## TodoList app

# Documentation

### Summary:

- I What is TodoList and how it works?
- II Code quality (Codacy)
- III Code performance (Blackfire)
- IV Areas for improvement

## I - What is TodoList and how it works?

TodoList is a web application that allows users to manage their daily tasks.

The users can add multiples new tasks to do with a title and a content.

When the tasks is done, they can mark it as done, if the tasks change, the user can edit the task, and if the user dont want to see the task anymore, they can delete it.

Currently , there is two types of users : the classic user and the admin.

The user can only access the task management section of the application.

The admin can create, edit, and acces to the list of users, but he can also use the app like a classic user and manage his tasks.

# II - Code quality

Todolist uses the framework symfony , it just been updated and now run on Symfony 3.4 In therms of code quality , the project respect the PSR1 and PSR2 rules .

The project also stay as close as possible from the Symfony good practices.

The code quality has been analysed with Codacy and obtain the A grade:



The project need to keep this grade in the future, every pull request have to respect PSR1/2 and symfony best practices.

# III - Code performance

The code performace of the app has been analysed with Blackfire.

The actual pages load in less than 1/2 second, the app will try to keep this 2 second limit for the future.

The average loading time is between 300 and 1600 ms:



Here are the links of the main pages performances analysis:

Main page:

https://blackfire.io/profiles/d4156f19-a220-48f0-b294-fb225f1a3217/graph

Loggin page:

https://blackfire.io/profiles/c40b908a-9aea-4b76-9432-9ea7819f980f/graph

Tasks list page:

https://blackfire.io/profiles/ca96c05f-9f3c-4879-b678-6ec18842e2f3/graph

Task edit page:

https://blackfire.io/profiles/a2bbab85-3ea2-44ad-95b7-23e856d8fbb1/graph

As the graphics shows, Composer/Autoload/includeFiles and file\_exist takes up most of the loading time. These function need to be worked on to improve the quality of the application.

# IV - Areas for improvement

Here are some improvement who will need to be done in the future for short medium and long term.

#### Short term:

The user creation problematic:

For now, only admins can create users, so admins know the password of the users they create. This is a problem who cant stay like this, thats why there is a short term decision to make.

There is 2 main solutions who are possible:

#### Solution 1:

Admins keep create the users , they generate a random password for each user. When the user is created , an email with the random password is sent to him , and inviting him to change it on the first connexion .

With this solution, the user have to edit the random password on the first connexion, and then his account is safe and he is the only one knowing his password.

#### Solution 2:

Admins can't create users anymore . Each annonymous visitor can create his account , and enter his own password . So the password is immediatly safe .

With this solution, the amount of active user will vary according to the app popularity.

Solution 2,5: If Todoapp want to keep the control of his users , this solution need to implement an admin valitation for each account . So the user create his account , the account is waiting for validation , the admin validate the account , and then the user can access to the app.

#### Medium term:

For medium term improvements, the loading time could be decreased by implement CDN loading for bootstrap . To consider for a faster app.

It could also be relevant to create an Api for TodoList , and then a mobile app to consume it , having access to Todolist everywhere could be usefull for the users and can increase the popularity of the Todolist . But this improvement will need a lot off ressources, this choice has to be considered in a mid/long term developpement of the app.

## Long term:

For the long term improvements , we will consider that the Todolist app has a lot of success and a lot of users . With this huge amount of request to be processed simultaneously , a load balancing between multiples servers will be necessary .