Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-003-F2024/it114-milestone-4-chatroom-2024-m24/grade/rev

Course: IT114-003-F2024

Assigment: [IT114] Milestone 4 Chatroom 2024 M24

Student: Ricardo V. (rev)

Submissions:

Submission Selection

1 Submission [submitted] 12/9/2024 8:13:50 PM

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Instructions

^ COLLAPSE ^

- Implement the Milestone 4 features from the project's proposal document:
 https://docs.google.com/document/d/10NmvEvel97GTFPGfVwwQC96xSsobbSbk56145XizQG4/view
- Make sure you add your ucid/date as code comments where code changes are done
- All code changes should reach the Milestone4 branch
- Create a pull request from Milestone4 to main and keep it open until you get the output PDF from this assignment.
- Gather the evidence of feature completion based on the below tasks.
- Once finished, get the output PDF and copy/move it to your repository folder on your local machine.
- · Run the necessary git add, commit, and push steps to move it to GitHub
- Complete the pull request that was opened earlier
- Upload the same output PDF to Canvas

Branch name: Milestone4

Group



Group: Features

Tasks: 4 Points: 9

^ COLLAPSE ^

Task



Group: Features

Task #1: Client can export chat history of their current session (client-side)

Weight: ~0% Points: ~0.01

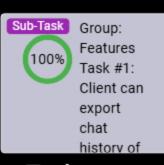
A COLLAPSE A



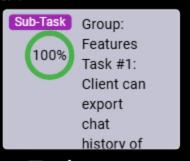
For this requirement it's not valid to have another list keep track of messages. The goal is to utilize the location where messages are already present.

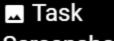
This must be a client-side implementation.

Columns: 4









Screenshots

Gallery Style: 2 Columns

Task

Screenshots

Gallery Style: 2 Columns

Screenshots

4

Gallery Style: 2 Columns

2



Show a few Show a few Show the code examples of examples of related to exported chat exported chat building the history history export data (include the (include the (where the filename filename messages are showing that showing that gathered from, there are there are the multiple multiple StringBuilder, copies) and the file copies) generat

Show the UI interaction that will trigger an export

Caption(s) (required) <

Caption Hint: Describe/highlight what's being shown

Caption(s) (required) 🗸

Caption Hint: Describe/highlight what's being shown

Caption(s) (required) <

Caption Hint: Describe/highlight what's being shown

≡ √Task

Prompt

Response

≡ ∕Task

Explain where you put it any why Response:

Response

Prompt

Explain in concise steps how this logically works
Response:

- Gather Messages: Retrieve messages from the existing location where they are stored.
- Consolidate
 Messages: Use a
 StringBuilder to
 consolidate all
 messages into a
 single string.
- Generate File:
 Create a file and
 write the
 consolidated string
 to it, ensuring the
 file is saved with a
 unique name.

- UI Interaction: The export button is placed in the chat interface toolbar for easy access.
- Reason: This location is intuitive for users, allowing them to quickly export their chat history without navigating away from the chat window.

End of Task 1

Task



Group: Features

Task #2: Client's Mute List will persist across sessions (server-side)

Weight: ~0% Points: ~0.01

^ COLLAPSE ^

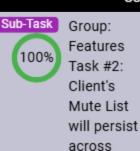


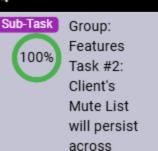
This must be a server-side implementation.

Screenshots of editors must have the frame title visible with your ucid and the client name. Code screenshots must have ucid/data comments.

Columns: 4

Sub-Task Group:
Features
Task #2:
Client's
Mute List
will persist
across





Screenshots

Gallery Style: 2 Columns

Screenshots

Gallery Style: 2 Columns

Task Screenshots

Gallery Style: 2 Columns



4 2 1 4 2 1









70.00

Show multiple Show multiple Show the codeShow the codeShow the codeShow the code examples of examples of mutelist files mutelist files and their and their content (their content names should have/include the user's client name)

related to related to loading the loading the mutelist for a mutelist for a mutelist connecting connecting client (Room client (and side) logic that handles if there's no file)

related to related to saving the saving the mutelist whenever the whenever the list changes list changes for a client for a client

Caption(s) (required) 🗸

Caption Hint:

Describe/highlight what's being shown

Caption(s) (required) <

Caption Hint: Describe/highlight what's being shown

≡ √Task

Response

Prompt

Caption Hint:

Describe/highlight what's being shown

Caption(s) (required) <

≡, Task

Response

Prompt

Explain in concise steps how this logically works

Explain in concise steps how Response:

this logically works Response:

- Load Mute List: When a client connects, check if a mute list file exists for them.
- Handle Missing File: If no file exists, create an empty mute list.
- Apply Mute List: Load the mute list and apply it to the client's session.

- Detect Changes: Monitor the mute list for any changes during the session.
- Save Changes: Whenever the mute list changes, save the updated list to the server.
- File Management: Ensure the file is named appropriately to associate it with the correct client.

Fnd of Task 2

Task



Group: Features

Task #3: Clients will receive a message when they get muted/unmuted by another user

Weight: ~0% Points: ~0.00

^ COLLAPSE ^

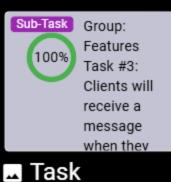


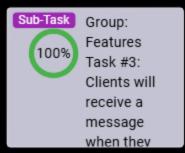
Screenshots of editors must have the frame title visible with your ucid and the client name. Code screenshots must have ucid/data comments.



I.e., /mute Bob followed by a /mute Bob should only send one message because Bob can only be muted once until

Columns: 4





Screenshots

Screenshots

Gallery Style: 2 Columns Gallery Style: 2 Columns

> 2 1 4 2 1 4



Show the codeShow the codeShow a few that generates that generates examples of the well

the well this occurring formatted formatted

message only message only demonstrate when the mutewhen the mutethat two state changes state changes mutes of the (see notes in same user in a the details row generate above) only one

message, do

the

Caption(s) (required) 🗸

Caption Hint:

Describe/highlight what's Caption(s) (required) <

being shown Caption Hint:

Describe/highlight what's **≡** √Task

DCING SHOWN

Response

Prompt

Explain in concise steps how this logically works Response:

- Detect State
 Change: Monitor for mute/unmute commands.
- Generate Message:
 When a state
 change is
 detected, generate
 a well-formatted
 message.
- Send Message:
 Send the message to the affected client, ensuring only one message is sent per state change.

End of Task 3

Task



Group: Features

Task #4: The user list on the Client-side should update per the status of each user

Weight: ~0% Points: ~0.01

^ COLLAPSE ^

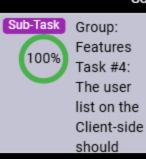


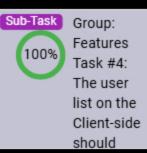
Screenshots of editors must have the frame title visible with your ucid and the client name. Code screenshots must have ucid/data comments.

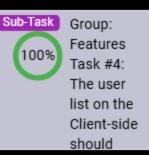


Columns: 4

Sub-Task Group:
Features
Task #4:
The user
list on the
Client-side
should







Gallery Style: 2 Columns

Task Screenshots

Gallery Style: 2 Columns

Gallery Style: 2 Columns

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Show the UI
for Muted
users appear
grayed out (or
similar
indication of
your choosing)
include a few
examples
showing it
updates

Caption(s) (required) \checkmark

Caption Hint:

Describe/highlight what's being shown

4 2 1



Show the code flow (client receiving -> UI) for Muted users appear grayed out (or similar indication of your choosing)

Caption(s) (required) ~

Caption Hint:

Describe/highlight what's being shown

≡, Task

Response

Prompt

Explain in concise steps how this logically works

Response:

- Receive Status
 Updates: The client receives status updates from the server.
- Update UI: The UI updates to reflect the status changes, such as graying out muted users.
- Highlight Last Sender: The UI highlights the last person to send a message, ensuring real-time updates.

4 2 1



Show the UI
for Last
person to send
a message
gets
highlighted (or
similar
indication of
your choosing)

Caption(s) (required) 🗸

Caption Hint:

. Describe/highlight what's being shown 4 2 1



Show the code flow (client receiving -> UI) for Last person to send a message gets highlighted (or similar indication of your ch

Caption(s) (required) <

Caption Hint:

Describe/highlight what's being shown

≡ Task

Response

Prompt

Explain in concise steps how this logically works
Response:

- Client Receives
 Message: The
 client listens for
 incoming
 messages from
 the server. When a
 new message is
 received, it triggers
 an event handler.
- Status: The event handler identifies the sender of the message and updates the status

- of the user in the client's data model.
- UI Update: The client's UI component responsible for displaying the user list is notified of the change. It highlights the last person to send a message by updating the visual representation (e.g., changing the background color or adding an icon next to the user's name).

End of Task 4

End of Group: Features

Task Status: 4/4

Group



Group: Misc

Tasks: 3 Points: 1

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Task



Group: Misc

Task #1: Add the pull request link for the branch

Weight: ~33% Points: ~0.33

^ COLLAPSE ^



Note: the link should end with /pull/#



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End of Task 1

Task



Group: Misc

Task #2: Talk about any issues or learnings during this assignment

https://github.com/RicardoVas9991/Rev-IT-114-0

Weight: ~33% Points: ~0.33

^ COLLAPSE ^

■ Task Response Prompt

Response:

It was tough putting all the things together, but I pulled it through and now everything is completed. I also did the extra credit too.

End of Task 2

Task



Group: Misc

Task #3: WakaTime Screenshot

Weight: ~33% Points: ~0.33

A COLLAPSE A



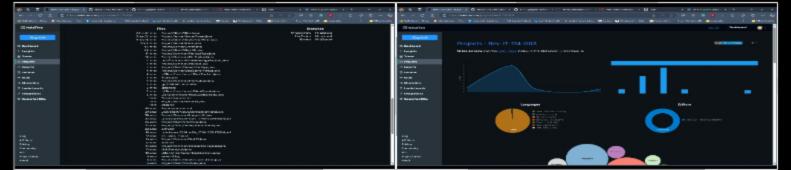
Grab a snippet showing the approximate time involved that clearly shows your repository. The duration isn't considered for grading, but there should be some time involved



Task Screenshots

Gallery Style: 2 Columns

4



Extra credit

End of Task 3

End of Group: Misc Task Status: 3/3

End of Assignment