



**FACULTY  
OF MATHEMATICS  
AND PHYSICS**  
Charles University

## **BACHELOR THESIS**

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# **Web application for swimming competitions management**

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Study programme: Computer Science

Study branch: Software and Data Engineering

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Sth

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Dedication.

Title: Web application for swimming competitions management

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Abstract: The goal of this work is to create a system that facilitates management of swimming competitions in the Czech Republic. This system must contain necessary infrastructure with easy-to-use web interface that is also mobile friendly. SwimmPair is using MySQL database for storing data, extensible PHP managers for performing all backend tasks. Frontend is implementet via custom drag'n'drop DOM API in JavaScript.

Keywords: key web application, web, automation, catalogization, administration, cms, full stack, frontend, backend

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# Introduction

Being born in mid 90s has given me the opportunity to observe development of personal computing and advent of internet first-hand. By the time I was three I was fortunate enough to experience my father's first computer running Windows 98. By the time I was five I already knew I wanted to be a programmer when I grow up. I realized that I could write some lines and make a public website. I've been fascinated by stories of Microsoft and Apple. These companies put computers on our tables and iPhones in our pockets. This is, however, just brief overview of my motivation about IT world.

## Why web applications

Dot-com bubble crash was correction of overhyped optimism stemming from new technologies in early 2000s, subsequently helping whole industry to mature. It was year 2008 and financial crisis that brought the real opportunities in the web space. Despite having made an average American customer poorer, it has brought the world new trend of money saving services that were meant for cutting the cuts or making extra cash. To save money, one didn't call a taxi but UBER operated by another individual on the other side. To make extra money one started renting an extra room at Airbnb. Distrust in banking industry and monetary policy created Bitcoin. It is not hard to see that some of these things are not as technically complicated as one would think. A good software engineer should be able to deploy MVP of each thing previously mentioned in couple of weeks or months.

## Motivation

This thesis is a fullstack web application meant for my fellow friend to save him time for more important tasks which he has to perform as a chief swimming referee and club manager. This is valuable training for me since I have to forge a solution of problem vaguely resembling one of the MVPs listed above. Having delved into this problem rewarded me with valuable experiences, insights and lessons. These lessons are hopefully going to help me in my future endeavors and career.

Software engineering is a crucial craftsmanship for delivering positive changes in contemporary world. Building things is this modern adventure.



# 1. Status quo and solution

Section dedicated to description of problem and proposition of our application.

## 1.1 Problem description

A friend of mine reached out to me to ask me in order to ask if I could automate part of his agenda work agenda. Administration of swimming competitions and creating statistics is very repetitive and error-prone list of tasks. However, almost all the tasks are executed in same straightforward order.

The Czech Swimming Federation <sup>1</sup> structure has to be modeled as objects in the application and database records as a storage. Thus, logical structure should be decided and implemented. Swimming referees belong to clubs, clubs are located in geographical regions. Swimming cup is hosted by club. Each club contains dozen of swimming referees and one of them is a club manager. When a cup is online each referee can sign himself or herself up as available for the cup. Club manager can also sign up members of his club for to attend a cup. At the end of the day, organizer of the cup assigns available referees to positions (dedicated task-related roles during cup) that he finds them suitable for. My friend, the chairman of referee committee should be able to perform additional administration related to the database as whole - such as adding and removing users, creating new clubs and modifying whole structure. Administrator can also notify all visitors by posting news displayed on homepage. The SwimmPair system

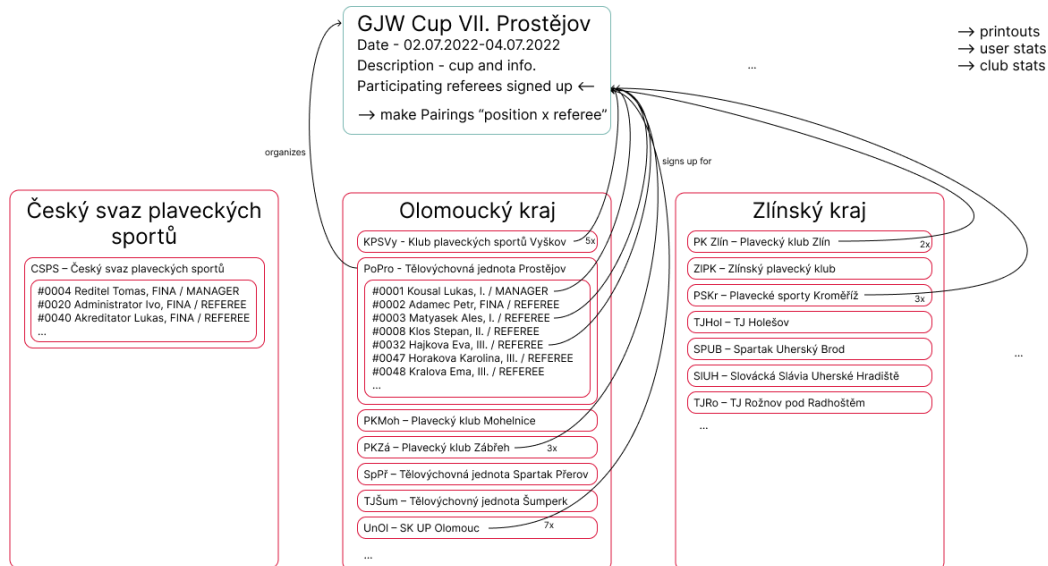


Figure 1.1: Preview of grouping Regions-Clubs-Users and Cup.

should deliver public listing of all **users**, **cups**, **news**, **individual statistics** and **club statistics**. System should allow to browse stats on a yearly basis. Structure from this image then has to be appropriately modeled with objects. Proposition of database schema will be shown further down.

<sup>1</sup><https://www.czechswimming.cz>

## 1.2 Stakeholders

Groups directly and indirectly interested in existence of this application and breakdown of its active/passive users.

### Interest groups

There are several entities that are interested in existence of this application. All these stakeholders will have their job facilitated and organized better to some extent thanks to this application. Interested stakeholders are:

- **Czech Swimming Federation** - organization of competitive swimmers,
- **Olomouc Region, Zlin Region** - regions administered together,
- **Lukas K** - coordinator who asked for this application.

### Users of application

Our users will be Czech Swimming Federation members. If their **region** is **participating in this application**, clubs and referees from this region must be in our system. With regards to one's rank within the structure, one will have one of these roles:

- **system administrator** ( $\sim 1-3$ ),
- **club manager** + also a swimming referee ( $\sim 10s$ ),
- **swimming referee** ( $\sim 100s$ ).

Roles are self-descriptive. The coordinator (my friend), who came up with this idea will be **system administrator** because he's been running all this agenda offline. **Club managers** are taking care of competitions on behalf of their club and referees are common people who have some degree of knowledge about competitions and can participate. Collected statistics will then be used for accreditation granting, activity monitoring and categorization overall.

We iterate requirements and features for this web application with two swimming coordinators (two future system administrators) during time of development. We then test usability on all three groups of users via. SUS<sup>2</sup> questionnaire. We then prepare tests, CI pipeline<sup>3</sup> and deployment strategy for the application.

## 1.3 Functional requirements

There are areas of similar tasks that we would like address and solve by our application by implementing features and ui pages for these purposes.

---

<sup>2</sup>**System Usability Scale** is a questionnaire to reveal how friendly tested system is to target audience. We carried on initial testing for 20 people belonging to one of these 3 categories to find out if we met at least an average score which was determined to be 68/100.

<sup>3</sup><https://komodor.com/blog/ci-cd-pipelines-for-kubernetes-best-practices-and-tools>

## **”C” as Cup administration**

1. [club manager] needs to [create swimming cup] in order to [publish cup and invite others to participate]
2. [club manager] needs to [create pairing for swimming cup] in order to [finalize preparations of cup the day before it takes place]
3. [club manager] needs to [preview cups and print pairing] in order to [perform inspection and publish information offline]
4. [club manager] needs to [participate in cup or participate with teammates] in order to [help swimming cup to take place]

## **”R” as Referees administration & overview**

1. [club manager] needs to [manage swimming club] in order to [keep information and users up to date]
2. [club manager] needs to [perform referees management] in order to [keep referees up to date]
3. [referee] needs to [view statistics of referees] in order to [have track record about personal participation]
4. [club manager] needs to [view statistics of clubs] in order to [have information about performance of his own club]
5. [club manager] needs to [perform club management] in order to [keep own club up to date]
6. [system administrator] needs to [manage referees] in order to [add, remove, update users in the database]
7. [system administrator] needs to [list referees overview] in order to [see activity of referees]

## **”S” as Stakeholders interests**

1. [system administrator] needs to [have overview of clubs] in order to [be informed about happenings within his jurisdiction]
2. [stakeholder] needs to [have overall categorization of federation] in order to [use application for administrative purposes]
3. [stakeholder] needs to [have database archivation of federation] in order to [use application as archivation tool]
4. [stakeholder] needs to [have information about participations] in order to [grant accreditations to referees for next season]
5. [system administrator] needs to [publish news] in order to [notify everybody about what’s happening]

6. [system administrator] needs to [edit page/s] in order to [change static public info in the application]

## 1.4 Domain model

Let's look at the entities which have to be represented in our system one by one - starting from the most important ones. We will outlay entities and their relations. After basic idea of entities and their relations is established we proceed to project specification to delve further into implementation details. However, our approach was more iterative, so this retrospective domain model represents only a snapshot of the implementation details that we were specifying throughout the development process.

### Cup

**Cup is the most important entity.** A swimming Cup contains name, description, date and is affiliated to organizing Club. Cup serves two purposes. **Firstly**, assigning referees for specific tasks (time tracking, computer support, head of the cup, etc.) has to be **ready by the time the event takes place**. **Secondly**, statistics summing up participations of Referees and Clubs have to be calculated for each year over all cups in this time period. We also have to discriminate between upcoming and already past cups. Upcoming cups should be displayed, past cups should reside in the archive to be revisited for statistical purposes.

### Referee

Referee is a person and main workforce during swimming competitions. Referee is a member of Club and participates on it's behalf in Cup. Referee has one of ranks <sup>4</sup>. Referee is assigned one or more Position/s, such as timekeeping or pc support and is in charge of it for duration of the cup.

### Club manager

Club manager is usually one person who is in charge of club administration. Club manager organizes Cup on behalf of Club and acts as main figure during it. Club manager can also help with some work (Position), however, they are more of an administrative character, if ever. Club manager completes pairing and plans everything.

### Coordinator

Coordinator is a person who is head of swimming in specific region. He prepares budgets, plans tournaments, manages administrations and whole database of referees, clubs and cups. He's person of highest administrative importance.

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<sup>4</sup>**Referee Rank** - 1/2/3/4/FINA - <https://www.czechswimming.cz/index.php/rozhodci>

## Club

Club is an administrative unit grouping people (in the same city). Club has a specific name, abbreviation and id in Czech Swimming Federation. A club logo can be included as well. A club will be serving as a formal authority organising Cup by a User who is club manager. Club is unanimously affiliated to Region. Statistics regarding performance of members of Club at swimming competitions must be implemented. Statistics have informative character and will save time compared to current status quo - keeping track of presence and work descriptions in Excel spreadsheets.

## Region

There are 13 regions of the Czech Republic, we are solving this problem for 2 that are being administered together. Maybe others will join. Clubs are located in one of these regions. When new Club starts using SwimmPair in the future, new Region has to be added and potential clubs created and attached to this Region.

## Pairing

Pairing is simple list of pairs (**Referee** x **Position**)  $\rightarrow$  **Cup**.

## Position

Predefined list of tasks necessary to be done at each Cup. This list is probably never going to change since there is a fixed set of roles. Referees are going to be assigned to these Positions for each Cup.

## Schema of entities and connections

Majority of focus should be on **Referee**, **Club manager** and **Cup** in the presented schema. Referees belong to Club that belong to Region. These two entities **Referee** and **Cup** along with **Position** will then be brought together as **Pairing** which contains referees that are available for specific cups and will be performing work at specified Position. Referees must be available in specific time but **Pairing** is where each record can be assigned a position from prescribed **Positions**.

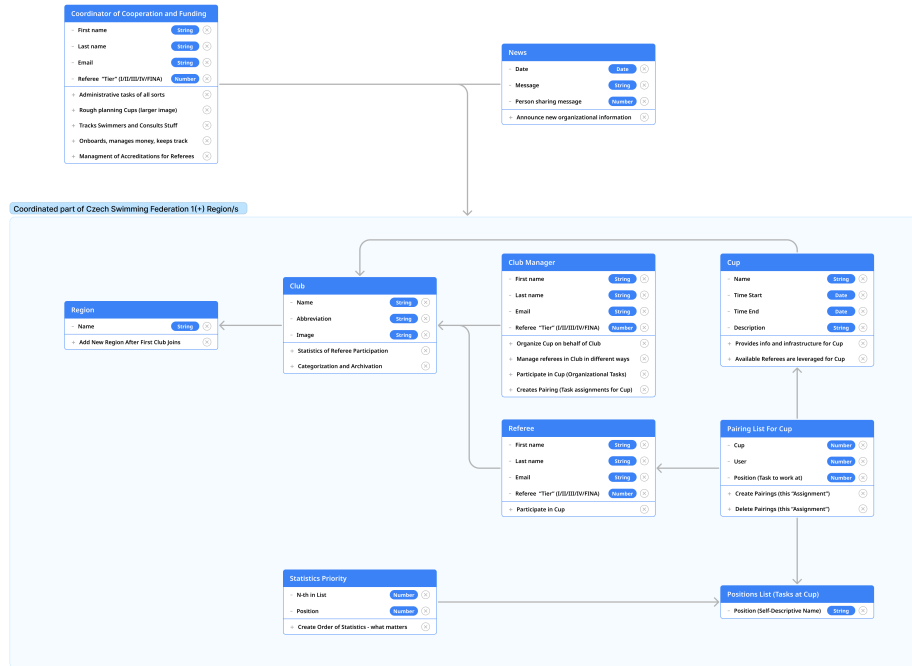


Figure 1.2: UML Class Diagram outlaying administrative structure.

## 1.5 Quality/Usability Requirements

Several good practices have to be implemented to make SwimmPair easy to use. Although some of these practices are well-known and others are situation-specific, they all share a common goal: to improve the usability of the application.

### Smooth frontend browsing

Frontend of SwimmPair should be easy to use. There are several options and use cases of JavaScript that can come in handy. Reduction of page reloads is definitely a good way to go. Therefore there are going to be asynchronous JavaScript calls for obtain semi-partial data. After, next function will modify the DOM based on data received from asynchronous call.

## Multiple device types

Today is certain that there are users who want to browse our system from pc, tablet or smartphone and responsive design is a necessity. Since CSS3 supports media queries<sup>5</sup> we are going to use them for creation of device specific styling.

## Assigning referees to positions via. drag'n'drop

Assigning referees to positions for cups should be implemented via drag'n'drop. Dragging a referee, moving referee over the region specified for the positions and releasing mouse button. Double clicking this person is a good way of removing it.

## Printouts of pairing

Upcoming Cup can be directly printed<sup>6</sup> from website and hanged as data printout.

## Appropriate design

Red blue and grey are colors that appear pretty much at a swimming pools. These colors will be used in our system as well. The elements should have fresh lightweave look and not appear heavy.

## 1.6 Scalability/Usability Requirements

Application is initially going to be used for 2 Regions and approximately 100 referees. Maximum saturation would mean that system is used in whole Czech Republic. Maximum traffic is then 5-6x larger load than the current one.

### Potentially looming issues:

- **performance issues** - shouldn't be problem using LAMP stack,
- **larger traffic** - can be solved via Kubernetes autoscaling <sup>7</sup>,
- **simulaneous application edits** - can be solved by locking and comparing hashes of states before comitting changes to database,
- **sessions consistency** - can be solved (even throughout cluster restart) using Redis<sup>8</sup> for (persistent) session handling.

These issues can be easily tackled if they are kept in mind during the development.

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<sup>5</sup>[https://developer.mozilla.org/en-US/docs/Web/CSS/Media\\_Queries](https://developer.mozilla.org/en-US/docs/Web/CSS/Media_Queries)

<sup>6</sup>[https://developer.mozilla.org/en-US/docs/Web/CSS/Media\\_Queries/Using\\_media\\_queries#targeting\\_media\\_types](https://developer.mozilla.org/en-US/docs/Web/CSS/Media_Queries/Using_media_queries#targeting_media_types)

<sup>7</sup><https://kubernetes.io/docs/tasks/run-application/horizontal-pod-autoscale/>

<sup>8</sup><https://redis.io>

## 2. System design

This chapter will familiarize reader with architecture of our application. There are two logical parts, **public web** and **private administration**. Private administration is hidden behind **login/password**.

When designing such system, object oriented approach and grouping of similar functions together is a must. There are objects that have to be moved around the web application described in previous chapter. These objects are **Post**, **User**, **Club**, **Cup**, **Position** and **Region**. Thus we came up with a concept of managers. Each page of SwimmPair is composed of same/unified header, menu, footer. The content part is filled with page's specific results of manager call used to construct data UI page layout. These managers are included and used in all pages via **start file**.

### 2.1 Technologies

Following technologies and tools are used for SwimmPair application:

- **HTML** is HyperText Markup Language <sup>1</sup> - application pages are templated in HTML by PHP,
- **CSS** is Cascading Style Sheets <sup>2</sup>,
- **PHP** is a general-purpose scripting language geared toward web development <sup>3</sup> - object model and backend services are provided by it,
- **JavaScript** is a general-purpose scripting language that conforms to the ECMAScript specification <sup>4</sup>,
- **MySQL** is an open-source relational database management system <sup>5</sup>,
- **Git** is a distributed version control system: tracking changes in any set of files - this project is versioned and kept in public GitHub repository <sup>6</sup>,
- **Docker** is a set of platform as a service products that use OS-level virtualization to deliver software in packages called containers <sup>7</sup> - used for deployment of our application,
- **GitHub Actions** is a platform for automating workflows in GitHub repositories - our application uses GitHub Actions to automate testing. Specifically, we use the PHP Action to run our backend tests using PHPUnit, along with a Docker image of our database for integration testing. We then use GitHub's reporting features to view the results of our tests and ensure that our code is functioning as expected,

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<sup>1</sup>[WHATWG, 26 December 2022]

<sup>2</sup>[W3C, 31 December 2022]

<sup>3</sup>[The PHP Group, 28 November 2019]

<sup>4</sup>[INTERNATIONAL, June 2022]

<sup>5</sup>[Oracle, 2023]

<sup>6</sup><https://github.com/KlosStepan/SwimmPair-Www>

<sup>7</sup>[Inc, 2023]



- **Kubernetes** is an open-source container orchestration system for automating software deployment, scaling, and management <sup>8</sup> - used for production deployment of our application into cluster,
- **Redis** is an in-memory data store often used for caching, messaging, and session persistence. Our application uses Redis to store session data and share it between running container instances, allowing traffic to be efficiently redirected and load-balanced.

---

<sup>8</sup>[The Kubernetes Authors, 2023]

## 2.2 Architecture overview

Visitor comes to **app page**, where **managers** are included. From page there are API calls on Managers that retrieve and store data as follows.

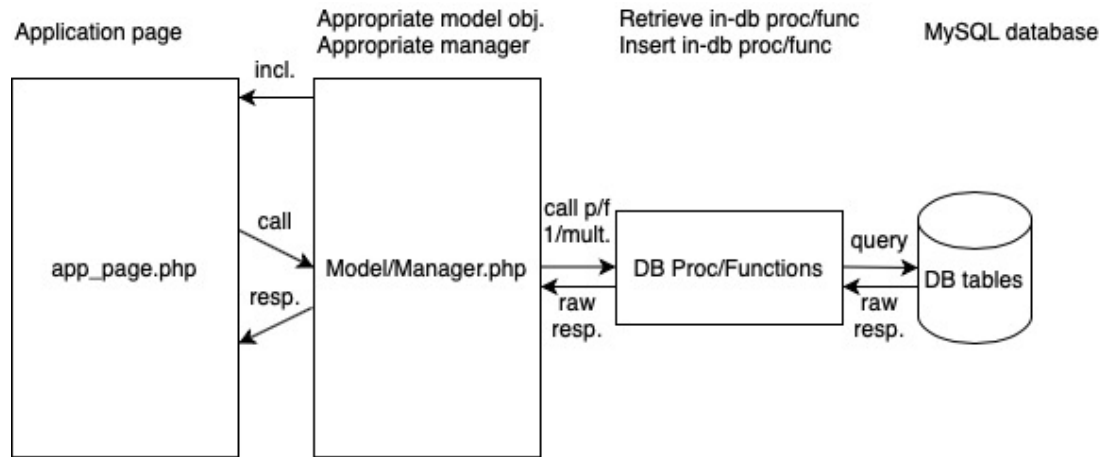


Figure 2.1: From page to manager, database, function, database and back.

## 2.3 Model Managers

Managers are written to provide API functionality for system administration. These managers are populating pages or taking new input from them and administer process of storing them. Each object has a manager handling it and accomodates database loads and stores controlled by transactions.

- Cup / CupsManager
- User / UsersManager
- Club / ClubsManager
- Page / PagesManager
- Post / PostsManager
- Position / PositionsManager
- Region / RegionsManager

Managers are implemented to extract and store data of class by which they are named after.

## 2.4 User Interface mockups

In this chapter, we present UI mockups for both public and private areas of our application. These mockups serve as initial visualizations for the real UI, but should not be considered exact guidelines. Instead, they provide a starting point for readers and stakeholders to understand the overall direction of the UI design.

### Public website mockups

This part is concerned about displaying view-only data for public access.

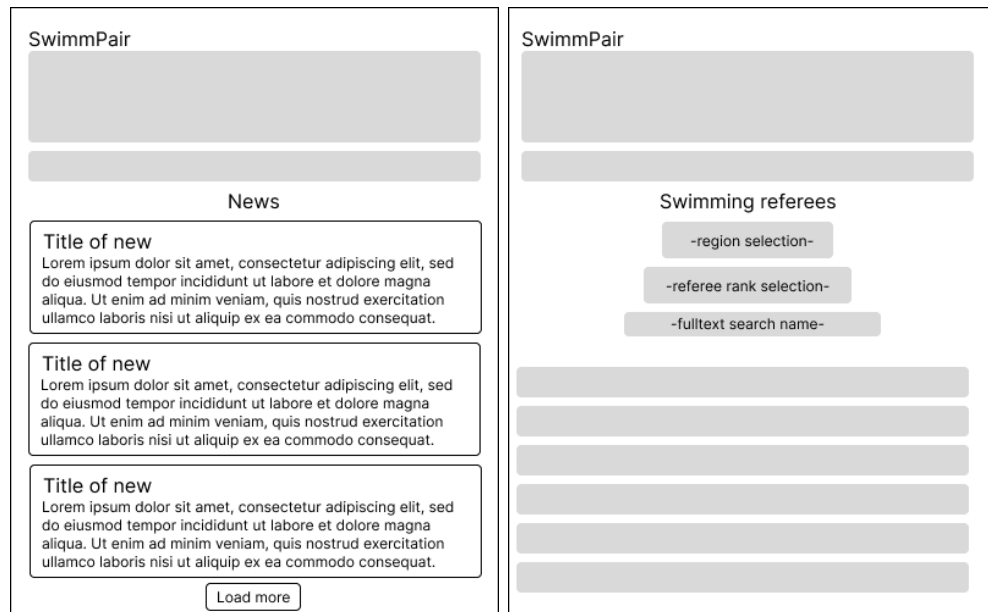


Figure 2.2: Public pages - homepage (S5) and listing of users (R3/S4).

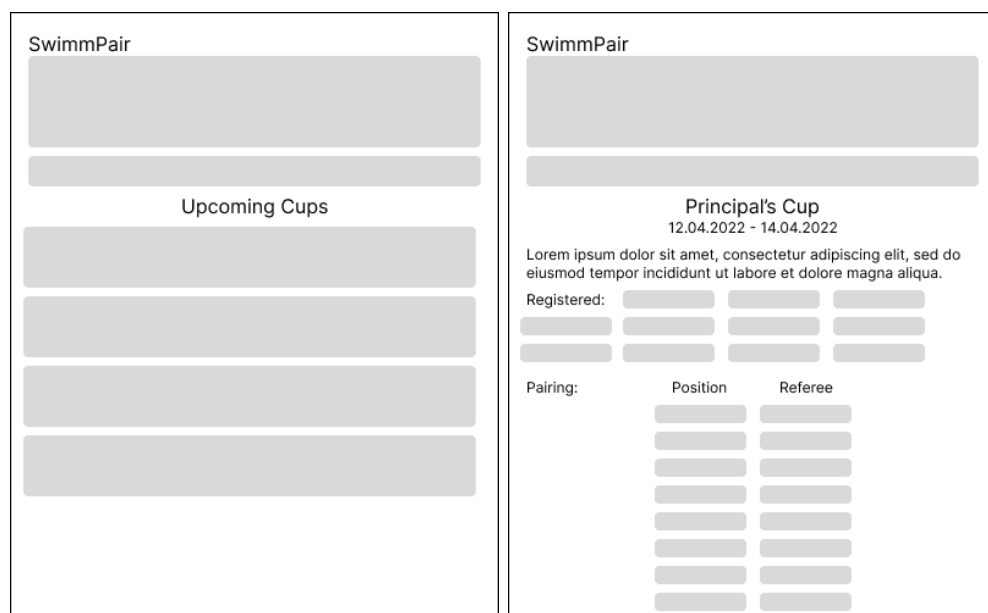


Figure 2.3: Public pages - cups listing and cup preview (C3).

## Administration mockups

After logging in, user can see administrative menu. Based on rights (2/1/0) one gets layout of appropriate sections. There is list things related to everything from administrative perspective. We will show several mockups of how functional requirements for administration can look like once programmed and designed.

The figure consists of two side-by-side mockups of an administrative interface.

The left mockup is a dashboard layout. At the top, it has 'SP' on the left, 'Welcome' in the center, and 'Settings' on the right. Below this is a section titled 'ADMINISTRATIVE TASKS' containing a list of ten horizontal bars. Below that is a section titled 'MY CLUB' containing two horizontal bars. At the bottom is a section titled 'MY REFEREE PARTICIPATION' containing one horizontal bar.

The right mockup is an 'Edit Page' form. It has a back arrow on the top left and 'Edit Page' on the top right. It contains two input fields: 'Title' and 'Content'. Below these fields is an 'Update' button.

Figure 2.4: Administration menu gets assembled on rights, page edit (S6).

The figure consists of two side-by-side mockups of an administrative interface.

The left mockup is the 'Add Cup' form. It has a back arrow on the top left and 'Add Cup' on the top right. It contains four input fields: 'Cup name', 'Date start', 'Date end', and 'Organizing club -name of user's club here-'. Below these fields is an 'Add Cup' button.

The right mockup is the 'drag'n'drop pairing' interface. It has a back arrow on the top left and 'Cup name' and 'PREV' on the top right. It contains a section titled 'Available referees' with a list of ten horizontal bars. Below this list are two input fields: 'Main referee' and 'Starter'. Arrows indicate that items from the 'Available referees' list are being dragged into the 'Main referee' and 'Starter' fields. Below these fields is an ellipsis '...'.

Figure 2.5: Add Cup (C1) and drag'n'drop pairing (C2).

## 2.5 Database design

While designing such system, well defined database schema modelled from functional requirements and entities is a necessity. Previously outlined real world (Figure 1.2) has to be rigorously converted to database schema. We will show mappings and merges that had to be made in order to achieve that.

### People entities merge

We've merged three entities (Coordinator, Club Manager, and Referee) that model people into a single entity called User, which includes additional parameters such as access rights and club affiliation.

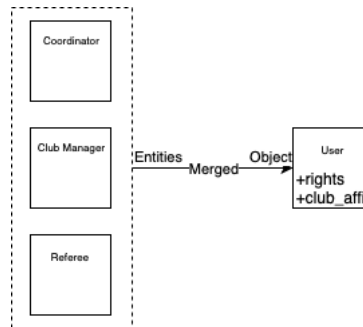


Figure 2.6: These 3 people entities got merged into the single object.

### Pairing entities to objects

Majority of logic is modelled as entities. Availability must precede Pairing.

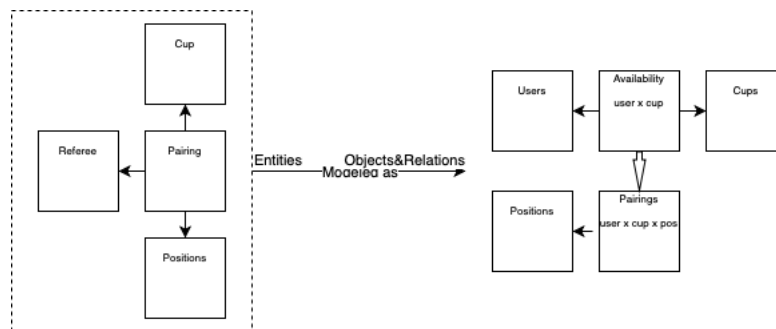


Figure 2.7: Entities modeled as 3 objects and 2 relational tables.

### Remaining entities

Mapping of remaining entities is self-evident.

## Full database schema used for out application

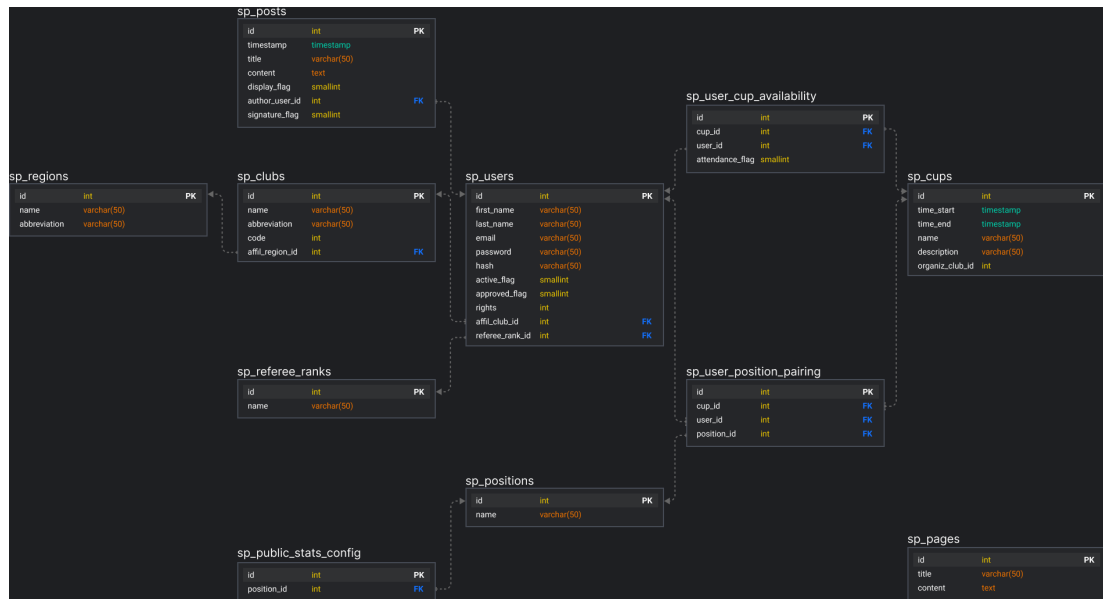


Figure 2.8: Full database schema for the SwimmPair application.

## 2.6 Functional requirements mapping to API

We will show how specific **functional requirements** administrative tasks are realized via **model api functions**<sup>9</sup>.

Table has following structure: **Task / Role / Function(s)**.

Add Post	system admin	InsertNewPost
Edit Post	system admin	UpdatePost
Approve New Users	system admin	SetApprovedForUser
Create Pairing For Cup	system admin	DeleteOldPairing InsertNewPairing
Add User	system admin	RegisterUser
Edit User	system admin	SetLoginEmailForUser SetRefereeRankForUser SetPasswordForUser
Add Club	system admin	InsertNewClub
Edit Club	system admin	UpdateClub
Add Region	system admin	InsertNewRegion
Edit Region	system admin	UpdateRegion
Configure Stats	system admin	DeleteOldStatsPositions InsertNewStatPosition
Edit Contacts	system admin	UpdatePage
Add Cup	club manager	InsertNewCup
Sign People From My Club Available For Cup	club manager	DeleteOldAvailability InsertNewAvailability
Sign Myself As Available For Cup	referee	SetAvailabilityRegister SetAvailabilityCantGo SetAvailabilityCanGo

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<sup>9</sup>[http://docu.swimmpair.cz/functions\\_func.html](http://docu.swimmpair.cz/functions_func.html)

# 3. Implementation Documentation

Detailed description of **database** and **backend components** and **functions**.

## 3.1 Database

Full database schema of the application was already shown in previous chapter (Figure 2.8). This chapter will introduce reader to detailed description of tables and their relations.

Each database table is accompanied with example table preview, where:

- abbreviated column name: (a),
- contracted/omitted info: ...,

followed by full listing of attributes - datatypes, keys, etc.

### 3.1.1 Object tables

These are the tables in database modeling the object to satisfy the primary motivation defined as the (Figure 1.2). These rows are then being converted to **Object** or **Array<Object>** (Club, Cup, Page, PairPositionUser, Position, Post, RefereeRank, Region, StatPositionCnt, StatUserCnt, User) and returned to application page by appropriate Manager.

#### sp\_posts

**Post** is a static snippet of news for homepage of web application.

Table preview

id	timestamp	title	content	d_flag(a)	auth_id(a)	sign(a)
1	2023-01-...	Running...	SwimmPair...	1	21	0
2	2023-03-...	Updates	This web...	1	21	0
...	...	...	...	...	...	...

Columns description

1. **id|PK**, int(11) *Auto Increment*
2. **timestamp**, datetime *NULL [CURRENT\_TIMESTAMP]*
3. **title**, text
4. **content**, text
5. **display\_flag**, tinyint(1)
6. **author\_user\_id|FK**, int(11) *NULL*
7. **signature\_flag**, tinyint(1)



### sp\_users

User is referee in the system. User is affiliated to Club has one of UserRights and one of tier from RefereeRank. His statistics are presented via StatUserCnt in public sites via PositionsManager.

Table preview

id	first_name	last_name	email	password	hash	...
1	Lukáš	Kousal	lukas@swim.cz	-PASS-	-HASH-	...
...	...	...	...	...	...	...
N	...	...	...	...	...	...

Columns description

1. **id**|**PK**, int(11) *Auto Increment*
2. **first\_name**, varchar(50)
3. **last\_name**, varchar(50)
4. **email**, varchar(100) //unique identifier
5. **password**, varchar(100)
6. **hash**, varchar(32)
7. **active\_flag**, tinyint(1) [0]
8. **approved\_flag**, tinyint(1) [0]
9. **rights**, tinyint(1)
10. **referee\_rank\_id**|**FK**, int(11)
11. **affiliation\_club\_id**|**FK**, int(11)

### sp\_clubs

Club is an administrative unit of swimming club grouping bunch of users. One User is ClubManager/1 from UserRights, the rest is Referee/0. It can organize.

Table preview

id	name	abbrev(a)	club_id	img
1	Klub plaveckých sportů Vyškov	KPSVy	614	vyskov.jpg
...	...	...	...	...
14	TJ Rožnov pod Radhoštěm	TJRo	0	roznov.jpg

Columns description

1. **id**|**PK**, int(11) *Auto Increment*
2. **name**, varchar(80)
3. **abbreviation**, text
4. **code** int(11) *NULL*
5. **img**, text *NULL*
6. **affiliation\_region\_id**|**FK**, int(11)

### sp\_cups

Cups are stored in this table.

Table preview

id	t_st(a)	t_e(a)	name	desc(a)	org_c_id(a)
1	2023-...	2023-...	GJW Cup I.	Cup organized by ...	2
...	...	...	...	...	...

Columns description

1. **id**|**PK**, int(11) *Auto Increment*
2. **time\_start**, date
3. **time\_end**, date
4. **name**, text
5. **description**, text
6. **organizer\_club\_id**|**FK**, int(11)

### sp\_positions

Position is object representing task for Cup that has to be performed by User. It has internal id based on which it is wired through the system internally.

Table preview

id	name
1	Vrchní rozhodčí
...	...
19	Ostatní

Columns description

1. **id**|**PK**, int(11), *Auto Increment*
2. **name**, varchar(45)

## 3.1.2 Relation tables

Relation tables hold the most important information stored in the SwimmPair system - the **pairings** and **data for underlying statistics**. Both availability for cups and pairings to positions are represented here.

### sp\_user\_cup\_availability

This table stores relationships between referees/users and cups called availability. Referees are signed up by their team manager or themselves as available for the cup. In case of sudden inability to participate, the `attendance_flag` is switched to 0 in case the user is already assigned to some position. In that case the administrator is going to see the user in red box.

Table preview

id	cup_id	user_id	attendance_flag
1	3	21	1
2	3	1	1
7	3	19	0
...	...	...	...

#### Columns description

1. **id**|**PK**, int(11) *Auto Increment*
2. **cup\_id**|**FK**, int(11)
3. **user\_id**|**FK**, int(11)
4. **attendance\_flag**, tinyint(1) [1]

### **sp\_user\_position\_pairing**

This table stores pairing information about available referees/users on positions for each cup. This is the most time saving utility of the SwimmPair.

#### Table preview

id	cup_id	position_id	user_id
46	5	5	21
484	3	1	21
485	3	1	22
486	3	2	7
487	3	3	15
487	3	5	12
487	3	7	14
...	...	...	...

#### Columns description

1. **id**|**PK**, bigint(20) *Auto Increment*
2. **cup\_id**|**FK**, int(11)
3. **position\_id**|**FK**, int(11)
4. **user\_id**|**FK**, int(11)

### **3.1.3 Content adjustment tables**

#### **sp\_public\_stats\_config**

Configuration table of which positions in what order should be displayed in statistics on frontend. For frontend then LEFT-JOIN **position\_id** from table **sp\_positions** ON **id** and display **sp\_positions.name**.

#### Table preview

id	position_id
148	1
149	8
150	2
151	4
152	6

#### Columns description

1. **id**|**PK**, int(11) *Auto Increment*
2. **position\_id**|**FK**, int(11)

#### **sp\_pages**

**Page** is static website page with information in web application. It has some title and content.

#### Table preview

id	title	content
1	Kontakty	<h1>Title</h1><p>Contact information +420...</p>

#### Columns description

1. **id**|, int(11) *Auto Increment*
2. **title**, text
3. **content**, text

## 3.2 Managers documentation

These five managers work with objects and provide views and functions (i.e. joining more tables in various ways to achieve all functionality). We're providing an overview of which API functions are calling which internal functions (plain, in cycle) and what are desired return values.

**Documentation of model - classes and public functions is available <sup>1</sup>.**

### 3.2.1 PostsManager.php

PostsManager has API functions to handle Post object/s and delivers it through web application.

- Post | null  $\leftarrow$  **GetPostById**(\$id)
  - $\searrow$  `_CreatePostOrNullFromStatement($stmt)`
  - $\searrow$  `_CreatePostFromRow($row)`
- Post[] | null  $\leftarrow$  **FindLastNPosts**(\$N)
  - $\searrow$  `_CreatePostsFromStatement($stmt)`
  - $\hookrightarrow$  `_CreatePostFromRow($row)`
- true | false  $\leftarrow$  **InsertNewPost**(\$title, \$content, \$d\_flag, \$auth\_id, \$sign)
- Post[] | false  $\leftarrow$  **FindAllPostsOrderedByIdDesc**()
  - $\searrow$  `_CreatePostsFromStatement($stmt)`
  - $\hookrightarrow$  `_CreatePostFromRow($row)`
- true | false  $\leftarrow$  **UpdatePost**(\$id, \$title, \$content, \$d\_flag, \$sign)

### 3.2.2 UsersManager.php

UsersManager has API functions to handle User object/s and delivers it through web application.

- User | null  $\leftarrow$  **GetUserById**(\$id)
  - $\searrow$  `_CreateUserOrNullFromStatement($stmt)`
  - $\searrow$  `_CreateUserFromRow($row)`
- User[] | null  $\leftarrow$  **FindAllActiveUsersOrderByLastNameAsc**()
  - $\searrow$  `_CreateUsersFromStatement($stmt)`
  - $\hookrightarrow$  `_CreateUserFromRow($row)`
- User[] | null  $\leftarrow$  **FindAllInactiveUsersOrderByLastNameAsc**()
  - $\searrow$  `_CreateUsersFromStatement($stmt)`
  - $\hookrightarrow$  `_CreateUserFromRow($row)`
- User[] | null  $\leftarrow$  **FindAllRegisteredTeamMembersForTheCup**(\$cupId, \$teamId)
  - $\searrow$  `_CreateUsersFromStatement($stmt)`
  - $\hookrightarrow$  `_CreateUserFromRow($row)`
- User[] | null  $\leftarrow$  **FindAllTeamMembers**(\$teamId)
  - $\searrow$  `_CreateUsersFromStatement($stmt)`
  - $\hookrightarrow$  `_CreateUserFromRow($row)`

---

<sup>1</sup><http://docu.swimmpair.cz>

- $\underline{\text{User}}[] \mid \text{null} \leftarrow \mathbf{FindAllRegisteredUsersForTheCup}(\$cupId)$   
 $\searrow \_CreateUsersFromStatement(\$stmt)$   
 $\hookrightarrow \_CreateUserFromRow(\$row)$
- $\underline{\text{User}}[] \mid \text{null} \leftarrow \mathbf{FindPairedUsersOnCupForPosition}(\$cupId, \$posId)$   
 $\searrow \_CreateUsersFromStatement(\$stmt)$   
 $\hookrightarrow \_CreateUserFromRow(\$row)$
- $\underline{\text{string}} \mid \text{null} \leftarrow \mathbf{GetClubAbbreviationByAffiliationId}(\$id)$   
 $\searrow \_GetSingleResultFromStatement(\$stmt)$
- $\underline{\text{string}} \mid \text{null} \leftarrow \mathbf{GetUserFullNameById}(\$id)$   
 $\searrow \_GetSingleResultFromTwoColsStatement(\$stmt)$
- $\underline{\text{true}} \mid \underline{\text{false}} \leftarrow \mathbf{IsEmailPresentAlready}(\$email)$
- $\underline{\text{true}} \mid \underline{\text{false}} \leftarrow \mathbf{RegisterUserFromAdmin}(\$first\_name, \$last\_name, \$email, \$password, \$rights, \$klubaffil)$
- $\underline{\text{true}} \mid \underline{\text{false}} \leftarrow \mathbf{EmailNewPersonRegistered}(\$email, \$password)$
- $\underline{\text{true}} \mid \underline{\text{false}} \leftarrow \mathbf{SetApprovedForUser}(\$userId)$

### 3.2.3 ClubsManager.php

ClubsManager has API functions to handle Club object/s and delivers it through web application.

- $\underline{\text{Club}} \mid \text{null} \leftarrow \mathbf{GetClubById}(\$id)$   
 $\searrow \_CreateClubFromStatement(\$stmt)$   
 $\searrow \_CreateClubFromRow(\$row)$
- $\underline{\text{Club}}[] \mid \text{null} \leftarrow \mathbf{FindAllClubs}()$   
 $\searrow \_CreateClubsFromStatement(\$stmt)$   
 $\hookrightarrow \_CreateClubFromRow(\$row)$

### 3.2.4 CupsManager.php

CupsManager has API functions to handle Cup object/s and delivers it through web application.

- $\underline{\text{Cup}}[] \mid \text{null} \leftarrow \mathbf{FindAllUpcomingCupsEarliestFirst}()$   
 $\searrow \_CreateCupsFromStatement(\$stmt)$   
 $\hookrightarrow \_CreateCupFromRow(\$row)$
- $\underline{\text{Cup}}[] \mid \text{null} \leftarrow \mathbf{FindAllPastCupsMostRecentFirst}()$   
 $\searrow \_CreateCupsFromStatement(\$stmt)$   
 $\hookrightarrow \_CreateCupFromRow(\$row)$
- $\underline{\text{Cup}} \mid \text{null} \leftarrow \mathbf{GetCupById}(\$id)$   
 $\searrow \_CreateCupOrNullFromStatement(\$stmt)$   
 $\searrow \_CreateCupFromRow(\$row)$
- $\underline{\text{Pair}}[] \mid \text{null} \leftarrow \mathbf{FindPairingsForThisCup}(\$id)$   
 $\searrow \_CreatePairsFromStatement(\$stmt)$   
 $\hookrightarrow \_CreatePairFromRow(\$row)$

- true | false  $\leftarrow$  **InsertNewCup**(\$name, \$t\_st, \$t\_end, \$club, \$content)
- true | false  $\leftarrow$  **IsUserAvailableForTheCup**(\$userId, \$cupId)

Called together in XMLHttpRequest/**update\_availability.php** in transaction.

- true | false  $\leftarrow$  **DeleteOldAvailability**(\$cupId)
- true | false  $\leftarrow$  **InsertNewAvailability**(\$cupId, \$userId, 1)

Called together in XMLHttpRequest/**update\_pairing.php** in transaction.

- hash | null  $\leftarrow$  **GetPairingHashForThisCup**(\$cupId)  
 $\searrow$  \_GetSingleResultFromStatement(\$stmt)
- true | false  $\leftarrow$  **DeleteOldPairing**(\$cupId)
- true | false  $\leftarrow$  **InsertNewPairing**(\$cupId, \$posId, \$userId)

### 3.2.5 PositionsManager.php

PositionsManager has API functions to handle Position object/s and delivers it through web application.

- Position[] | null  $\leftarrow$  **FindAllPositions**()  
 $\searrow$  \_CreatePositionsFromStatement(\$stmt)  
 $\hookrightarrow$  \_CreatePositionFromRow(\$row)
- string | null  $\leftarrow$  **GetPositionNameById**(\$id)  
 $\searrow$  \_GetSingleResultFromStatement(\$stmt)

### 3.3 Start file

Start file is included the in beginning of each page. It serves for **connection to database**, **sanitization of input**, **definition of error handling** and most importantly **includes objects and managers** and subsequently **instantiates all managers** by passing reference to live database connection `$mysqli` - their only constructor argument.

```
/*Database credentials from environment*/
$host = getenv("DATABASE_HOST");
$user = getenv("DATABASE_USER");
$pass = getenv("DATABASE_PASS");
$db = getenv("DATABASE_NAME");
/*Database connection and charset set*/
$mysqli = new mysqli($host, $user, $pass, $db) or die($mysqli->error
);
$mysqli->set_charset('utf8');
/* Sanitization function */
function h($string)
{
    return htmlspecialchars($string);
}
/* Exception handling*/
error_reporting(E_ALL);
ini_set("display_errors", 1);
set_exception_handler(function () {
    echo "<h3_style=\"color:red;\">INVALID REQUEST</h3>";
    exit();
});
/* Objects and Managers inclusion*/
require __DIR__ . '/model/Sanitizer.php';
require __DIR__ . '/model/Auth.php';
require __DIR__ . '/model/Post.php';
require __DIR__ . '/model/PostsManager.php';
require __DIR__ . '/model/Page.php';
require __DIR__ . '/model/PagesManager.php';
require __DIR__ . '/model/StatUserCnt.php';
require __DIR__ . '/model/StatPositionCnt.php';
require __DIR__ . '/model/RefereeRank.php';
require __DIR__ . '/model/Region.php';
require __DIR__ . '/model/RegionsManager.php';
require __DIR__ . '/model/User.php';
require __DIR__ . '/model/UsersManager.php';
require __DIR__ . '/model/Cup.php';
require __DIR__ . '/model/PairPositionUser.php';
require __DIR__ . '/model/CupsManager.php';
require __DIR__ . '/model/Position.php';
require __DIR__ . '/model/PositionsManager.php';
require __DIR__ . '/model/Club.php';
require __DIR__ . '/model/ClubsManager.php';
/* Construction of Managers w/ reference to $mysqli */
$postsManager = new PostsManager($mysqli);
$pagesManager = new PagesManager($mysqli);
$usersManager = new UsersManager($mysqli);
$clubsManager = new ClubsManager($mysqli);
$cupsManager = new CupsManager($mysqli);
$positionsManager = new PositionsManager($mysqli);
$regionsManager = new RegionsManager($mysqli);
```

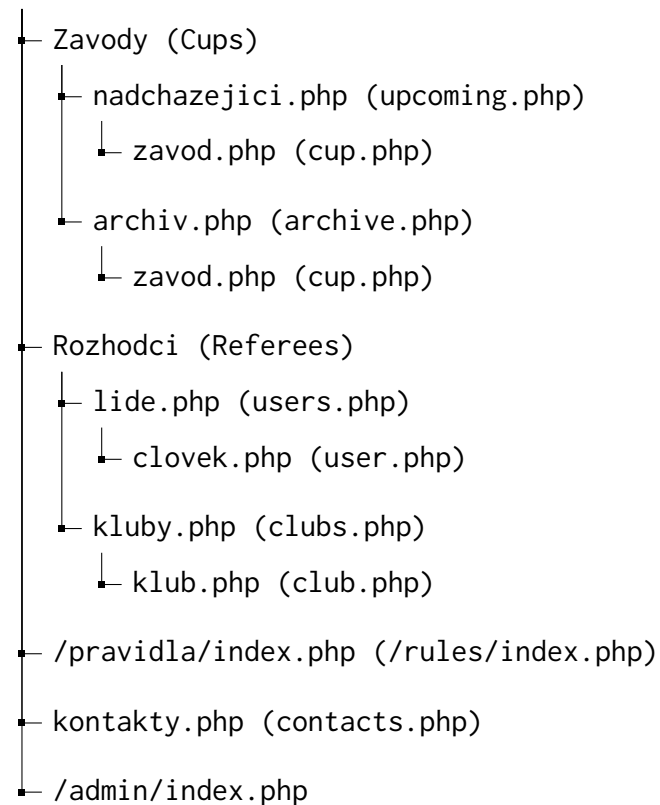


## 3.4 Application structure - files defined

### User part of the system

The system is running on Czech URLs for convinience reasons of browsing. English equivalents of route pages are attached in brackets to demonstrate what the pages do for non-czech speaker. There is no client side routing with traditional LAMP stack.

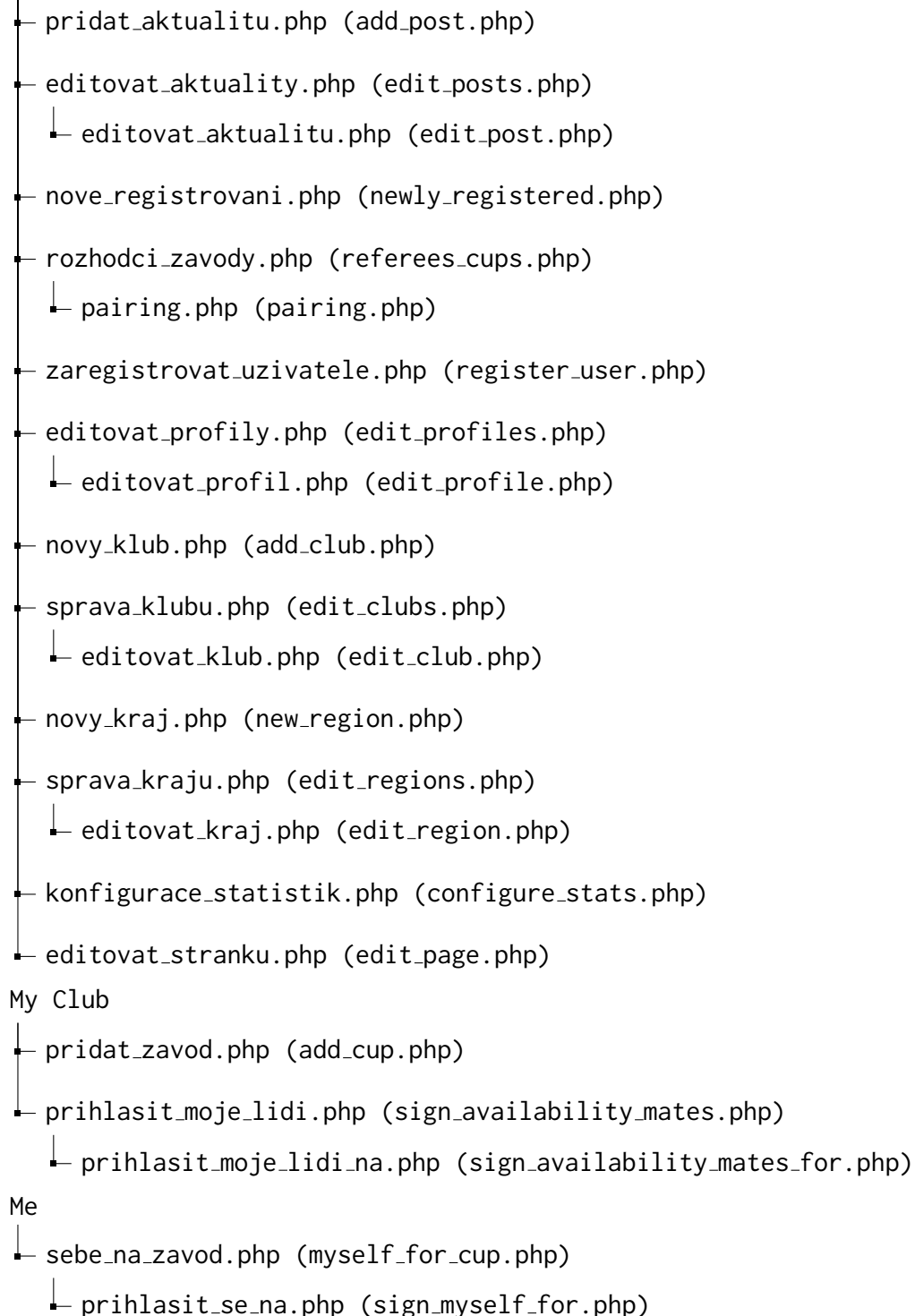
`www.SwimmPair.cz/index.php`



## Admin part of the system

The administration has following structure. After going to /admin/index.php user gets logs in and goes to /administration/profile.php. Regarding user's rights (that are passed around along with other information in **SESSION**, retrievable like **\$SESSION['rights']**) one has following structure (**Administration, My Club, Me**). Each user has profile settings for resetting password and other stuff.

[www.SwimmPair.cz/administration/profile.php](http://www.SwimmPair.cz/administration/profile.php)



## 3.5 Templating of web and administration

Each page layout of public website has common characteristics such as header, menu and footer. These sections are unified and included everywhere, therefore they are included everywhere. They are:

- **HEADER**,
- **MENU**,
- Generated from result obtained by one or more manager calls. this section might be further updated via **XMLHttpRequest calls & DOM modifications** of newly delivered data,
- **FOOTER**.

Homepage of administration panel /admin/profile.php after login gets assembled with regards to the rights of logged user. Ordering is following: Admin (2) > Club manager (1) > Swimming referee (0) and each user gets snippet of his and lower role snippets:

- **SUPERUSER** menu snippet - **2**,
- **CLUB MANAGER** menu snippet - **1**,
- **SWIMMING REFEREE** menu snippet - **0**.

Access to different pages is then discriminated based on rights code on each page.

### Rights check on each page in administration

```
<?php
require __DIR__ . '/../start.php';
session_start();
Auth::requireRole(UserRights::SuperUser);
...
?>
...
```

### Static requireRole function on Auth class for access permission

```
class Auth
{
    public static function requireRole($role)
    {
        if (!isset($_SESSION['rights']))
        {
            header('Location: ../prihlaseni.php');
            exit();
        }
        //Rights sharply lower than user has, throw RuntimeException
        if ($_SESSION['rights'] < $role)
        {
            echo '<h1>Not enough rights</h1>';
            echo $_SESSION['rights'];
            echo $role;
            throw new RuntimeException();
        }
    }
}
```

## 3.6 JavaScript functionality documentation

Frontend functionality is implemented via Vanilla JavaScript. Majority of interactive stuff takes place on **public part** of the application. This section will give reader a glimpse into how things work on the frontend.

### Functions in js/SwimmPairFrontendJSLib.js

Functions in this library were created to support Ajax calls and DOM operations for **public part** of our application. Functions have self-descriptive names, function parameter **this** means reference to the caller DOM element.

Functions are general & contain **XMLHttpRequest** and **DOM modification**:

- **GetPostAppendPost(PushLastId())**  
    ↘ ConstructNextPost(id, timestamp, title, content, author, signed)
- **ProcessClubForTheSeason(clubId, this)**  
    ↘ CommunicateClubStatsXHRAndUpdateTable(clubId, year)  
    ↘ UpdateClubStatsTable(returnedJSON)
- **ProcessPersonForTheSeason(userId, this)**  
    ↘ CommunicateUserStatsXHRAndUpdateTable(userId, year)  
    ↘ UpdateUserStatsTable(cnt, arr\_str)

### Backend endpoints for XMLHttpRequests

- get\_post\_following.php, **GET args:** id
- get\_person\_statistics\_for\_the\_season.php, **GET args:** user\_id, year
- get\_club\_statistics\_for\_the\_season.php, **GET args:** club\_id, year

#### 3.6.1 Previous post - retrieve older post

This button on the main page serves as a tool for loading next post. It has **onclick="GetPostAppendPost(PushLastId())"**. Both are JavaScript functions, **PushLastId()** detects id **<article class="post" id="X"...** of last article **class="post"** from DOM by **querySelector** and returns it. This value is then used as an argument of call **GetPostAppendPost(id)**. This function requests article by GET request **XMLHttpRequest/get\_following\_post.php?id=X**. The result can be:

- **null** - button is deleted since there are no other articles to pull from DB,
- **post** - next article is constructed and appended from response.

#### 3.6.2 User statistics - year change

All individual referees have seasons years picker when opened. Default season is the current season. Clicking different season visibly changes selected year and obtains appropriate statistics and updates the stats table. Clicking **<span onclick="ProcessPersonForTheSeason(userId, this)"...** calls

inside `CommunicateStatsXhrAndPopulateStats(userId, year)` gets data from `XMLHttpRequest/call_get_person_statistics_for_the_season.php?id=userId&year=YYYY` and updates table. Also via this reference in call the button is marked as selected.

### 3.6.3 Club statistics - year change

Club statistics are updated by clicking appropriate year that gets switched. Year onclick calls `ProcessClubForTheSeason(clubId, this)` which gets statistics by calling `CommunicateClubStatsXhrAndUpdateTable(clubId, year)` by calling `XMLHttpRequest/get_club_statistics_for_the_season.php?id=clubId&year=Year` and subsequently calling function modifying DOM `UpdateClubStatsTable(returnedGetJSON)` which literally updates stats.

### 3.6.4 Filtering referees

Refiltering of referees is triggered by one of these (Figure 3.1) functions on events:

- **region changed** - onclick="RegionPickerChanged(this)",
- **ref. rank changed** - onclick="RefereeRankPickerChanged(this)",
- **searchbar changed** - onkeyup="SearchBarChanged()".

Registrovaní rozhodčí

VŠE OLK ZLK

VŠE I. II. III. FINA

Hledat...

Adamec      Petr      I.      Olomoucký kraj

Figure 3.1: Filtering of referees for statistics (requirements R3/S4).

`FilterQueriedReferees("kraje", "tridy", "inputTrida", "nopplfound")` is called every time one of 3 controls is changed.

We then loop all users **visible&hidden** and check if this one's **Region** - `IsOptionPermissible(raid, args[])` (region id), **Rank** - `IsOptionPermissible(rrid, args[])` (referee rank id) and then if one's **Name** - `IsNamePermissible(args[])` starts with queried piece of string from the search bar. We then set one's element style to `style=""` and continue looping. If we fail one of these three conditions we know that referee does not satisfy search conditions and set referee's element's style to `style="display:none"` - to make referee not visible in the listing.

```

...
//Querying
if (IsOptionPermissible(raid , krajeIDs)) {
    if (IsOptionPermissible(rrid , tridyIDs)) {
        if (IsNamePermissible(jmeno, first_name , last_name)) {
            articlePerson.setAttribute("style", "");
            empty = false;
            continue;
        }
    }
}
//Some Condition Fails – Not Permissible
articlePerson.setAttribute("style", "display:none;");
}

```

## 4. Testing

There are two main ways to make sure that a web application works properly and fulfills its role. On one hand there is a code performance testing, performing test on backend level with dummy data insertion and performance benchmarking. On the other hand there is testing to assure that users are able to use system and to get inspiration for future UX improvements via SUS.

### 4.1 Performance evaluation

Performance script **dummy\_data\_benchmark.php**<sup>1</sup> is located in main swimm-pair folder. It is performed on default database installation (with 2 admin users, with already existing clubs administered by application requesters, and with default referee positions).

**The script has several tasks (tests) which are performed and benchmarked.**

1. Create 98 Users (no. 3-100) - each random affiliation to existing Club (no. 1-15).
2. Create 12 Cups - each random affiliation to existing Club (no. 1-15).
3. Fetch new Users, fetch new Cups (+ fetch static Positions).
4. Create Availabilities (20 Users available per Cup).
5. Create Pairings (each Availability gets 1 random position).
6. Call stats queries (20 - randomly either Clubs or Users stats w/ random club.id or user.id).

**Docker Compose** - 2.3 GHz Core i5 (I5-8259U) RAM 16GB Storage 512GB

T/rep no.	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
Test #1	7.02	7.04	6.61	7.89	6.73	6.62	6.66	7.34	7.19	6.54
Test #2	0.08	0.06	0.06	0.06	0.06	0.10	0.58	0.60	0.50	0.15
Test #3	7.02	7.05	6.61	7.90	6.74	6.63	6.66	7.35	7.20	6.55
Test #4	1.24	1.05	1.14	1.05	1.18	1.17	1.24	1.15	0.96	1.59
Test #5	8.02	7.87	7.39	8.95	7.70	7.81	7.44	8.12	7.98	7.36
Test #6	1.29	1.10	1.19	1.12	1.23	1.22	1.28	1.19	1.00	1.62
TOTAL	<u>9.31</u>	<u>8.97</u>	<u>8.59</u>	<u>10.06</u>	<u>8.93</u>	<u>9.03</u>	<u>8.72</u>	<u>9.31</u>	<u>8.98</u>	<u>8.98</u>

**Kubernetes - DOKS** Kubernetes v 1.25.4-do.0, s-1vcpu-2gb-intel

T/rep no.	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
Test #1	7.08	6.87	6.79	6.85	7.20	7.10	6.77	6.85	6.81	6.79
Test #2	0.04	0.03	0.04	0.04	0.04	0.03	0.05	0.05	0.03	0.04
Test #3	7.08	6.88	6.79	6.86	7.20	7.10	6.77	6.85	6.81	6.79
Test #4	0.84	0.59	0.68	0.81	0.60	0.55	0.70	0.82	0.60	0.67
Test #5	7.72	7.40	7.55	7.56	7.69	7.60	7.35	7.56	7.33	7.40
Test #6	0.86	0.61	0.70	0.84	0.62	0.57	0.72	0.84	0.62	0.69
TOTAL	<u>8.57</u>	<u>8.01</u>	<u>8.25</u>	<u>8.40</u>	<u>8.31</u>	<u>8.17</u>	<u>8.07</u>	<u>8.39</u>	<u>7.95</u>	<u>8.09</u>

<sup>1</sup>In <https://github.com/KlosStepan/SwimmPair-Www> **dummy\_data\_benchmark.php**

## 4.2 System Usability Scale testing

We carried on testing of our application by handing SUS questionnaire to 20 respondents. We then evaluated the scores in order to find out how our application stands. These people are either managers or common referees <sup>2</sup>.

**Questionnaire is made of 10 questions scored 1-5.**

1. I think that I would like to use this system frequently.
2. I found the system unnecessarily complex.
3. I thought the system was easy to use.
4. I think that I would need the support of a technical person to be able to use this system.
5. I found the various functions in this system were well integrated.
6. I thought there was too much inconsistency in this system.
7. I would imagine that most people would learn to use this system very quickly.
8. I found the system very cumbersome to use.
9. I felt very confident using the system.
10. I needed to learn a lot of things before I could get going with this system.

**We calculated<sup>3</sup> SUS feedbacks based on responses from 20 people.**

Respondent / Q. no.	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
Petr A - <b>87.5</b>	5	1	3	1	5	1	3	1	5	2
Olga A - <b>72.5</b>	2	1	3	2	4	1	5	1	3	3
Marin H - <b>75</b>	3	1	4	2	5	1	3	2	3	2
Michaela H - <b>60</b>	2	3	3	4	3	2	4	2	5	2
Stepan K - <b>85</b>	5	2	4	1	3	1	3	1	5	1
Matylda K - <b>80</b>	4	1	4	2	4	1	4	2	4	2
Lukas Kour. - <b>67.5</b>	2	2	5	2	4	1	4	2	2	3
Jana K - <b>60</b>	1	2	3	2	5	2	3	2	2	2
Lukas Kous. - <b>92.5</b>	5	1	4	1	5	1	4	1	5	2
Zuzana K - <b>70</b>	3	2	5	1	3	1	3	2	3	3
Eva K - <b>80</b>	3	2	5	1	3	1	3	1	4	1
Michael P - <b>75</b>	2	1	4	3	4	1	4	1	3	1
Lenka P - <b>70</b>	3	2	5	1	3	2	3	2	3	2
Daniela S - <b>77.5</b>	3	2	5	2	3	1	4	2	4	1
Magdalena S - <b>85</b>	4	1	4	1	4	1	5	1	3	2
Jiri S - <b>62.5</b>	3	3	5	3	4	2	3	3	2	1
Hana S - <b>80</b>	2	2	4	1	5	1	4	1	4	2
Alena T - <b>90</b>	4	1	5	1	3	1	4	1	5	1
Magda Z - <b>85</b>	3	2	5	2	4	1	4	1	5	1
Vera Z - <b>75</b>	3	3	4	1	3	1	3	1	4	1

<sup>2</sup>John Brooke [1995]

<sup>3</sup> $((A1-1)+(5-A2)+(A3-1)+(5-A4)+(A5-1)+(5-A6)+(A7-1)+(5-A8)+(A9-1)+(5-A10))*2,5$



So we plotted our tes results for further investivation. We can compare results and it's distribution in boxplot or look further into specific questions.

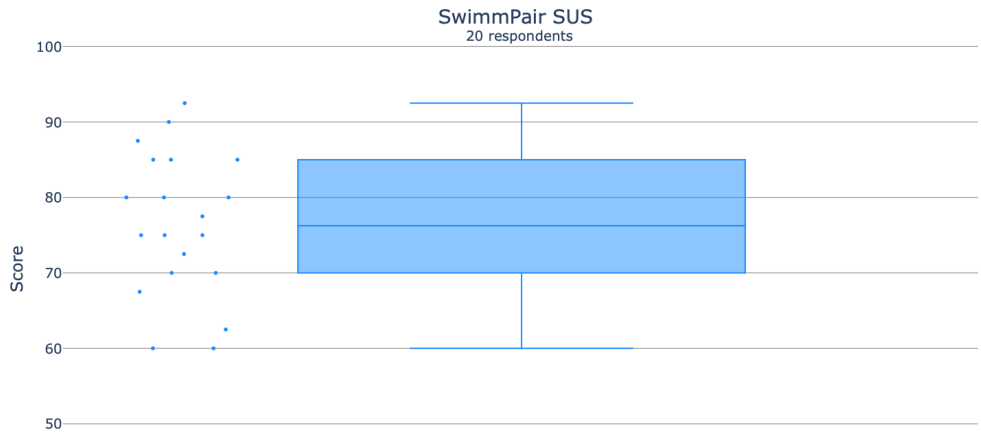


Figure 4.1: Boxplot of 20 SUS score results.

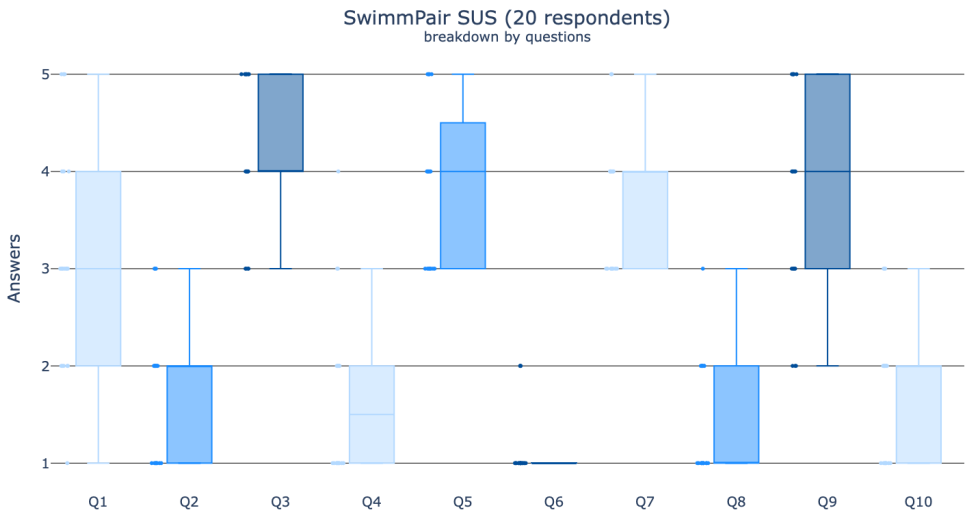


Figure 4.2: Breakdown of single questions results.

## 4.3 Unit testing

Testing serves two puposes.

- i) **Firstly**, to ensure that functionality works as intended.
- ii) **Secondly**, not only that new functionaly works as intended but also that any previous stuff or functions were not broken either.

We wrote bunch of PHPUnit tests for each Manager called ManagerTest.php in folder **tests/Unit** in our project. These tests test ordnry CRUD<sup>4</sup> functionalities.

### 4.3.1 Local execution of tests

See results of test during local development by following these steps: attach VS Code to running Container<sup>5</sup> and see results in PHP Tools by DEVSENSE<sup>6</sup>. We can open command line - **docker@6bd3d752da84:/var/www/html** and run tests by typing **phpunit** to the command line.

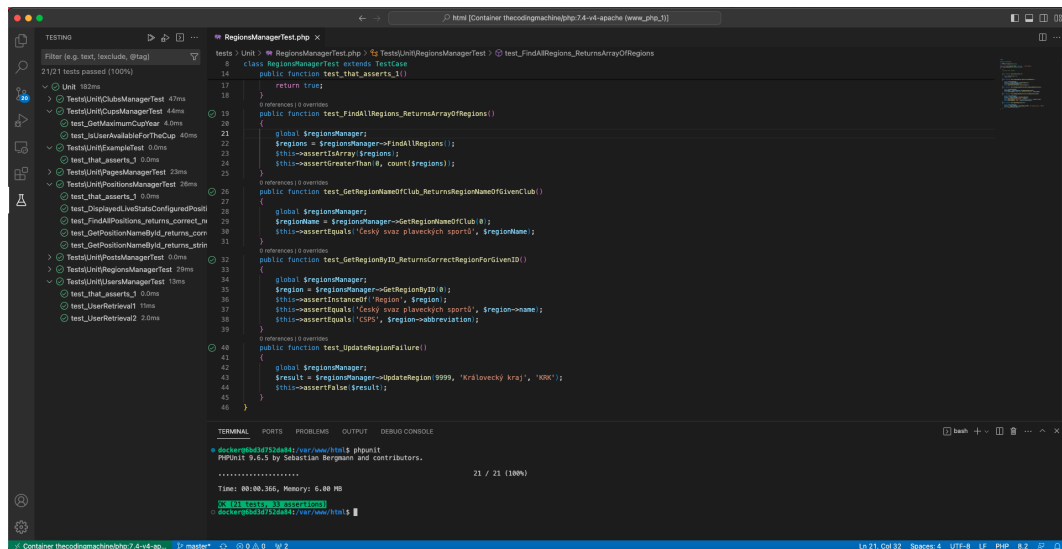


Figure 4.3: Attached VS Code to container and running PHPUnit tests.

<sup>4</sup>CRUD = Create, Read, Update, Delete

<sup>5</sup>Volume . : **/var/www/html** is, in fact, our working folder.

<sup>6</sup><https://www.devsense.com/en/features#vscode>

### 4.3.2 GitHub Actions workflow

We then load our project repository with folder with tests and proceed to let automated testing be done upon code push into the repository. After testing is done, we can see results of all steps and if nothing failed green checkbox gets added to our repository header next to hash as a bonus.

**Our testing pipeline works as follows:**

- code gets pushed into master brach of repository,
- GitHub Action workload gets triggered,
- creates database, fill it with dummy data, app connects to it,
- then **phpunit** command is run.

Result of all these steps are visible on GitHub website. All steps are openable for more deliberate investigation.

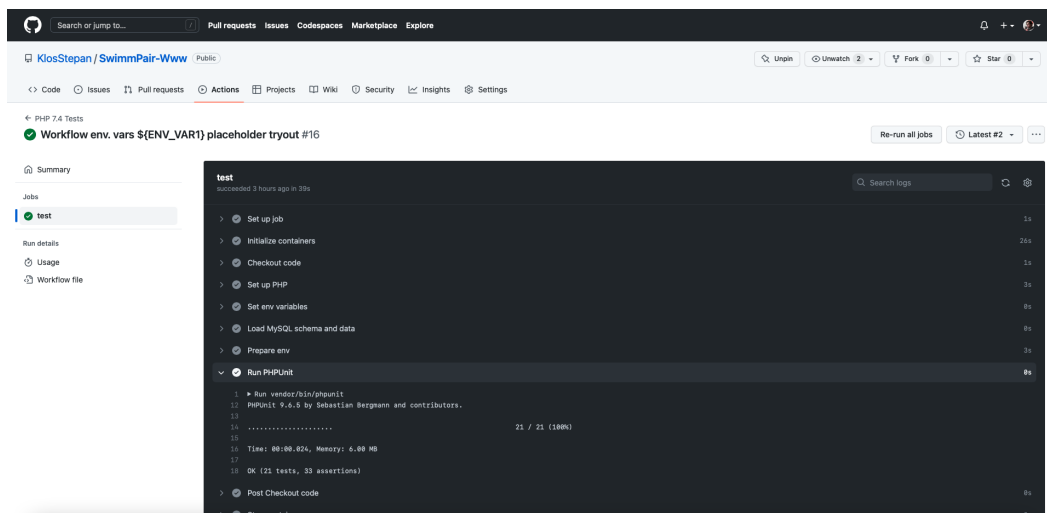


Figure 4.4: GitHub Actions workflows - steps of execution, phpunit step.

After all tests are run successfully and nothing fails along the way also, checkbox is placed next to commit hash.

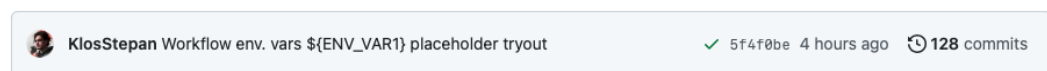


Figure 4.5: Green check next to commit hash after running test pipeline.

## 5. Deployment

Development of our application was performed locally using **docker-compose** to glue up 4 components necessary to sufficiently work PHP container for web application, MySQL container + Adminer container and Redis container.

We have to, however, run our application in **Kubernetes Cluster**. **Services** and **Deployments** have to be written, Services for purposes of routing and taking care of newcontainer spawn addresses and Deployments to describe container definitions - images & volumes, replica numbers and environment variables. **Database** is run as a separate standalone entity within the Cluster with persistent storage. **Redis** for syncing and perserving sessions as well.

### SwimmPair running in the Kubernetes Cluster

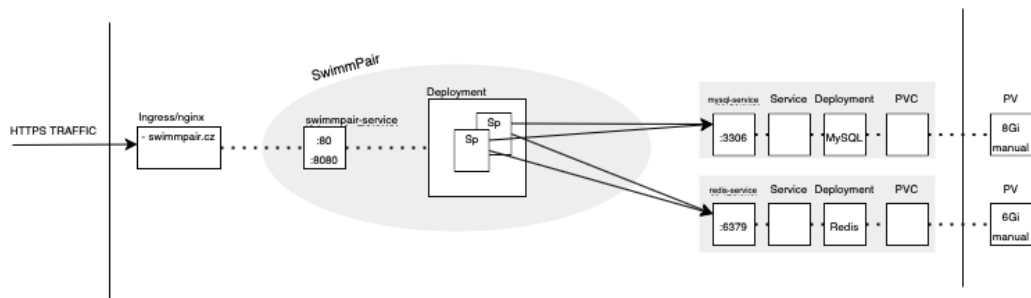


Figure 5.1: Preview of our Kubernetes setup w/ SwimmPair.

Both **Database** and **Redis** can be substituted by Managed Databases<sup>1</sup> or their equivalents in different cloud providers. They can be accessed remotely as dedicated self-hosted services within company for example.

**SwimmPair** can be run using Container Service or "1-click app" as well.

### Dockerization of SwimmPair

File called **Dockerfile** has to be created in the project folder.

```
FROM thecodingmachine/php:7.4-v4-apache
COPY —chown=docker . /var/www/html
```

This image of PHP7.4/Apache<sup>2</sup> was chosen because it correctly dockerizes part of so-called LAMP stack. In order to build this image and push it into Docker-hub.com we run these commands:

```
docker build -t stepanklos/swimmpair .
docker push stepanklos/swimmpair
```

This image is then pullable as stepanklos/swimmpair by Deployment<sup>3</sup>.

<sup>1</sup><https://www.digitalocean.com/products/managed-databases>

<sup>2</sup>Image **thecodingmachine/php:7.4-v4-apache** by TheCodingMachine - <https://github.com/thecodingmachine/docker-images-php>

<sup>3</sup><https://hub.docker.com/repository/docker/stepanklos/swimmpair/general>

# Kubernetes

We run 2 replicas on 2 Nodes in order to ensure reliability and uptime. For further inflow an autoscaler was setup.

## Autoscaling - traffic inflow

```
apiVersion: autoscaling/v1
kind: HorizontalPodAutoscaler
metadata:
  name: swimmpair-autoscaler
spec:
  scaleTargetRef:
    apiVersion: apps/v1
    kind: Deployment
    name: swimmpair
  minReplicas: 2
  maxReplicas: 5
  targetCPUUtilizationPercentage: 70
```

Figure 5.2: Autoscaler for Deployment to accomodate larger application traffic.

## Deployment app-swimmpair.yaml

```
apiVersion: apps/v1
kind: Deployment
metadata:
  name: swimmpair
spec:
  replicas: 2
  selector:
    matchLabels:
      app: swimmpair
  template:
    metadata:
      labels:
        app: swimmpair
    spec:
      containers:
        - name: swimmpair
          image: stepanklos/swimmpair:latest
          securityContext:
            allowPrivilegeEscalation: true
          ports:
            - containerPort: 80
          env:
            - name: MESSAGE
              value: Hello from swimmpair Deployment!
            - name: DATABASE_HOST
              value: 'mysql-service'
            - name: DATABASE_USER
              value: 'root'
            - name: DATABASE_PASS
              value: 'heslo'
            - name: DATABASE_NAME
              value: 'plavani'
```

```
– name: PHP_INI_SESSION__SAVE_HANDLER  
  value: 'redis '  
– name: PHP_INI_SESSION__SAVE_PATH  
  value: 'tcp://redis-service:6379?auth=aGVzbG8='
```

## Database and Redis

As mentioned our application doesn't come with Database (and Adminer) nor with Redis - we had to set up them separately using PV (persistent storage) on which a PVC (persistent volume claim) was made. Due to Digital Ocean's PersistentVolume implementation policy we had to run these Services as 1 Pod with manual volume - which is sufficient for our workload.

These two services we set up are internally accessible:

- MySQL Database<sup>4</sup>: **mysql-service:3306** ,
- Remote Dictionary Server: <sup>5</sup> **redis-service:6379** ,

in our Kubernetes Cluster.

---

<sup>4</sup><https://github.com/KlosStepan/DOKS-configs/tree/main/mysql-deployment>

<sup>5</sup><https://github.com/KlosStepan/DOKS-configs/tree/main/redis-deployment>

# Conclusion

The process of designing, developing, and shipping this web application was overall successful, although there are still some parts that could be improved or extended in the future. However, our system is ready for these changes and we have learned valuable lessons along the way.

In particular, the design and development process was not as straightforward as we had initially anticipated. Instead, it was an iterative process that required close collaboration with the system requester. The stages of iteration were roughly as follows:

1. Problem description and basic page layout programming (homepage, cup, user, club).
2. Formalization of the model and proper division of code into system objects and task functions.
3. Analysis of user and club data, additional pages for categorization purposes.
4. Addition of regions for further extensible hierarchization.
5. Major final refactoring of the database, backend, and testing with dummy data insertion and querying.
6. Cloud readiness, Docker image of the web application, and Kubernetes deployment.

In the future, the system can be extended by adding new public pages, statistical queries, and administrative tasks. These modifications might involve adding new pages, adjusting the model, or making minor design changes. Thanks to the divided code, these changes can be easily accommodated and will reside in the project GitHub repository <sup>6</sup>.

Overall, we are pleased with the outcome of this project and look forward to seeing it evolve further in the future.

---

<sup>6</sup><https://github.com/KlosStepan/SwimmPair-Www>

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# List of Abbreviations

**CSPS** Cesky Svaz Plaveckych Sportu, *Czech Swimming Federation* unites swimming clubs in the Czech Republic and provides competitions infrastructure and operations.

**LAMP** Linux Apache MySQL PHP, standard stack for running web applications.

**SUS** System usability scale, standard 10 questions questionnaire evaluating on scale 0-100 how good to use the web application is.

**DOKS** Digital Ocean Kubernetes, managed Kubernetes service provided by <https://www.digitalocean.com> with various scaling and functional options.

**SwimmPair** Swimming Pairing, application that we developer and abbreviated and branded it like this *SwimmPair*.

**UML** Unified Modeling Language, style of represent class relations between modelled objects in functional design.