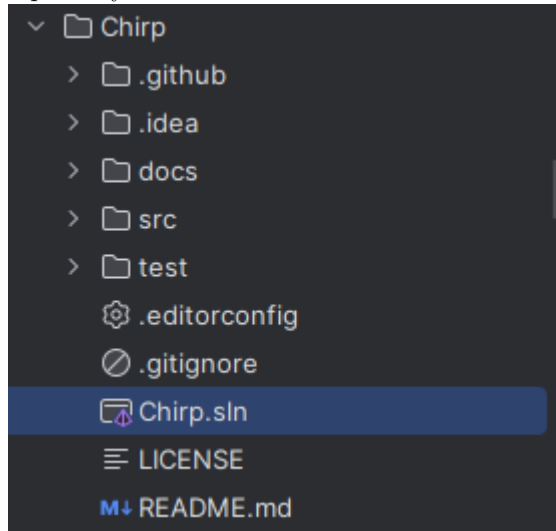
The following flowchart shows the activities that happen from the creation of a task until its deletion.

How to make Chirp! work locally

Dotnet 8 and Git is needed to run this project locally.

Step 1: Clone the repository by opening a terminal and executing the following command in a folder of your choice: `git clone https://github.com/ITU-BDSA2024-GROUP15/Chirp.git`

Step 2: Start the JetBrains Rider application. Make sure you open the project by choosing `chirp.sln` from the cloned the repository.



Step 3: Open the terminal in Rider. In the terminal, write the command `cd .\src\Chirp.Web\`

Step 4: Set the correct user secrets by executing the 2 following commands one by one in the terminal:

```
dotnet user-secrets set "authentication:github:clientId" "0v23likvwJ8LuwxPP70k"
```

```
dotnet user-secrets set "authentication:github:clientSecret" "39d79a4303bb6a707700bab54de74d3f37f64196"
```

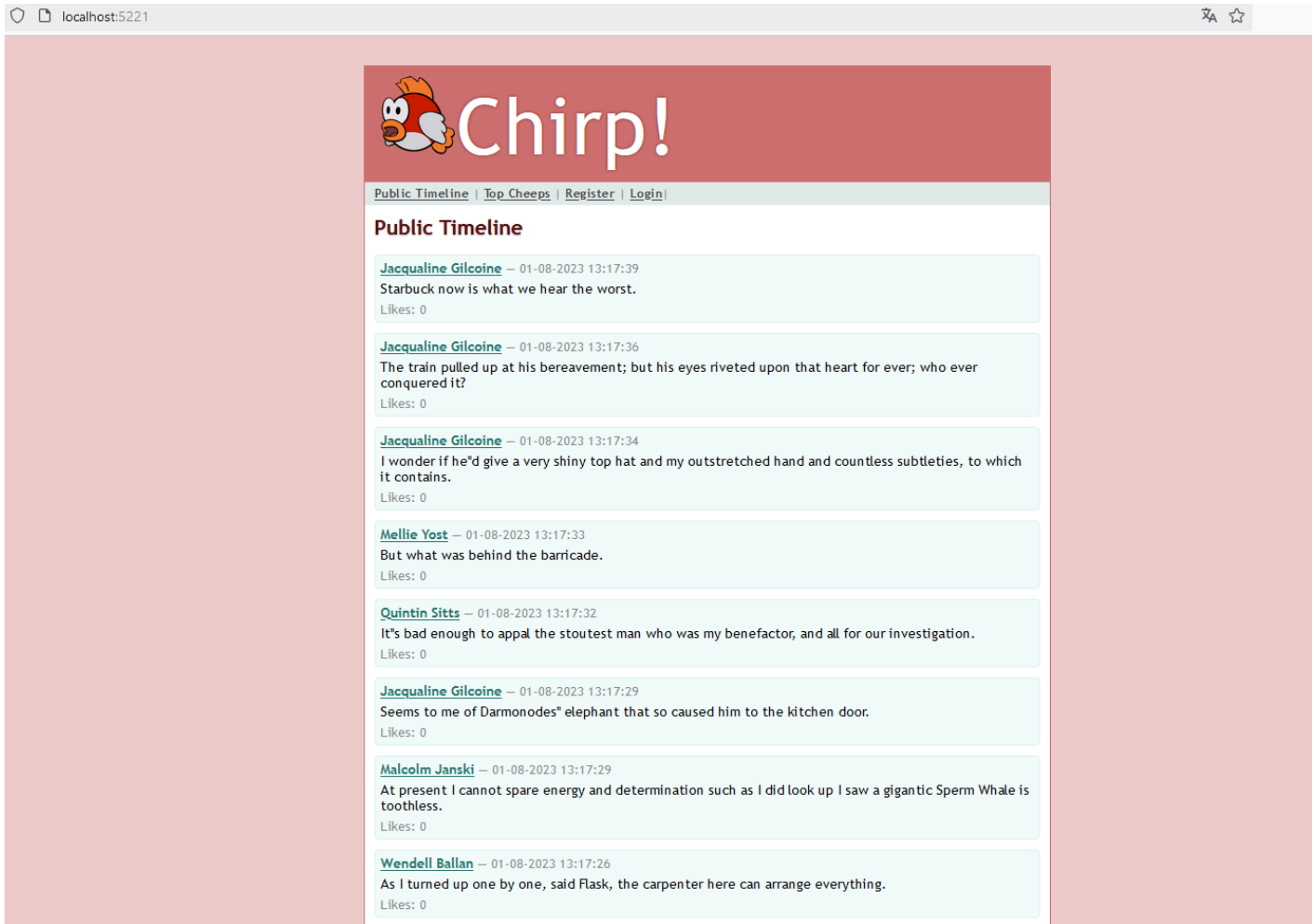
After each command, the terminal should write something like: successfully saved [...] to the secret store.

Step 5: You should now be set to run the program. Run the program by executing the command `dotnet run` in the terminal.

Step 6: The command should take a little time to finish. When it's done, the terminal should display something like this:

```
info: Microsoft.Hosting.Lifetime[14]
      Now listening on: http://localhost:5221
info: Microsoft.Hosting.Lifetime[0]
      Application started. Press Ctrl+C to shut down.
info: Microsoft.Hosting.Lifetime[0]
      Hosting environment: Development
info: Microsoft.Hosting.Lifetime[0]
```

Copy the localhost link from the terminal into a browser (preferably firefox for the best experience). The browser should now display our site, as seen in the picture below.



How to run test suite locally

In the application there are three different kind of tests: Unit tests Integration test End to end test / UI test Unit tests focus on individual methods and their functionality in our repositories and Chirp service. In our unit test we often had to call another method to setup the test, meaning to keep it being a unit test and not an integration test, we ensured that the call to setup was on a sublayer. If we are testing AddCheep in CheepRepository, we would check if the cheep is added using a direct query on our CheepDbContext. The integration tests test different parts / methods as a group and their interaction between each other.

The end to end tests are used to test entire user journeys. This ensures that our different components, repositories and services work together in union. Using playwright also tests how the user interacts with our application though the browser.

All tests are made to easier catch bugs and errors that may occur when changes are made.

To run the Unit and Integration tests:

Step 1: Open the terminal, find the project folder and navigate to `test\Chirp.Web.Tests`

Step 2: Run the command `"dotnet test"`

To run the end to end test / playwright test:

If playwright is not installed: Follow the steps on the official website to install it

Step 1: Open the terminal, find the project folder and navigate to `"Chirp\src\Chirp.Web"`

Step 2: Run the command `"dotnet run"`

Step 3: Ensure you are not logged in on the application

Step 4: Open a new terminal window, find the project folder and navigate to `test\PlaywrightTests`

Step 5: Run the command `"dotnet test"`

Ethics

License

We have chosen the MIT-license. This is in line with the packages we have used in the project. To see the full licence agreement go to: <https://github.com/ITU-BDSA2024-GROUP15/Chirp/blob/main/LICENSE>

LLMs, ChatGPT, CoPilot, and others

We used ChatGPT and BING-CoPilot as a “secondary TA”. We mostly used them for explaining complicated stack traces, or finding errors in a code snippet, for understanding concepts we didn’t understand and for guidance when setting up our different workflows for GitHub actions.

The responses we got were mostly helpful and hastened our process of understanding our code and concept we were uncertain on. Sometimes, the answer we got was not entirely true, or had some flaws, but we could iron those out. Since the LLMs decreased the amount of time we needed for understanding key concepts, it helped us get to the code part faster and faster handling of errors, than if we had decided not to use it.