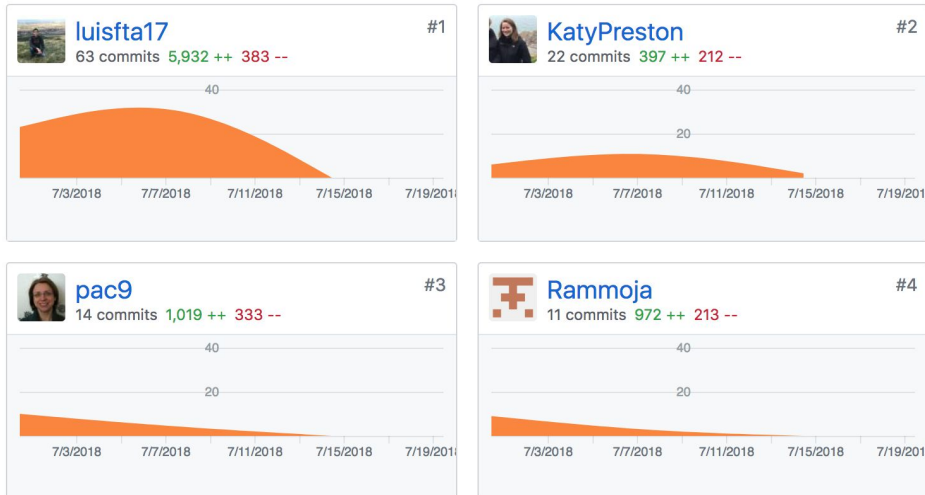


Evidence for Project Unit

Katy Preston

Cohort: E21

P. 1 Github Contributors Page



P. 2 Project Brief (Group Project)

Educational App

The BBC are looking to improve their online offering of educational content by developing some interactive apps that display information in a fun and interesting way. Your task is to make an MVP to put forward to them - this may only be for a small set of information, and may only showcase some of the features to be included in the final app. You might use an API to bring in content or a database to store facts.

The topic of the app is your choice, but here are some suggestions you could look into:

- Interactive timeline, e.g. of the history of computer programming
- Explore the Solar System - navigate through planets and display information
- Interactive map of a historical event - e.g. World War 1, the travels of Christopher Columbus

MVP

- Display some information about a particular topic in an interesting way
- Have some interactivity that enables a user to move through different sections of content

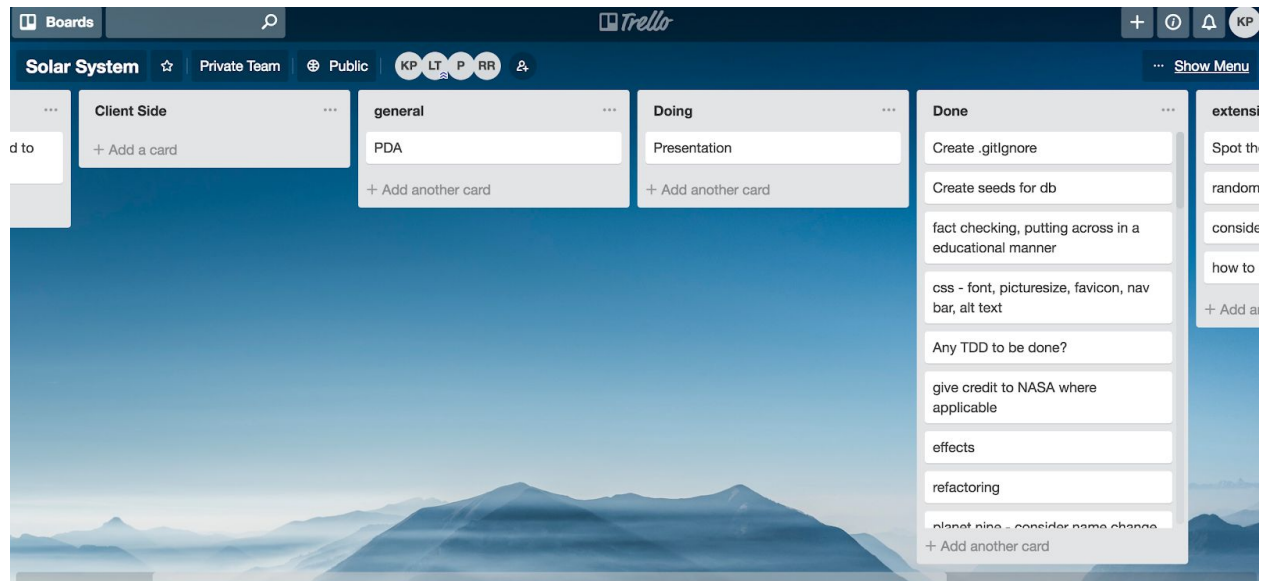
Examples of further features

- Bring in data using an API or create your own
- Use charts or maps to display your information

API, Libraries, Resources

- <https://www.highcharts.com/> HighCharts is an open-source library for rendering responsive charts.
- <https://leafletjs.com/> Leaflet is an open-source library for rendering maps and map functionality.

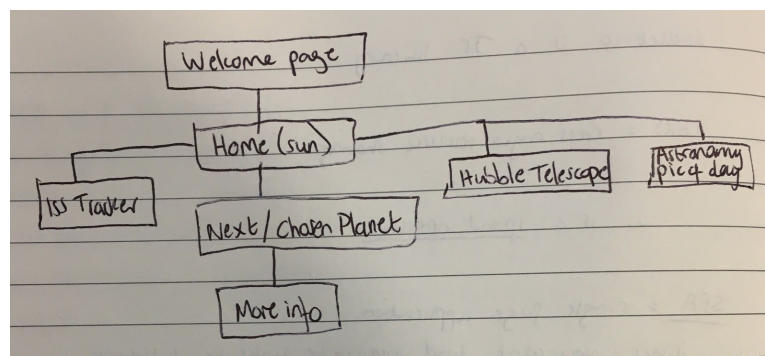
P. 3 Use of Trello (Group Project)



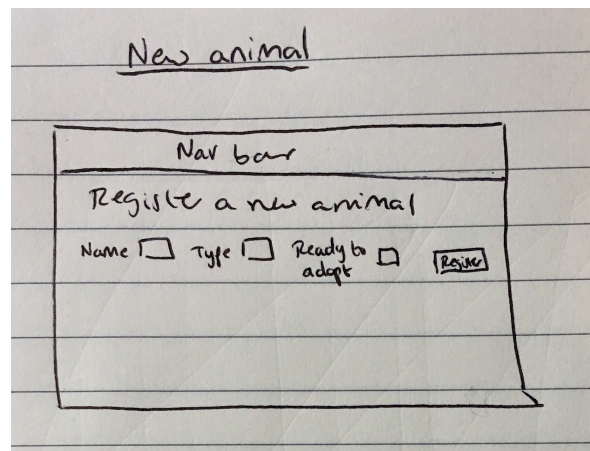
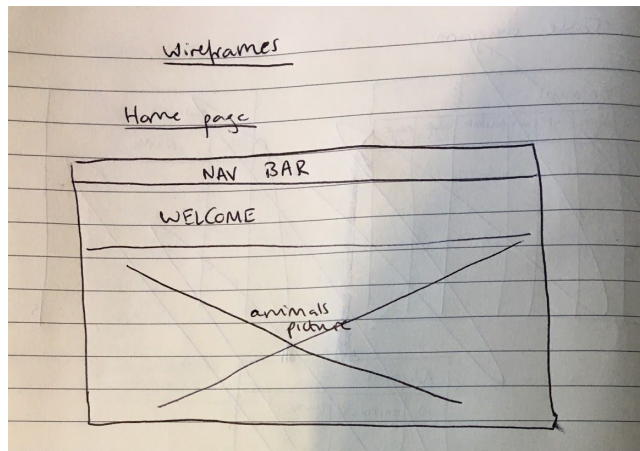
P. 4 Acceptance Criteria

| Acceptance Criteria | Expected outcome | Pass/Fail |
|--|---|-----------|
| Be able to see a list of planets | See a list in the dropdown | Pass |
| Be able to see the information for each planet | When more info button is clicked, more information is displayed | Pass |

P. 5 User Sitemap



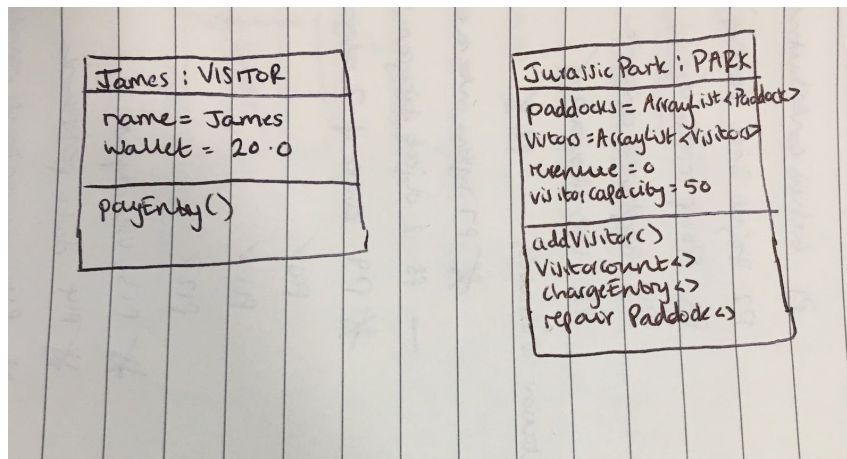
P. 6 Wireframes Designs



P. 7 System Interactions Diagrams

P. 8 Two Object Diagrams

James is a visitor, Jurassic Park is a Park

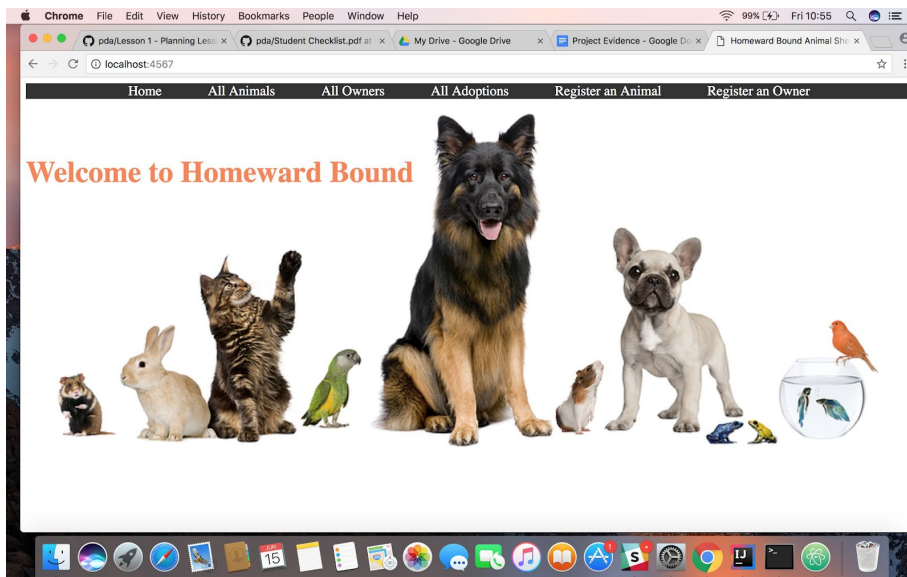


P. 9 Choice of two algorithms

P. 10 Example of Pseudocode

```
it('should apply two for one offer on an item', function()) {  
  // should check if item has discount applied  
  // if item has discount, should check for duplicate item  
  // if there is a duplicate item, should remove its price from the total  
  // if there is no duplicate, should charge for item as normal  
}
```

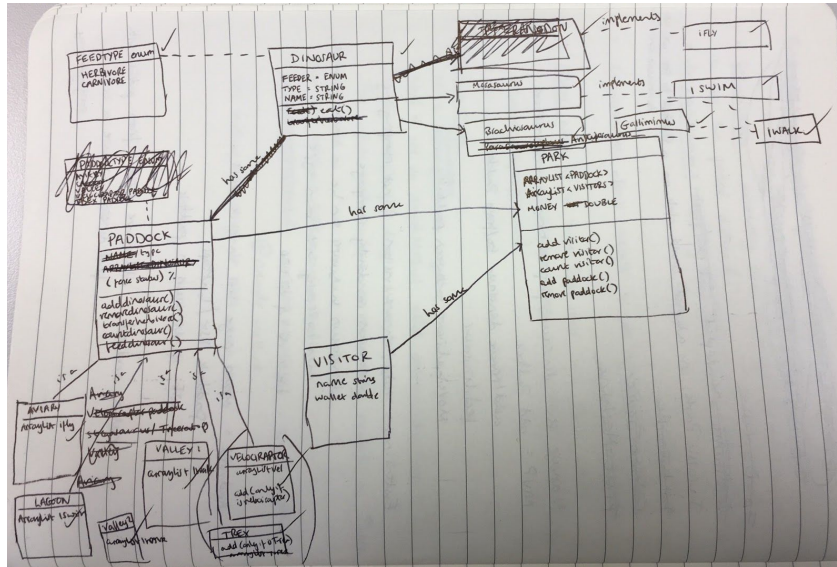
P. 11 Github link to a project



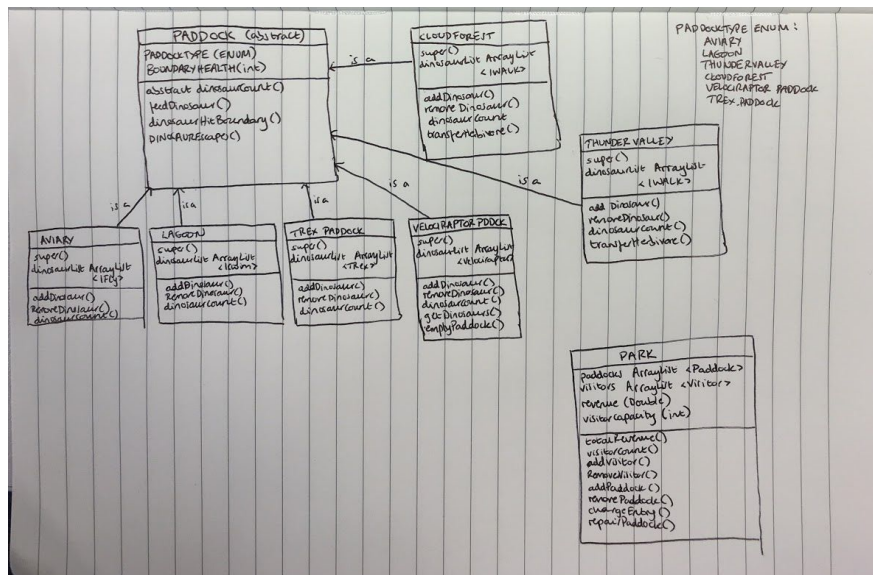
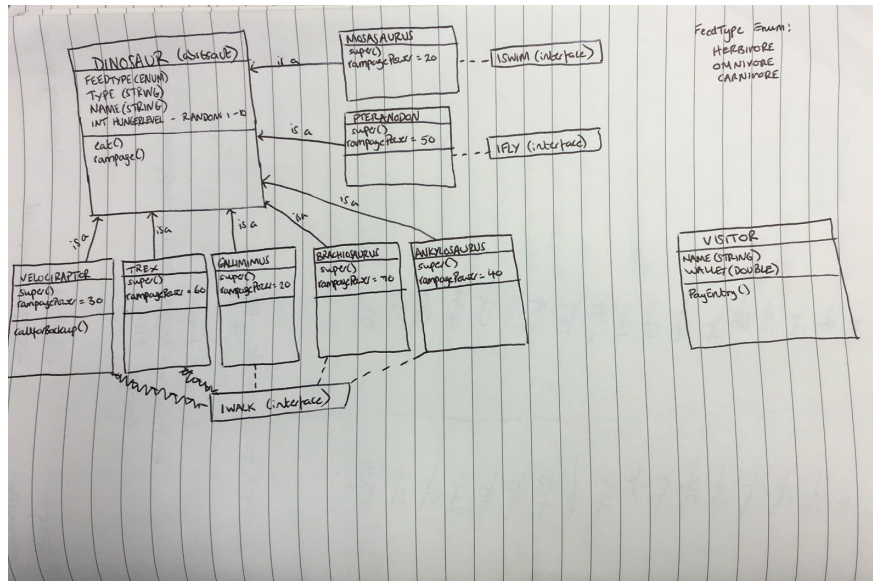
https://github.com/KatyPreston/animal_shelter_project.git

P. 12 Planning and different stages of development

Initial planning stage



Final plan showing final class relationships, interfaces and added methods



P. 13 User input

P. 14 Interaction with data persistence

P. 15 User output result

P. 16 API being used

app.js has an event listener that requests data from the API when the ISS link is clicked on the nav bar

```
issSelector.addEventListener('click', () => {
  const iss = new ISS('http://api.open-notify.org/iss-now.json');
  iss.getData();
  const issView = new IssView(displayContainer);
  issView.bindEvents();
});
```

The ISS model has a method to get the current position of the ISS

```
ISS.prototype.getCurrentData = function () {
  const request = new Request(this.url);

  request.get().then((iss) => {
    PubSub.publish('ISS:current-data-loaded', iss);
  })
  .catch(console.error);
};
```

The ISSView calls the getCurrentData function every 3 seconds to move the marker on the map.

```
var marker = L.marker([latitude, longitude], {icon: issIcon}).addTo(mymap);

setInterval(function() {
  const iss = new ISS('http://api.open-notify.org/iss-now.json');
  iss.getCurrentData();
}, 3000);

PubSub.subscribe('ISS:current-data-loaded', (evt) => {
  var lat = (evt.detail.iss_position.latitude);
  var lng = (evt.detail.iss_position.longitude);
  var newLatLng = new L.LatLng(lat, lng);
  marker.setLatLng(newLatLng);
});
```

Program running using the API to get the current location of the ISS and render it to the map.



P. 17 Bug tracking report showing errors diagnosed and corrected

| | | | Pass/Fail |
|--|--------|---|-----------|
| Should be able to scroll past ISS map without zooming on map | Failed | Restricted max zoom on map | Passed |
| Previous button to go to previous planet | Failed | Previous button was going outside of array, changed logic to prevent from going below 0 | Passed |
| Tracking position of ISS in real time | Failed | Old markers not deleting, resulting in a line of markers. Resolved by resetting lat and long on existing marker instead of creating a new one every 3 seconds | Passed |

| | | | |
|--|---------------|--|---------------|
| Next button to get to next planet | Failed | If used after the dropdown menu used to navigate to a specific planet, next button would take us outside of array as dropdown id being seen as a string not an integer, so next button adding to a string. Resolved by using parseInt() | Passed |
| Back button on more info page should go back to current planet page, not to start again | Failed | Logic changed to ensure back button going back to current planet value not home page | Passed |

P. 18 Testing in a program

Test code

```

require('minitest/autorun')
require('minitest/rg')
require_relative('../testing_task_2')
require_relative('../card')

class TestCardGame < Minitest::Test

  def setup
    @card1 = Card.new("Heart", 2)
    @card2 = Card.new("Spade", 5)

    @cardgame = CardGame.new(@card1, @card2)
  end

  def test_checkforace
    assert_equal(false, @cardgame.checkforace(@card1))
  end

  def test_highest_card
    assert_equal(@card2, @cardgame.highest_card(@card1, @card2))
  end

  def test_cards_total
    cards = [@card1, @card2]
    assert_equal("You have a total of 7",
      CardGame.cards_total(cards))
  end

end

```

Tests not passing

```
→ PDA_Static_and_Dynamic_Task_A git:(master) × ruby specs]
/testing_task_2_spec.rb
Run options: --seed 15646
```

```
# Running:
```

```
EEE
```

```
Finished in 0.001135s, 2643.1718 runs/s, 0.0000 assertions
/s.
```

```
1) Error:
TestCardGame#test_checkforace:
NoMethodError: undefined method `checkforace' for #<CardGa
me:0x007f9e96891cf0>
  specs/testing_task_2_spec.rb:18:in `test_checkforace'
```

```
2) Error:
TestCardGame#test_highest_card:
NoMethodError: undefined method `highest_card' for #<CardG
ame:0x007f9e968915c0>
  specs/testing_task_2_spec.rb:23:in `test_highest_card'
```

```
3) Error:
TestCardGame#test_cards_total:
NoMethodError: undefined method `cards_total' for CardGame
:Class
  specs/testing_task_2_spec.rb:28:in `test_cards_total'
```

```
3 runs, 0 assertions, 0 failures, 3 errors, 0 skips
```

```
→ PDA_Static_and_Dynamic_Task_A git:(master) × █
```

Tests passing

```
→ PDA_Static_and_Dynamic_Task_A git:(master) × ruby specs]
/testing_task_2_spec.rb
Run options: --seed 59382
```

```
# Running:
```

```
...
```

```
Finished in 0.001122s, 2673.7968 runs/s, 2673.7968 asserti
ons/s.
```

```
3 runs, 3 assertions, 0 failures, 0 errors, 0 skips
```

```
→ PDA_Static_and_Dynamic_Task_A git:(master) × █
```