

## Developer Documentation

### How to obtain the source code?

1. Download and install git (<http://git-scm.com/downloads>)
2. Download and install node.js (<https://nodejs.org/>)
3. Open a terminal/command prompt and navigate to a folder you would like to store the project
4. Run 'git clone <https://github.com/SharedMusic/SharedMusic>' to obtain a local copy of the repository
5. Navigate to the newly created SharedMusic directory
6. Run 'npm install' to download all project dependencies

### Layout of directory structure?

controllers

- logic for handling requests
- sends commands to the model to update the model's state
- sends commands to its associated view to change view's presentation

controllers

- user and developer documentation

node\_modules

- installed dependencies

model

- internal data structures of the server
  - Room
  - User
  - RoomState

test

- test related files
- mocha iterates over each file in directory and runs its tests

views

- view-able page related logic
- Html pages
- Required js
- CSS

### How to build the software?

Javascript is an interpreted languages so this is not required.

### How to run test suite?

1. Navigate to root of SharedMusic project folder
2. Double check all dependencies are installed by running 'npm install'
3. If you are running a system that supports make:

Run 'make test'

Else:

Run 'node node\_modules/.bin/mocha'

4. Results of the SharedMusic test-suite should be output to console indicating the success/failure of individual tests.

## How to run test version of website?

1. Navigate to root of SharedMusic project folder
2. Double check all dependencies are installed by running 'npm install'
3. If you are running a system that supports make:

Run 'make run'

Else:

Run 'node controllers/server.js'

4. Console output should read 'listening on \*:xxxx' where xxxx is a port number
5. Open your favorite browser and search for 'localhost:xxxx'
6. The home page of SharedMusic should be displayed and the site should be fully functional for any further user testing.

## How to set up an automated daily build and test?

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## How to release a new version of your software?

Updating revision numbers in your code and documentation.

1. Open package.json in SharedMusic root directory and update version field appropriately.
2. Update all pertinent documents in documentation to the correct version.

Creating the zip file that a user or developer will download to obtain your product.

Not applicable to our project because our product is a website. If the user wishes they can clone the website or 'download zip' (<https://github.com/SharedMusic/SharedMusic>).

Copying files to your website so that the new version is visible to the world.

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Sanity-checking the website

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How to access the list of outstanding bugs and the list of resolved bugs, and how to resolve a bug.

Any issues can be filed/handled via the project's github repository (<https://github.com/SharedMusic/SharedMusic/issues>).