

Web Technologies Project Report

Group 4

28/12/2023

1 Introduction

Our group has developed a movie library that acts as an independent service in which users can get an overview of a broad range of existing movies. The movie library enables users to create a watchlist and keep an overview of the added movies. Further, the web service features a rating system allowing users to rate movies with 1-5 stars. Additionally, a public comment section is available. Thus, allowing users to make comments, which can be read by others.

The movie library differentiates its watchlist system from existing streaming services by providing access to a wider collection of movies. Thereby, creating an online environment in which users can create a collected overview.

characters with spaces: 688 words: 112

— guide: —

The goal of the introduction is to let the readers (the professor and TAs) know the topic of your work and the main takeaways of it. The introduction should be broad enough to understand the document without reading it and specific enough to let the reader know: *If you are interested in this topic, you should read this work.*

In the context of the Web Technologies course, the introduction should clearly describe:

- Motivation: what problem does this work try to solve (and why is it important)
- Project: clearly describes the topic the group chose to work with
- Contributions: main takeaways that readers will get from reading this work

Remember to keep this and all other sections within the page and column limits. It is your responsibility to describe first the most important and interesting aspect of each section. That way, you can leave behind non-interesting and repeated information more easily.

Length. Half a column.

2 Frontend

We have developed the front-end of the application using HTML, CSS and JavaScript. However, Blade templates have also been used since we are working with Laravel which is a framework that incorporates them. Blade allows you to use PHP within your HTML, which can be very handy in order to display data from APIs, databases or other sources.

HTML 5:

HTML 5 is the most recent version of HTML, and it also introduced some new semantic tags. Semantic tags on the other hand can be very good for accessibility and SEO. Also, they make it easier for developers to understand page structure as well as the purpose of each section. For example, `<header>`, `<nav>`, `<main>`, and `<footer>` among others have been used to define our pages' header, navigation bar and footer.

In our project, we tried to utilize these semantic tags as best as possible in order to identify different sections on the page. These include movie information, comments and casts when viewing a specific movie on its own page. This makes it easy to understand

each section's purpose by giving an overview of how each section has been divided into. Using more descriptive markup such as the `<section>` instead of generic `<div>` tags provides more meaningful semantics.

CSS:

CSS is used for setting up the style and visuals of the HTML page elements, and these define features such as the layout, colors, fonts, as well as the overall page structure. It improves the visual appearance and can also make it user-friendly with things like animations on hover, transitions or a number of other CSS3 capabilities that may indicate to a user that an element can be clicked.

In our application we didn't want to use the default styles that the browser have, so we used CSS to style the page and application to what we wanted. However, CSS can become difficult to navigate through and maintain. The reason behind this is, you never know if a style has been used somewhere else in the application. This can cause inadvertent changes in other sections of the app which are often hard to debug. For this reason especially being a group project, which will most of the time make it even more difficult, we had different CSS files for different pages unless they were common components across pages. So, as far as that problem was concerned we also made sure that descriptive class names were used only along with targeting IDs and classes that were specific to the page. This way others would remain unchanged by mistake. There is a downside to doing this, however, as it can lead to a lot of duplicate code, which can also make it hard to maintain, as it is likely that at some point, there will be unused styles in those CSS files. We weighed the pros and cons of this approach and decided that it was the best approach for our project.

JavaScript:

JavaScript is a programming language that helps in making web pages interactive, dynamic, and add or remove elements from the page, change the styles of elements as well as make API calls. Since Laravel is a server-side application most of our data are fetched

from the server on page load. But we also have some dynamic elements on the page such as the comment section on a movie, which can be fetched from server when user clicks comment button by making an API call to server, the watchlist button for correctly displaying current state of movie's existence in user's watchlist and, rating system used to rate movie from 1 to 5 stars.

The way that you incorporate JavaScript into your HTML is by using the `<script>` tag. It is not only used for including JavaScript files but can also be used for writing JavaScript code directly in the HTML file. We have gone with the former approach, because it is less complex to maintain and debug since you can easily see which JavaScript files are included in the page. Nevertheless, we have also utilized this last option but only for minor scripts that are unique to that specific page.

3 Recourse Management

The second task of this project is to build a resource management. A resource is a model of an object in your system, and it could be anything: movies, music albums, pets, etc. This section should clearly describe the management of the chosen resource: the CRUD (Create-Read-Update-Delete) operations associated with that resource:

- Technically describe the resource (ie, the model)
- Technically describe how the CRUD operations are implemented

Resources. Lectures 4 to 6.

Length. 2 columns.

4 Authentication and Authorization

To help fortify the systems overall security, it is very important that the system knows which users has

access to certain things and users that don't have access this is done by implementing authorization and authentication on our system.

Authentication: is the process of verifying the identity of a user. In our system we have two distinct user categories 'Guest' and 'User'. The 'Guest' user is the default user and can only access the home page and the login page. The 'User' user is the authenticated user and can access all the pages in the system.

the implementation of the authentication is done by verifying the user's identity, the system asks for a username and password when you login. The system then checks if the username and password match the ones stored in the database. If they match, the user is authenticated and can access the system. if the username and password does not match anything in the system's database, the user is not authenticated and can only access a limited set of resources on the page.

Authorization: now that the user is authenticated, the system needs to check if the user is authorized to access the resource he is trying to access. In our system we have two distinct user categories 'Guest' and 'User'. The 'Guest' user is the default user and can only access the home page and the login page. The 'User' user is the authenticated user and can access all the pages in the system. the implementation of the authorization is done by checking the user's role, the system checks if the user is a 'Guest' or a 'User'. This is done within the system to ensure that the user is authorized to access the resource he is trying to access. if the guest is trying to access something that he should not be able to access, the system will redirect him to the login page. this will help fortify the security of the system and ensure that only the right users can access the right resources and as a result, the system will be more secure.

To give a better indication of the different user roles we have in our system, we have:

- **Guest:** The default user, can only access the

home page and the login page.

- **User:** The authenticated user, can access all the pages in the system.

By giving our website different user roles, we can ensure that the system, is safe against incoming attacks. it also makes it so, that people can't access information in the system that they should not be able to see without having created a user.

it also works the other way around, only people that are created on the system, can comment on the different movies on the website, while the unauthorized users can only see the different comments. If we were to develop the system further we could add some more user roles, with different authorizations, we could make an admin user, this user has access to everything including the profiles of the different users. With the way we have implemented the authorization and authentication in our system, we can easily scale the different users roles, without any complications.

5 Conclusion

The goal of the conclusion is similar to the introduction: it summarizes the work itself and the takeaways a reader should take when reading this work. However, it can use the information presented in the work to be more specific than the introduction.

In the context of the Web Technologies course, the conclusion should clearly describe:

- **Summary:** summary of the work and main takeaways. Also include a class diagram of the system (the models).
- **Future Work:** interesting directions on how the presented work can evolve in the future (it may be the starting point to choose individual extension topics)

Length. Half a column.