

Quiz Tool

Final Report for CS39440 Major Project

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Declaration of originality

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Date: 26th April 2018

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Acknowledgements

I am grateful to coffee.

Abstract

Student engagement and live knowledge monitoring are vital in the provision of good quality lecture content in 2018. It is important to make sure audience understands concepts presented, and quizzes can help lecturers judge students' understanding in real time.

Aberystwyth University currently uses Qwizdom[1] live polling tool during the provision of some lectures and practical sessions. The university operates under a single license forcing lecturers to book sessions before they can use the tool. Due to human nature, session hijacking occasionally occurs to the bemusement of both students and lecturers. For example, students could be shown biology slides half way through their geography lecture.

This project focused on the design and development of an in-house built Quiz Tool, enabling multiple lecturers to use it at the same time and potentially making Qwizdom redundant in the future. This ambition could only be achieved if the project was of high quality and its future maintainability was considered at all stages of the design and development.

The Quiz Tool allows lecturers to login using their Google Single Sign-on[2] credentials, upload their PDF lecture slides and create *Lectures* in the system. Each *Lecture* can be then edited, and eligible slides can be marked as quizzes. True/false, single and multi choice style quizzes are supported. Once a lecturer is happy with their *Lecture*, he can broadcast it and receive a session key which can be shared with students. Lecture slides will be shown to all students and the lecture can be delivered in a traditional fashion up to the moment a slide has been marked as a quiz. Students will then be able to answer the question and polling results will be presented in real time to the lecturer. Lecture sessions broadcasted in the past are kept, and students' answers can be exported as a PDF report for future analysis.

The tool is composed of a back-end with an associated database, and two front-ends. One for lecturers and one for students. Finally, the tool has been successfully developed using an agile methodology, adjusted for a single person project.

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Chapter 1

Background & Objectives

1.1 Background

1.1.1 Motivation

I enjoy programming, and this project seemed to involve a lot of coding. I was also excited to build a complex, real time system, while applying my previous software engineering experience and learning new technologies at the same time. I knew I would be given a lot of freedom to choose the most appropriate tools for the task, and incorporate modern software development practices, including continuous integration and containerised environments, to deliver good quality software. I was also keen on developing something that could be actually useful to the university once I leave Aberystwyth. It is more motivating to develop a product, while knowing it could be potentially used in real life, as opposed to being forgotten after the submission. I have experienced being presented with wrong slides during a lecture in my first year at university, so I was happy to address the problem of a single session Qwizdom license with my tool.

1.1.2 Technology Considerations

1.1.2.1 Programming Languages

The initial proposal was to create the classroom quiz system using Java[3] to run it natively on Android[4] mobile devices. The lecturer was supposed to create quizzes on his teaching machine, by interacting with the system using a web front end. Lecture slides were then supposed to be broadcasted to his audience, and they could use their mobile phones to answers questions, which would be then sent back to the lecturer for analysis. I have had previous experience with native Android development, therefore this approach seemed like a reasonable option. The only problem was, iOS[5] devices are very popular in the United Kingdom, and developing an app for Android would exclude a good percentage of students from being able to actively participate in lectures presented. I have therefore started to think about alternative approaches.

The second possibility was to use React Native[6], a JavaScript[7] framework allowing developers to create mobile applications in JavaScript and compile it down to both iOS and Android. This approach would still require the web front end for the lecturer to be developed, and a natural choice would be to use React[8] to keep the learning curve as low as possible.

The final alternative considered, was to develop the whole tool as a web application. This way both the front end for lecturers and students could be developed using the same framework. Members of the audience could participate in lectures by accessing the web application using web browsers installed both on their mobile phones, regardless of the operating system, and their laptops. I considered both React and Angular 4[9], since I have already briefly used it before. React is a library for developing user interface, whereas Angular is a web development framework. The only caveat with using Angular is that the developer needs to learn TypeScript[10], which compiles down to JavaScript.

1.1.2.2 The WebSocket Protocol

The Quiz Tool was supposed to allow a lecturer to broadcast his slides to all the students participating in a lecture. This requires a bidirectional communication protocol between the server and the clients. For example, if a lecturer emits the next slide of his presentation, this change should be pushed to the back end, and then the back end needs to be able to send the new slide to all the students. Students' clients should also be able to push quiz answers back to the back end, so they can be presented to the lecturer in some form.

The WebSocket Protocol can be used to create such real time systems. It enables two-way communication between a client and a remote host, making it ideal for instant messaging, gaming applications, and the Quiz Tool. It uses a single TCP connection for traffic in both directions[11].

1.1.2.3 Prototyping

I have followed various tutorials to quickly prototype proof of concept applications, in order to learn more about the technologies which could be useful during the Quiz Tool development. I started with the Socket.io chat tutorial. Socket.io is a JavaScript library enabling bidirectional event-based communication, and uses the WebSocket Protocol internally[12]. I have created a chat application following one of the tutorials on their homepage[13]. I have also learned the basics of Angular by following the Tour of Heroes tutorial[14], and finally tried to understand how Angular could work together with Socket.io by following the MEAN Socket.io tutorial[15].

1.1.3 On-site vs External Hosting

The initial plan to handle authentication in Quiz Tool was to use the university LDAP[16]. This way, lecturers would be able to provide their university credentials, which would be checked using the Bind operation against the university directory of users, to check if a given person is authorised to use the tool. This would require the Quiz Tool to be deployed to a production environment running within the university intranet. The alternative was to deploy the application to an external cloud hosting.

1.1.4 Similar Tools

Qwizdom[1], is the tool currently used by the university to embed quizzes into presentations to judge students' understanding of the content presented. It has to be installed on lecturer's machine as it is a desktop application. Qwizdom integrates with Microsoft PowerPoint[17], by adding an

extra toolbar allowing the lecturer to insert quiz questions into his presentations and then broadcast them. Once a presentation is started, a session key appears which can be shared with the audience. They can then use the key to join the lecture and answer questions once they become available.

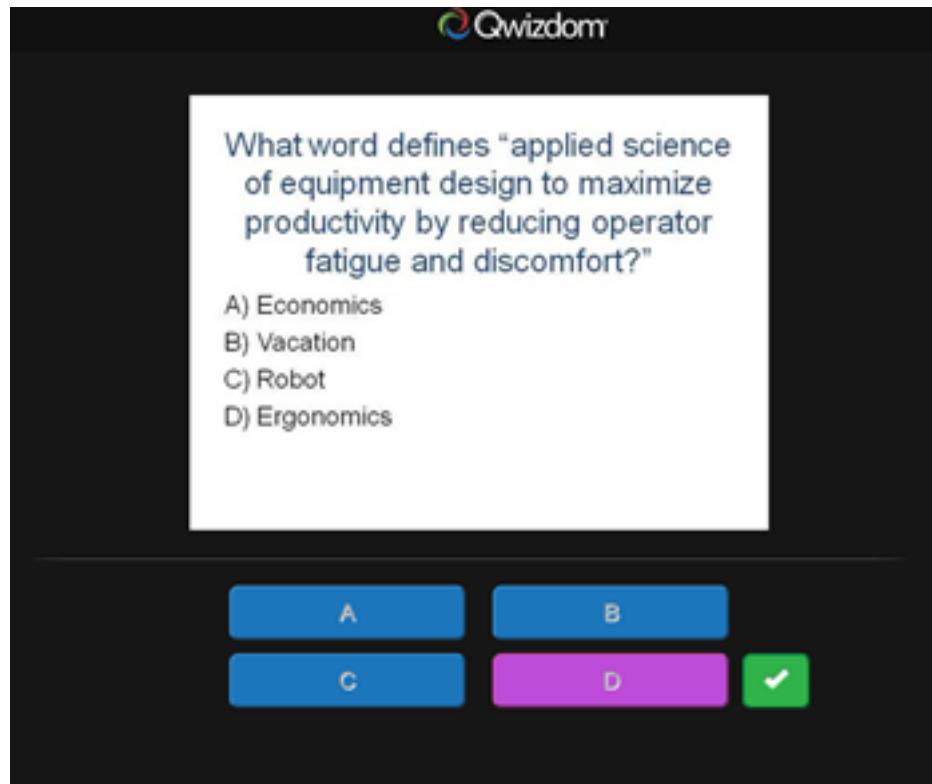


Figure 1.1: Qwizdom web view for the audience

1.2 Analysis

1.2.1 MEAN Stack

Having considered various methods of developing the Quiz Tool, I have decided to choose the web application approach. Allowing students to access the tool using both their mobile devices and laptops, combined with the relatively low learning curve both for me, and for anyone maintaining the software in the future, made it the best option in my opinion. Furthermore, I have decided to develop the application entirely in JavaScript based technologies using the MEAN stack[18].

MEAN stack consists of four elements:

- MongoDB is a JSON document storage NoSQL database
- Express is a minimalistic JavaScript web development framework
- Angular is a front end web development framework
- NodeJS is a JavaScript engine

Front ends for both lecturers and students would be written in Angular, NodeJS would be used on the back end together with Express, and the persistence layer would be provided by MongoDB.

1.2.2 Docker

Each part of the application would be containerised using Docker[19], and containers would run together in the same fashion on the developer's machine, and the build engine using docker-compose[20] container orchestration tool. Docker is an open source engine which can be used to wrap an application and all its dependencies into a lightweight container that can run on any machine capable of running containers[21]. Docker-compose on the other hand, is a tool for defining and running multi-container Docker applications.

1.2.3 AWS Production Environment

Unfortunately, the on-site hosting provided by the university to students to deploy their final projects was inadequate for the DevOps infrastructure I wanted to put in place. I wanted to have a machine capable of running docker-compose, and some form of continuous integration agent. The LXC debian containers[22] were not compatible with either docker-compose, or Jenkins[23]. The Quiz Tool would be therefore deployed to the production environment provided by an external cloud provider AWS[24], and an alternative build agent would be used. The GitHub Student Developer Pack[25] offers \$150 worth of credits for the Amazon cloud, which is why AWS was chosen.

1.2.4 Build

Continuous integration and deployment would be provided by Circle CI[26], as it is relatively easy to work with and is very similar to Travis[27], while not being overly complex like Jenkins[23]. Its major advantage over its competitors is the ability to build projects stored in private repositories, free of charge to a certain amount of build hours per month. Continuous integration and deployment are software development industry practices that enable teams to reliably release new features and products. Code is integrated and merged frequently, which shortens the release cycle, improves code quality and team's productivity[28].

Build of the Quiz Tool should at the very least:

- Checkout the source code from the version control
- Run all the tests
- Deploy the tool to the production environment when a production build runs

1.2.5 Authentication and Security

LDAP authentication could not be used with the production environment provided by AWS. The alternative would be to use the Google Single Sign On[2], where lecturers could login to the tool using their Google credentials. The major drawback of this approach is that anyone with a Google

account can login into the tool as a lecturer. The major advantage is, that the credentials handling would be outsourced to Google, making the Quiz Tool more secure and the tool would not have to store hashed passwords by simply relying on the confirmation of user's identity by Google.

Having said that, Google ids would still be stored in MongoDB to uniquely identify lecturers in the future, and to know who is the owner of lectures in the system. Due to the fact that the interaction of the Docker containers making up the Quiz Tool would be managed by docker-compose, the MongoDB container could be hidden from the outside world and could be only accessed from the server container running the back end code. This would make the database more secure.

1.2.6 Top Level Requirements

Even though the tool would be developed using an agile approach, as described in the next section of this document, certain top level functional requirements have been identified before the development work had started. The initial conversation with the client (the supervisor of the project) yielded the following requirements:

- **FR-1** - Add a login page for lecturers. As a lecturer it should be possible to login into the tool using lecturer's credentials.
- **FR-2** - Add a login page for students. As a student it should be possible to join an ongoing session using the session code provided by the lecturer.
- **FR-3** - Add a dashboard for lecturers to upload their lecture slides to.
- **FR-4** - Add the ability to add quizzes to lectures.
- **FR-5** - Add the ability to broadcast lectures.
- **FR-6** - Add the ability to export lecture session results in some format for future analysis.

1.3 Process

1.3.1 Version Control

Git[29] would be used for the version control during the development of the Quiz Tool, together with the GitHub[30] web-based hosting service. The source code would be stored in a private repository. There would be a `master` production branch, and suitable guards would be added so that new code cannot be pushed directly to the production branch. The feature-branch git workflow[31] would be used and each `feature-branch` would need to have an associated issue (story) on GitHub. Then a pull request could be opened between the `feature-branch` and the `master` branch, and Circle CI would checkout the code, run all tests and report back to GitHub to either allow the merge or block it, depending on whether the build was successful or not. Once the pull request is merged into `master`, a production build would run, where Circle CI would checkout the code, run all the tests and finally automatically deploy the new version of the Quiz Tool to the production environment provided by AWS.

A Kanban board provided by the ZenHub Chrome plugin[32] would be used. It would allow issues to be grouped into epics, and each story could have a corresponding amount of points assigned to it, depending on the likely complexity of the task. For example a single point would correspond to half day of work.

1.3.2 Development Methodology

The application would be developed using the SCRUM methodology adjusted for a single person project. The development work would be split into weekly sprints. Each sprint would start with sprint planning, where issues would be created and their complexity would be estimated using ZenHub story points. During the week, issues would be tackled, and the progress could be monitored using the Kanban board. GitHub labels would be used to quickly differentiate between different types of issues. For example there would be a different coloured label for front end tasks, back end tasks, documentation, DevOps etc. Time commitment would also be tracked on day to day basis using a Google Sheets spreadsheet[33]. Each sprint would end with a sprint retrospective, where a document would be produced containing a list of things that went well during the week, and things that could be improved. Weekly meetings with the client (supervisor) would provide immediate feedback on work done and allow re-adjustment of the approach necessary to stay on track to deliver the software before the deadline. Finally, velocity would be tracked and burn down charts automatically produced following each iteration. This would give more confidence in estimating the future work.

Chapter 2

Design & Implementation

The structure of this chapter follows the agile methodology used to develop the Quiz Tool. Each section contains information about a sprint, allowing the reader to gain more understanding of how the design and the tool itself evolved over time.

2.1 Sprint 1 - Hello Quiz Tool

2.1.1 Sprint Planning

The first sprint of the Quiz Tool focused on setting up the DevOps of the project, and deployment of a "hello world" version of the tool consisting of the front end, back end and nginx[34] running together using docker-compose. It was also important to investigate how to best structure the application to include both the front and the back end of the application in a single GitHub repository. The following subsections cover the most important aspects of the sprint, and the entire list of estimated stories can be found in the Appendix C of this report.

2.1.2 Application Structure

The main goal of using docker-compose, was to have the whole application running in the same manner locally on the developer's machine, during testing on Circle CI, and in the production environment. This meant the application had to be containerised using Docker, and containers had to be able to communicate with each other appropriately. This was even more difficult considering Socket.io had to be incorporated, to allow real time broadcast of lecture slides to students in the future. I have decided to create a prototype of a very basic chat application, containerised using Docker and orchestrated using docker-compose. The prototype had to be written in the MEAN stack, and use Socket.io to prove it was possible to make all technologies work together.

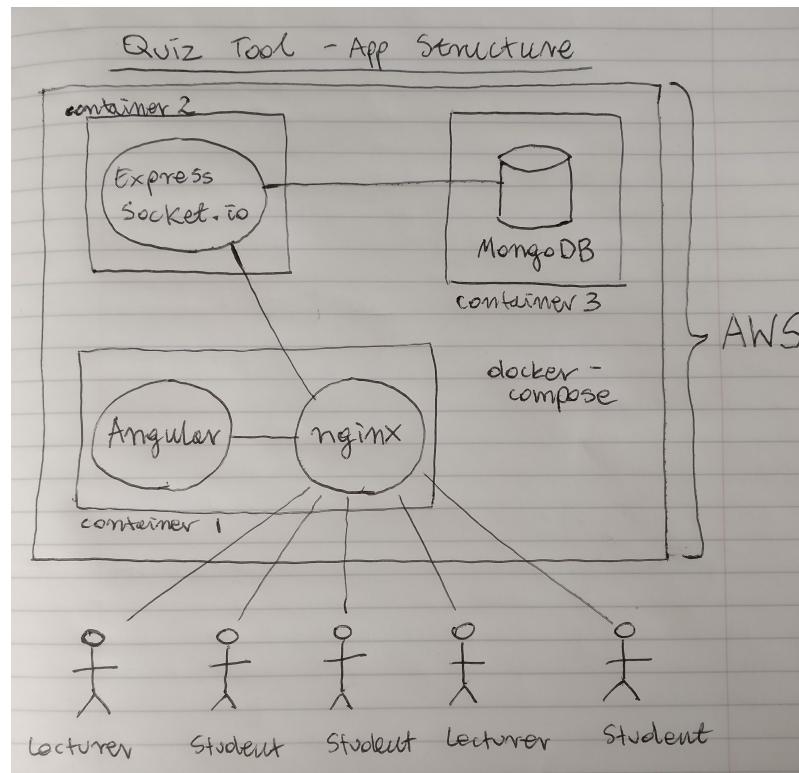


Figure 2.1: The proof of concept application structure

```

version: '2.0'
services:
  client:
    build: client
    ports:
      - "80:80"
    links:
      - server_node
  server_node:
    build: server
    links:
      - database
  database:
    image: mongo
    ports:
      - "27017:27017"
  
```

Figure 2.2: The docker-compose.yml file describing the tool's structure

2.1.2.1 Front End Container

The front end container consisted of Angular 4 and nginx reverse proxy. The structure has been based on the *Dockerized Angular 4 App (with Angular CLI)* repository[35]. The Socket.io client dependency has been added to allow sending messages to the back end using sockets. The initial Dockerfile included in the Appendix E of this report as the Figure E.1 uses the multi-stage

build added in Docker 17.05. The Angular app is compiled to JavaScript and HTML files during the initial stage of the build, and then these files are copied to the nginx public folder to be served to clients. This results in a lean, production ready image.

2.1.2.2 Back End Container

The back end container included in the Appendix E of this report as the Figure E.2 consisted of a Node.js runtime, the Express framework and the Socket.io engine capable of pushing messages to clients using Sockets. The `Dockerfile` illustrates the very basic Node container.

2.1.2.3 Database Container

Finally, the MongoDB Docker image has been pulled automatically from the official mongo Docker Hub registry[36].

2.1.3 Continuous Integration

Circle CI has been integrated with the GitHub repository containing the source code of the Quiz Tool. Every time a pull request was made, Circle CI would be notified. It would then assign a virtual machine build agent from a pool, and spin up a clean build environment. It would then checkout the code and run the steps specified in the build config file, before reporting if the build was successful back to GitHub.

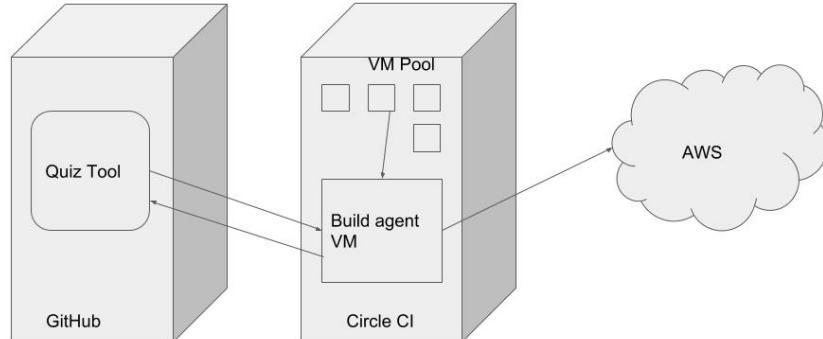


Figure 2.3: Continuous Integration and Deployment

The `.circleci/config.yml` file included in the Appendix E of this report as the Figure E.3, describes the initial build steps of the Quiz Tool. Code is checked out from the version control, all the dependencies necessary to perform following steps are installed, the project is then built and started using docker-compose, before the `curl localhost` command checks if the application is up and running. Finally, if the current branch being built is `master`, the `deploy.sh` bash script runs, which deploys the application to production.

2.1.4 Production Environment

The production environment of the tool is hosted on the AWS cloud. The AWS Elastic Beanstalk has been chosen specifically, as applications in various programming languages can be deployed with ease, without having to worry about the infrastructure running these applications[37]. The Multicontainer Docker AWS Elastic Beanstalk[38] environment, creates a single Amazon EC2[39] instance and uses ECS (Amazon Elastic Container Service)[40] to coordinate container deployments to multicontainer Docker environments. The similarity with docker-compose, means the Quiz Tool would behave similarly on developer's machine, in testing and in production.

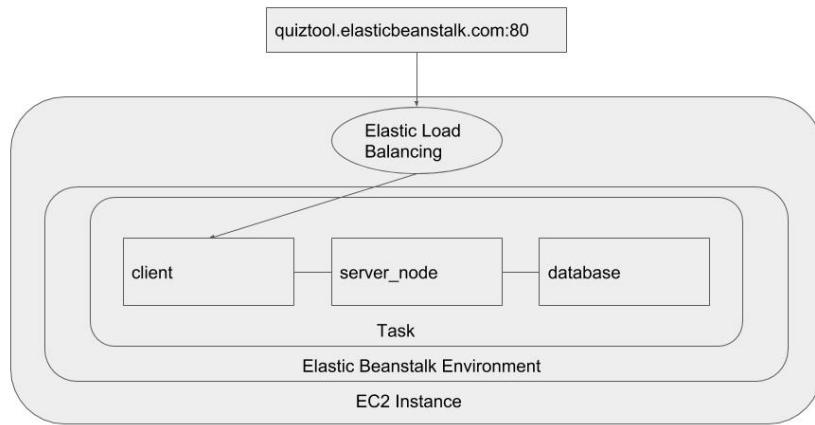


Figure 2.4: Quiz Tool Production Environment

`docker-compose.yml` files define how docker-compose should run Docker containers together. `Dockerrun.aws.json` is the equivalent configuration file to specify relationships between Docker containers running in the Multicontainer Elastic Beanstalk environment. The format of the config file included in the Appendix E of this report as the Figure E.4 is very similar to the docker-compose configuration files. The major difference is that the AWS Elastic Beanstalk does not build Docker images itself, and images have to be pulled dynamically from Docker registries. Docker registries are simply servers used for storage and distribution of Docker images.

2.1.4.1 Circle CI and AWS Integration

The build agent automatically deploys the tool to production when the master branch is being built. The bash script included in the Appendix E of this report as the Figure E.5 performs the actual deployment, and the approach is based on the examples[41][42]. The `$AWS_ACCESS_KEY_ID` and the `$AWS_SECRET_ACCESS_KEY` environment variables have been added to the build configuration using the Circle CI web panel. The integration has been achieved by creating an AWS profile config file and installing the `awsebcli` Elastic Beanstalk command line utility as one of the build steps. Both `client` and `server_node` containers are then tagged and pushed to the private Docker image registry provided by Amazon Elastic Container Service, before the `eb deploy prod-env` command actually triggers the production deployment. Both front and back end containers are then pulled from the private registry specified in the `Dockerrun.aws.json` file, while the mongo image is pulled directly from the official mongo Docker hub.

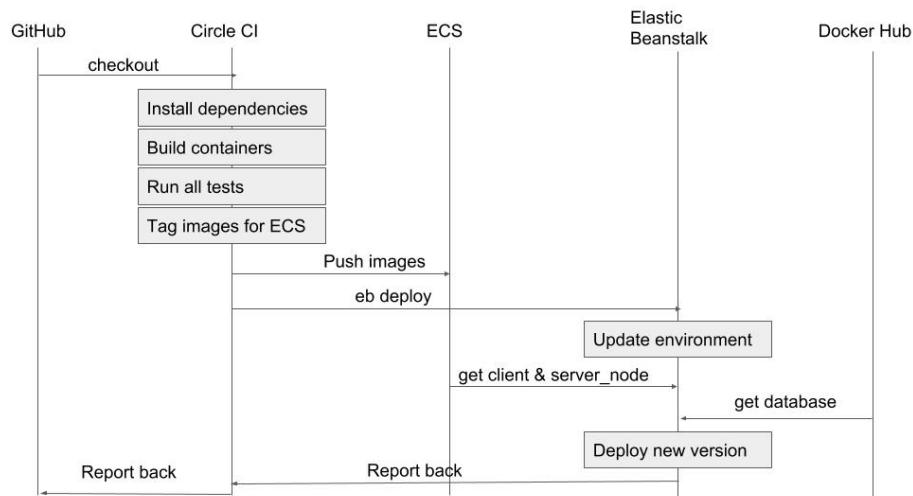


Figure 2.5: Production Deployment Visualised

2.1.5 Story Boards

Including the customer early in the development and design process allows teams to stay on track and readjust their design if necessary. The story boards below have been produced to gain feedback from the client, and ease the front end development in future iterations.

Figure 2.6 shows how the lecturer would login into the tool using Google Single Sign On. He could then upload his lecture slides using an action button in the bottom right corner of the screen, be able to edit his slides and mark certain slides as quizzes. A list of cards would be presented showing all lectures belonging to the lecturer and he could broadcast them to his audience. Subsequently, he could navigate through the slides and slides with embedded quizzes would split the screen in half to show a bar chart with answers as they come in. Finally, lecture would end once he clicks the end button.

Figure 2.7 on the other hand, shows how students could interact with the tool. Student could join an ongoing lecture using a session key provided by the lecturer. She could then participate in the lecture by watching the slides, and submitting answers to quizzes as they come in. The correct answer could be presented back to her in a form of a bar chart.

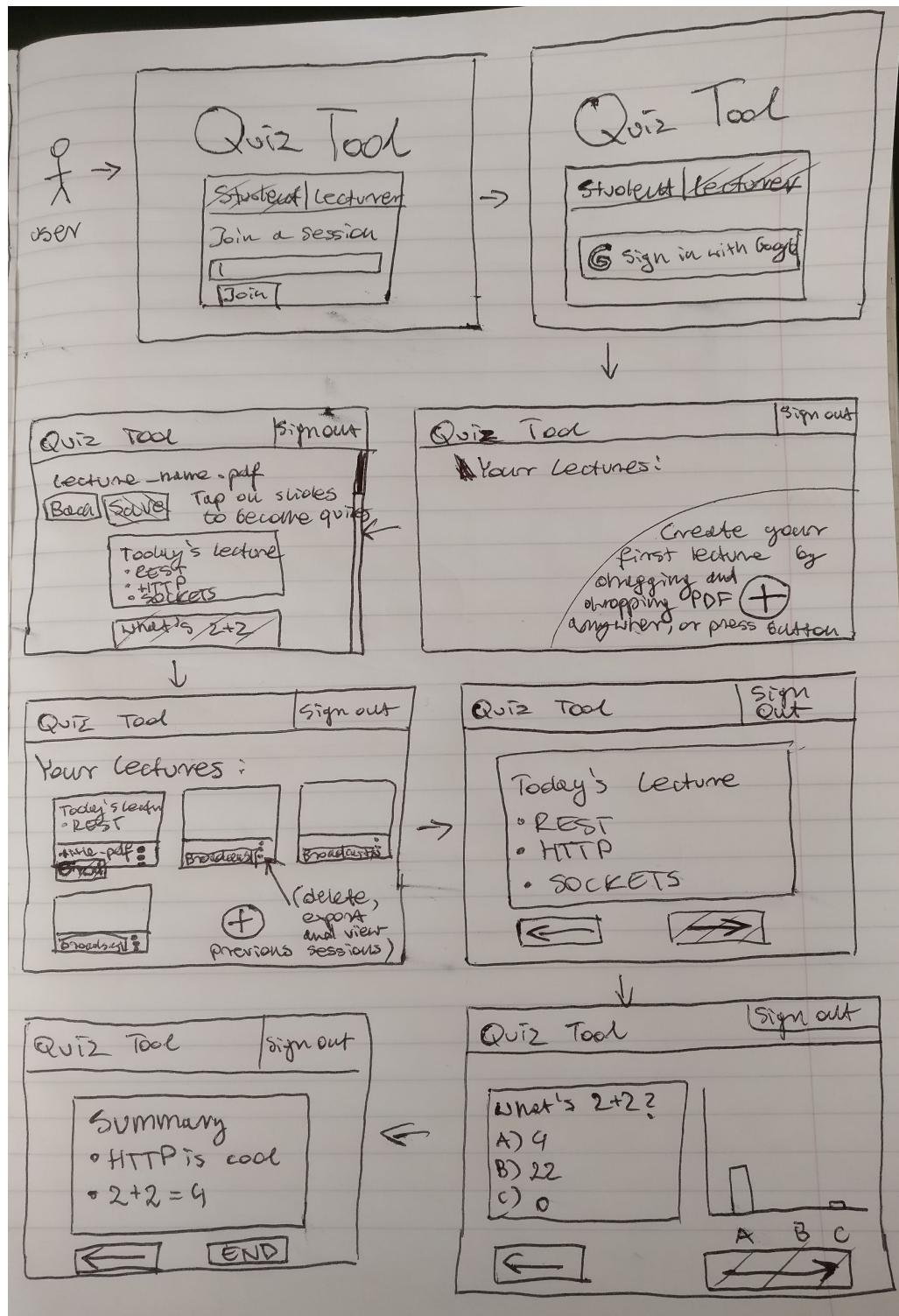


Figure 2.6: Story Board Lecturer Interaction

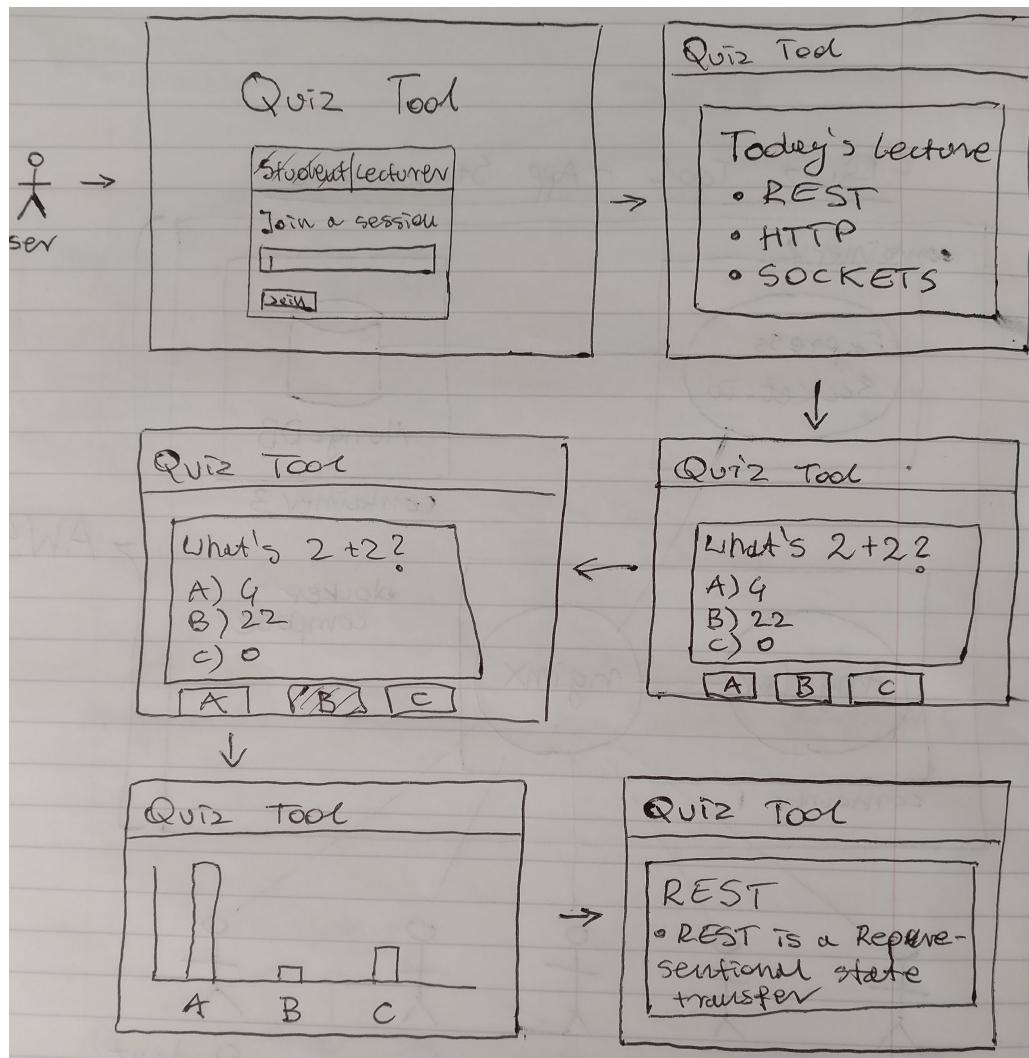


Figure 2.7: Story Board Student Interaction

2.1.6 Sprint Retrospective

The first sprint proved it was possible to deploy a MEAN stack, containerised application to production using Circle CI. Crucial DevOps has been successfully put in place, and the initial feedback has been gathered from the client thanks to the low fidelity prototypes. The full sprint retrospective document produced can be found in the Appendix D of this report.

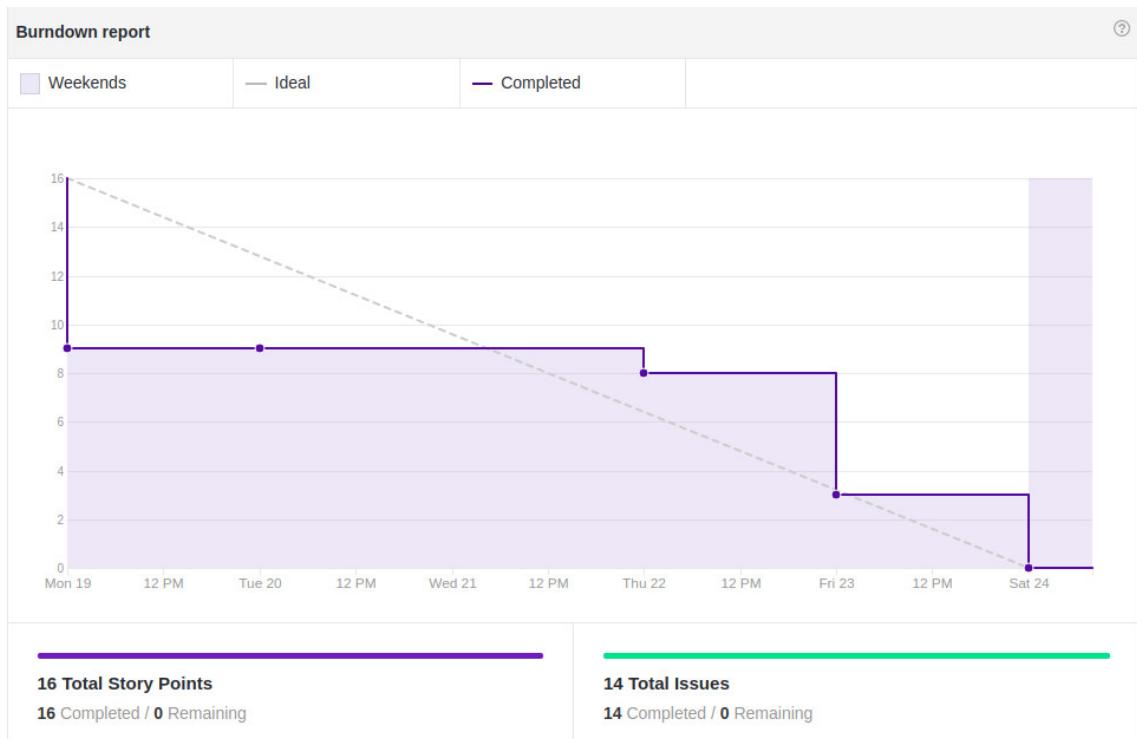


Figure 2.8: Burndown Chart Sprint 1

2.2 Sprint 2 - Bare Bone Application

2.2.1 Sprint Planning

This sprint focused on converting the proof of concept chat application created in the previous week into a basic Quiz Tool. Simple login page for both students and lecturers would be developed based on the paper prototypes from the previous sprint, and Google Single Sign On would be added. Once logged in, lecturers could upload their PDF lecture slides and broadcast them to all students, as session generation was not implemented yet. The entire list of estimated stories can be found in the Appendix C of this report.

2.2.2 Login Page and Authorisation

The login page has been created based on the low fidelity prototypes, and allowed lecturers to log into the tool, and students to join ongoing lectures with a session key. The Materialize[43] CSS framework has been added to achieve a modern user interface.

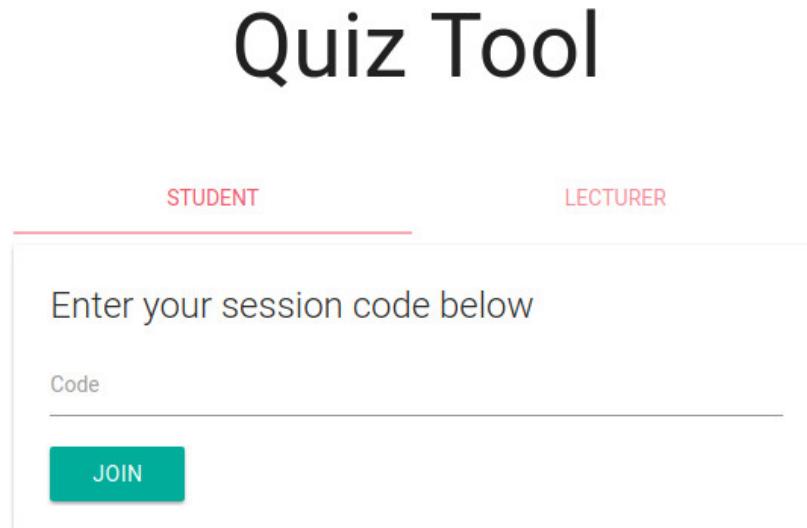


Figure 2.9: Student Login Page

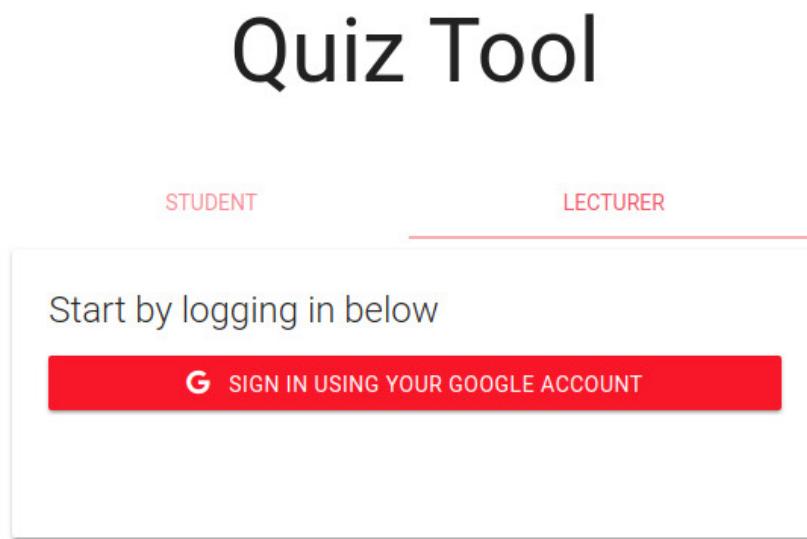


Figure 2.10: Lecturer Login Page

Angular has a concept of guards, which allow specified routes to be only accessible to authorised users. The code extracted from the `client/src/app/app.routing.ts` below shows how the desired behaviour has been achieved. All undefined routes redirect to the `/` which has a

`canActivate: [AuthGuard]` protection. The guard checks if the current user has a valid session cookie with a JWT token[44] present as described in the subsection below, before allowing the user to navigate to his dashboard.

```
const routes: Routes = [
  { path: '', component: DashboardComponent, canActivate: [AuthGuard] },
  { path: 'login', component: LoginComponent },
  { path: 'lecture/:code', component: LectureComponent },
  { path: '**', redirectTo: '' }
];
```

Figure 2.11: Angular Routing With Guards

2.2.2.1 Google Single Sign On and JWT Tokens

Once the lecturer clicks on the Google Sign-In button, he is redirected to Google and asked to provide his Google credentials, and authorise the Quiz Tool to get basic information about him. The `passport.js`[45] Node.js middleware, together with the Google passport strategy[46] have been added to handle the OAuth2[47] authorisation. Once the lecturer authorises Quiz Tool to get the basic information about him, Google calls the `/auth/google/callback` callback defined in the `server/index.js`. The callback handler located in the `server/helpers/passport.helper.js` takes the access token, user's Google display name and his public Google ID, and stores them in the database by creating a new lecturer entry in MongoDB. Finally, a session cookie is sent back to the lecturer's client containing the access token.

As mentioned before, the `AuthGuard` on the Angular side makes sure user is logged in, before rendering his dashboard. The guard uses the `client/src/app/services/auth.service.ts` to make sure the session cookie exists. Each HTTP call Angular makes to the back end is intercepted by the `client/src/app/utils/jwt.interceptor.ts` which checks if user has the token, and if so, an extra authorisation header is added containing the token in the format `Authorization: Bearer fancyJSONToken123`. Finally, all routes on the back end are protected with the `server/helper/auth.helper.js`, which checks if the token provided exists in the database, is valid and has not expired, by checking with Google if it was issued against the Quiz Tool.

2.2.3 Persistence Layer

MongoDB is a document storage, enabling persistence of JSON-like documents with extra metadata including internal object ids. Mongoose[48] is a popular MongoDB object modelling library which has been integrated with the server side of the Quiz Tool. It removes the need to write boilerplate code and allows developers to focus on getting things done quickly. Schemas describing objects have been created and can be found in the `server/models` directory. They allow mongoose to validate data before it is allowed to be persisted in the database. Even though mongo is not a relational database, an entity relationship diagram depicted in the Figure 2.12 has been created to make the design more concrete.

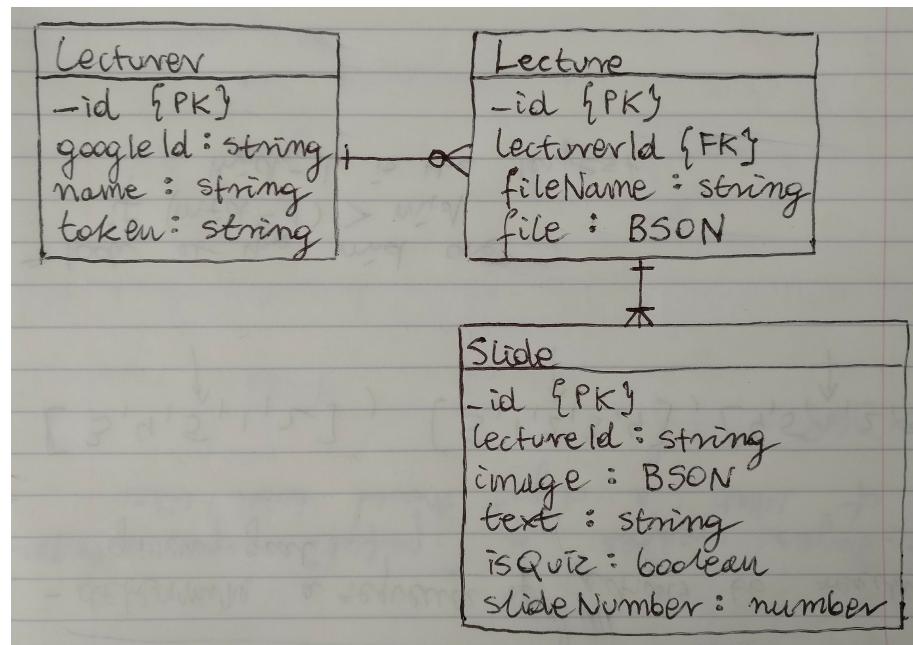


Figure 2.12: Initial Entity Relationship Diagram

2.2.4 Lecture Upload

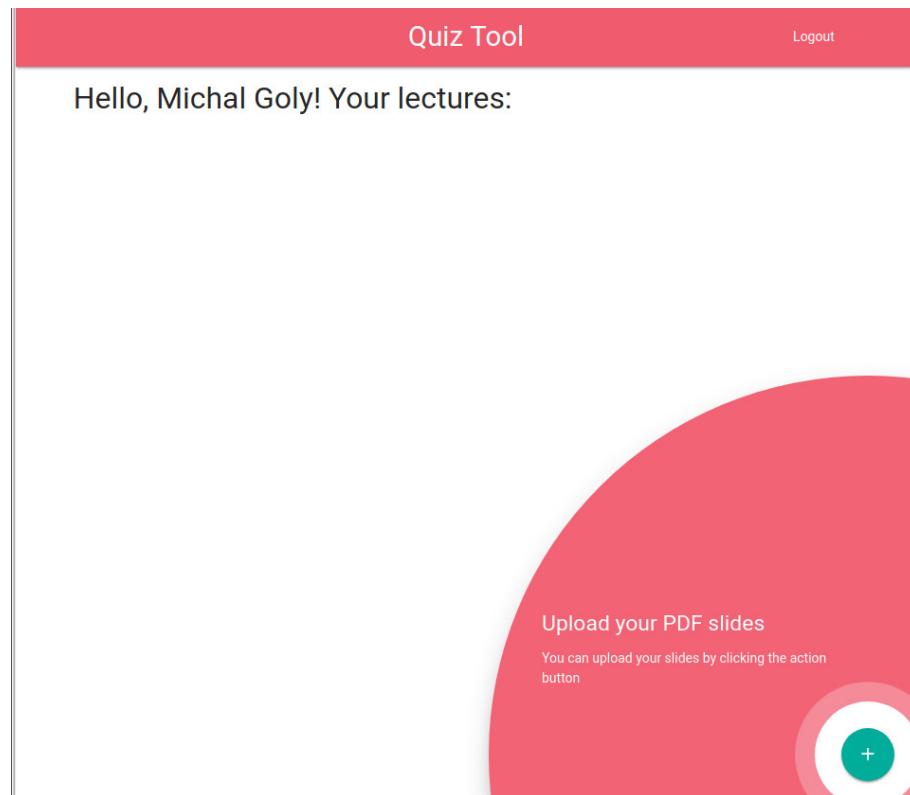


Figure 2.13: Dashboard View

Once lecturer logs into the system he is presented with a dashboard view visible in the Figure 2.13. The action button in the bottom right corner of the screen, allows PDF lecture slides to be uploaded. The tool does not work with other presentation file formats for simplicity reasons. This could however be extended in the future. Binary files can be stored in three major ways in MongoDB:

1. Using the Mongoose BSON (Binary JSON)[49] data type and setting it as type of a property of the document. This limits the file size to 16 MB.
2. Using GridFS[50] which relies on the client to have a driver capable of splitting the data into 255 KB chunks, and then streaming them into the database. This allows a binary file of any size to be persisted in MongoDB.
3. Storing a file on an external storage, and persisting the reference to the file in the database.

The BSON approach has been chosen for the Quiz Tool, as it significantly simplified the implementation and it is unlikely PDF presentations over 16 MB would be commonly used. Again, this is something that could be changed in the future if the lifespan of the tool extended beyond the final project submission.

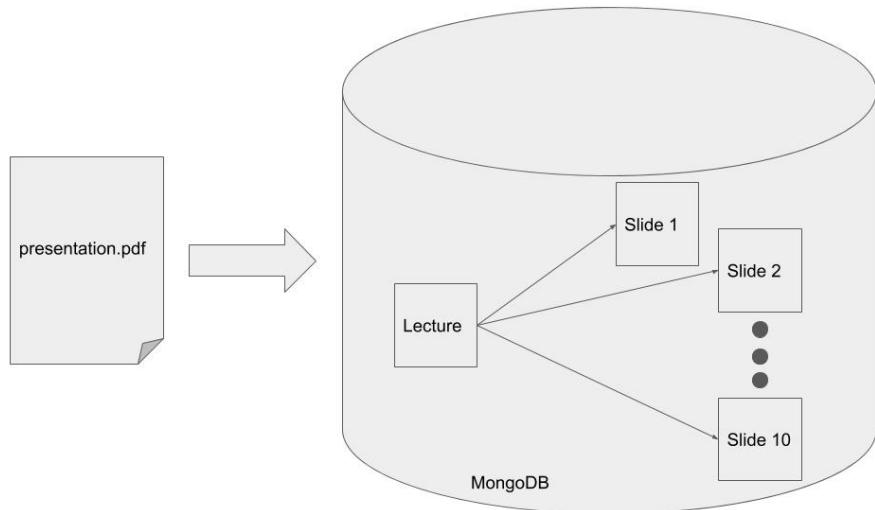


Figure 2.14: Initial File Upload

The initial implementation of the file upload, took the PDF file, stored it directly as BSON in the `Lecture` schema object and split the lecture into slides storing them in MongoDB using the `Slide` schema object. Once the file has been uploaded using the `ng2-file-upload`[51], and persisted in the database, it has been stored temporarily on disk. Text would be extracted from each slide using the `pdf-extract`[52] library, which would be instructed to leave single paged PDFs for each slide on disk. These PDFs would be then converted to PNG images using the `scissors`[53] library. Finally, slides' text and images would be grouped together and stored in MongoDB, before the temporary files would be cleaned from disk.

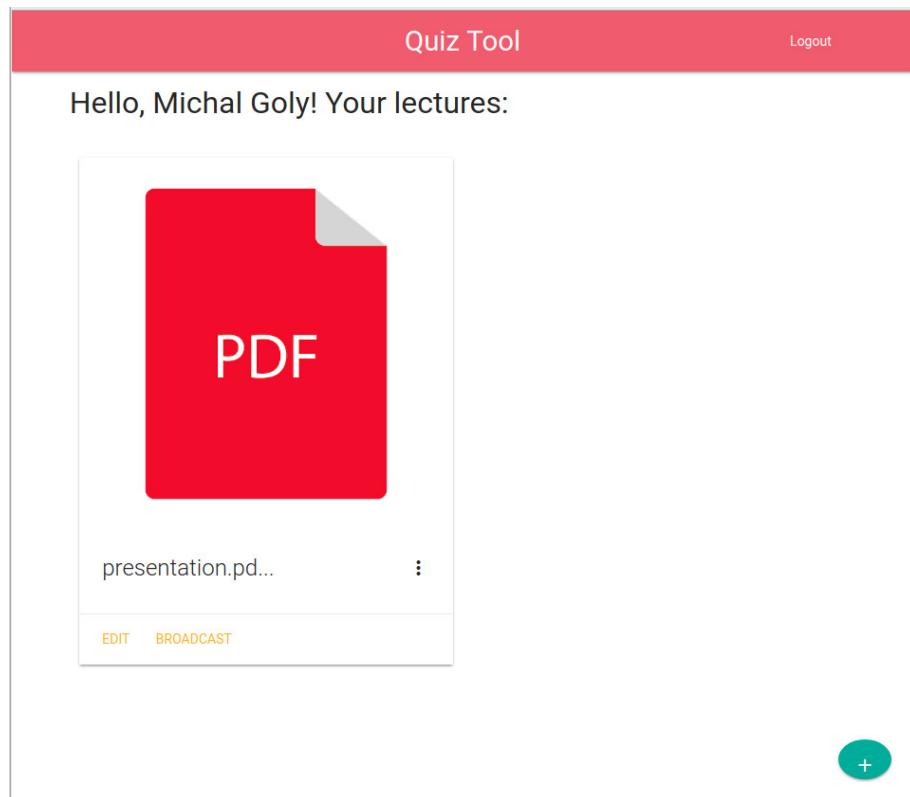


Figure 2.15: Lecture Uploaded View

2.2.5 Lecture Broadcast

Lectures could be broadcasted using the *BROADCAST* action button located on the bottom of each lecture card in the dashboard. Figure 2.16 depicts the lecturer's view, once the lecture starts. The initial implementation added in this sprint, did not have the concept of a session yet, therefore slides were sent to all students who used any session key to log into the tool.

Once the lecture was started, lecturer's client would pull all slides from the back end and emit the very first one to all the students. Socket.io would be used to emit a simple event *slide-change* containing a JSON message in the following format: { "img": "base64img"}. PNG representations of each slide were stored in the BSON format internally, but they were sent to clients using the Base64 binary-to-text format[54]. Students' clients would be then easily able to render such images using HTML ** tags. Finally, once the lecture was over, a null image would be sent to everyone and students' clients would handle it by ending the lecture. The flow has been depicted in the Figure 2.17.

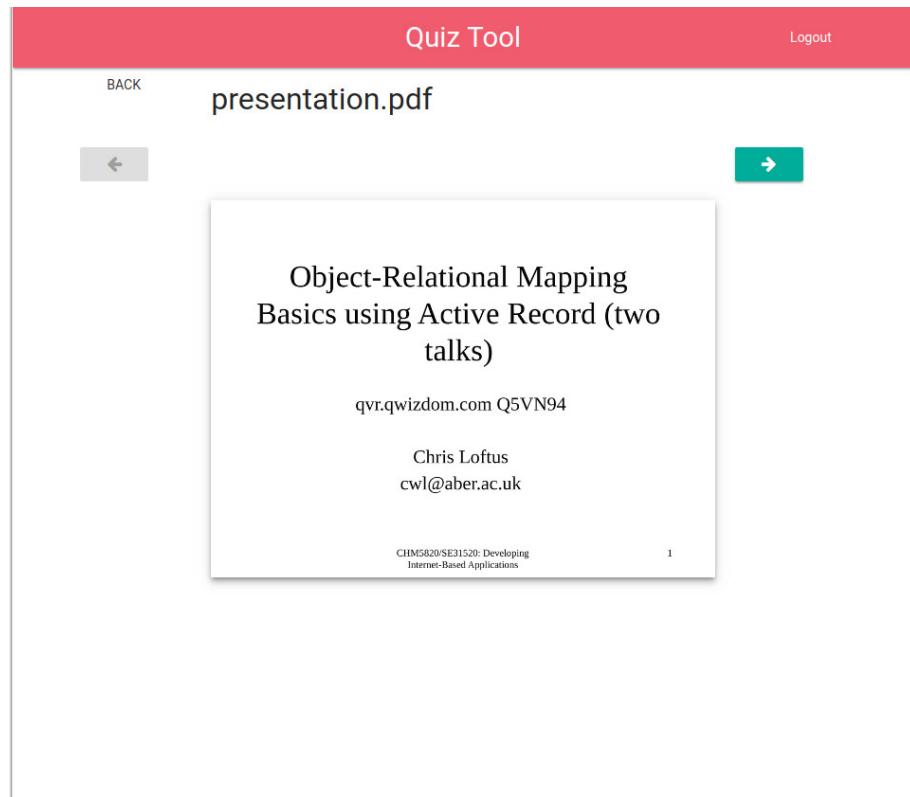


Figure 2.16: Initial Broadcast View

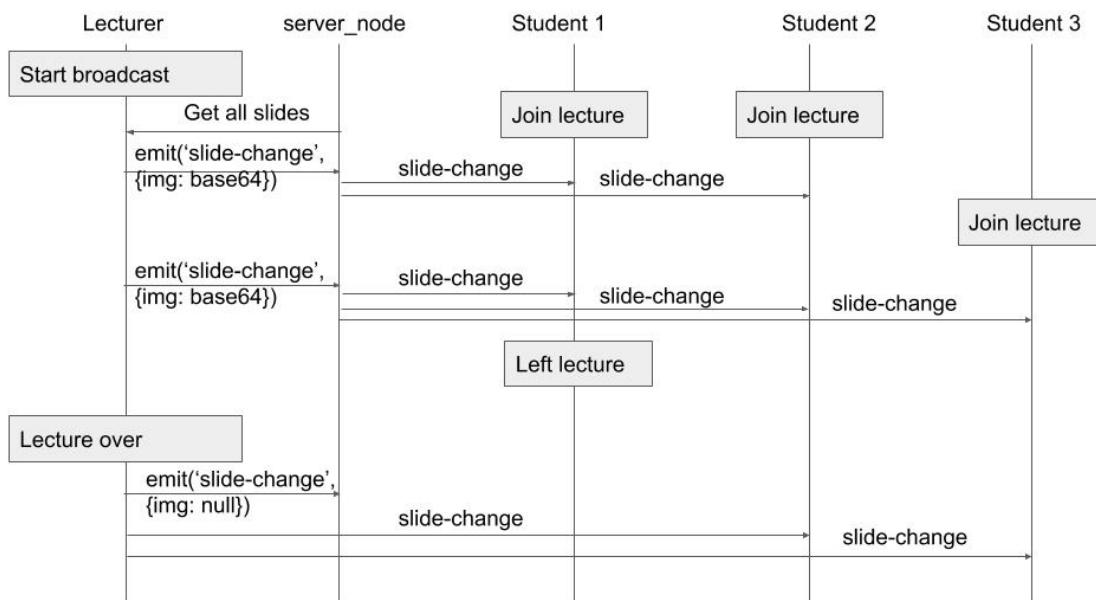


Figure 2.17: Initial Slide Broadcast Flow

2.2.6 Sprint Retrospective

This was a very important sprint as it shaped the overall structure of the tool. The basis of the Quiz Tool have been designed and implemented on both the front and the back end. Schemas have been introduced to handle persistence, file uploads were implemented and lecture slides could be emitted to all students using sockets in real time. The sprint took two weeks, instead of one, as it was over filled with too many issues. The full sprint retrospective document produced can be found in the Appendix D of this report.

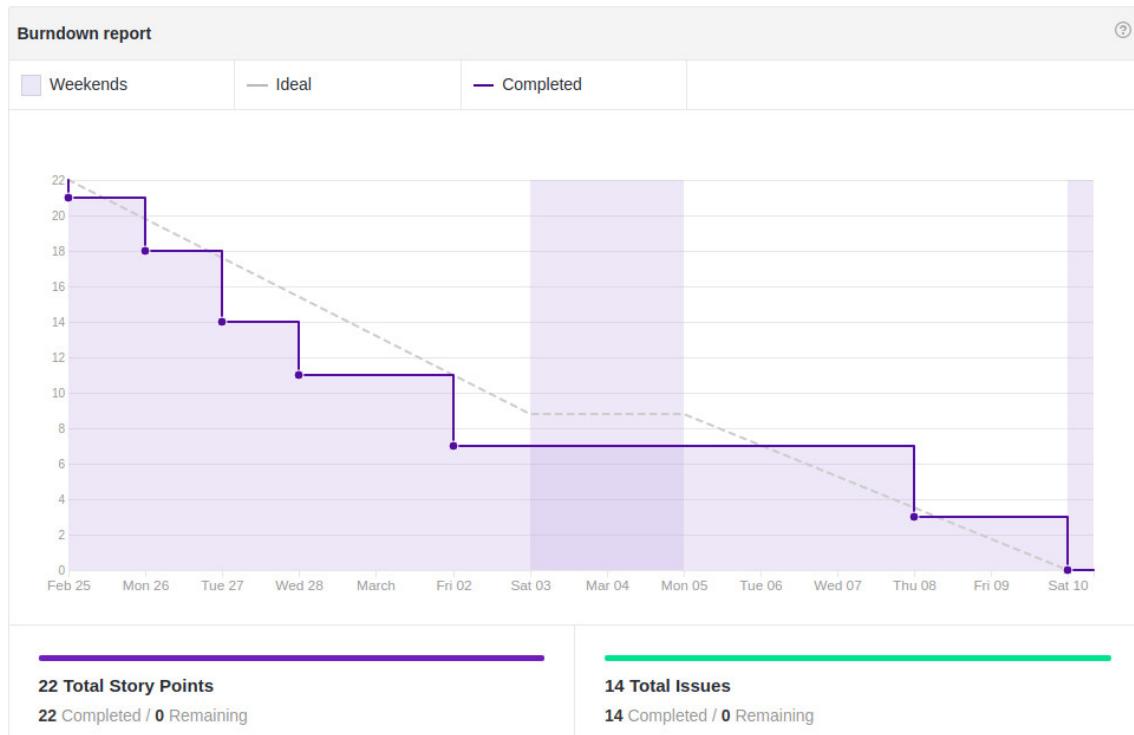


Figure 2.18: Burndown Chart Sprint 2

2.3 Sprint 3 - Add Quizzes

2.3.1 Sprint Planning

This iteration focused on the ability to create quizzes, embed them into slides and broadcast only to people who have the appropriate session key. The entire list of estimated stories can be found in the Appendix C of this report.

2.3.2 Session Keys

Every time lecturer started a new broadcast, a random session code would be generated. It would consist of eight alphanumerical characters, and the random generator would be seeded with the current time, to decrease the probability of generating two identical keys for two sessions running

at the same time. The *slide-change* Socket.io event described in the previous sprint, has been extended to carry the appropriate session key with each broadcast.

```
{
  "img": "base64encodedImage",
  "sessionCode": "ABCD1234"
}
```

Figure 2.19: The JSON Message Broadcasted on Slide Change

Students' clients are not uniquely identified by the Quiz Tool, therefore slides would be broadcasted to all clients participating in the broadcast. Each client would then know whether they have to update their `` tag, by checking if the session key entered by the student matches the key bundled with the image slide arrived.

2.3.3 Embedding Quizzes

Each `Slide` in the system consisted of a PNG image and text extracted from the PDF presentation uploaded by a lecturer. It also had a boolean flag `isQuiz` specifying if given slide was supposed to be rendered as a quiz or not. An edit panel visible below has been added, to allow lecturers to specify which slides should be treated as quizzes.

The screenshot shows the Quiz Tool interface. At the top, there is a red header bar with the title 'Quiz Tool' and a 'Logout' link. Below the header, there are two buttons: 'BACK' and 'SAVE'. The main content area displays three slides:

- Slide 1:** Titled 'Object-Relational Mapping Basics using Active Record (two talks)'. It includes a QR code (qvr.qwizdom.com Q5VN94), the author's name 'Chris Loftus', and email 'cwl@aber.ac.uk'. To the right, there are two radio buttons: one checked ('Not a quiz') and one unchecked ('Make single choice quiz').
- Slide 2:** Titled 'Overview'. It contains two sections: 'Talk 1' (with a bulleted list of topics like 'Basic idea behind ORM', 'Why use ORM?', etc.) and 'Talk 2' (with a bulleted list of topics like 'CRUD operation support'). To the right, there are two radio buttons: one checked ('Not a quiz') and one unchecked ('Make single choice quiz').
- Slide 3:** Titled 'Basic idea'. To the right, there is one radio button checked ('Not a quiz').

Figure 2.20: Initial Edit Page

Figure 2.20 shows two radio buttons for each slide of a lecture. These radio buttons could be used to mark certain slides as quizzes, by toggling the boolean flag underneath. Text extracted from each slide would decide if a given slide could become a quiz. If slide was not eligible to become a quiz, the radio button to make it one would be greyed out. The initial implementation of the eligibility algorithm checked if given slide contained at least two strings "A)" and "B)". This was enough to make a slide eligible to be marked as a single choice quiz, and to be rendered as one, as described in the next subsection.

2.3.4 Quiz Rendering

Figure 2.21 shows the split screen view for a lecturer when a slide marked as a quiz was rendered during a lecture broadcast. The left side shows the currently broadcasted slide, whereas the right side shows a bar chart capable of displaying students' answers as they come in. Lecturer can click the *RETRY* button to wipe students' answers for current question and ask again. Once he is happy with the results, he can select the correct answer which will be shown to all people in the session, and then render the following slide, or even the previous one if necessary. Students' answers were only stored in memory at this point for the duration of the session.

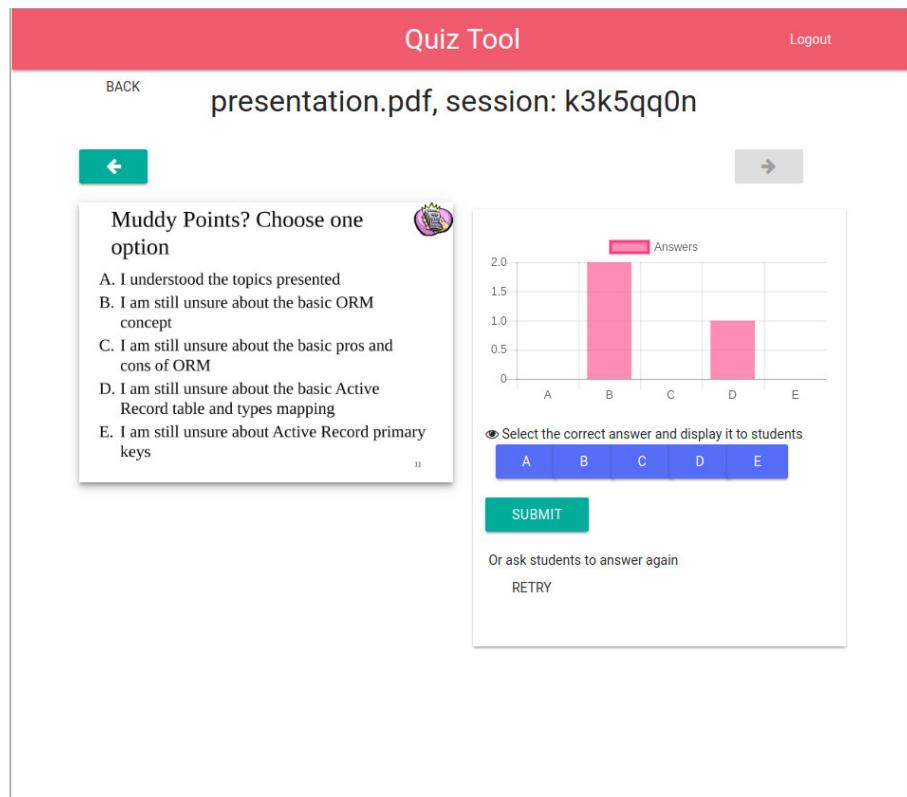


Figure 2.21: Quiz Rendering Lecturer

Figure 2.22 on the other hand, shows the view rendered on students' clients. They would be able to select one of the options and submit their answers only once. The "A", "B", "C", "D", "E" buttons were generated automatically based on the text of the slide.

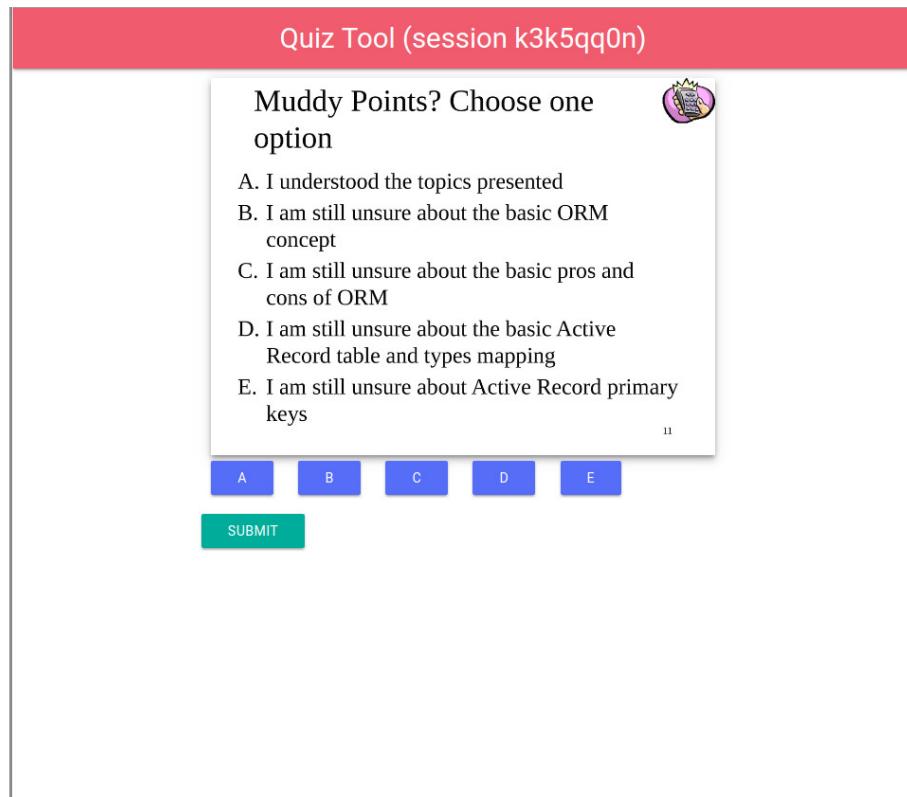


Figure 2.22: Quiz Rendering Student

2.3.5 Sprint Retrospective

Following this iteration, Quiz Tool was able to handle quiz embedding which was a major step towards the final implementation. Slides were no longer sent to everyone, and multiple lectures could run at the same time. The full sprint retrospective document produced can be found in the Appendix D of this report.

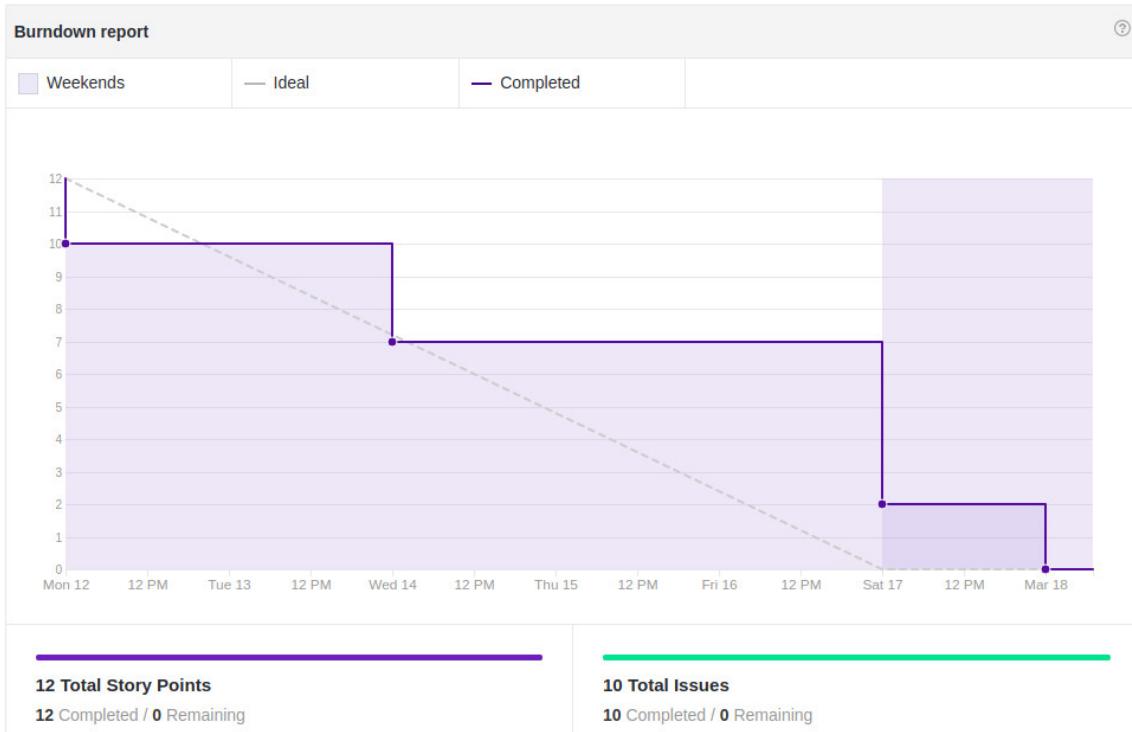


Figure 2.23: Burndown Chart Sprint 3

2.4 Sprint 4 - Fancy Quizes and Defect Fixing

2.4.1 Sprint Planning

This sprint focused on addressing a critical bug in the production environment concerning the PDF to PNG conversion. Extra types of quizzes would also be added to complement the single choice ones available at the moment. The entire list of estimated stories can be found in the Appendix C of this report.

2.4.2 Production Environment Bug

The presentation file upload and splitting of slides into PNG images persisted together with text implemented in sprint 2, worked as expected in both development and testing environments. The production environment on the other hand, would randomly crash and the underlying cause had to be investigated before any other work could progress. The process of splitting the PDF presentations uploaded relied on splitting the initial file into separate, single paged PDF files, extracting their text, converting them to PNG images, before grouping together and persisting in the database. The final part of asynchronously trying to convert single paged PDF files into PNG files, failed with an IO exception, where the underlying PDFtk[55] command line utility could not find a PDF file, even though it was there.

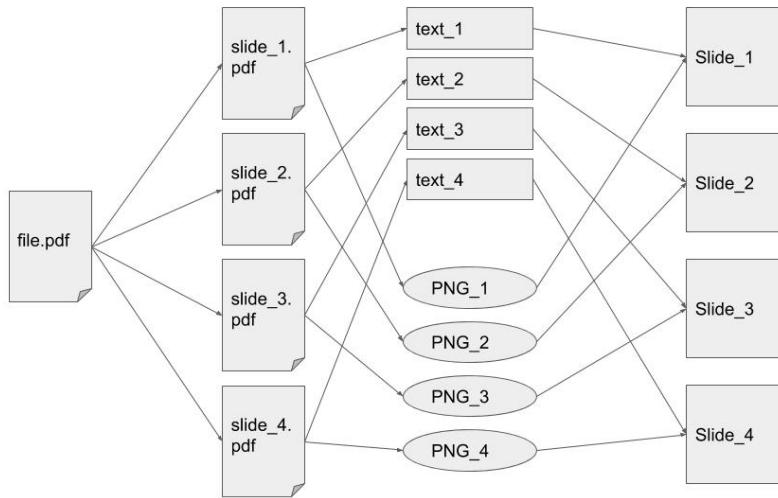


Figure 2.24: Initial Slide Extraction

My initial thought was that the problem was due to a race condition, where asynchronous code was trying to get access to the file system. This would mean the code worked as expected on my much more powerful laptop only by luck. Making the algorithm to process files synchronously, did fix the problem for smaller PDF presentations, however attempting to upload a larger test PDF crashed the production environment in the same manner. Finally, the algorithm has been changed to no longer use single paged PDFs, and convert them one by one to PNGs. The scissors library has been removed, and the node-pdf2img[56] used instead to take the whole PDF presentation, and extract all the PNG files from it using a single PDFtk call. The algorithm could stay asynchronous, and the file access has been almost halved.

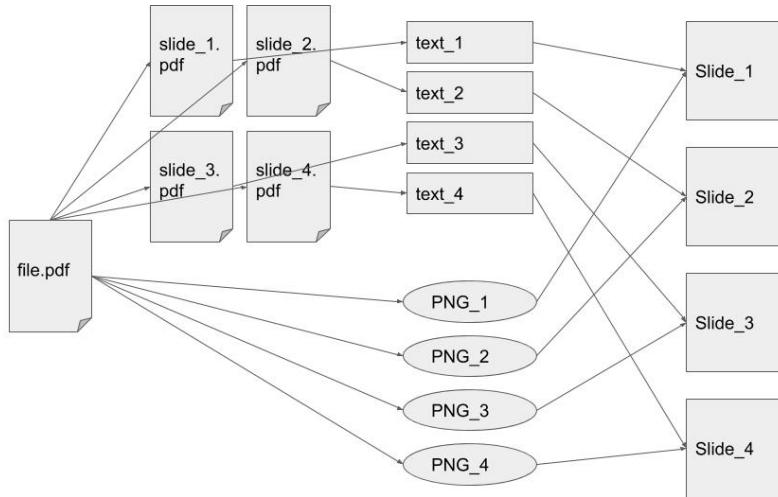


Figure 2.25: Final Slide Extraction

2.4.3 Extra Types of Quizzes

2.4.4 Sprint Retrospective

The full sprint retrospective document produced can be found in the Appendix D of this report.

2.5 Sprint 5 - Persistence, Report Generation and Testing

2.5.1 Sprint Planning

The final sprint focused on the persistence of students' answers in the database and generation of PDF reports based on these answers. User friendly error handler has also been added, and the application has been polished before the Quiz Tool implementation was over. As always, the entire list of estimated stories can be found in the Appendix C of this report.

2.5.2 Sprint Retrospective

The full sprint retrospective document produced can be found in the Appendix D of this report.

Chapter 3

Final Design

This chapter follows on the discussion of the individual sprints and summarises the final design of the tool.

Chapter 4

Testing

4.1 Server Side Unit Tests

4.2 Client Side Unit Tests

4.3 Selenium Integration Tests

Chapter 5

Evaluation

Examiners expect to find in your dissertation a section addressing such questions as:

- Were the requirements correctly identified?
- Were the design decisions correct?
- Could a more suitable set of tools have been chosen?
- How well did the software meet the needs of those who were expecting to use it?
- How well were any other project aims achieved?
- If you were starting again, what would you do differently?

Other questions can be addressed as appropriate for a project.

Such material is regarded as an important part of the dissertation; it should demonstrate that you are capable not only of carrying out a piece of work but also of thinking critically about how you did it and how you might have done it better. This is seen as an important part of an honours degree.

There will be good things and room for improvement with any project. As you write this section, identify and discuss the parts of the work that went well and also consider ways in which the work could be improved.

In the latter stages of the module, we will discuss the evaluation. That will probably be around week 9, although that differs each year.

Appendix A

Third-Party Code and Libraries

If you have made use of any third party code or software libraries, i.e. any code that you have not designed and written yourself, then you must include this appendix.

As has been said in lectures, it is acceptable and likely that you will make use of third-party code and software libraries. If third party code or libraries are used, your work will build on that to produce notable new work. The key requirement is that we understand what is your original work and what work is based on that of other people.

Therefore, you need to clearly state what you have used and where the original material can be found. Also, if you have made any changes to the original versions, you must explain what you have changed.

As an example, you might include a definition such as:

Apache POI library - The project has been used to read and write Microsoft Excel files (XLS) as part of the interaction with the client's existing system for processing data. Version 3.10-FINAL was used. The library is open source and it is available from the Apache Software Foundation [?]. The library is released using the Apache License [?]. This library was used without modification.

Appendix B

Ethics Submission

Ethics Application Number: 9563

AU Status

Undergraduate or PG Taught

Your aber.ac.uk email address

mwg2@aber.ac.uk

Full Name

Michał Wojciech Goly

Please enter the name of the person responsible for reviewing your assessment.

Prof. Reyer Zwiggelaar

Please enter the aber.ac.uk email address of the person responsible for reviewing your assessment

rrz@aber.ac.uk

Supervisor or Institute Director of Research Department

cs

Module code (Only enter if you have been asked to do so)

CS39440

Proposed Study Title

MMP - Quiz Tool

Proposed Start Date

29/01/2018

Proposed Completion Date

04/05/2018

Are you conducting a quantitative or qualitative research project?

Mixed Methods

Does your research require external ethical approval under the Health Research Authority?

No

Does your research involve animals?

No

Are you completing this form for your own research?

Yes

Does your research involve human participants?

No

Institute

IMPACS

Please provide a brief summary of your project (150 word max)

A web application allowing lecturers to upload their PDF lecture slides, convert certain slides to quizzes (e.g. a slide with bullet points into a single choice A) B) C) quiz), and then broadcasting them to students to monitor their understanding of lecture content presented.

Where appropriate, do you have consent for the publication, reproduction or use of any unpublished material?

Not applicable

Will appropriate measures be put in place for the secure and confidential storage of data?

Yes

Does the research pose more than minimal and predictable risk to the researcher?

Not applicable

Will you be travelling, as a foreign national, in to any areas that the UK Foreign and Commonwealth Office advise against travel to?

No

Please include any further relevant information for this section here:

If you are to be working alone with vulnerable people or children, you may need a DBS (CRB) check. Tick to confirm that you will ensure you comply with this requirement should you identify that you require one.

Yes

Declaration: Please tick to confirm that you have completed this form to the best of your knowledge and that you will inform your department should the proposal significantly change.

Yes

Please include any further relevant information for this section here:

Appendix C

Sprint Stories

This appendix contains the user stories produced before each sprint.

3.1 Sprint 1

	① 0 Open ✓ 14 Closed	
② ⓘ Sprint retrospective #1	docs 1	2
③ ⓘ Update the README	docs 1	1
④ ⓘ Create a low fidelity prototype of the quiz tool	docs 1	1
⑤ ⓘ Hello DevOps	Epic	
⑥ ⓘ Create master and development branches and enable branch protection	DevOps 1	4
⑦ ⓘ Setup Circle CI to automatically deploy to AWS	DevOps 1	3
⑧ ⓘ Setup the production environment capable of running Docker and docker-compose	DevOps	2
⑨ ⓘ Setup Continuous Integration	DevOps 1	
⑩ ⓘ Hello back end and front end	Epic	
⑪ ⓘ Hello world back end	back-end 1	
⑫ ⓘ Hello world front end	front-end 1	
⑬ ⓘ On-site vs external hosting	DevOps 1	1
⑭ ⓘ LDAP investigation	back-end 1	2
⑮ ⓘ Investigate how to best structure the app to include both front and back end in a single repository	back-end front-end 3	5

Figure C.1: Stories Sprint 1

3.2 Sprint 2

	① 0 Open ✓ 14 Closed
②	Bare bone back end Epic #42 by MichalGoly was closed on 11 Mar
②	Bare bone front end Epic #34 by MichalGoly was closed on 11 Mar
②	Investigate session generation/flow with socket.io back-end 1 #37 by MichalGoly was closed on 11 Mar
②	Add tests for the back-end DevOps back-end 2 #24 by MichalGoly was closed on 11 Mar
②	Create an interface for students to view slides in real time front-end 2 #33 by MichalGoly was closed on 8 Mar
②	Broadcast slides in real time to everyone back-end front-end 2 #38 by MichalGoly was closed on 8 Mar
②	Allow PDF slides to be uploaded and stored in the database alongside lecturer's ID back-end front-end 4 #36 by MichalGoly was closed on 2 Mar
②	Refresh JWT tokens back-end bug 1 #47 by MichalGoly was closed on 28 Feb
②	Create a dashboard for lecturers to upload their PDF slides front-end 2 #32 by MichalGoly was closed on 28 Feb
②	Implement sessions to track logged in lecturers back-end front-end 2 #45 by MichalGoly was closed on 27 Feb
②	Store lecturers' IDs in the mongodb back-end 2 #35 by MichalGoly was closed on 27 Feb
②	Create a login page front-end 2 #31 by MichalGoly was closed on 26 Feb
②	Research the Google Single Sign On express integration back-end 1 #21 by MichalGoly was closed on 26 Feb
②	Add materialise CSS front-end 1 #25 by MichalGoly was closed on 25 Feb

Figure C.2: Stories Sprint 2

3.3 Sprint 3

0 Open ✓ 10 Closed			
= ② Quizes Integration Epic			
	#60 by MichalGoly was closed 27 days ago		
③ Answers chart is not updated with new labels	bug front-end	1	
#82 by MichalGoly was closed 27 days ago			
③ Prepare for the mid project demo on the 19th of Monday	docs 2	1	
#64 by MichalGoly was closed 27 days ago			
③ Display incoming answers as a bar chart	front-end 1	2	
#69 by MichalGoly was closed 29 days ago			
③ Render quizzes once students receive them	front-end 1	2	
#55 by MichalGoly was closed 29 days ago			
③ Send students' answers to the BroadcastComponent as they come in	back-end 1	1	
#58 by MichalGoly was closed 29 days ago			
③ Render quizzes in BroadcastComponent	front-end 2	2	
#59 by MichalGoly was closed 29 days ago			
③ Add the ability to embed quizes into lecture slides	back-end front-end 3	3	
#40 by MichalGoly was closed on 14 Mar			
③ Broadcast slides to people with session keys only	back-end 1	2	
#39 by MichalGoly was closed on 12 Mar			
③ Add the ability to remove Lectures from the DashboardComponent	front-end 1	1	
#56 by MichalGoly was closed on 12 Mar			

Figure C.3: Stories Sprint 3

3.4 Sprint 4

3.5 Sprint 5

Appendix D

Sprint Retrospective Documents

This appendix contains the sprint retrospective documents produced at the end of each sprint.

Quiz Tool - Sprint #1 Retrospective

What went well:

- LDAP authentication blocker resolved by going with the Google Single Sign On for Lecturers authentication
- Creation of the proof of concept “hello world” front and back ends capable on running in a docker-compose network with an nginx reverse proxy and socket.io
- DevOps setup is now complete. There is a Circle CI build in place which runs builds each time there is a pull request and auto deploys to AWS if master branch is being built.
- Circle CI <-> AWS integration. The proof of concept app is now running in production on the Amazon Multicontainer Elasticbeanstalk Environment and both the client and server Docker images are automatically pushed and stored in the Amazon Elastic Container Registry.
- I have created low fidelity prototypes of the tool which will allow me to plan the development in the future iterations
- I kept track of the time spent using google sheets

What could be improved:

- I have only put 20 hours into the Final Project work this week due to 2 job interviews
- I could have probably squized more issues into the sprint, but I decided to start a new sprint one day early instead.
- Some stories estimated to take half-day work took 10 minutes, whereas others had to be extended to a day or a day and a half. Points allocation accuracy should hopefully improve once actual coding begins in the following sprints.

Quiz Tool - Sprint #2 Retrospective

What went well:

- Put in considerably more time into the development -> 46.5 hours over 5 days
- Added materialise CSS
- Login page done
- Google single sign on done
- Authorisation implemented using JWT session tokens stored in a session cookie
- Heavy refactoring of the back end -> no longer spaghetti bolognese
- Created a basic dashboard
- Designed the PDF upload flow
- Implemented the ability to upload PDF presentations, splitted them into slides by extracting PNG images and text which will be extremely useful later on in the development

What could be improved:

- Sprint only lasted 5 days due to an interview in Zurich
- Sprint was overfilled with too much work, and the implementation of the upload PDF presentations was surprisingly difficult

Quiz Tool - Sprint #2 (week two) Retrospective

What went well:

- Put enough time to finish off the sprint ~20 h
- Implemented the ability to broadcast lecture slides in real time to everyone
- Added back-end tests and fixed some minor bugs and a major performance one where I am no longer sending files over the network unnecessarily.

What could be improved:

- I did not have enough time to add front end tests, but they are not very crucial atm as the front end will be refactored anyway so adding Selenium tests does not make much sense right now.

Quiz Tool - Sprint #3 Retrospective

What went well:

- Put in 40.5 hours
- Implemented the ability to embed single choice quizzes into slides by marking them as slides. This is done by looking at the text extracted from each slide to make sure a certain format A), B), C) etc is followed.
- Rendered quizzes on students' side
- Rendered quizzes on lecturers' slide during broadcast by splitting the screen in half, and rendering a bar chart with answers as they come in
- Implemented the logic of navigating between the slides with keeping track of the answers submitted by students
- Thought about the way to persist the answers in the database
- Printed the session answers object to the console at the end of the broadcast, meaning the only thing left is to save it in MongoDB and add a PDF report generator
- Prepared for the mid project demo

What could be improved:

- It took me a while to understand how updates of child components work, when property binding is used to inject mutable objects into the children. For example, rendering answers in real time as they come in by the broadcast/answers.component, which hold the liveAnswers object from its parent broadcast.component.
- Dealing with ng2-charts, chart.js wrapper was painful to make the bar chart update in real time
- Discovered a critical bug in production, where for some magical reason PDFtk command line utility randomly does not find files to convert to PNGs, even though they are there. This works perfectly fine on docker-compose in the development and testing environments, but for some reason ECS does not work. I was thinking I've introduced a race condition with the way my code works asynchronously, but synchronising access to the file system did not help. I will be therefore forced to re-implement PDF to PNG conversion using something other than PDFtk in the next iteration.
- Due to the unexpected bugs, I have run out of time to implement the ability to see the amount of people in the session in the broadcast component. This may not be as trivial as I initially thought, as students machines are not uniquely identified by the tool.

Appendix E

Code Examples

This appendix contains code examples relevant to the discussion in the main body of the report.

5.1 Intial Front End Dockerfile

The initial Dockerfile of the client container added in the first sprint of the development of the tool.

```
### STAGE 1: Build ###

# We label our stage as 'builder'
FROM node:8-alpine as builder

COPY package.json package-lock.json ./

RUN npm set progress=false && npm config set depth 0 && npm cache
clean --force

## Storing node modules on a separate layer will prevent
unnecessary npm installs at each build
RUN npm i && mkdir /ng-app && cp -R ./node_modules ./ng-app

WORKDIR /ng-app

COPY . .

## Build the angular app in production mode and store the artifacts
in dist folder
RUN $(npm bin)/ng build --prod --build-optimizer

### STAGE 2: Setup ###

FROM nginx:1.13.3-alpine

## Copy our default nginx config
COPY nginx/default.conf /etc/nginx/conf.d/

## Remove default nginx website
RUN rm -rf /usr/share/nginx/html/*

## From 'builder' stage copy over the artifacts in dist folder to
default nginx public folder
COPY --from=builder /ng-app/dist /usr/share/nginx/html

CMD ["nginx", "-g", "daemon off;"]
```

Figure E.1: Intial Front End Dockerfile

5.2 Initial Back End Dockerfile

The initial Dockerfile of the server_node container added in the first sprint of the development of the tool.

```
FROM node:carbon
WORKDIR /usr/src/app
COPY package*.json .
RUN npm install
COPY .
EXPOSE 3000
CMD [ "npm", "start" ]
```

Figure E.2: Back End Dockerfile

5.3 Intial Circle CI Config File

The initial `.circleci/config.yml` added in the first sprint of the development.

```
version: 2
jobs:
  build:
    machine: true

    working_directory: ~/repo

    steps:
      - checkout

      - run:
          name: install docker-compose
          command: |
            set -x
            sudo chown -R $(whoami) /usr/local/bin
            curl -L https://github.com/docker/compose/releases/
                  download/1.11.2/docker-compose-`uname -s`-`uname -m`
                  > /usr/local/bin/docker-compose
            chmod +x /usr/local/bin/docker-compose

      - run:
          name: docker compose build image
          command: |
            set -x
            docker-compose build
            docker-compose up

      - run:
          name: unit tests
          command: |
            curl localhost

# deploy only master branch
- deploy:
    command: |
      if [ "${CIRCLE_BRANCH}" == "master" ]; then
        chmod +x scripts/deploy.sh
        ./scripts/deploy.sh
      fi
```

Figure E.3: Initial Build Config File

5.4 Initial Dockerrun.aws.json file

The initial version of the file specifying how containers should be linked together when running on the production environment on AWS.

```
{
    "AWSEBDockerrunVersion": 2,
    "containerDefinitions": [
        {
            "name": "client",
            "image": "993389244112.dkr.ecr.eu-west-2.amazonaws.com/
                      quiz-tool-client:latest",
            "memory": 128,
            "essential": true,
            "portMappings": [
                {
                    "hostPort": 80,
                    "containerPort": 80
                }
            ],
            "links": [
                "server_node"
            ]
        },
        {
            "name": "server_node",
            "image": "993389244112.dkr.ecr.eu-west-2.amazonaws.com/
                      quiz-tool-server:latest",
            "memory": 128,
            "essential": true,
            "links": [
                "database"
            ]
        },
        {
            "name": "database",
            "image": "mongo",
            "memory": 128,
            "essential": true,
            "portMappings": [
                {
                    "hostPort": 27017,
                    "containerPort": 27017
                }
            ]
        }
    ]
}
```

Figure E.4: Dockerrun.aws.json

5.5 Production Deployment Script

The bash script performing the deployment from Circle CI to the production environment hosted on AWS.

```
#!/bin/bash
set -x
set -e

AWS_CONFIG_FILE=$HOME/.aws/config

mkdir $HOME/.aws
touch $AWS_CONFIG_FILE
chmod 600 $AWS_CONFIG_FILE

echo "[ default ]" > $AWS_CONFIG_FILE
echo "aws_access_key_id=$AWS_ACCESS_KEY_ID" >> $AWS_CONFIG_FILE
echo "aws_secret_access_key=$AWS_SECRET_ACCESS_KEY" >> $AWS_CONFIG_FILE

$(aws ecr get-login --no-include-email --region eu-west-2)

docker tag repo_client:latest 993389244112.dkr.ecr.eu-west-2.
amazonaws.com/quiz-tool-client:latest
docker tag repo_server_node:latest 993389244112.dkr.ecr.eu-west-2.
amazonaws.com/quiz-tool-server:latest

docker push 993389244112.dkr.ecr.eu-west-2.amazonaws.com/quiz-tool-
client:latest
docker push 993389244112.dkr.ecr.eu-west-2.amazonaws.com/quiz-tool-
server:latest

eb deploy prod-env
```

Figure E.5: Production Deployment Script

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