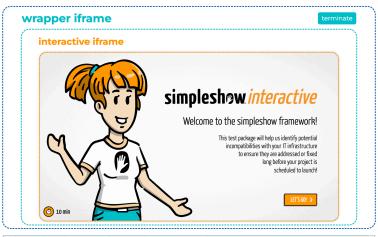
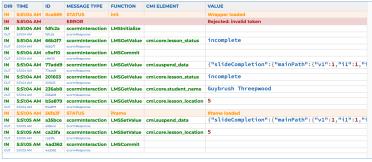
SCORM2CMS Prototype

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parent server (cms)





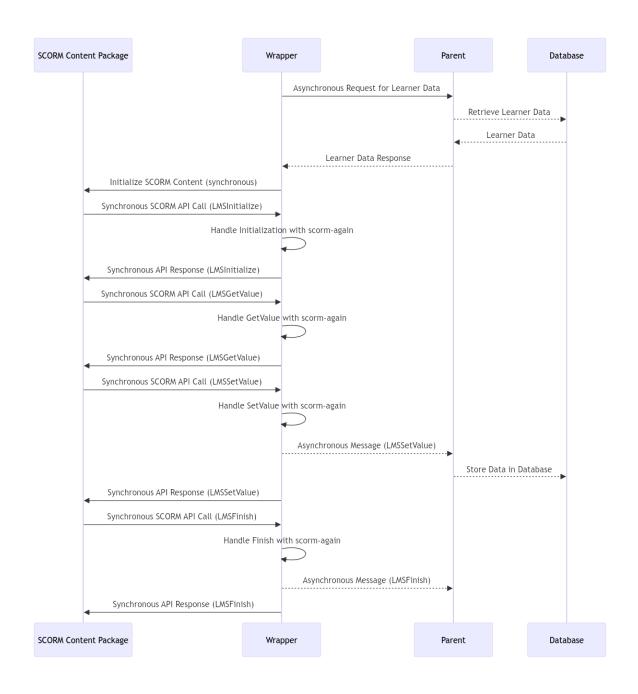
System Overview

The system consists of three primary components: the **Parent**, the **Wrapper**, and the **SCORM Content Package**. Each layer has a specific role in the communication and data flow, ensuring that the SCORM-compliant content interacts smoothly with the client's database and the learner's data.

- Wrapper: Acts as an intermediary, handling all synchronous SCORM operations using scorm-again and informing the Parent asynchronously about important events.
- Parent: Receives and processes asynchronous messages, primarily to store data in the Database after SCORM interactions.
- Asynchronous Communication: Allows the Parent to handle database operations without affecting the synchronous flow required by SCORM.

This setup ensures that SCORM communication remains synchronous within the SCORM content package while leveraging asynchronous operations for database interactions and data management.

Sequence Diagram



1. SCORM Content Package

Role: The SCORM content package is the actual educational content that the learner interacts with. This content follows the SCORM standard, which requires synchronous communication with an LMS (Learning Management System).

Communication: The SCORM package communicates with the LMS (which is simulated by the wrapper) using synchronous SCORM API calls, like LMSInitialize, LMSGetValue, and LMSSetValue.

Challenges: SCORM communication is synchronous, which poses challenges when integrating it with modern asynchronous web technologies like the postMessage API.

2. Wrapper

Role: The wrapper acts as an intermediary between the SCORM content package and the parent. It simulates an LMS for the SCORM content, using the scorm-again library to handle SCORM API calls.

Functionality:

- SCORM Handling: The wrapper intercepts all SCORM API calls from the
 content package and processes them using the scorm-again library. This
 library acts as a fake LMS, handling operations like data retrieval and
 storage synchronously within the wrapper.
- Parent Communication: The wrapper informs the parent about each SCORM interaction via the postMessage API. This communication is asynchronous and allows the parent to perform database operations in response to SCORM interactions.
- Data Initialization: Before initializing the SCORM content package, the
 wrapper requests the learner's data from the parent. Once the data is
 received, the wrapper initializes the content, ensuring that the SCORM part
 operates synchronously.
- Challenges: The wrapper must handle both synchronous SCORM
 communication and asynchronous communication with the parent. This
 requires careful synchronization to ensure that the SCORM package
 operates correctly while allowing the parent to handle database operations
 asynchronously.

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3. Parent

Role: The parent acts as the top-level controller, interacting with the wrapper and performing necessary database operations.

Functionality:

- Data Retrieval: When the wrapper requests the learner's current data, the
 parent retrieves it (simulated in the prototype by a JSON file) and sends it
 back to the wrapper.
- Asynchronous Operations: The parent asynchronously processes SCORM interactions, such as storing updated learner progress or retrieving data when requested by the wrapper.
- **Event Handling**: The parent is designed to be customized by the client. The client can add logic to handle various events triggered by the wrapper's messages, like logging, database updates, or custom business logic.

Challenges: The parent must handle asynchronous communication while ensuring that the wrapper and SCORM package remain in sync. This requires careful management of the messaging system to avoid delays or missed updates.

Challenges and Ideas Behind the System

1. Synchronous vs. Asynchronous Communication:

- Challenge: SCORM's synchronous nature clashes with the asynchronous nature of modern web APIs like postMessage.
 Directly linking SCORM's synchronous calls to asynchronous operations can lead to timing issues and data inconsistencies.
- **Solution**: The scorm-again library within the wrapper handles all synchronous SCORM communication. Asynchronous operations are confined to communication between the wrapper and the parent, ensuring that the SCORM content remains unaffected by the asynchronous nature of web communication.

2. Data Initialization:

- Challenge: SCORM content requires initial data (like learner progress) to be present before it begins operation. This data often comes from a database managed by the parent.
- Solution: The wrapper requests the necessary learner data from the parent before initializing the SCORM content. This ensures that the SCORM package can start with the correct data and that the operations remain synchronous within the content package.

3. Customization and Extensibility:

- **Challenge**: The client needs to customize the parent layer to integrate their logic, like database operations, logging, and event handling.
- Solution: The parent layer is designed to be flexible, with clear points
 where the client can insert custom logic. The client interacts
 primarily with parent.ts, adding logic around the wrapper's
 messages.

Conclusion

The system is designed to bridge the gap between the synchronous SCORM content and modern asynchronous web applications. The wrapper plays a crucial role in managing this communication, ensuring that SCORM interactions are handled correctly while enabling the parent to perform necessary database operations asynchronously. This setup allows for a robust and flexible system that can be customized by the client to fit specific needs.