## Project 4 Task 2 – Artwork Search App

By

Chenxu Wang (AndrewID: chenxuw),

Ruidi Chang (AndrewID: ruidic)

### **Description:**

My application takes a search string from the user, and uses it to fetch and display information of specific artwork from the Art Institute of Chicago.

Here is how my application meets the task requirements.

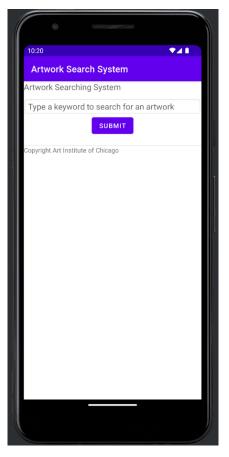
## 1. Implement a native Android application

The name of my native Android application project in Android Studio is: Artwork Search System

a. Has at least three different kinds of views in your Layout (TextView, EditText, ImageView, etc.)

My application uses TextView, EditText, Button, ListView, View and ImageView. See artwork.xml, search.xml and search\_result.xml for details of how they are incorporated into the LinearLayout.

Here is a screenshot of the layout before the picture has been fetched.



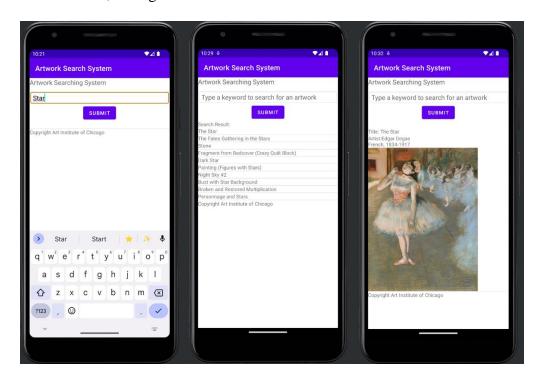
## b. Requires input from the user

Here is a screenshot of the user searching for an artwork which contains a key word of "star":

First, enter a search term (example: star) and it will show all related artworks, see figure 1 below.

Second, choose your desired artwork in the Search Result by click one result (example: The Star), see figure 2 below.

The App will then display the information about the artwork and the artist, together with the picture of the artwork, see figure 3 below.



### c. Makes an HTTP request (using an appropriate HTTP method) to your web service

My application does HTTP POST requests in InfoActivity.java, MainActivity.java and SearchActivity.java to the web service:

## MainActivity.java and SearchActivity.java:

For search

https://polar-anchorage-77656.herokuapp.com/search

These two class makes the request for artwork search, it will send the parameters from the HTTP request to the servlet, the servlet will get the result from the API, parse to Json and select essential information. Finally, servlet will do the response to send the useful information back to the Android.

### InfoActivity.java:

For content:

https://polar-anchorage-77656.herokuapp.com/content

For new search:

https://polar-anchorage-77656.herokuapp.com/search

For image:

https://www.artic.edu/iiif/2/"+image\_id[0]+"/full/843,/0/default.jpg

InfoActivity class makes the request for artwork content. It will send the selected artwork id to the servlet and the servlet get the result and response the content to Android. The image of the artwork can be directly accessed from the API url. InforActivity class can also makes the request for new search, which is the same one as the precious classes.

## d. Receives and parses an XML or JSON formatted reply from the web service

An example of the JSON formatted reply from the web service of searching is:

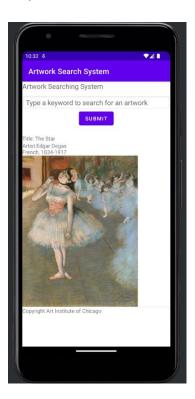
{"device":"sdk\_gphone64\_arm64","searchTerm":"star","thread\_id":"978623"}

An example of the JSON reply formatted reply from the web service of one artwork is:

{"device": "sdk\_gphone64\_arm64", "id": "57996", "thread\_id": "169070"}

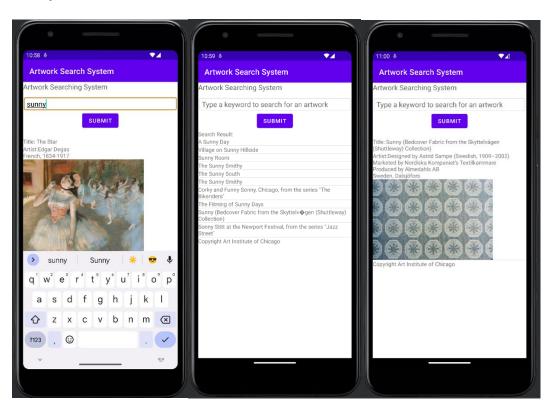
### e. Displays new information to the user

Here is the screen shot after the content and picture of an artwork has been returned.



## f. Is repeatable (I.e. the user can repeatedly reuse the application without restarting it.)

The user can type in another search term and hit Submit. Here is an example of having typed in "sunny".



## 2. Implement a web application

### a. Using an HttpServlet to implement a simple (can be a single path) API

In my web app project, the API I uses is Art Institute of Chicago.

Model: APIModel.java

Controller: SearchServlet.java and ContentServlet.java

## b. Receives an HTTP request from the native Android application

The controller receives the HTTP Post request with several parameters and passes to model to get the response from API.

## c. Executes business logic appropriate to your application

After user enter some words,

SearchServlet.java makes HTTP request to "https://api.artic.edu/api/v1/artworks/search?q="+input"

It then passes the XML response and extracts the useful information and respond to Android.

After the user select the artwork,

ContentServlet.java makes HTTP request to

"https://api.artic.edu/api/v1/artworks/"+artworkID

It then passes the XML response and extracts the useful information and respond to Android.

d. Replies to the Android application with an XML or JSON formatted response.

An example of the JSON reply to the Android application of search results is:

```
[ { "id":60656,
   "title":"The Star"},
   {"id":134050,
    "title":"Broken and Restored Multiplication"},
   { "id":74967,
    "title":"The Fates Gathering in the Stars"},
   { "id":182391,
    "title":"Dark Star"},
   ...
   { "id":11791,
    "title":"Fragment from Bedcover (Crazy Quilt Block)"}]
```

An example of the JSON reply to the Android application of one artwork is:

```
{ "id":60656,
"title":"The Star",
"artist":"Hilaire Germain Edgar Degas",
"image_id":"0850f3ab-a29d-acc7-0d3b-0551ceeea5ed",
"place":"France",
"category":"null",
"artist_display":"Edgar Degas\nFrench, 1834-1917"}
```

### 3. Handle error conditions - Does not need to be documented.

### 4. Log useful information - Itemize what information you log and why you chose it.

SearchLog collection record the log during the searching phase. It records: device (user's device), search\_term (user entered search word), req (request time), res (response time), thread\_id (an

unique id to mark one activity), num (the amount of found search results). Since the API response result containing too many lines of artwork, I did not record it to the log.

SelectLog collection records the log that user select specific artwork. It records: device (user's device), req (request time), res (response time), thread\_id (an unique id to mark one activity) from the Android request; and artwork: artist (artist name), id (artwork id), title (artwork name), image\_id (id of artwork image), place (artwork origin), category (artwork category) from API response.

From these two logs, I analyzed the average latency in both request, number of visits in both request, the top 3 artwork category that user frequently select.

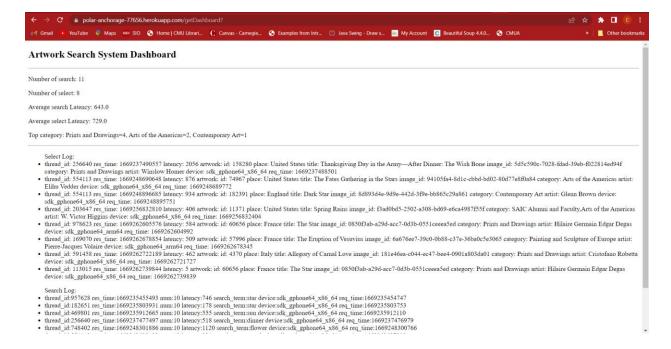
# 5. Store the log information in a database - Give your Atlas connection string with the three shards

"mongodb+srv://chenxuw:BSeE0xZelWVQpm6Q@project4.9ifyzrv.mongodb.net/?retryWrit es=true&w=majority"

The database model is stored in DBModel.java, which contains insert and select action.

## 6. Display operations analytics and full logs on a web-based dashboard - Provide a screen shot.

The controller of the web is DashboardServlet.java, the model is DBModel.java, the view is dashboard.jsp.



## 7. Deploy the web service to Heroku

The URL of my web service deployed to Heroku is: https://polar-anchorage-77656.herokuapp.com/