Web Application Prototype 1.0
Presented to
The Faculty of the College of Computer Studies
De La Salle University - Manila

In Partial Fulfillment of Requirements
For the Degree of
Bachelor of Science in Information Technology

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November 21, 2017

I.   Community Interaction Modules

1.0   Adopt-A-Pet Module

    1.1   Purpose

        The Adopt-A-Pet module is the most important module of iAdopt. This module enables an interested buyer to find the pet he or she desires. It also allows an interested buyer to communicate with a prospective seller.

    1.2   User Manual

        In order for a user to find a pet, the user should browse through iAdopt's animal catalog. There, the interested buyer will be able to scan through hundreds of pets that are up for sale. Once the interested buyer has been able to choose the pet he or she wants, the user must click the "I'm Interested" button. This will immediately trigger an email that will be sent to both parties. A message with the seller's email address will be sent to the interested buyer's email. A message of interest will be sent to the seller of a pet but will not receive the email address of the interested buyer.

    1.3   Coding Techniques used

        Some of the APIs and functions used by iAdopt is PHPMailer, PHP Curl, and REST API. There is a huge emphasis on the email function of this module as it is the function that completes the process flow. For this function, we used PHPMailer. It is a class function from Github which was incorporated with several PHP codes in order for the function to work. The source code of the function requires three valid email addresses consisting of the buyer, seller, and facilitator (iAdopt). The facilitator email is the first to contact both parties. The PHPMailer function only requires the three email addresses and it will automatically send the messages to the email addresses. From there, both parties can communicate through the email sent by the facilitator.

2.0 Commenting Module

2.1 Purpose

The Commenting module is a key module of iAdopt. This module enables authentic community interaction through comments on any pet registered in the Animal Catalog. This module allows dialogue between users where they can talk about several topics related to a chosen pet.

2.2 User Manual

In order for a user to comment on a pet, the user must first log-in to the user's iAdopt account. Once, the user is logged on, the user may now browse through the Animal Catalog and select a pet where the user wants to put a comment on. To comment on a pet, the user must log-in to the user's Facebook, Twitter, Google, or Disqus account. Once the user has logged on through one of the applications, commenting is now possible.

2.3 Coding Techniques used

The main API used by iAdopt is a Disqus plugin. The plugin is in-charge of handling all comments placed on the catalog. Each pet that is registered on the Animal Catalog has its own unique Disqus comment thread and all comment threads are moderated by an iAdopt moderator account from Disqus. The Disqus plug-in uses the "iframe" tag which allows the comments to reach the backend database of Disqus as well as securing and protecting the user from malicious comments to be posted on their behalf.

3.0   Online Public Chat Module

3.1   Purpose

The Online Public Chat Module is an innovative module for all iAdopt users. This module also enables authentic community engagement through a live chat. This will generate interaction between users currently logged on to iAdopt. Unlike the Commenting module, this chat occurs and updates in real-time like most messenger applications.

3.2   User Manual

In order for a user to use the Public Chat module, the user must first log-in to the user's iAdopt account. From there, the user can access the Public Chat module which is placed on the navigation bar of the iAdopt homepage. Once the user is inside the module, the user may now chat and have dialogue with other users that are online.

3.3   Coding Techniques used

The main API used by this module is Ajax. Once a user enters a message, the message will be processed and appended into an HTML file where all the messages of the Public Chat module are stored. With the use of Ajax, the module periodically loads all the messages present in the HTML file. The Ajax is responsible for refreshing the messages of the Public Chat module so that new messages will appear in the chat box.