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POLITECNICO DI MILANO

RASD: Requirement Analysis and Specification Document

Tommaso Capacci Gabriele Ginestroni

Professor
Elisabetta DI NITTO

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1 Introduction

1.1 Purpose

Traditional classroom teaching focuses heavily on theory and concepts, without providing sufficient opportunities for students to gain hands-on coding experience. Additionally, the student-instructor relationship is usually limited to formal lectures and exams, missing some kind of continuous evaluation, which is essential to stimulate learning.

CodeKataBattle aims to fill these gaps by facilitating competitive programming challenges that motivate students to put concepts into practice. The aim of the product is to provide an alternative to evaluate students with respect to their coding skills in a more enjoyable way: this is achieved by allowing educators to create tournaments in which students can participate and compete. Through integration with static analysis tools, the automated scoring system provides reliable evaluation so students can measure their improvements. By collaborating in teams, they also learn key skills like communication and source control. Indeed, participating to battles, students will gain experience in using GitHub as source control system.

These kind of evaluation also teaches how the test-first approach can be useful when it comes to developing a new piece of software.

For instructors, CodeKataBattle enables closer mentorship driven by qualitative code reviews, by including optional manual evaluation. In this way, educators will have the opportunity to enhance their code review skills while increasing the engagement with their students. Overall, the platform creates a virtuous cycle of learning powered by practice, feedback and community.

1.1.1 Goals

The main objectives of our system are the following:

- **G1: Allow students to participate to collaborative programming challenges**

This is the main goal of the system. Students will be able to form teams to participate to Code Kata Battles and collaborate through GitHub.

- **G2: Allow educators to create programming challenges**

Educators (and only them) are allowed to create tournaments, which are composed by a non predefined number of programming challenges

called Code Kata Battles. Whenever a new tournament is created, all the students of the platform are notified and can participate to it. After the creation of a tournament, the educator can add collaborators that will help him in the management of the tournament. Both the creator of the tournament and the collaborators that are invited to it can create challenges within the context of a tournament.

- **G3: Allow the system to automatically evaluate students' submissions**

Students submissions are automatically analyzed and ranked by the system, combining functional aspects, timeliness and quality level of sources. Functional aspects are measured in terms of number of unit test cases passed out of all test cases. Timeliness instead is measured in terms of elapsed time passed since the start of the battle. Finally, quality level of sources is measured in terms of code quality, whose aspects can be selected by the educator at battle creation time, and is computed by integrating with static analysis tools.

- **G4: Allow educators to manually evaluate students' submissions**

Educators will have the possibility to enable manual evaluation of students' submissions for a battle. If the option is enabled, the educator who created the battle, at the end of the submission phase of a battle, can review the code of all the teams and assign a score. In this case, the system will combine the automatically computed score with the manual one to produce the final battle rank.

- **G5: Allow students to track their performance**

Teams will be able to see their current rank evolving during the battle, updated for each new submission. Additionally, at the end of each battle, the platform updates a personal tournament score of each student, that is the sum of all battle scores received in that tournament. This score is used to compute the ranking of students participating to the tournament. In this way, the student can track his performance during the tournament as well.

1.2 Scope

The Code Kata Battle (CKB) platform aims at providing a collaborative environment for students to enhance their software development skills through structured practice sessions called "code kata battles". CKB facilitates an engaging learning experience by enabling students to participate in friendly competition while refining their programming skills.

The system should allow 2 types of accesses, one for **educators** and the other for normal **students**: educators will have the possibility to create **tournaments** and **battles**, while students will have the possibility to subscribe to tournaments and provide solutions for the battles that compose them.

Students can decide whether to participate to a battle by creating a new team or joining one, in respect with the constraints decided by the educator at battle creation time. Teams can be created by students in the context of a battle so that other students subscribed to the same tournament can freely decide to join and team up to produce a solution.

The system will facilitate the collaboration between team members by integrating with **GitHub** through its *GitHub Actions*. In this way, students will be able to collaborate on the same project and share their code.

Once the students start developing their solutions, the platform will also start evaluating them. Evaluation is performed in 2 ways:

- Mandatory **automated evaluation**; it includes:
 - functional aspects measured in terms of number of test cases that are correctly solved; unit test cases are provided by the educator when uploading the project files related to the battle
 - timeliness, measured in terms of time passed between the start of the battle and the last commit
 - quality level of the sources, extracted through **external static analysis tools** that consider multiple aspects selected by the educator at battle creation time (e.g. security, reliability, and maintainability)
- Optional **manual evaluation**: personal score assigned by the educator, who checks and evaluates the work done by students

Lastly, once the deadline for the submission of solutions expires (and after the manual evaluation has been performed in case it was expected), the system

assigns to every team that participated in the battle an integer score between 0 and 100. This will concur both to the team's battle rank and to the personal score of each user in the context of the tournament the battle belongs to. At any point in time every user subscribed to CKB can see the list of ongoing tournaments and the rank of enrolled users. For a smoother experience, students will receive email notifications about the most important events, such as the availability of a new tournament and battle, or the publication of the final rank of a battle.

1.2.1 Phenomena

According to the paper "The World and the Machine" by M.Jackson and P.Zave, in order to correctly describe the application domain, the phenomena involved in it must be identified and categorized. The following table describes the world, shared and the machine phenomena, including the reference to which part controls the phenomena.

Phenomenon	Controlled	Shared
Teachers test their students	W	N
Evaluator decides to challenge his students	W	N
Student wants to improve his coding skills	W	N
Students may communicate with each other	W	N
Student invites other student to join his team	W	N
Student/educator subscribes to the platform	W	Y
Student/educator logins	W	Y
Educator creates a tournament	W	Y
Educator adds other educator as tournament collaborator	W	Y
Educator creates a battle within a tournament	W	Y
Educator closes the battle's consolidation stage	W	Y
Educator terminates a tournament	W	Y
Educator submits manual optional evaluation	W	Y
Student creates a team	W	Y
Student joins a team	W	Y
Student checks list of ongoing tournaments and ranks	W	Y
Student forks the GitHub repository of the code kata	W	Y
Student commits a new submission on GitHub	W	Y
Student checks the updated score of a battle	W	Y
System closes tournament's subscription phase	M	Y
System closes battle's team formation phase	M	Y
System closes battle's submission phase	M	Y
Platform creates GitHub repository and sends the link to the students of the teams subscribed to the battle	M	Y
Platform sends notification to users	M	Y
System computes and updates battle score of a team	M	Y
System updates battle ranking of teams	M	Y
System computes and updates student's tournament personal score	M	Y
System updates tournament ranking of students	M	Y
System evaluates quality level of a submission through static analysis	M	Y
System checks login data	M	N
System pulls new submission from GitHub	M	N
System evaluates functional aspects of a submission	M	N
System evaluates timeliness of a submission	M	N

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Table 1: phenomena table

1.3 Definitions, Acronyms, Abbreviations

1.3.1 Definitions

- **User:** anyone that has registered to the platform
- **Student:** the first kind of users and, basically, the people this product is designed for. Their objective is to submit solutions to battles
- **Team:** students can decide to group up and form a team to partecipate to a battle. The score assigned to the submission of a team will be assigned also to each one of its members
- **Educator:** the second kind of users. They create tournaments, set-up battles, and eventually, evaluate the solutions that teams of students have submitted during the challenge
- **Tournament:** collection of coding exercises (battles) about specific topics of a subject. Interested students can subscribe to it and participate to its battles as soon as they are published
- **Code Kata Battle (or battle):** the atomic unit of a tournament. Usually students are asked to implement an algorithm or to develope a simple project that solves the task. Each battle belongs to a specific tournament: students submitting solutions for a battle will obtain a score that will be used to compute both the team's rank for the battle and the members' tournament rank
- **Code Kata:** description and software project necessary for the battle, including test cases and build automation scripts. These are uploaded by the educator at battle creation time
- **Tournament collaborator:** other educator that is added by the tournament creator to help him in the management of the tournament. He can create battles and evaluate their submissions
- **GitHub collaborator:** person who is granted the access to a GitHub repository with write permission
- **Test cases:** each battle is associated with a set of test cases, which are input-output value pairs that describe the correct behavior of the ideal solution

- **Static analysis:** is the analysis of programs performed without executing them, usually achieved by applying formal methods directly to the source code. In the context of the platform this kind of analysis is used to extract additional information about the level of security, reliability and maintainability of a battle submission
- **Functional analysis:** measures the correctness of a solution in terms of passed test cases
- **Timeliness:** measures the time passed between the start of the battle and the last commit of the submission
- **Score:** to each solution is assigned a score which is computed taking into account timeliness, functional and static analysis and, eventually, manual score assigned by the educator that created the challenge. The score is a natural number between 0 and 100 (the higher the better)
- **Rank:** during a battle, students can visualize the ranking of teams taking part to the battle. Moreover, at the end of each battle, the platform updates the personal tournament score of each student. Specifically, the score is computed as the sum of all the battles scores received in that tournament. This overall score is used to fill out a ranking of all the students participating to the tournament which is accessible by any time and by any user subscribed to the platform
- **Notification:** it's an email alert that is sent to users to inform them that a certain event occurred such as the creation of a new tournament and battle or the publication of the final rank of a battle

1.3.2 Acronyms

- **CKB:** Code Kata Battles
- **API:** Application Programming Interface
- **UML:** Unified Modeling Language
- **GDPR:** General Data Protection Regulation
- **HTML:** HyperText Markup Language

- **CSS:** Cascading Style Sheets
- **JSON:** JavaScript Object Notation
- **REST:** REpresentational State Transfer
- **URL:** Uniform Resource Locator
- **HTTPS:** HyperText Transfer Protocol Secure

1.3.3 Abbreviations

- **Gn:** Goal number “n”
- **Dn:** Domain Assumption number “n”
- **Rn:** Requirement number “n”

1.4 Revision History

- December 22, 2023: version 1.0 (first release)

1.5 Reference Documents

- Specification document: "Assignment RDD AY 2023-2024"
- RASD reference template: "02g.CreatingRASD"
- Paper: "Jackson and Zave: the world and the machine"
- UML official specification <https://www.omg.org/spec/UML>
- Alloy official documentation: <https://alloytools.org/documentation.html>
- GitHub API official documentation: <https://docs.github.com/en/rest/guides/getting-started-with-the-rest-api?apiVersion=2022-11-28>
- General Data Protection Regulation (GDPR) official text: <https://gdpr-info.eu>

1.6 Document Structure

- **Section 1: Introduction**

This section offers a brief overview of the product and its purpose. It also contains the list of definitions, acronyms and abbreviations that could be found in this document.

- **Section 2: Overall Description**

The second chapter contains some scenarios to better understand the expected functionalities and offers a more detailed description of the product domain through state machine diagrams and UML class diagram. It contains also the hardware and the software constraints of the system. Finally, there is an overview of all the product features and the actors they are built for.

- **Section 3: Specific Requirements**

This section contains a description of functional requirement through some use cases and activity diagrams.

- **Section 4: Formal Analysis through Alloy**

The fourth chapter is a formal analysis of the model, made through the Alloy, including a graphic representation of it obtained from Alloy Tool.

- **Section 5: Effort spent**

The fifth and last chapter contains the time spent by each contributor of this document.

2 Overall Description

2.1 Product perspective

2.1.1 Scenarios

1. Educator creates a tournament

Alan is a university professor. He has just finished explaining a very hard topic that occupied multiple lectures. He would like to test its class about it but exams dates are far away ahead and he thinks that trying to evaluate their understanding with a quick quiz performed in class before or after his next lecture would not be a good idea given the depth of the topic. Anyway he knows of a site that allows educators to easily organize challenges to which students can take part and decides to give it a try.

He connects to the website of the platform and signs up as an educator. After that, he navigates to the “Tournaments” section and selects the option to create a new one: inputs the name of the tournament and a deadline for the subscription. All students subscribed to the CKB platform are now notified and can join the tournament.

Since Alan’s schedule is often very busy, he then decides to grant the permission to create battles to his teaching assistant Thomas, which has already subscribed to the platform.

2. Educator creates a battle

Linus is a famous youtuber that publishes video courses on programming languages. He wants to increase the engagement with his subscribers, so for this reason he has already subscribed to the CKB platform and created a tournament. In his last video lecture, he has started a new playlist on Java language, explaining some basic concepts typical of object oriented programming.

To challenge his viewers, he decides to create a new coding battle. He now connects to the website of the platform and log-ins with his credential. He clicks on the tournament called “LinusTechChallenges” he previously created and selects the option to generate a new battle. The platform then asks him to specify some settings for this specific challenge: he selects “Java” as programming language, uploads the “code kata” which includes a textual description of the challenge and all the

files related to the software project like test cases and build automation scripts, selects set the minimum and maximum number of students per group, fixes the registration and final submission deadlines. Since he has many subscribers and cannot manually review every solution, he also specifies that a final manual evaluation is not needed. However, Linus decides to enable all the available aspects the static analysis should focus on (e.g. security, reliability, maintainability). At this point he confirms the creation of the battle and the system automatically notifies all the students subscribed to the tournament about the new coding battle.

3. Student subscribes to a tournament

Mark is struggling to keep the pace of its professor's lectures. Moreover, since his anxiety always penalizes him, he is afraid he will organize some activity in class to evaluate his knowledge about the last, complex topic. One day, while looking at the academic mail, he notices that the feared professor is contacting its students to inform them of an alternative evaluation method that would allow them to avoid part of the final exam and which involves to write code to solve problems related with the subject and compete with other students. Mark immediately decides to go for it and subscribes (as a student) to the platform indicated by the professor. Once logged in, he goes to the "Tournaments" section and selects the option to search for a specific tournament: at this point he searches the tournament by the name communicated by the professor, selects it and subscribes to it. Once a new battle will be available, he will be notified by the system. He is now ready to participate to the battles and prove what he has learned.

4. Students form a team

Liam is a software engineer that has subscribed to CKB because a famous IT company is offering some job positions to the most talented developers discovered through the platform. For this reason, he already joined the tournament created by the company. Since the company is interested in developers with the ability to work in teams, its human resources department has set "2" as minimum number of team members for their first battle. So, Liam decides to tackle the first challenge with a trusted former university colleague of his. He navigates to the "Tournaments" section, searches and selects the ongoing tournament of

the company and clicks on the first battle called “Challenge 1”. The system shows 2 options: “Create a team” and “Join a team”. Liam selects the first option and chooses a name for his team, checking the “private” flag option. The system generates an invite code that he can now share privately to his friend in order to join the team.

5. Student submits a solution

Jonas is subscribed to the CKB platform in order to participate in quizzes organized by his computer science professor. He is very happy with this kind of continual evaluation because it’s a great way to understand those difficult concepts taught during theory classes and skip some exercises at the final written exam.

When a new programming challenge is announced, Jonas gets excited to test his skills. He forms a team with two other classmates to collaborate on solving the exercise. After working hard to come up with a new solution, Jonas submits it to the CKB platform by committing the solution on their GitHub repository before the deadline. Jonas and his team mates have monitored their score during the whole battle, but are not satisfied with rank of their final submission computed with the automated evaluation.

The next day, after the consolidation stage, Jonas is thrilled to see his final team rank near the top of the leaderboard! Indeed the professor liked a lot their innovative solution and decided to reward them during the manual evaluation.

6. Educator manually evaluates solutions

Oliver is an instructor and he is using CKB to evaluate the students enrolled in his online programming course. He enjoys the platform because it organizes the students’ GitHub repository in a convenient and central way. Indeed, once the submission phase ends, during the consolidation stage Oliver can select the current battle and go through the whole list of teams. For each team, the system shows the GitHub repository link and the scores related to the automated evaluation. After inspecting the code in the repo, Oliver inputs in the same page a natural number between 0 and 100 as manual evaluation score (the higher the better). Once he has finished reviewing the code of all the teams, he clicks on the “Terminate battle” field next to the current battle tab and all students involved are notified about the final mark.

2.1.2 Domain Class diagram

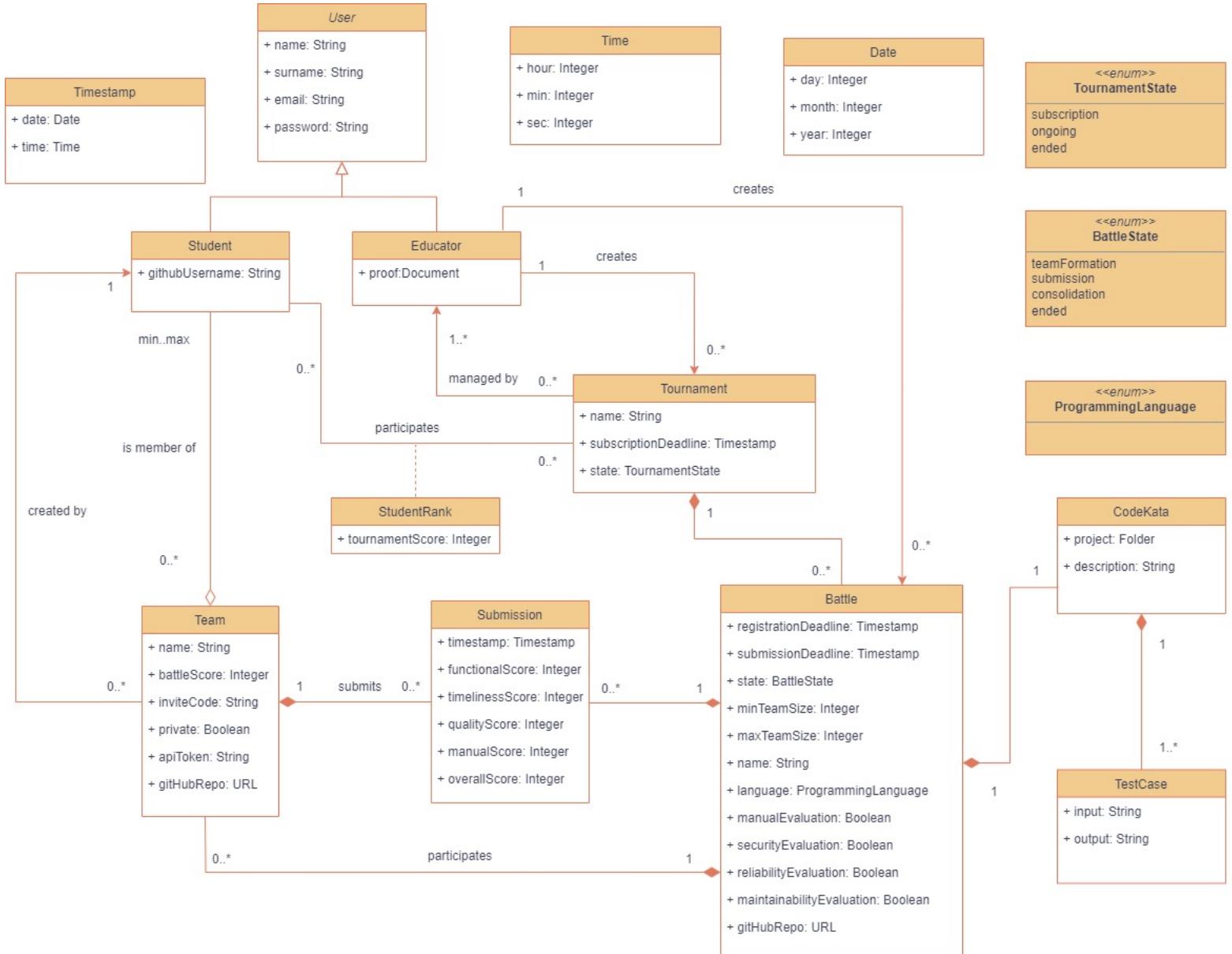


Figure 1: Domain-level UML diagram

Additional notes on the class diagram:

- the "proofDocument" attribute of the "Educator" class contains a reference to the file through which the educator was verified.
- the "battleScore" attribute of the Team entity contains the overall score of the latest submission. This is the score that is used to compute the rank of teams participating in the battle.

2.1.3 State diagrams

In order to provide a complete description of the application domain, here are included the state diagrams relative to tournaments and battles.

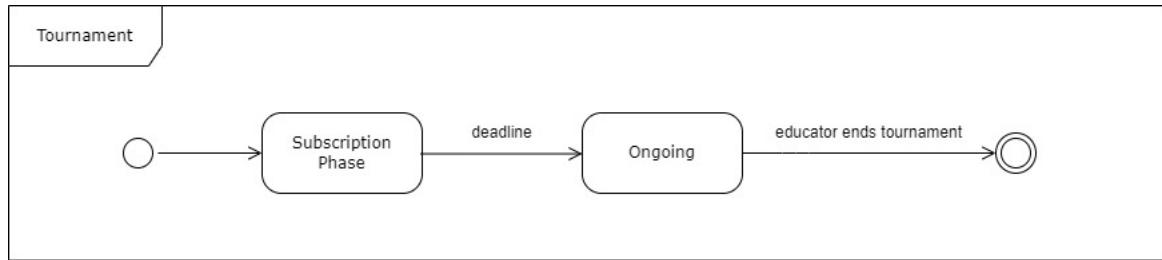


Figure 2: Tournament state diagram

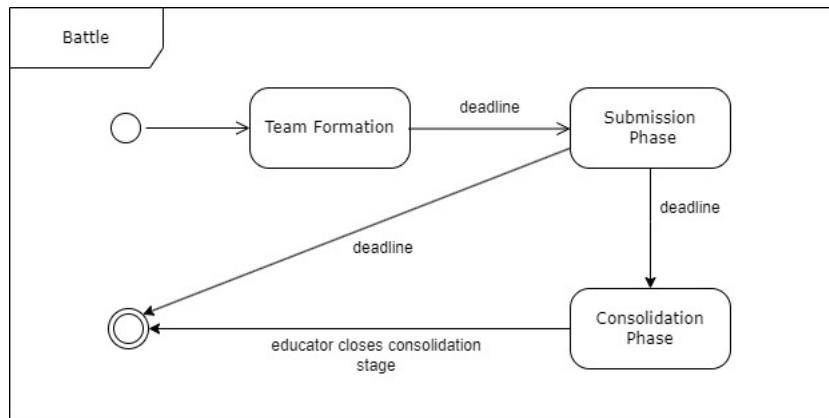


Figure 3: Battle state diagram

In particular, in the case of battles, which transition is taken after the submission stage only depends on whether the manual evaluation was enabled or not.

2.2 Product functions

2.2.1 Sign up and Log in

These functions are used to respectively subscribe to the platform and access the personal area. This will be available to all kind of users, with a little difference between students and educators. Specifically, during the sign up process, the system will start by asking the user if he/she wants to sign up as a student or as an educator.

In the student's case, the system will ask the new user to enter his/her first and family name, a GitHub username, an email and a password: if the provided email is not already used for another account (of any type) and it really exists a GitHub account associated to the provided username, the system registers the new user. Alternatively, the system allows users to sign up through external identity providers like Google, Facebook and GitHub.

In the educator's case instead, the system will ask the same information but, instead of the GitHub username (which is not needed in the case of an educator), it will ask him/her a form to explain why is he/she subscribing and a document that proves its identity.

At this point, since notifications will be send via mail in any case, in order to use the system the new user has to verify its email: a verification email is sent to the provided email address containing a link that the user will have to click to confirm it.

Obviously in the future, in order to log in, the user will be asked to provide the email and password entered during the sign up phase: if these match, the system will grant access.

2.2.2 Manage tournaments

This functionality is available only to educators and basically represents the main functionality that the platform provides.

In order to initiate a new competition, each educator can decide to create a new tournament. To do this the educator log in to its personal area and then goes to the page listing all the tournaments that he's ever created (even

the ones that have already terminated: the system persists their final ranks and other useful information, see “Create battles” function) or that he has been granted access to. Here the educator can click a button to create a new tournament: a new page is displayed, in which the user has to provide a new (unique) name for the tournament, fix a subscription deadline and, eventually, grant the possibility to other educators to create battles in the context of the new tournament (this is done by fulfilling a search box with their emails such that the system can send them an invitation, which they can accept or not). This is the only setting that can be changed at any time, even while the tournament is active.

2.2.3 Join a tournament

This functionality is available only to students. In order to subscribe to a new tournament a student can find inside its personal area a page listing all the tournaments he/she has ever participated to. In this page there's also a button that allows the student to join a new tournament: a new page is displayed, in which the user has to provide the name (or part of it) of the tournament of interest. The system searches among all the (active) tournaments those whose name is compatible with what the user's query and returns the list of these.

At this point the student can refine his/her search or select the right tournament from the list and, by doing this, subscribe to it.

2.2.4 Create a battle

This functionality is available only to educators. An educator can select an active tournament from the page showing the list of the tournaments he/she has access to: inside the new page that is displayed educators can find data relative to the tournament (e.g. the state of the tournament and how much time before the next) and the students subscribed to it (e.g. actual ranking and list of subscribed students) and also a button that allows them to create a new code kata battle.

By clicking it, the user is brought to a new webpage in which has to provide multiple information:

- Battle name
- Programming language of use

- Upload Code Kata, including project description, automation scripts and test cases
- Set minimum and maximum number of students per group
- Set registration and final submission deadline
- Specify scoring configuration (see “Evaluate a submission” function)

At this point the battle is created and the registration phase starts. Once the registration deadline is met, the system will prepare the development environment for each student: specifically, it will create a new public repository on the platform GitHub account and send the relative link to all team leaders, which will need to fork the repository, set up GitHub Actions and invite his/her teammates (if there are) as collaborators.

2.2.5 Join a battle

This functionality is available only to students. A student that is subscribed to a tournament is notified upon the creation of a new battle in the context of it. In the case the user is interested into participating, he/she can subscribe to it by creating a team or joining one that has already been created.

As first thing he/she has to access the page relative to the teams for that battle. This can be done in 2 ways:

- Directly by clicking the link inside the notification sent through the email.
- Go to the page displaying his/her list of tournaments and select the one of the new battle: inside a new page there will be shown the actual rank and the list of battles up to the last, the active one, which can be selected. If a user selects a battle it has already subscribed to, he/she is brought to the page devoted to its team.

Inside a new page it will be displayed the list of available teams and 2 buttons.

The first button allows the student to create a new group: upon click a new page will be shown in which the student has to fill a form to enter all the necessary information. Specifically, the student has to:

- Provide a (unique) name for the team

- Set the visibility of the group: the creator can toggle a checkbox to specify that the team will be private

At this point the system creates 2 random strings that will be univocally associated with the newly created team:

- an invite code: this will represent the only way to access private teams and, in general, an alternative way to join teams.
- an API token: this will be requested to be included inside the GitHub Actions workflow in order to allow the system to understand which team a solution belongs to.

In this case the student that created the team will be marked as team leader (see “Create battles” functionality). This functionality is particularly important because students that want to participate by their own, need to create a group (in order to be sure, they can set it as private and simply keep the invitation code for themselves: anyway, this scenario is available only when the minimum number of students per group is set to 1).

The second button instead allows the student to join an already existing group: this is achieved by allowing the student to search groups by name (in case of private teams, in a following page the student will be asked to provide the right invite code) or by directly providing their invite code: if the specified group does not already contain the maximum number of students for the battle, the system adds the student to the group.

2.2.6 Submit a solution

Once the registration phase is over, the submission phase starts: the system provides each student/team a GitHub repository in which the solution code has to be collected (teams of students have to manually guarantee access to all needed collaborators). Then, GitHub Actions has to be set up in each of these repositories in order to enable the necessary workflow: in this way the submission of a new solution is performed by committing and pushing over the repository as GitHub would normally be used for. On push, an API call will notify the platform of the publication of a new solution for that student/team and proceed to evaluate it.

2.2.7 Evaluate a submission

The platform provides an automatic evaluation system that is used to score the solutions submitted by the students. Scoring is divided in 2 groups:

- **Automatic evaluation:** this comprises all the aspects that are mandatory to be assessed. These are:
 - Correctness, measured in terms of number of test cases solved correctly out of all.
 - Timeliness, measured in term of time passed between the registration deadline and the last commit.
 - Quality level: the system uses external tools to evaluate the code with respect to 3 possible aspects that are security, reliability and maintainability (educator decides which to include at battle creation time).

These aspects are quantified and then combined in a way to return an integer score between 0 and 100.

- **Manual evaluation:** this is an optional evaluation phase that educators can decide to reserve time for (must be indicated at battle creation time). Specifically, in the case the educator has specified it, as soon as the mandatory evaluation has been computed the system allows him/her to manually inspect the code provided by each team: by clicking on the name of the team inside the final rank the system displays a new page in which is shown the link to the team's GitHub repository and a form that must be filled with an integer score between 0 and 100.

The final mark will be computed as the arithmetic average between the automatically assessed score and the one assigned by the educator.

2.2.8 Visualize ranking

At any time, any user of any kind can visualize the ranking of the tournaments/battles it was involved in by reaching the dedicated page inside their personal area and selecting the tournament/battle of interest. Battle ranks are computed considering the highest score of each team, while the tournament ranks are computed considering, for each student, the sum of the scores assigned to its teams during battles in the context of that tournament.

2.2.9 Send notification

The system sends notifications (by means of emails) to its users in the following cases:

- on tournament creation, all the students subscribed to the platform are notified
- on battle creation, all the students subscribed to the tournament the new battle will belong to are notified
- as soon as the final battle score is available, all the students belonging to the same team are notified
- on tournament closure, all subscribed students are notified

2.3 User characteristics

2.3.1 User types

As previously mentioned, the system is meant to be used by 2 kind of users:

- **Educators:** this is the type of users that uses the platform to create competitions. They can create tournaments and battles and, eventually, evaluate the solutions provided by students. They must have a good knowledge of how to create valid automation scripts and have a basic understanding of how to use a web browser.
- **Students:** these are the users that will use the platform to be evaluated or simply to take part in a competition. They can subscribe to tournaments and battles, join groups of students and submit solutions. They are required to have a good knowledge of how to properly setup a GitHub repository and of all the programming languages involved in the battles.

2.3.2 Educator requirements

In order to allow for automatic recognition of all the different kinds of files that the educator has to upload, the system requires him/her to upload a zip file containing all the needed files formatted in a specific way. In this section

the focus is on its content rather than the way it must be structured, which instead will be described in the Design Document.

In particular, the zip file must contain:

- a folder that contains all the files needed to build the project (e.g. source code, build automation scripts, etc.). This will basically be what the GitHub repository of the battle will contain, so it must be organized in the exact way the educator wants it to appear on GitHub.
- a file which contains all the test cases, expressed by means of (input, expected output) couples.

This separation also allows the system to understand which files must be uploaded on the GitHub repository and which not (i.e. test cases, since they must not be visible to students).

2.4 Assumptions, dependencies and constraints

2.4.1 Domain assumptions

- **D1:** Users have access to a stable and reliable internet connection to interact with the CKB platform.
- **D2:** Supported programming languages are limited to popular options like Java, Python and C++.
- **D3:** Registered educators are all legitimate and verified.
- **D4:** Educators upload correct test cases and well-structured Code Kata projects.
- **D5:** Students are expected to engage in Code Kata Battles with integrity, without resorting to plagiarism or cheating (e.g. inviting more or different collaborators with respect to the ones inside the team).
- **D6:** Maximum number of students per group an educator can set will always be bounded (e.g. less than 4).
- **D7:** Every student has a GitHub account.
- **D8:** Students will fork the Code Kata GitHub repository once ready.

- **D9:** Students know how to setup a GitHub Actions worfkflow.
- **D10:** Only one student per group will perform the steps needed to set-up the team's repository and the GitHub Actions workflow.
- **D11:** Static analysis tools are able to quantify the specified code quality aspects.
- **D12:** Students use external communication channels.

3 Specific Requirements

3.1 External Interface Requirements

3.1.1 User Interfaces

The platform will have a web interface accessible via browser from both students and educators. Now, some mockups of the main pages of the platform will be presented, organized by functionality.

F1) Signup and Login

The signup page asks to the unregistered user to provide some personal information like name, surname, email address and password. Moreover, the user has to specify if he is a student or an educator by flagging the corresponding checkbox. In case he is a student, he is also asked to provide his GitHub's username. Alternatively, users can choose to sign up using third party services like Google or GitHub.

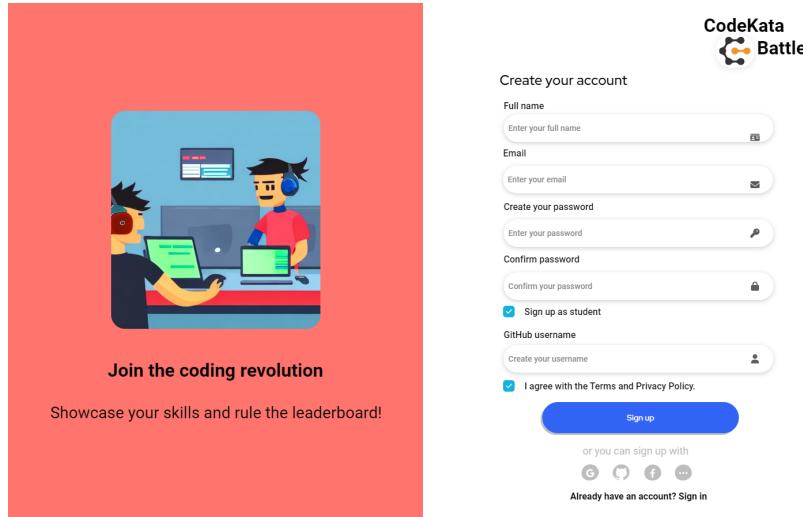


Figure 4: Signup page

The login page asks to the registered user to provide his email address and password. Alternatively, users can choose to login using third party

services like Google or GitHub.

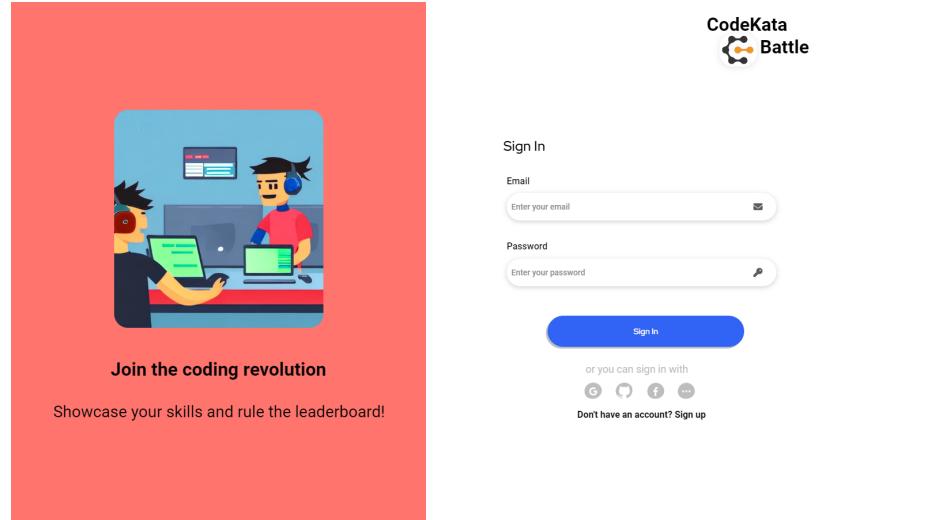


Figure 5: Login page

F2) Home page

The home page is the first page that the user sees after logging in. If the logged user is a student, the homepage contains a brief overview of platform's ongoing tournaments, battles the user is participating in, a calendar with upcoming deadlines and some statistics of past battles. Educator's homepage is similar, but will include some information about tournaments and battles he is responsible of.

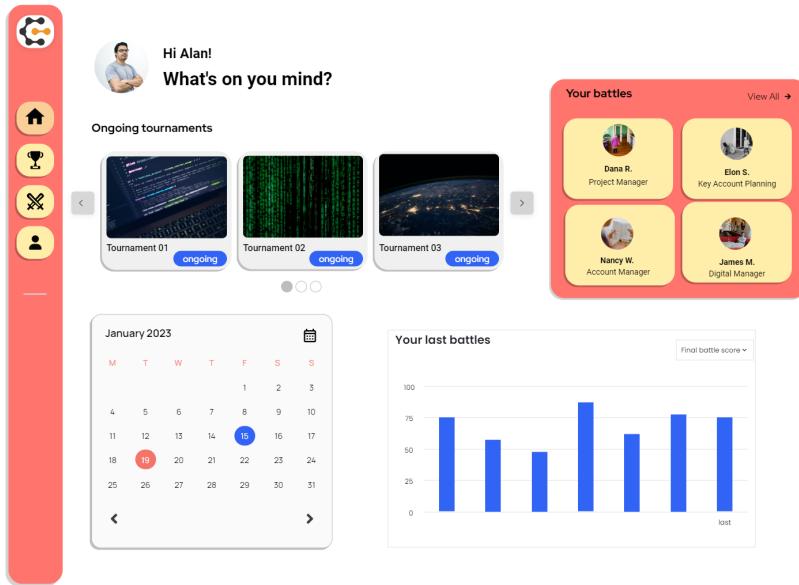


Figure 6: Home page from the perspective of an user logged as student

F3) Tournaments

The tournaments section will provide to the student a list of all ongoing tournaments in the platform and a list with all tournaments the student is enrolled in. The page will contain also some collections, to access for example popular tournaments or all past tournaments. By clicking on a tournament, the user will be redirected to the tournament page.

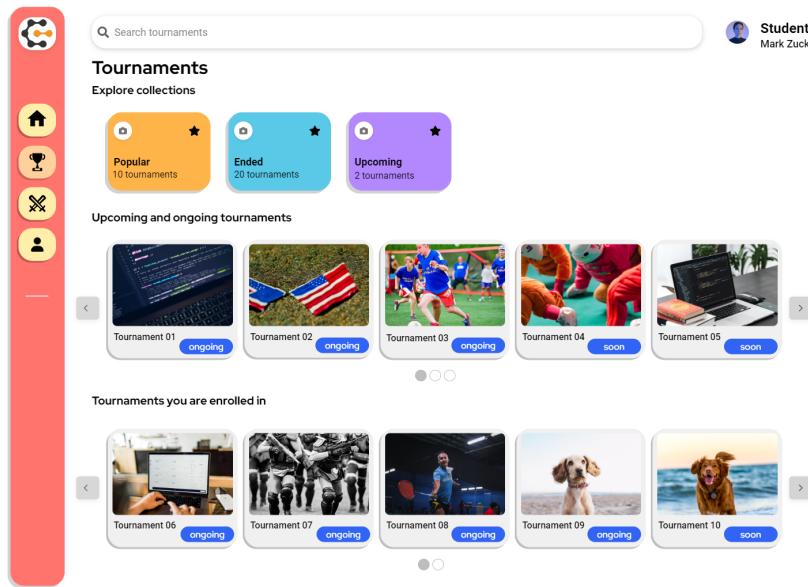


Figure 7: Tournaments page from the perspective of an user logged as student

The corresponding page for educators will show basic similar information about tournaments, but will also provide a button to create a new tournament.

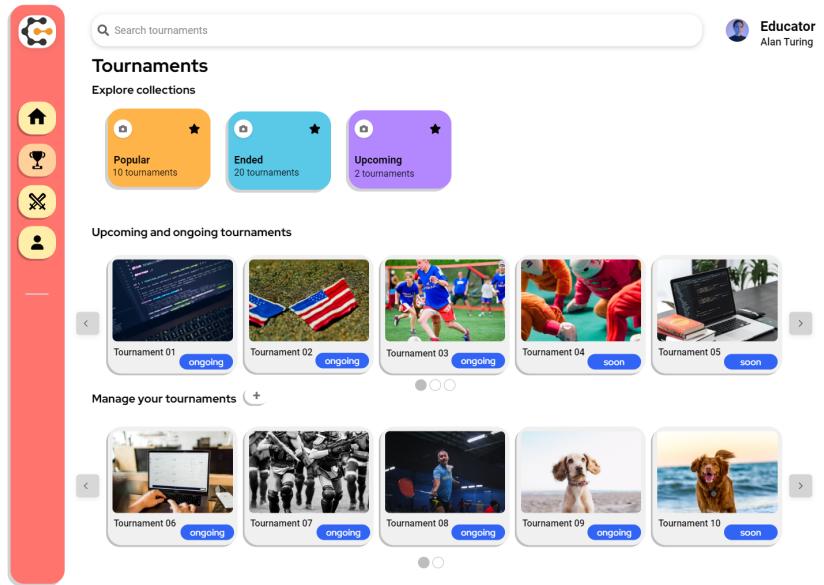


Figure 8: Tournaments page from the perspective of an user logged as educator

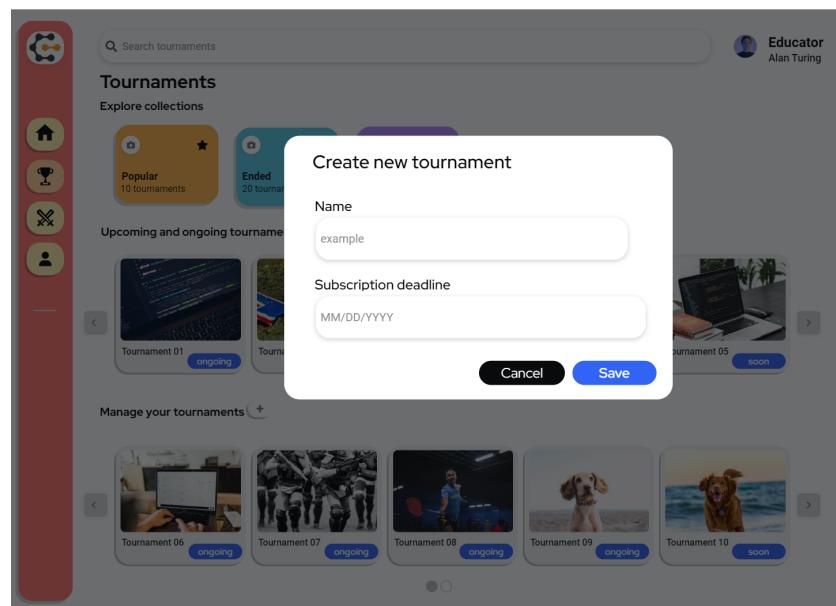


Figure 9: Page used from educators to create a new tournament

The tournament page offers to the educator owning the tournament the possibility to manage it. He will be able to click the "Add collaborator" button to add another educator to the tournament by email address. Moreover, the page offers the "collaborators" tab that can be used to check and manage the list of collaborators. The last tab called "leaderboard" allows the educator to check the ranking of the students enrolled in the tournament. However, the main tournament page contains the list of all the battles created within the tournament. By clicking on a specific battle, the educator will be redirected to the battle's page. Most importantly, the educator can create a battle by clicking on "Create battle" button.

The student's tournament page will share most of the content, but the options to manage the tournament. The same page, if the tournament is not started yet, offers the possibility to the student to subscribe to the tournament and by default shows a list of participants.

The screenshot shows a web-based tournament management interface. On the left, there is a vertical sidebar with a red background containing five icons: a house (Home), a trophy (Battles), a crossed sword (Leaderboard), and a person (Collaborators). Above the sidebar is a search bar with the placeholder "Search tournaments". To the right of the search bar is a user profile for "Educator Alan Turing". The main content area has a header "Tournament SE_23/24" with a status indicator "ongoing". Below the header are four buttons: "Add collaborator", "collaborators", "leaderboard", "Create battle", and "Close tournament". The "Create battle" button is highlighted with a blue border. The main table lists eight battles:

Battle name	Creator	Creation date	Status
Battle 1	Alan Turing	03 March 2022	Ended
Battle 2	Alan Turing	03 March 2022	Ended
Battle 3	Alan Turing	03 March 2022	Ended
Battle 4	Ben Simon	03 March 2022	Ended
Battle 5	Alan Turing	03 March 2022	Ended
Battle 6	Alan Turing	03 March 2022	Ended
Battle 7	Ben Simon	03 March 2022	Consolidation
Battle 8	Alan Turing	03 March 2022	Ongoing

Figure 10: Page used from educators to manage the main settings of an ongoing tournament

Tournament SE_23/24 > Leaderboard ongoing

Position	Student	Score
#1	Mark Zucke	460
#2	Edsger Dijkstra	430
#3	Alan Ford	425
#4	Miguel Sinner	410
#5	Jack Jones	403
#6	John Benjo	399
#7	Xavier Villa	350
#8	Fredrik Brunes	342

Figure 11: "leaderboard" tab available to both educators and students to check the ranking in tournament

Tournament SE_23/24 soon

Subscription deadline: 13/10/2021

Position	Student	Score
#1	Mark Zucke	0
#2	Edsger Dijkstra	0
#3	Alan Ford	0
#4	Miguel Sinner	0
#5	Jack Jones	0
#6	John Benjo	0
#7	Xavier Villa	0
#8	Fredrik Brunes	0

Figure 12: Page used from students to subscribe to a tournament

F4) Battles

After selecting the option to create a battle, the educator will be redirected to the page used to create a new battle. The page will ask the educator to provide the name of the battle, the description, the deadline for the registration and the deadline for the submission. Moreover, the educator will be able to select the minimum and maximum number of students per group allowed for the battle. The educator will be able to set some information about the battle and to configure the battle settings for the evaluation. He will be required to upload the Code Kata files of the battle, which contain the test cases and the basic template of the project that students will have to complete with their solutions.

The screenshot shows a user interface for creating a new battle. On the left, there is a vertical sidebar with icons for Home, Trophy, Crossed swords, and User. The main area has the title "Set-up your next battle". It includes fields for "Title" (containing "your title"), "Description" (containing "this is a coding battle"), "Minimum team members" (set to 2), "Maximum team members" (set to 4), "Subscription deadline" (MM/DD/YYYY), "Submission deadline" (MM/DD/YYYY), and "Static analysis settings" (checkboxes for Security, Maintainability, Reliability, all checked). There is also a "Upload CodeKata" button with an upward arrow icon, a dropdown menu showing "Python", and links for "Enable Manual Evaluation" and "How to upload". A "Confirm" button is at the bottom right.

Figure 13: Page used from educators to create a new battle

When a battle is in subscription phase, the battle's page will offer to the student the options to subscribe to it by creating a new team or joining an already existing one. If the student decides to create the team, he will be asked to input the name of the team and its privacy setting. Instead, if the student want to join a team, the system will ask him to insert the name of the team (if public) or the invite code (if private). The page will also show the list of all the teams enrolled in

the battle, to facilitate the team formation. Teams can be clicked in the leaderboard and a small pop-up with the list of members will be shown.

The screenshot shows a user interface for a tournament. On the left, there's a vertical sidebar with four icons: a house, a trophy, a checkmark, and a person. The main content area has a header: "Tournament SE_23/24 > Battle 1 [subscription stage]". A profile picture of a student named Susan Walker is on the right. Below the header, a message says "This is going to be an epic battle!". It also lists "Language: Python", "Team members: 2-4", and "Subscription deadline: 13/10/2021". There are two buttons: "Create team" and "Join team". The central part of the screen is a leaderboards table:

Position	Team	Score
#1	wewillwin	0
#2	mates	0
#3	yes4all	0
#4	test_team	0
#5	bots	0
#6	CodeKATERS	0
#7	at_least_we_tried	0
#8	nonames	0

A "Load more" button is at the bottom of the table.

Figure 14: Page used from students to subscribe to a battle

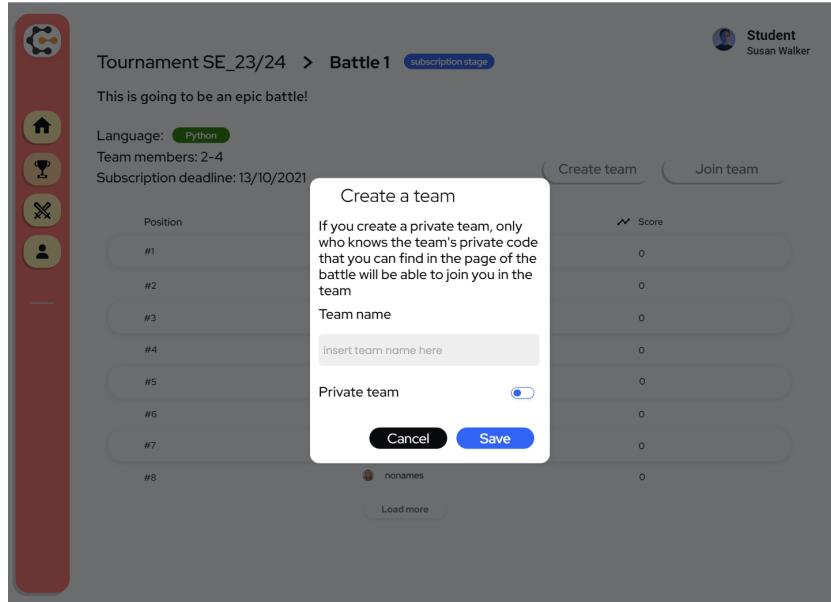


Figure 15: Page used from students to create a new team

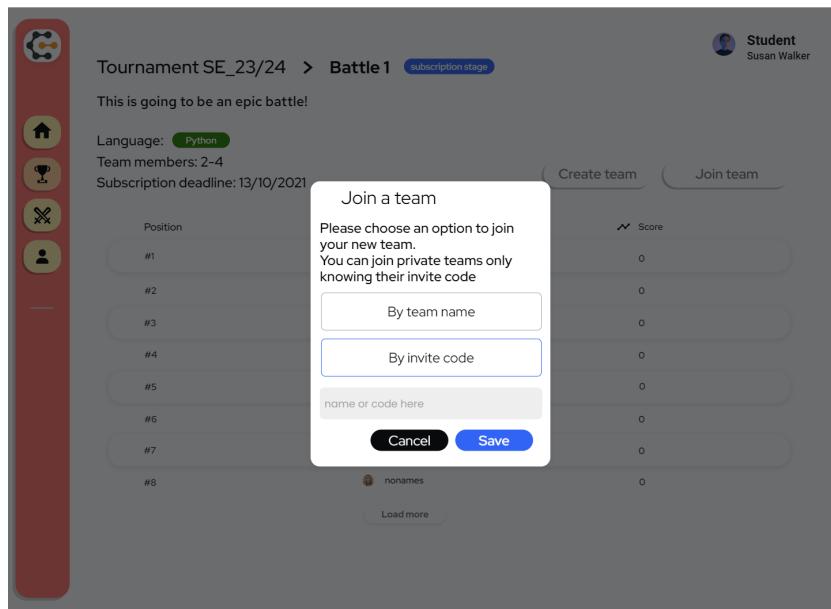


Figure 16: Page used from students to join a team

The page of a battle which is in the submission phase, will show by default the leadebord of the teams. By clicking on "Your team" button, the student will be able access a section that contains important team settings and the information related to the submissions.

In case the manual evaluation is not enabled, this page will have similar content for both educators and students, but the team settings button.

The screenshot shows a tournament submission page for 'Tournament SE_23/24' under 'Battle 1'. A vertical red sidebar on the left contains icons for home, trophy, and user. The main area displays the following information:

- This is going to be an epic battle!
- Language: Python
- Team members: 2-4
- Subscription deadline: 13/10/2021

A 'Your team' button is located in the top right. Below is a table of the team leaderboard:

Position	Team	Score
#1	wewillwin	93
#2	mates	92
#3	yes4all	86
#4	test_team	86
#5	bots	83
#6	CodeKATERS	82
#7	at_least_we_tried	75
#8	nonames	74

A 'Load more' button is at the bottom right.

Figure 17: Page used from students when a battle is in submission phase

The team page, accessible only to students of team, will contain all important settings needed to properly setup the GitHub repository and evaluation information about the team's last submission. It will show also some statistics about past submissions to facilitate the tracking of the team's performances. By clicking on "Team members" box, the list of teammates will show up, with related commits count.

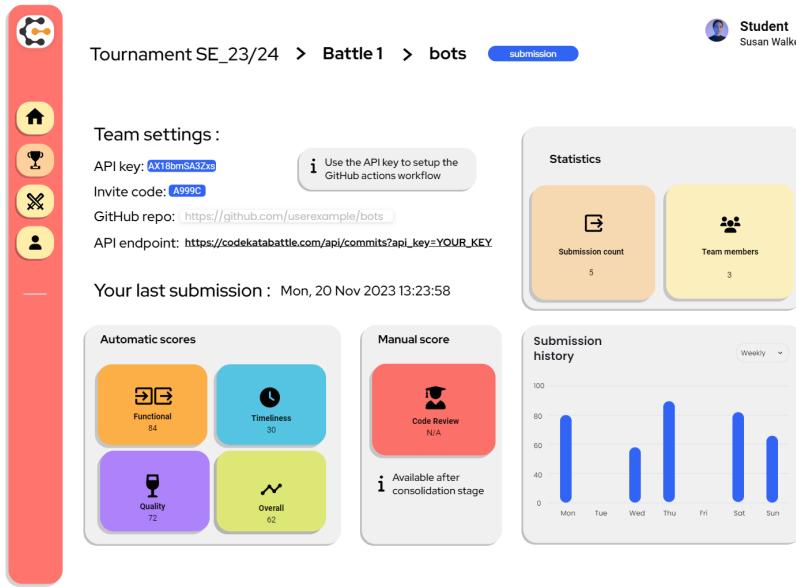


Figure 18: Page used from students to manage the settings of their team and to check submissions information

F5) Evaluation

The battle page, during the optional consolidation stage, will offer a special team leaderboard, with an overview of both manual and automatic scores. By clicking on a specific team, the educator has access to the evaluation page of the team. The page also contains a button to close the consolidation phase once the educator has evaluated all the teams.

In the evaluation section, the educator is able to access the GitHub repository of the team to check the code of the last submission. Finally, he is provided with a field to input the manual score.

The screenshot shows a web-based interface for managing a tournament. On the left, there is a vertical sidebar with icons for home, trophy, crossed swords, and user. The main content area is titled "Tournament SE_23/24 > Battle 1 consolidation". It displays a message "This is going to be an epic battle!" above a table of results. The table has columns for Position, Team, Automatic Score, Manual Score, and Overall Score. The data is as follows:

Position	Team	Automatic Score	Manual Score	Overall Score
#1	wewillwin	93	95	94
#2	mates	92	88	90
#3	yes4all	86	-	-
#4	test_team	86	-	-
#5	bots	83	-	-
#6	CodeKATTERS	82	-	-
#7	at_least_we_tried	75	-	-
#8	nonames	74	-	-

A "Load more" button is at the bottom. In the top right corner, there is an "Educator" profile for Alan Turing.

Figure 19: Page used from educators to manage the consolidation stage of a battle

The screenshot shows a web-based interface for manually evaluating a submission. On the left, there is a vertical sidebar with icons for home, trophy, crossed swords, and user. The main content area is titled "Tournament SE_23/24 > Battle 1 > bots consolidation". It displays a GitHub repository link: <https://github.com/userexample/bots>. A note says "Here you can find the repository link to review the code". Below this, it shows "Team's last submission : Mon, 20 Nov 2023 13:23:58".

The interface is divided into sections: "Code review" (with a text input for comments and a score input for 88), "Statistics" (Submission count: 5, Team members: 3), and "Automatic scores" (Functional: 84, Timeliness: 30, Quality: 72, Overall: 62). A "Confirm" button is located at the bottom of the code review section.

Figure 20: Page used from educators to manually evaluate a submission

3.1.2 Hardware Interfaces

The software does not require any other hardware interface different than personal computers or smartphones equipped with modern browser from which users can access the platform.

3.1.3 Software Interfaces

Some of the functionalities provided by the system exploit specific interfaces to work. These are:

- **GitHub interface:** the system must be able to interface with GitHub API to create the original repository for each battle and to pull code submissions.
- **Static analysis tools:** some of the aspects that have to be evaluated require the execution of some static analysis method over the provided code. In this case, the platform utilizes external services directly provided by third-party organizations. The external services must support the set of languages supported by CKB the platform.

Each of these interfaces are implemented by correctly setting and utilizing specific API calls to the involved services that will be included inside the platform's inner processes.

Moreover, in order to be notified about the submission of a new solution, the system itself must expose a REST endpoint that will be invoked by the automated GitHub Actions workflow set up by each team on their repository.

3.1.4 Communication Interfaces

Given that the majority of the system's services are provided through the platform's website and REST API calls, no other protocol than HTTP should be needed. Anyway, it is worth mentioning that part of the communication between the system and user is achieved through notifications sent via mail using an external mail service provider.

3.2 Functional Requirements

The main requirements the system has to fulfill are the following:

- **R1:** System shall allow user to register as educator or student.
- **R2:** System shall allow user to log in.
- **R3:** System shall allow educator to create a tournament.
- **R4:** System shall allow educator (tournament creator) to set the name of the tournament.
- **R5:** System shall allow educator (tournament creator) to set the subscription deadline of the tournament.
- **R6:** System shall notify all students enrolled to the platform about a newly created tournament.
- **R7:** System shall allow educator (tournament creator) to end the tournament.
- **R8:** System shall allow educator (tournament creator) to add another educator as collaborator to the tournament.
- **R9:** System shall allow educator (tournament creator or collaborator) to create a battle for the tournament.
- **R10:** System shall allow educator (battle creator) to upload the Code Kata of the battle.
- **R11:** System shall allow educator (battle creator) to set minimum and maximum number of students per group allowed for the battle.
- **R12:** System shall allow educator (battle creator) to set the registration deadline of the battle.
- **R13:** System shall allow educator (battle creator) to set the submission deadline of the battle.
- **R14:** System shall allow educator (battle creator) to enable/disable optional manual evaluation for the battle.
- **R15:** System shall allow educator (battle creator) to select relevant aspects of code quality to be extracted through static analysis.

- **R16:** System shall notify all users enrolled to a tournament about a newly created battle.
- **R17:** The system shall be able to perform static analysis on submitted code utilizing third-party static code analysis tools and services.
- **R18:** System shall create the GitHub repository of a battle as soon as the registration phase closes, sending its link to all involved students.
- **R19:** System shall assign to each submission sent before the submission deadline a score (natural number between 0 and 100) combining correctness, timeliness and code quality *as soon as possible*.
- **R20:** System shall allow educator (battle creator) to set a manual score (natural number between 0 and 100) to the last valid team's submission during the consolidation stage of the battle.
- **R21:** System shall compute a final score combining automatic and manual score (if available) for each team if manual evaluation is enabled.
- **R22:** System shall update the battle teams' ranks right after a new score is available.
- **R23:** System shall notify all students participating to the battle about the availability of the final battle rank.
- **R24:** System shall update the tournament students' scores as the sum of all the battle scores received during the tournament once the final battle rank becomes available.
- **R25:** System shall notify all involved users about the availability of the tournament student's final rank.
- **R26:** System shall allow all users to see the list of ongoing tournaments.
- **R27:** System shall allow all users to see all tournaments' ranks.
- **R28:** System shall allow all users to see all battles' ranks.
- **R29:** System should manage every ranking (tournament or battle) in a way that it represents the correct order of students/teams within its context, from the ones with the highest score to the ones with the lowest.

- **R30:** System shall allow student to enroll to a tournament within the subscription deadline.
- **R31:** System shall allow student to create a team within the registration deadline.
- **R32:** System shall allow student (team creator) to set the team name.
- **R33:** System shall allow student (team creator) to set the privacy of the group.
- **R34:** System shall allow student to join a team *only* before the registration deadline.
- **R35:** System shall allow *only* students who know the correct invite code to join private groups.
- **R36:** System shall allow team members to set their the repository URL.
- **R37:** System shall generate a unique API token for each team.
- **R38:** System should offer an external API which, when invoked, will notify the platform about a new commit on a team's GitHub repository.
- **R39:** System shall allow the educator to access the code of the submitted solutions.
- **R40:** System shall generate a unique invite code for each team.
- **R41:** System shall allow educator (battle creator) to close the consolidation stage of the battle if manual evaluation is enabled.
- **R42:** System shall allow students to see the latest score of their team.

3.2.1 Use cases

Shared perspective

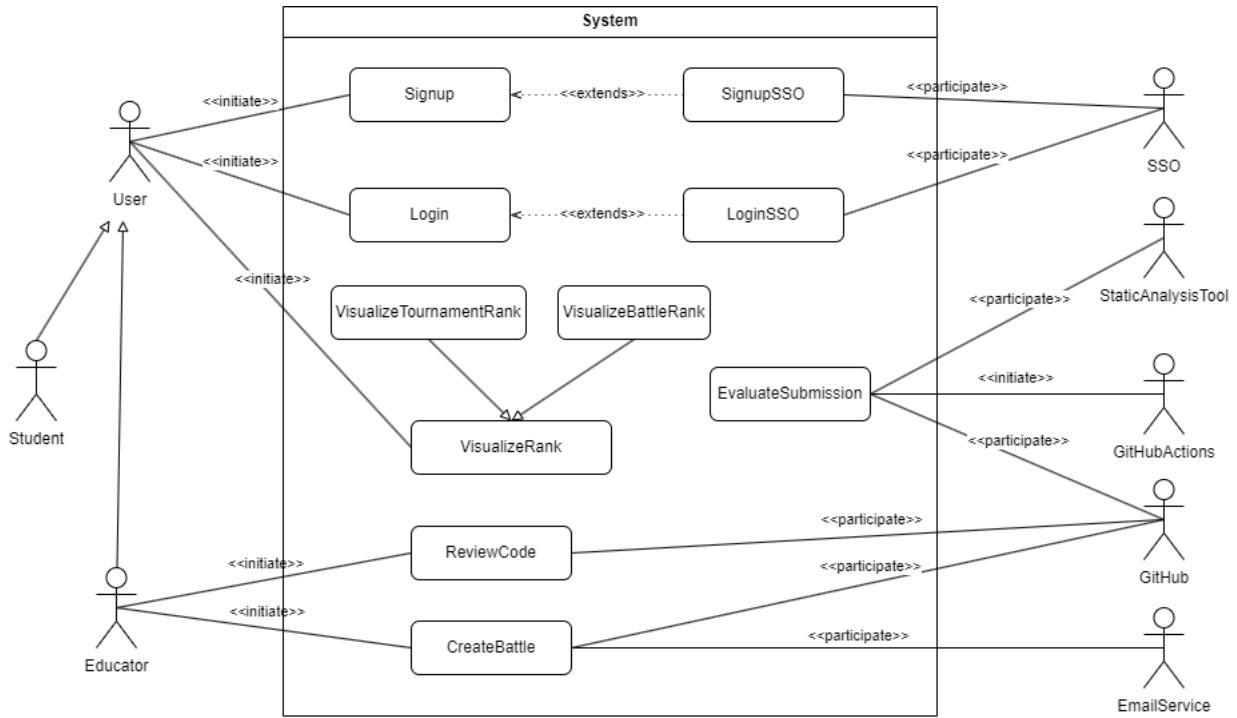


Figure 21: Shared scenarios use case diagram

ID	UC1
Name	Signup
Actors	User
Entry conditions	<ul style="list-style-type: none"> • User is connected to the platform's website • User selected the option to register to the service
Event flow	<ol style="list-style-type: none"> 1. User inserts the required information 2. User flags the “Sign up as student” checkbox if he/she wants to sign up as a student, otherwise leaves it unchecked. In the case of a student, is also asked to provide its GitHub username 3. User clicks on the “Sign up” button 4. System checks user data
Exit conditions	<ul style="list-style-type: none"> • System adds the new user to its internal database • User is logged in and redirected to the Home page
Exceptions	<ul style="list-style-type: none"> • The email provided by the user is already in use for another account of the same type (student or educator) • Some text field is left empty • In the case of a student, does not exist any GitHub account corresponding to the provided username <p>In all previous cases the registration is rejected and an error message is displayed on the page</p>

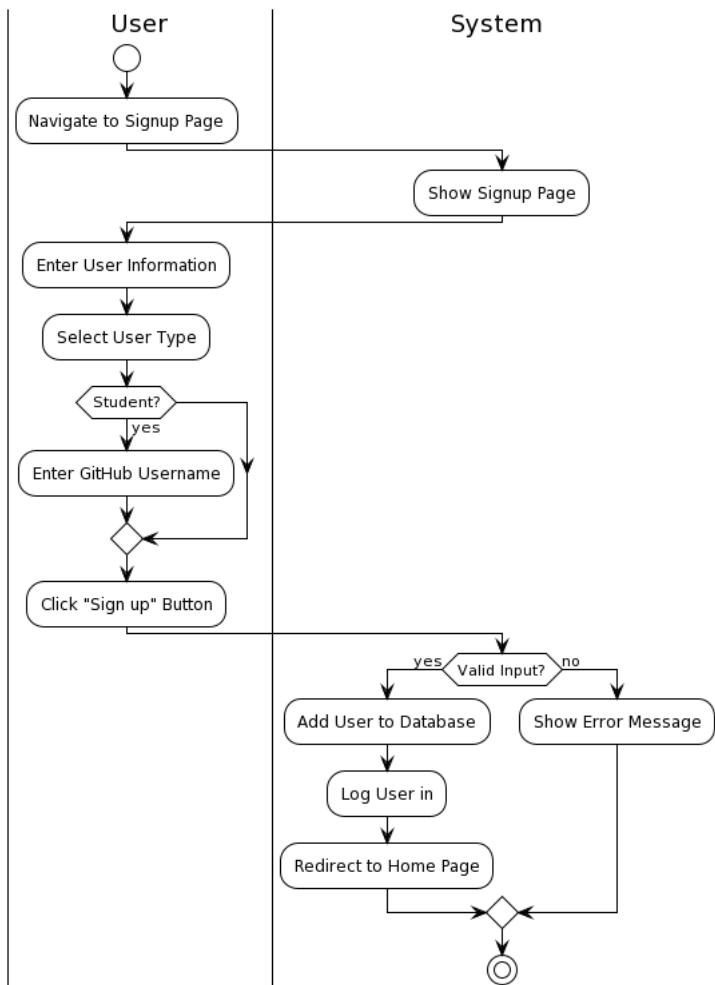


Figure 22: Sign up use case activity diagram

ID	UC2
Name	SignupSSO
Actors	User, Identity provider
Entry conditions	<ul style="list-style-type: none"> • User is connected to the platform's website • User selected the option to register to the service
Event flow	<ol style="list-style-type: none"> 1. User clicks on the icon of the identity provider he/she wants to sign up through 2. SSO provides to the system the information it needs for the user's registration 3. Inside a new page, the user needs to click one of two buttons to specify whether he/she wants to sign up as a student or as an educator. In the case of a student, is also asked to provide its GitHub username 4. System checks user data
Exit conditions	<ul style="list-style-type: none"> • System adds the new user to its internal database • User is logged in and redirected to the Home page
Exceptions	<ul style="list-style-type: none"> • The email provided by the user is already in use for another account of the same type (student or educator) • In the case of a student, does not exist any GitHub account corresponding to the provided username <p>In all previous cases the registration is rejected and an error message is displayed on the page</p>

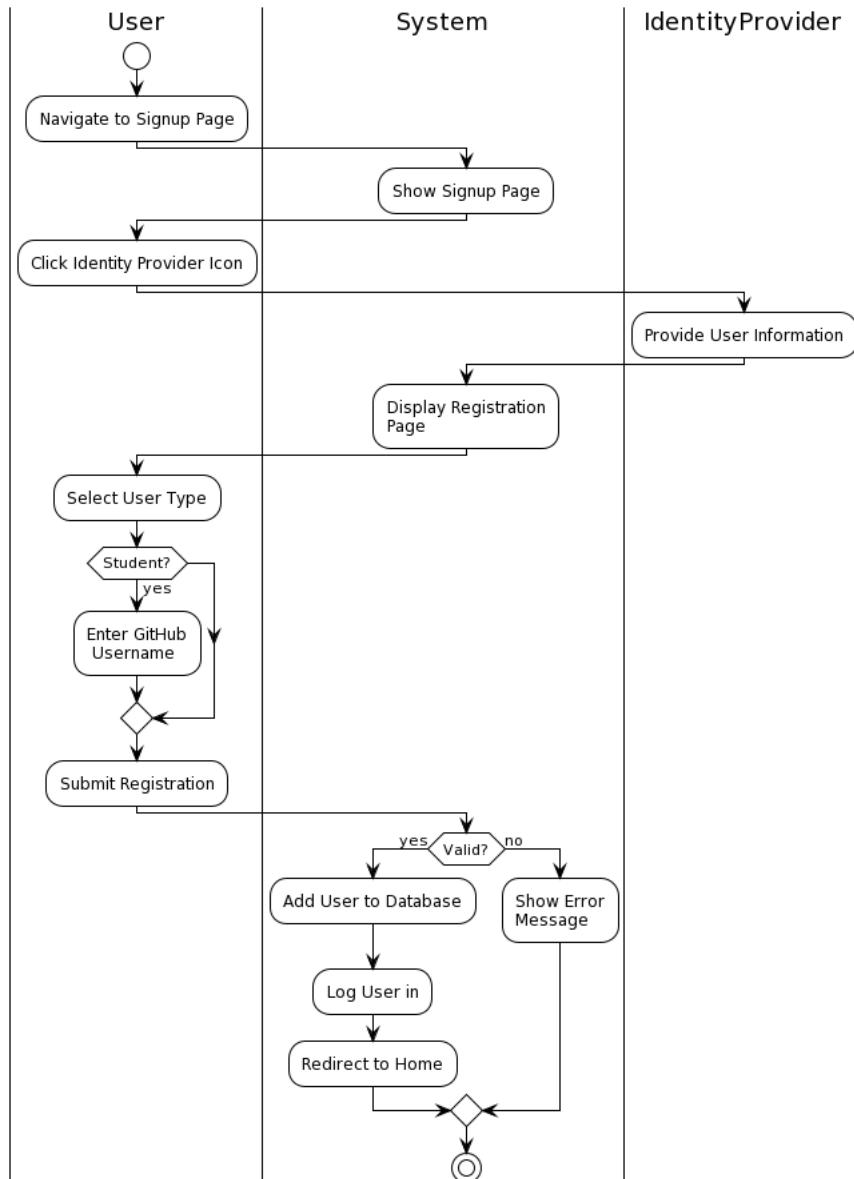


Figure 23: Sign up through SSO use case activity diagram

ID	UC3
Name	Login
Actors	User
Entry conditions	<ul style="list-style-type: none"> • User is connected to the platform's website • User selected the option to log in • User has already registered to the service
Event flow	<ol style="list-style-type: none"> 1. User fills username and password fields 2. User clicks on the "Log in" button 3. System checks the validity of the provided credentials
Exit conditions	<ul style="list-style-type: none"> • User is logged in and redirected to the Home page
Exceptions	<ul style="list-style-type: none"> • The provided credentials do not correspond to any of the accounts registered on the platform • Some text field is left empty <p>In all previous cases the log in request is rejected and an error message is displayed on the page</p>

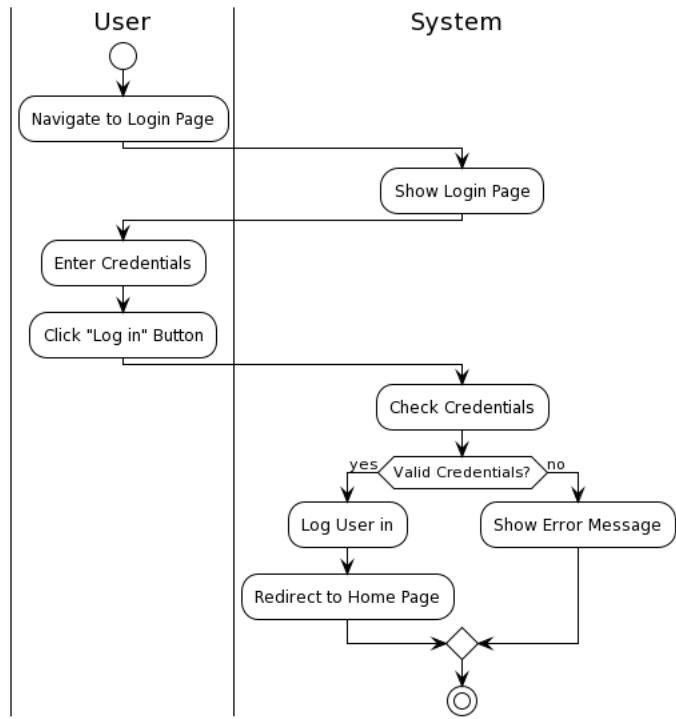


Figure 24: Log in use case activity diagram

ID	UC4
Name	LoginSSO
Actors	User, Identity provider
Entry conditions	<ul style="list-style-type: none"> • User is connected to the platform's website • User selected the option to log in • User has already registered to the service
Event flow	<ol style="list-style-type: none"> 1. User clicks on the icon of the Identity provider he/she signed up with 2. SSO provides to the system the information it needs for the user's authentication 3. System checks user validity
Exit conditions	<ul style="list-style-type: none"> • User is logged in and redirected to the Home page
Exceptions	<ul style="list-style-type: none"> • User selects a different identity provider with respect to the one he/she initially used to register to the platform <p>In the previous case the log in request is rejected and an error message is displayed on the page</p>

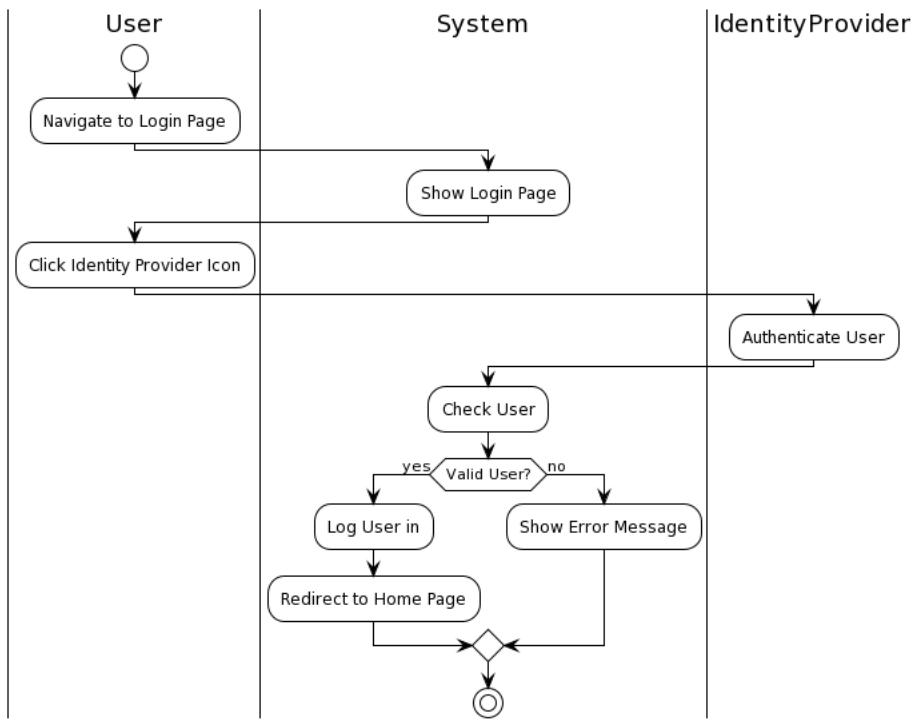


Figure 25: Log in through SSO use case activity diagram

ID	UC5
Name	CreateBattle
Actors	Educator, GitHub, Email Service
Entry conditions	<ul style="list-style-type: none"> • Educator is logged in • Educator has created or is a collaborator of the tournament in the context of which he/she wants to create the new battle in • Educator has already prepared the Code Kata zip file
Event flow	<ol style="list-style-type: none"> 1. Educator navigates to the tournaments page 2. Educator selects the tournament from his/her “Manage your tournaments” list 3. Educator clicks the “Create battle” button 4. Educator inserts all the needed information and uploads the Code Kata 5. Educator clicks the “Confirm” button 6. Educator is redirected to the tournament’s page 7. System checks the validity of the provided information and project files 8. System notifies all the students enrolled into the tournament about the new battle via the Email Service

Exit conditions	<ul style="list-style-type: none"> • System adds the new battle to the tournament's battles list and students can subscribe to it until the registration deadline • System creates the repository for the challenge via GitHub API when the subscription deadline is met. System sends an email to all the students subscribed to the battle with the URL of the repository to fork • Emails to students are correctly dispatched
Exceptions	<ul style="list-style-type: none"> • The provided title has already been used for another battle of the same tournament • Some text field is left empty • The uploaded Code Kata is not correctly structured <p>In all previous cases the battle creation request is refused and an error message is shown in the page</p>

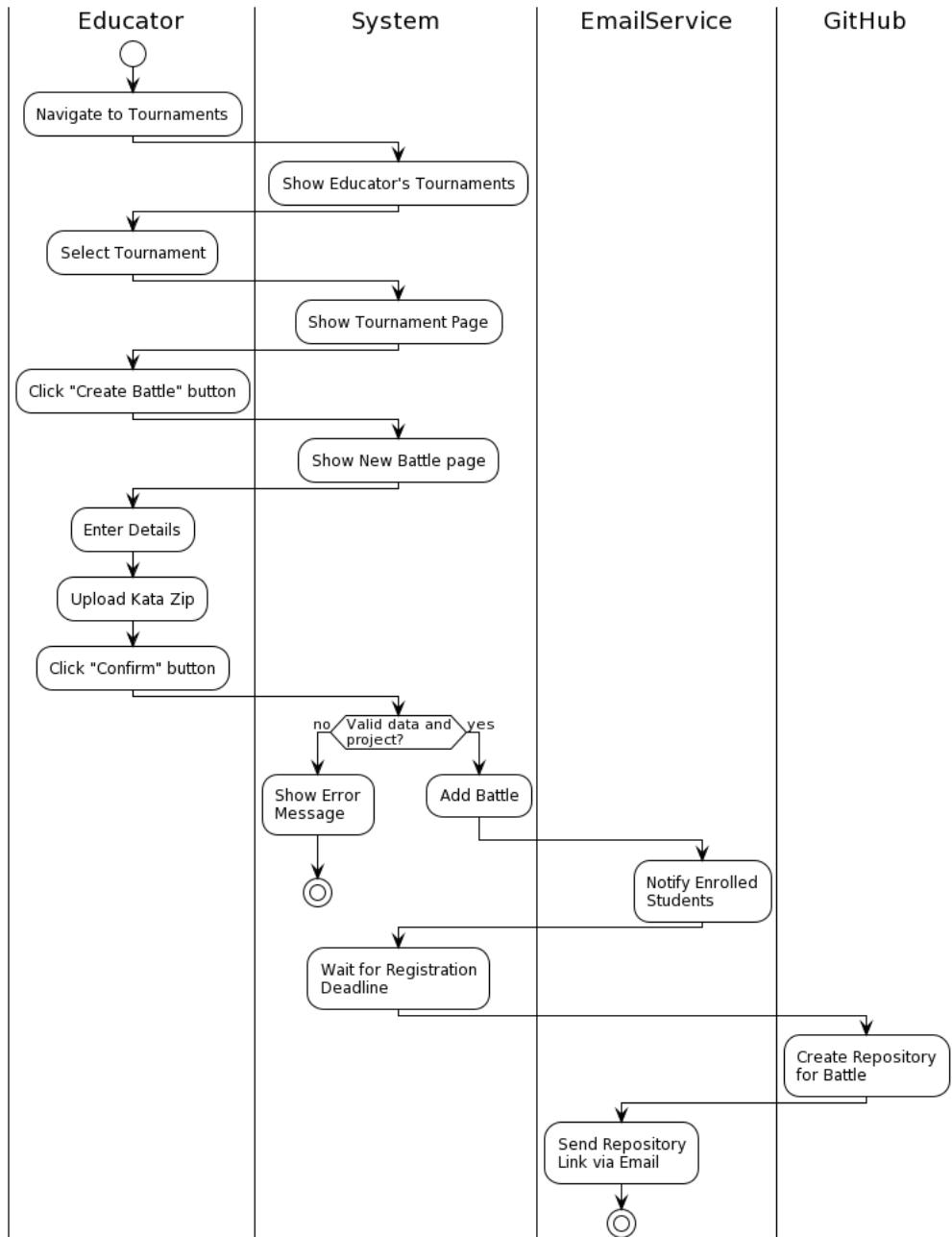


Figure 26: Battle creation use case activity diagram

ID	UC6
Name	VisualizeTournamentRank
Actors	User
Entry conditions	<ul style="list-style-type: none"> • User is logged in
Event flow	<ol style="list-style-type: none"> 1. User navigates to the tournaments page 2. User inputs the name of the tournament of interest in the dedicated searchbox 3. User selects the right tournament 4. User clicks the “Leaderboard” button
Exit conditions	<ul style="list-style-type: none"> • System shows the page containing the tournament's ranking
Alternative	1a. User directly selects the tournament from the ones shown inside his/her tournaments page or home page
Exceptions	<ul style="list-style-type: none"> • Tournaments state is not “Ongoing” or “Ended” <p>In the previous case the “Leaderboard” button will not be clickable</p>

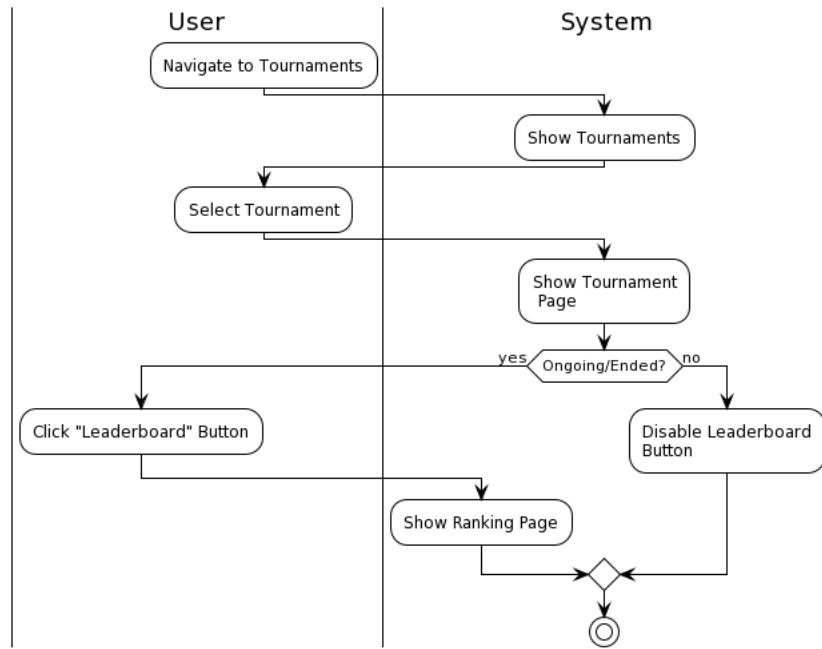


Figure 27: Tournament ranking's visualization use case activity diagram

ID	UC7
Name	VisualizeBattleRank
Actors	User
Entry conditions	<ul style="list-style-type: none"> • User is logged in
Event flow	<ol style="list-style-type: none"> 1. User navigates to the tournaments page 2. User inputs the name of the tournament of interest in the dedicated searchbox 3. User selects the right tournament 4. User selects the battle of interest from the tournament's battle list
Exit conditions	<ul style="list-style-type: none"> • System shows the page containing the battle's ranking
Alternative	1a. User directly selects the battle from the ones shown in the context of his/her home page
Exceptions	<ul style="list-style-type: none"> • Battle is in Subscription Phase <p>In the previous case the battle's ranking will simply show the list of teams that subscribed till now</p>

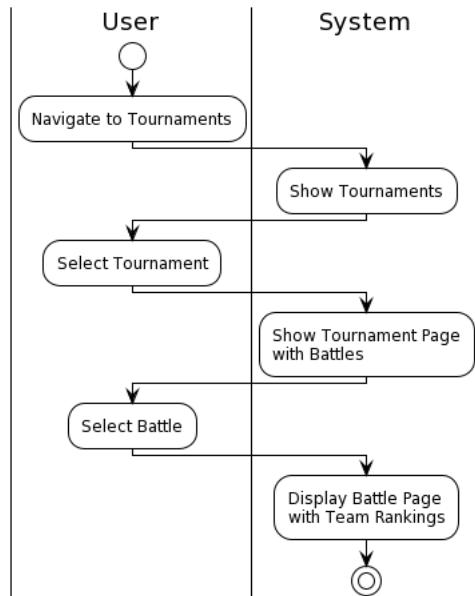


Figure 28: Battle ranking's visualization use case activity diagram

ID	UC8
Name	EvaluateSubmission
Actors	GitHub Actions, GitHub, Static Analysis tool
Entry conditions	<ul style="list-style-type: none"> • A new commit is pushed into some team's GitHub repository • GitHub Actions workflow is setup (once per team) • Team's repository is setup in the team's settings page (once per team)
Event flow	<ol style="list-style-type: none"> 1. GitHub Actions performs a request directed to the system's API endpoint, including the relative API token of the team as an additional parameter of the request 2. System checks the validity of the token and retrieves the corresponding repository URL 3. System pulls the code of the new submission directly from GitHub via API 4. System computes a score for timeliness by comparing the timestamp of the request with the one corresponding to the start of the submission phase of the battle 5. System computes a score for correctness by executing all the test cases provided and comparing the results with the expected ones 6. If specified from the battle creator, the system provides the code for the evaluation to the external static analysis tool which will assign a score for each of the code quality aspects selected at battle creation time

Exit conditions	<ul style="list-style-type: none"> System computes an overall score by averaging the results of all the previous evaluations and updates the team's score and rank
Exceptions	<ul style="list-style-type: none"> GitHub Actions workflow is not correctly setup, the system's endpoint receives a request with a token that does not correspond to any of the teams subscribed to the battle Repository's url is not correctly setup in the team's settings page, system is not able to retrieve the code <p>In all previous cases the new submission is simply ignored by the system</p>

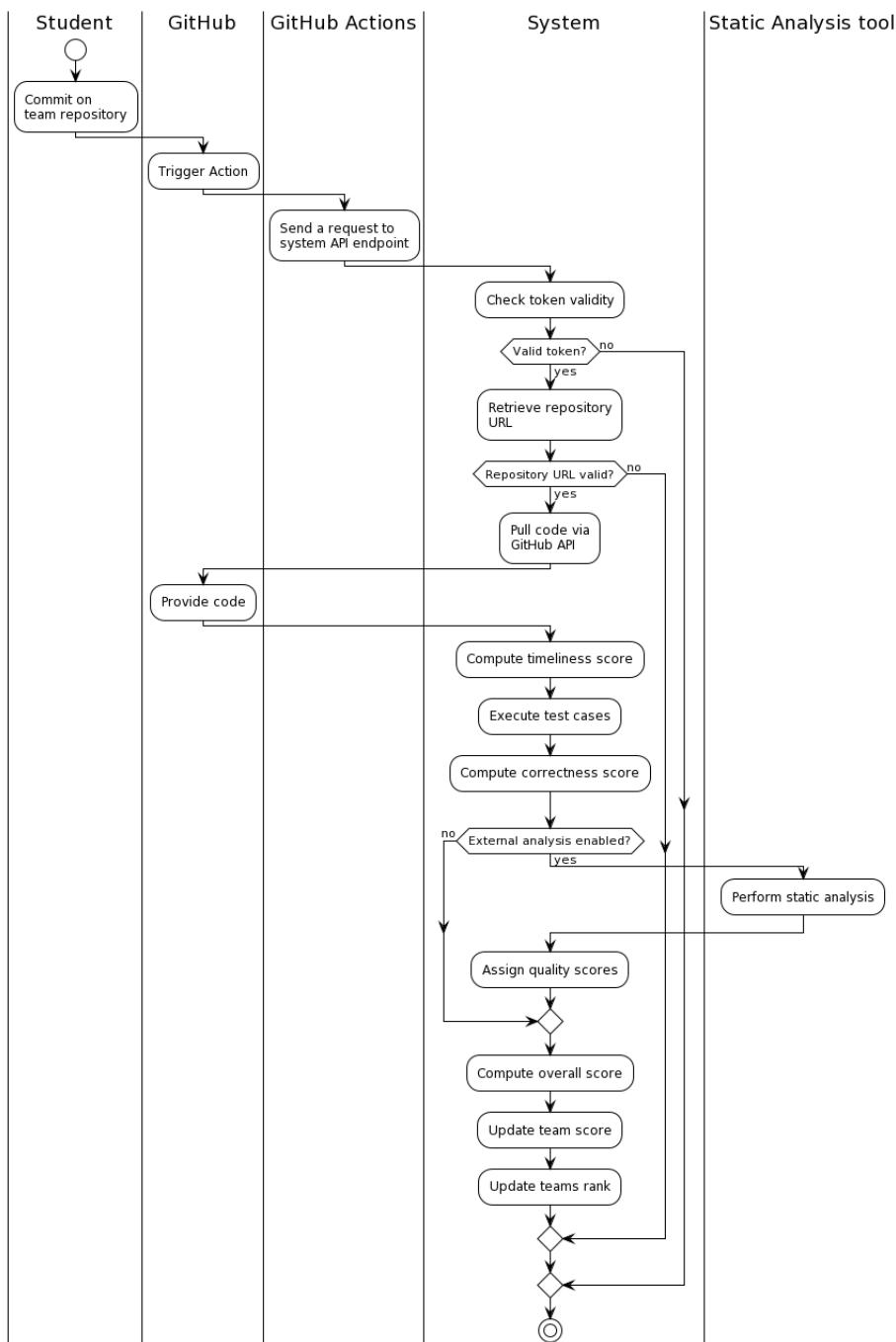


Figure 29: Submission evaluation use case activity diagram

ID	UC9
Name	ReviewCode
Actors	Educator, GitHub
Entry conditions	<ul style="list-style-type: none"> • Educator is logged in • Battle is in Consolidation Stage
Event flow	<ol style="list-style-type: none"> 1. Educator navigates to the tournament section 2. Educator selects the right tournament 3. Educator selects the battle of interest 4. Educator selects a team from the battle's ranking 5. Educator clicks the link to the team's GitHub repository to inspect the code 6. Educator provides a score by inputting it inside the dedicated textbox 7. Educator clicks the "Confirm" button
Exit conditions	<ul style="list-style-type: none"> • System saves the new manual score in its database and computes the final battle score as the average between the new score and the automatic evaluation results
Alternative	1a. Educator directly selects the battle from the ones shown in the context of his/her home page
Exceptions	<ul style="list-style-type: none"> • The score text field is left empty or contains something that is not an integer number between 0 and 100 <p>In this case the score registration request is rejected and an error message is shown</p>

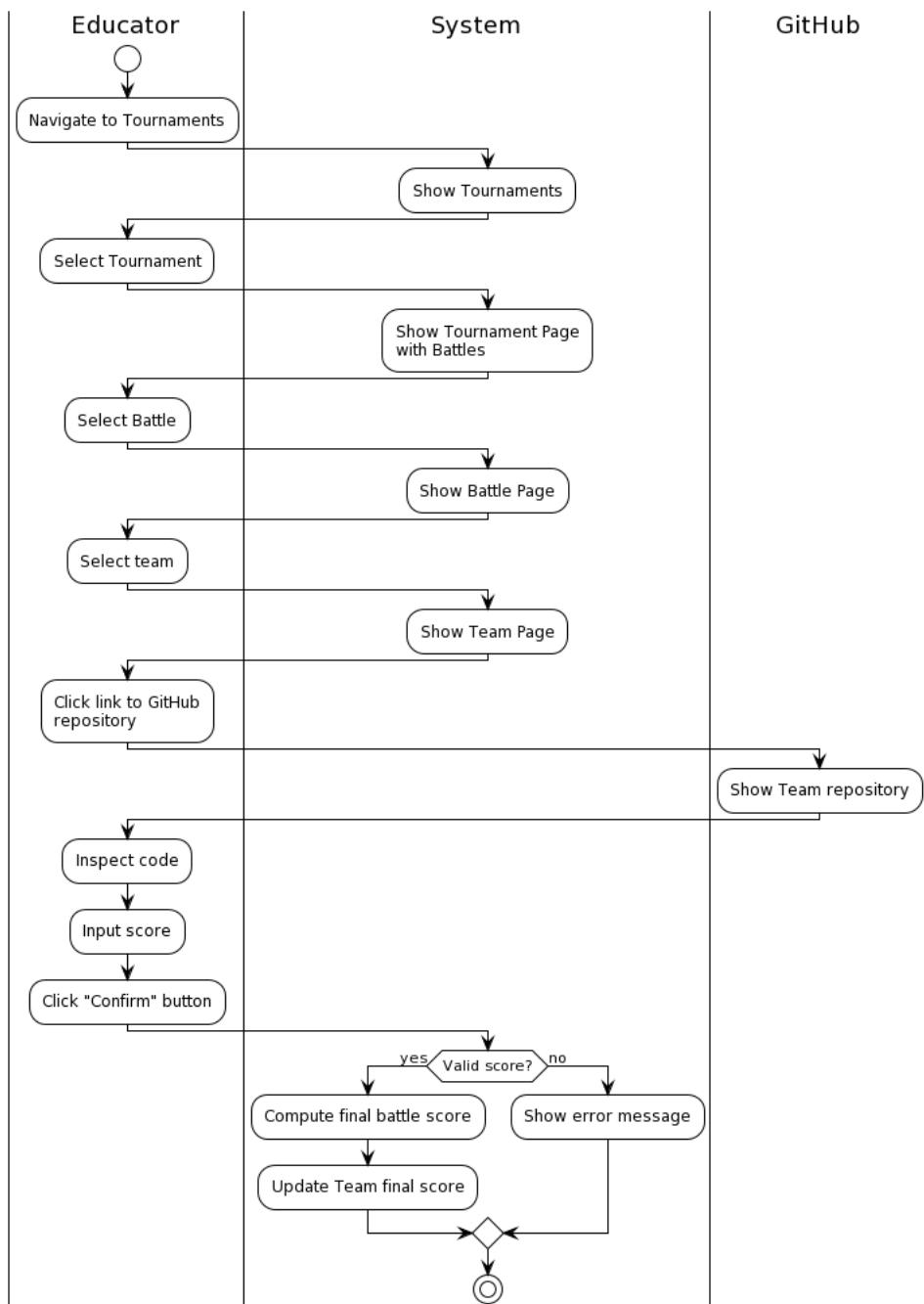


Figure 30: Code review use case activity diagram

Student perspective

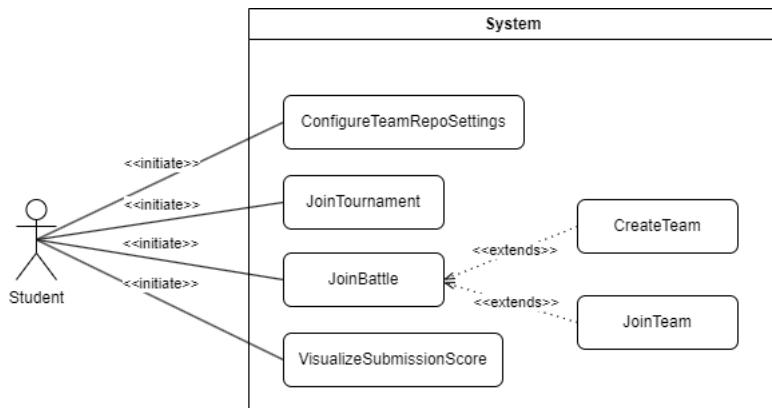


Figure 31: Students' scenarios use case diagram

ID	UC10
Name	JoinTournament
Actors	Student
Entry conditions	<ul style="list-style-type: none"> • Student is logged in
Event flow	<ol style="list-style-type: none"> 1. Student navigates to the tournaments section 2. System shows the list of tournaments the student is enrolled in and the list of all available tournaments in the platform 3. Student clicks on one of the tournaments in the list of available tournaments 4. Student is redirected to the page of the tournament containing the list of all students currently enrolled 5. Student clicks on “Enroll”
Exit conditions	<ul style="list-style-type: none"> • Student is correctly enrolled into the tournament

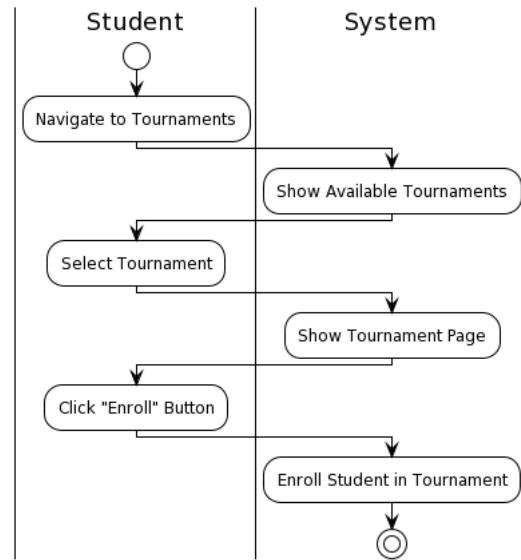


Figure 32: Joining a tournament use case activity diagram

ID	UC11
Name	CreateTeam
Actors	Student
Entry conditions	<ul style="list-style-type: none"> • Student is logged in • Student has already enrolled to the tournament
Event flow	<ol style="list-style-type: none"> 1. Student navigates to the tournaments section 2. System shows the list of tournaments the student is enrolled in 3. Student clicks on one of the tournaments in the list 4. Student is redirected to the page of the tournament containing the list of all the battles 5. Student clicks on the battle he wants to participate in 6. System redirects the student to the page of the battle 7. Student clicks on the “Create Team” button 8. System shows a pop-up with the team settings 9. Student inputs the name of the team, selects the desired privacy setting and clicks on “Confirm”

Exit conditions	<ul style="list-style-type: none"> • Student is correctly enrolled into the battle with its new team • System generates a unique invite API token and invite code valid for the team • The battle's page now shows a “Your team” button to manage the team settings
Exceptions	<ul style="list-style-type: none"> • Student inputs a team name already in use for that battle <p>In the previous case, the student is not able to create a team and a pop-up with a specific error message is shown</p>

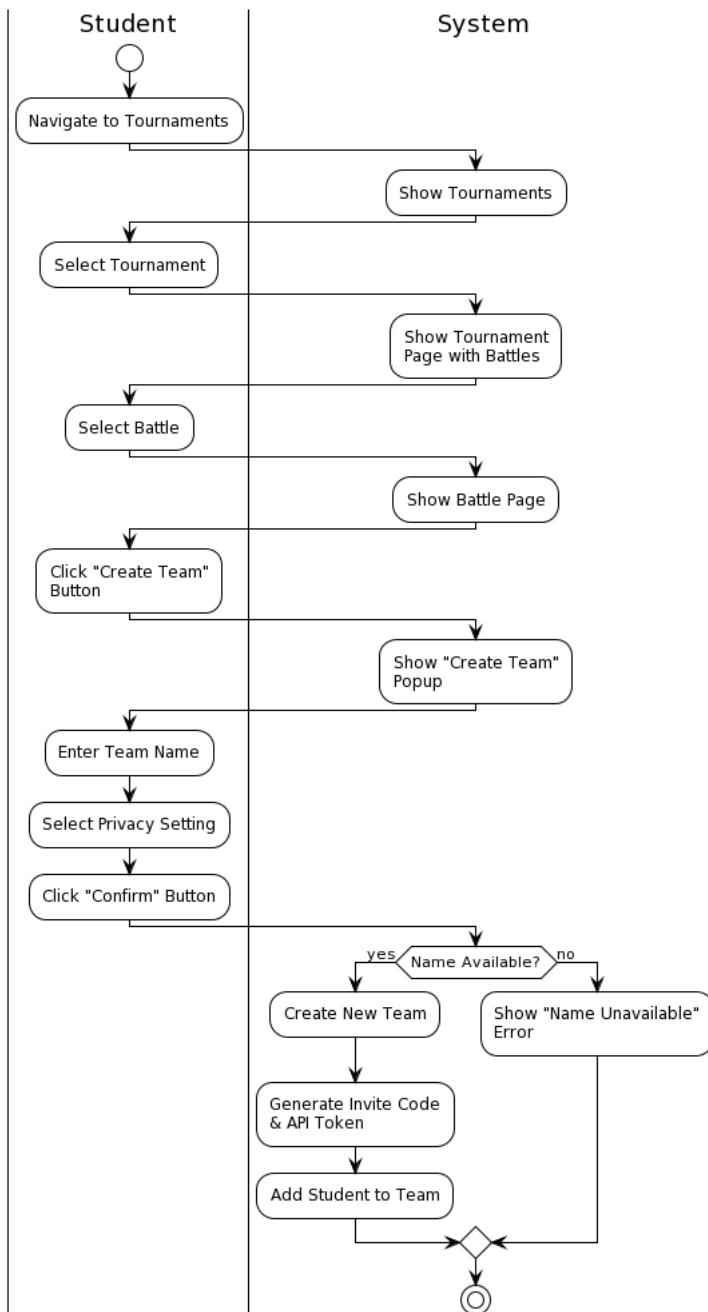


Figure 33: Team creation use case activity diagram

ID	UC12
Name	JoinTeam
Actors	Student
Entry conditions	<ul style="list-style-type: none"> • Student is logged in • Student has already enrolled to the tournament
Event flow	<ol style="list-style-type: none"> 1. Student navigates to the tournaments section 2. System shows the list of tournaments the student is enrolled in 3. Student clicks on one of the tournaments in the list 4. Student is redirected to the page of the tournament containing the list of all the battles 5. Student clicks on the battle he wants to participate in 6. System redirects the student to the page of the battle 7. Student clicks on the “Join Team” button 8. System shows a pop-up with 2 options and a input text field. The first option lets the user join a public team by name. The second option instead allows the user to join a team by invite code. The input field instead, asks for the team name or the invite code, depending on the checked option 9. Student selects his preferred option, inputs the requested string and clicks on “Confirm”

Exit conditions	<ul style="list-style-type: none"> • Student is correctly enrolled into the battle with its new team • The battle's page now shows a “Your team” button to manage the team settings
Exceptions	<ul style="list-style-type: none"> • Student tries to join a private team by name • Student tries to join a team which has already reached maximum number of members • Student inputs invalid team name or invite code <p>In all the previous cases, the student is not able to join a team and a pop-up with a specific error message is shown</p>

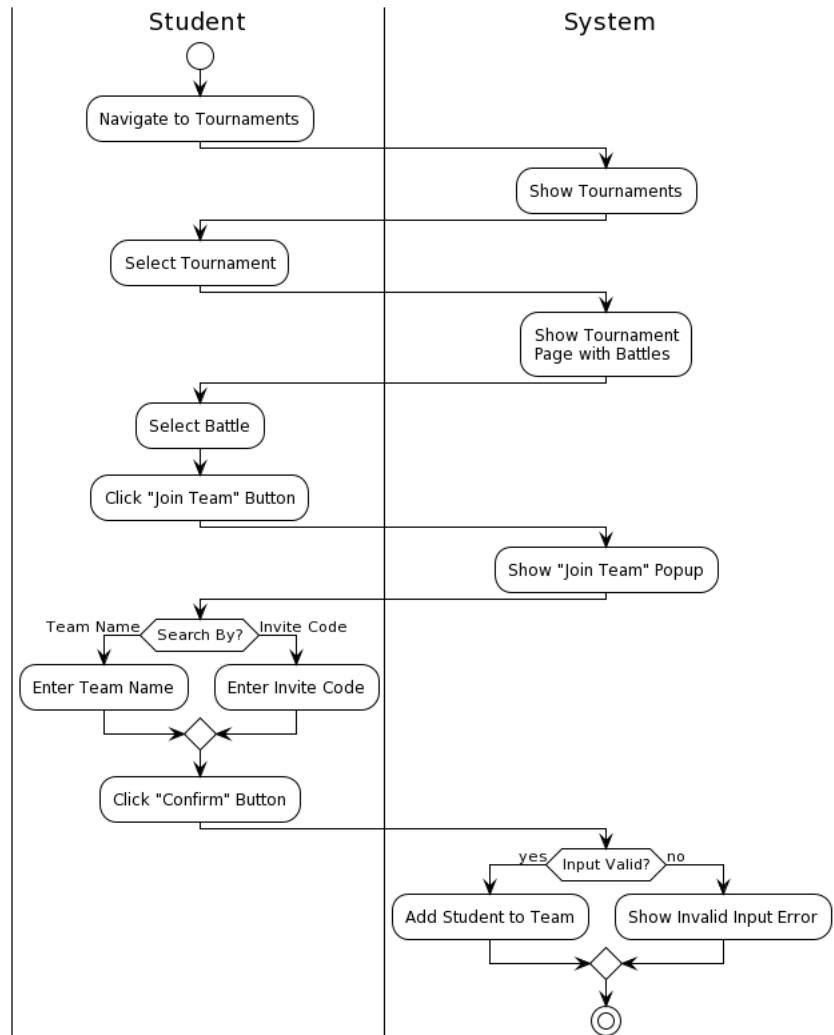


Figure 34: Joining a team use case activity diagram

ID	UC13
Name	ConfigureTeamRepoSettings
Actors	Student
Entry conditions	<ul style="list-style-type: none"> • Student is logged in • Student is already participating to a battle
Event flow	<ol style="list-style-type: none"> 1. Student navigates to the tournaments section 2. System shows the list of tournaments the student is enrolled in 3. Student clicks on one of the tournaments in the list 4. Student is redirected to the page of the tournament containing the list of all the battles 5. Student clicks on the battle he wants to manage 6. System redirects the student to the page of the battle 7. Student clicks on “Your team” button 8. System redirects the student to the page of the team 9. Student can now visualize the team’s settings such as system’s API commit endpoint, team’s API token to setup the GitHub actions and the invite code. Student can also set the URL of the GitHub repository

Exit conditions	<ul style="list-style-type: none"> • Systems correctly saves the inputted GitHub repository URL
Exceptions	<ul style="list-style-type: none"> • URL is invalid <p>In the previous case, the system won't accept the input and an error message is shown next to the input field</p>

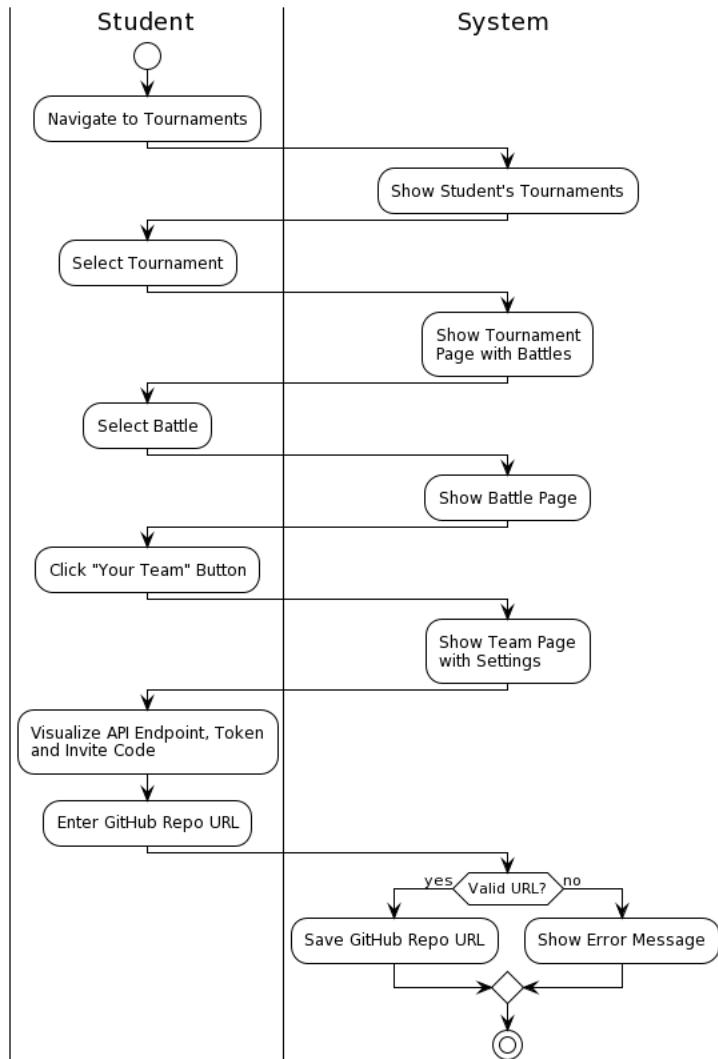


Figure 35: Team settings' configuration use case activity diagram

ID	UC14
Name	VisualizeSubmissionScore
Actors	Student
Entry conditions	<ul style="list-style-type: none"> • Student is logged in • Student is already participating to a battle
Event flow	<ol style="list-style-type: none"> 1. Student navigates to the tournaments section 2. System shows the list of tournaments the student is enrolled in 3. Student clicks on one of the tournaments in the list 4. Student is redirected to the page of the tournament containing the list of all the battles 5. Student clicks on the battle he wants to check 6. System redirects the student to the page of the battle 7. Student clicks on “Your Team” button 8. System redirects the student to the page of the team
Exit conditions	<ul style="list-style-type: none"> • System shows all the scores related to the last submission and some statistics about past scores
Exceptions	<ul style="list-style-type: none"> • Team hasn't submitted any solution yet <p>In the previous case, the team page will show no scores about last submission</p>

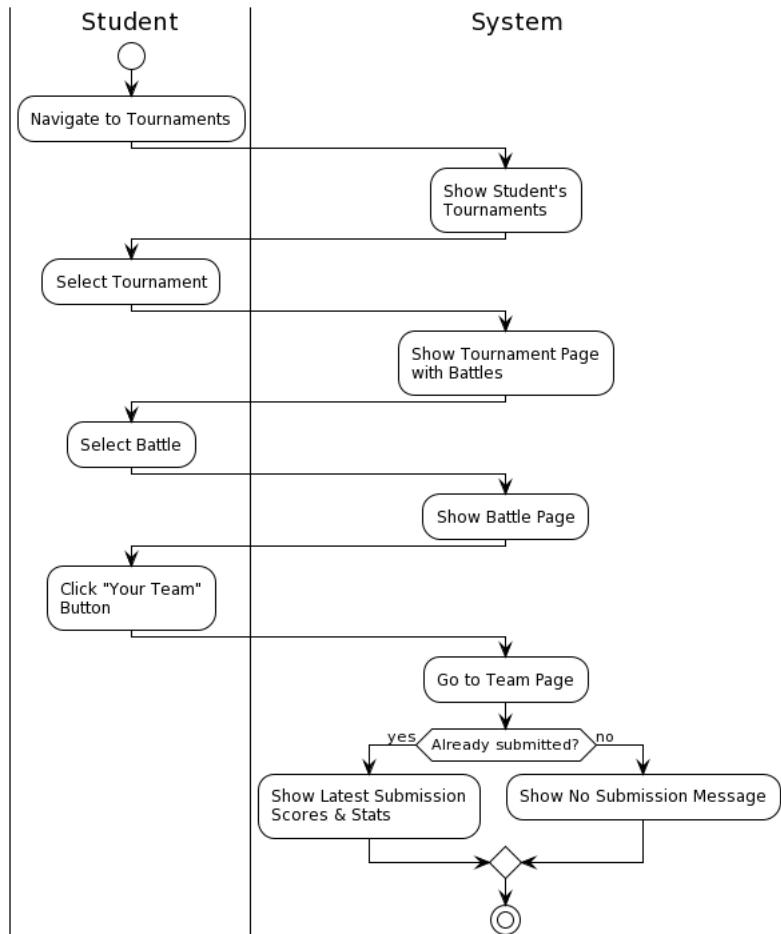


Figure 36: Submission's score visualization use case activity diagram

Educator perspective

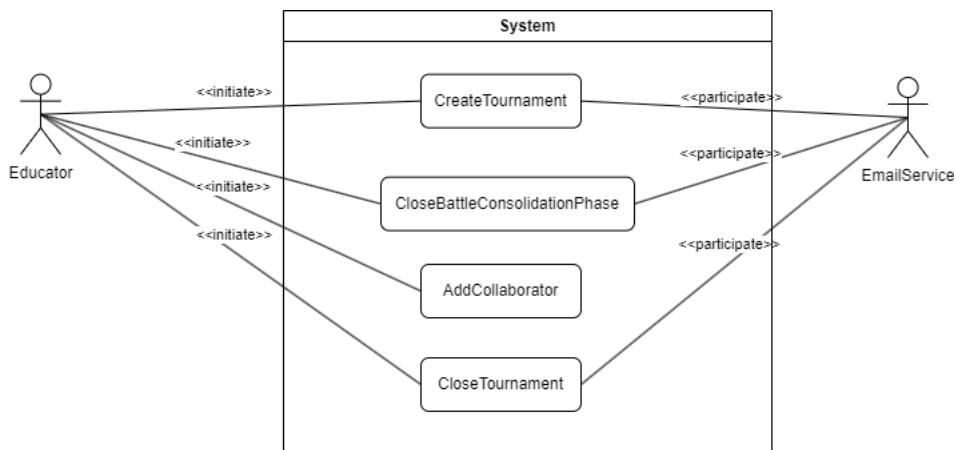


Figure 37: Educators' scenarios use case diagram

ID	UC15
Name	CreateTournament
Actors	Educator, Email Service
Entry conditions	<ul style="list-style-type: none"> • Educator is logged in
Event flow	<ol style="list-style-type: none"> 1. Educator navigates to the tournaments section 2. System shows the list of ongoing tournaments the educator is managing 3. Educator clicks on the button next to the list to create a new tournament 4. System prompts a pop-up asking the name and the subscription deadline 5. Educator fills in with requested information and clicks on “Save” 6. System notifies all the students of the platform about the new tournament via the Email Service
Exit conditions	<ul style="list-style-type: none"> • System correctly creates the new tournament • Educator is redirected to the new tournament page • Emails to all the students are dispatched
Exceptions	<ul style="list-style-type: none"> • Provided name is already in use • Subscription deadline is invalid <p>In all the previous cases, the educator is not able to create the tournament and a pop-up with a specific error message is shown</p>

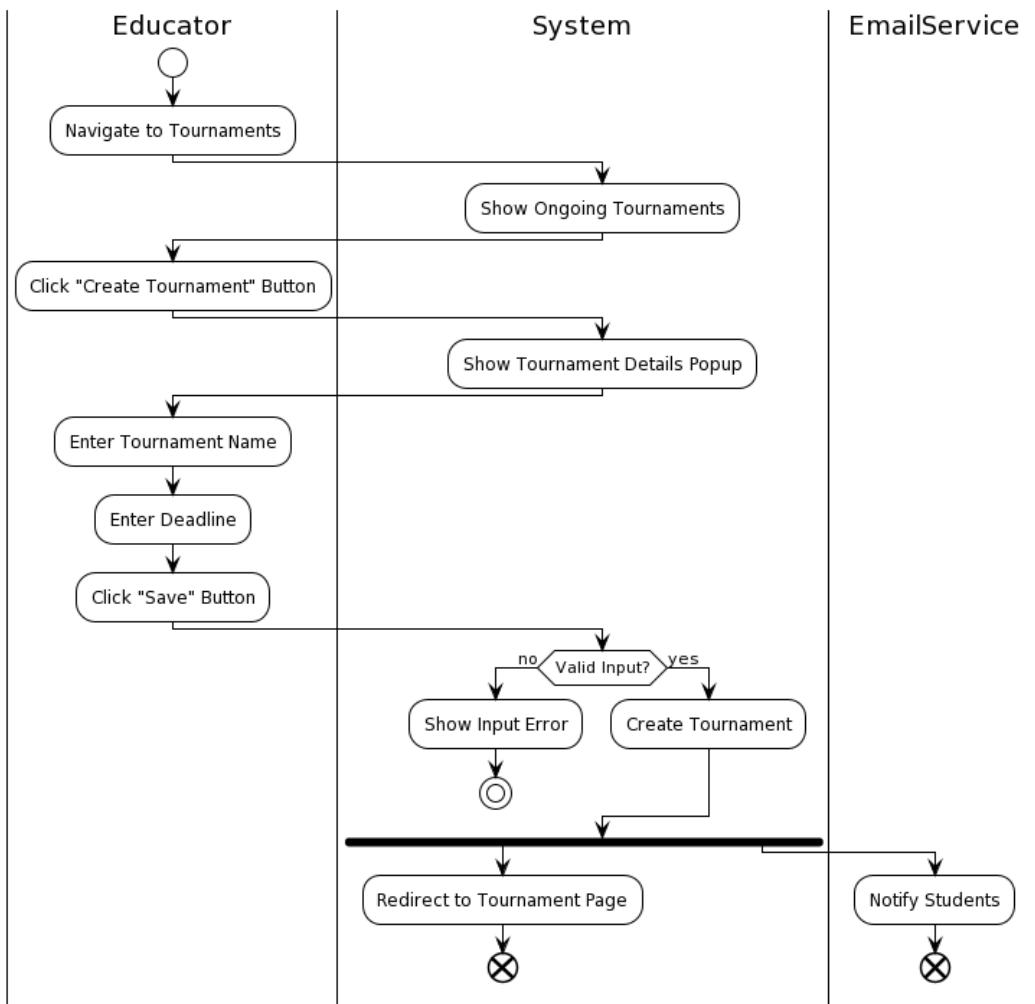


Figure 38: Tournament creation use case activity diagram

ID	UC16
Name	CloseTournament
Actors	Educator, Email Service
Entry conditions	<ul style="list-style-type: none"> • Educator is logged in • Educator is the creator of an ongoing tournament
Event flow	<ol style="list-style-type: none"> 1. Educator navigates to the tournaments section 2. System shows the list of ongoing tournaments the educator is managing 3. Educator clicks on the tournament he is interested in 4. System redirects the educator to the tournament's page 5. Educator clicks on the "Close Tournament" button 6. Systems notifies all the enrolled students about the end of the tournament
Exit conditions	<ul style="list-style-type: none"> • Tournament ends correctly • Emails to all the students are dispatched
Exceptions	<ul style="list-style-type: none"> • Educator is trying to close a tournament with an ongoing battle <p>In the previous case, the educator is not able to close the tournament and a pop-up with a specific error message is shown</p>

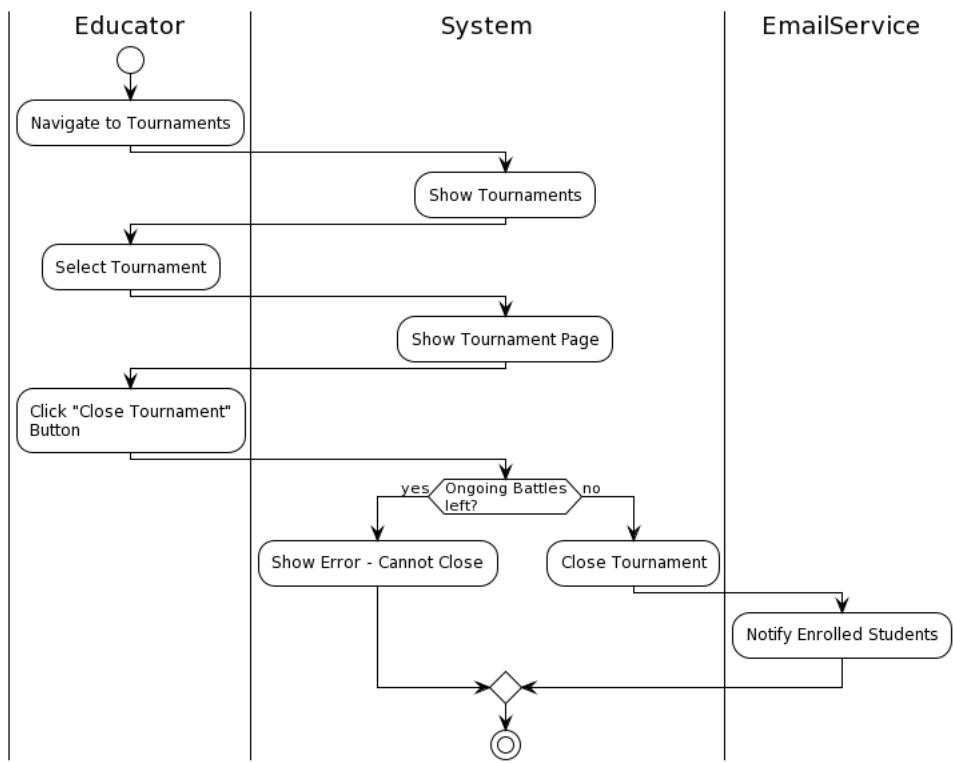


Figure 39: Tournament closure use case activity diagram

ID	UC17
Name	AddCollaborator
Actors	Educator
Entry conditions	<ul style="list-style-type: none"> • Educator is logged in • Educator is the creator of a tournament
Event flow	<ol style="list-style-type: none"> 1. Educator navigates to the tournaments section 2. System shows the list of ongoing tournaments the educator is managing 3. Educator clicks on the tournament he is interested in 4. System redirects the educator to the tournament's page 5. Educator clicks on the "Add Collaborator" button 6. System prompts a pop-up asking the email of the collaborator to add 7. Educator fills in the requested information and clicks on "Save"
Exit conditions	<ul style="list-style-type: none"> • New educator is correctly added to the tournament and can now create battles
Exceptions	<ul style="list-style-type: none"> • Email does not belong to any educator registered to the platform <p>In the previous case, the educator is not able to close the tournament and a pop-up with a specific error message is shown</p>

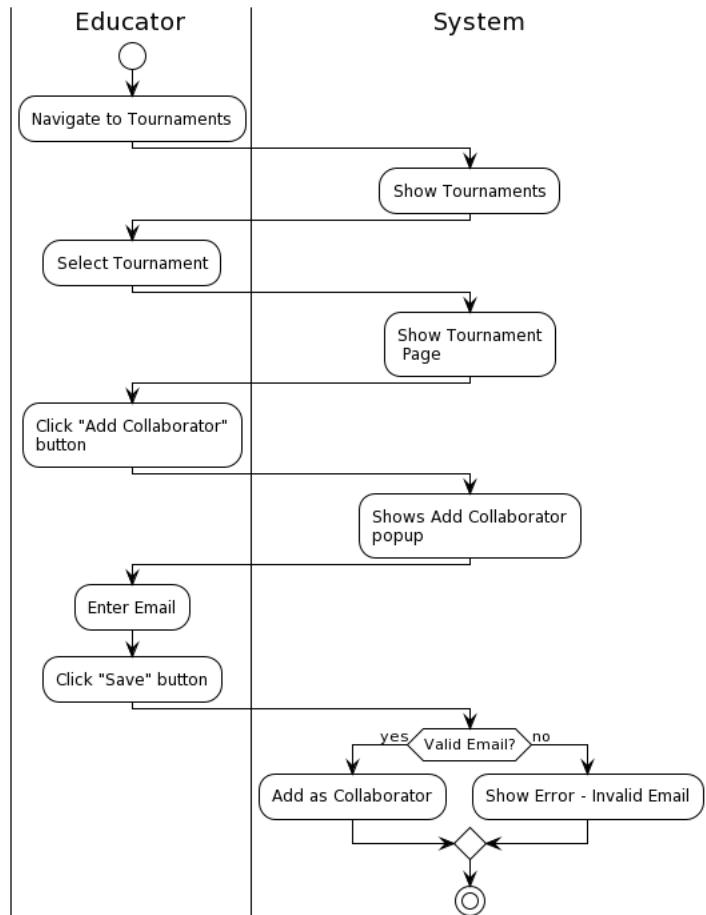


Figure 40: Adding a collaborator to a tournament use case activity diagram

ID	UC18
Name	CloseBattleConsolidationPhase
Actors	Educator, Email Service
Entry conditions	<ul style="list-style-type: none"> • Educator is logged in • Educator is the creator of a battle with the manual optional evaluation activated • Battle's submission phase has expired
Event flow	<ol style="list-style-type: none"> 1. Educator navigates to the tournaments section 2. System shows the list of ongoing tournaments the educator is managing 3. Educator clicks on the tournament he is interested in 4. System redirects the educator to the tournament page, which contains the list of all the battles of the tournament 5. Educator clicks on the battle he is the creator of 6. System redirects the educator to the battle page 7. Educator clicks on the “Close Consolidation” button 8. System updates the personal tournament scores as the sum of all battle scores of the student obtained in the tournament 9. System updates both the tournament rank and the final battle rank 10. Systems notifies all the enrolled students into the battle about the availability of the battle scores

Exit conditions	<ul style="list-style-type: none"> • Battle is correctly closed, the new scores and ranks are updated • Emails to all the students are dispatched
Exceptions	<ul style="list-style-type: none"> • Email does not belong to any educator registered to the platformEducator is trying to close the consolidation stage of a battle without having completed the manual code evaluation <p>In the previous case, the educator is not able to close the battle and a pop-up with a specific error message is shown, asking the educator to complete the evaluation first</p>

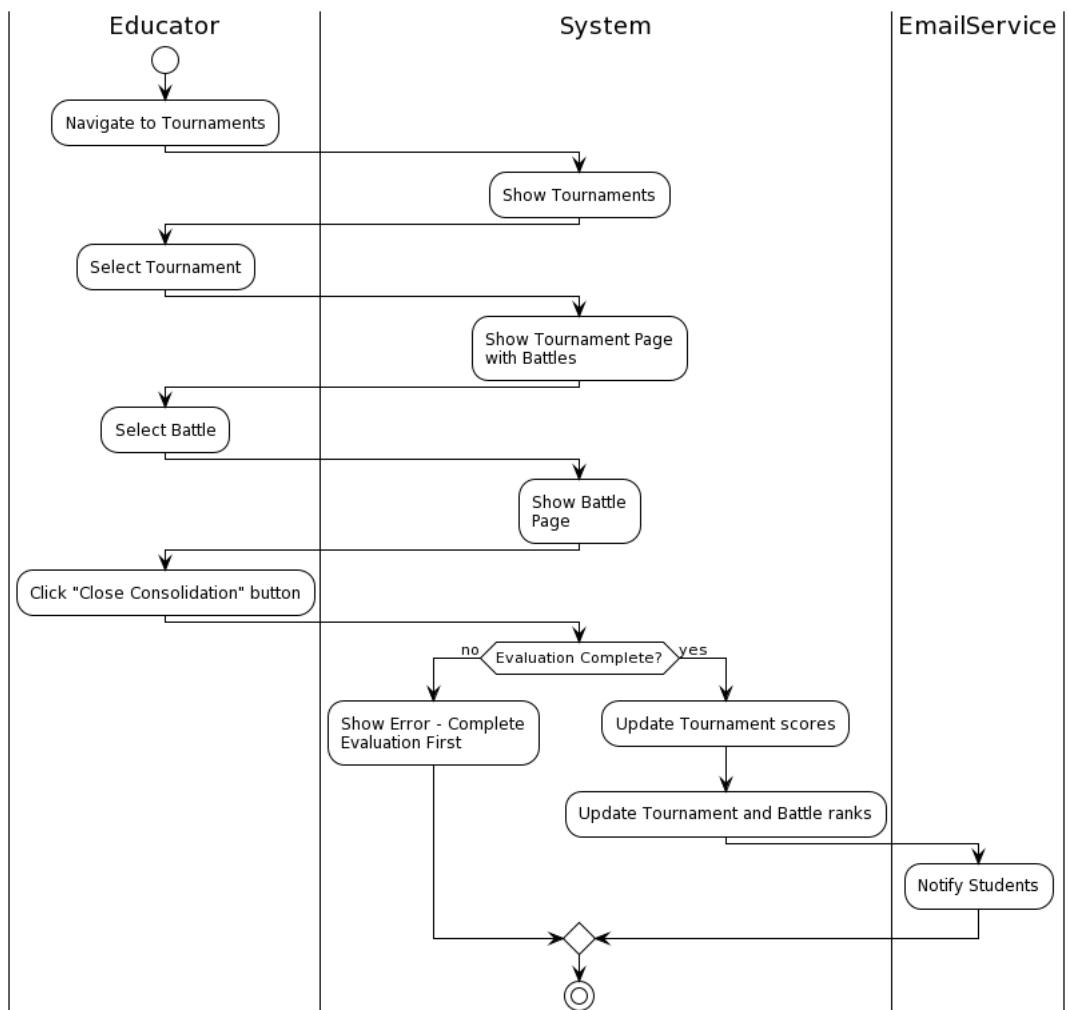


Figure 41: Close the consolidation phase of a battle use case activity diagram

3.2.2 Mapping on Use Cases

Use Case	Requirements
UC1	R1, R2
UC2	R1, R2
UC3	R2
UC4	R2
UC5	R9, R10, R11, R12, R13, R14, R15, R16, R18
UC6	R26, R27
UC7	R26, R28
UC8	R17, R19, R22, R29, R37, R38, R39
UC9	R20, R21, R39
UC10	R26, R30
UC11	R31, R32, R33, R37, R40
UC12	R31, R34, R35
UC13	R36, R37, R38, R40
UC14	R42
UC15	R3, R4, R5, R6
UC16	R7, R25
UC17	R8
UC18	R21, R23, R24, R41

3.2.3 Mapping on Goals

- **G1:** Allow students to participate to collaborative programming challenges

Requirements	<p>R1: System shall allow user to register as educator or student</p> <p>R2: System shall allow user to log in</p> <p>R6: System shall notify all students enrolled to the platform about a newly created tournament</p> <p>R16: System shall notify all users enrolled to a tournament about a newly created battle</p> <p>R18: System shall create the GitHub repository of a battle as soon as the registration phase closes, sending its link to all involved students</p> <p>R26: System shall allow all users to see the list of ongoing tournaments</p> <p>R30: System shall allow student to enroll to a tournament within the subscription deadline</p> <p>R31: System shall allow student to create a team within the registration deadline</p> <p>R32: System shall allow student (team creator) to set the team name</p> <p>R33: System shall allow student (team creator) to set the privacy of the group</p> <p>R34: System shall allow student to join a team <i>only</i> before the registration deadline</p> <p>R35: System shall allow <i>only</i> students who know the correct invite code to join private groups</p> <p>R36: System shall allow team members to set their the repository URL</p> <p>R37: System shall generate a unique API token for each team</p> <p>R38: System should offer an external API which, when invoked, will notify the platform about a new commit on a team's GitHub repository</p> <p>R40: System shall generate a unique invite code for each team</p>
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Domain Assumptions	<p>D1: Users have access to a stable and reliable internet connection to interact with the CKB platform</p> <p>D5: Students are expected to engage in Code Kata Battles with integrity, without resorting to plagiarism or cheating (e.g. inviting more or different collaborators with respect to the ones inside the team)</p> <p>D6: Maximum number of students per group an educator can set will always be bounded (e.g. less than 4)</p> <p>D7: Every student has a GitHub account</p> <p>D8: Students will fork the Code Kata GitHub repository once ready</p> <p>D9: Students know how to setup a GitHub Actions workflow</p> <p>D10: Only one student per group will perform the steps needed to set-up the team's repository and the GitHub Actions workflow</p> <p>D12: Students use external communication channels</p>
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- **G2:** Allow educators to create programming challenges

Requirements	<p>R1: System shall allow user to register as educator or student</p> <p>R2: System shall allow user to log in</p> <p>R3: System shall allow educator to create a tournament</p> <p>R4: System shall allow educator (tournament creator) to set the name of the tournament</p> <p>R5: System shall allow educator (tournament creator) to set the subscription deadline of the tournament</p> <p>R7: System shall allow educator (tournament creator) to end the tournament</p> <p>R8: System shall allow educator (tournament creator) to add another educator as collaborator to the tournament</p> <p>R9: System shall allow educator (tournament creator or collaborator) to create a battle for the tournament</p> <p>R10: System shall allow educator (battle creator) to upload the Code Kata of the battle</p> <p>R11: System shall allow educator (battle creator) to set minimum and maximum number of students per group allowed for the battle</p> <p>R12: System shall allow educator (battle creator) to set the registration deadline of the battle</p> <p>R13: System shall allow educator (battle creator) to set the submission deadline of the battle</p> <p>R14: System shall allow educator (battle creator) to enable/disable optional manual evaluation for the battle</p> <p>R15: System shall allow educator (battle creator) to select relevant aspects of code quality to be extracted through static analysis</p>
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Domain Assumptions	<p>D1: Users have access to a stable and reliable internet connection to interact with the CKB platform</p> <p>D2: Supported programming languages are limited to popular options like Java, Python and C++</p> <p>D3: Registered educators are all legitimate and verified</p> <p>D4: Educators upload correct test cases and well-structured Code Kata projects</p> <p>D6: Maximum number of students per group an educator can set will always be bounded (e.g. less than 4)</p>
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- **G3:** Allow the system to automatically evaluate students' submissions

Requirements	<p>R17: The system shall be able to perform static analysis on submitted code utilizing third-party static code analysis tools and services</p> <p>R18: System shall create the GitHub repository of a battle as soon as the registration phase closes, sending its link to all involved students</p> <p>R19: System shall assign to each submission sent before the submission deadline a score (natural number between 0 and 100) combining correctness, timeliness and code quality <i>as soon as possible</i></p> <p>R21: System shall compute a final score combining automatic and manual score (if available) for each team if manual evaluation is enabled</p> <p>R36: System shall allow team members to set their the repository URL</p> <p>R37: System shall generate a unique API token for each team</p> <p>R38: System should offer an external API which, when invoked, will notify the platform about a new commit on a team's GitHub repository</p>
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Domain Assumptions	<p>D2: Supported programming languages are limited to popular options like Java, Python and C++</p> <p>D4: Educators upload correct test cases and well-structured Code Kata projects</p> <p>D8: Students will fork the Code Kata GitHub repository once ready</p> <p>D9: Students know how to setup a GitHub Actions workflow</p> <p>D10: Only one student per group will perform the steps needed to set-up the team's repository and the GitHub Actions workflow</p> <p>D11: Static analysis tools are able to quantify the specified code quality aspects</p>
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- **G4:** Allow educators to manually evaluate students' submissions

Requirements	<p>R1: System shall allow user to register as educator or student</p> <p>R2: System shall allow user to log in</p> <p>R13: System shall allow educator (battle creator) to set the submission deadline of the battle</p> <p>R14: System shall allow educator (battle creator) to enable/disable optional manual evaluation for the battle</p> <p>R20: System shall allow educator (battle creator) to set a manual score (natural number between 0 and 100) to the last valid team's submission during the consolidation stage of the battle</p> <p>R39: System shall allow the educator to access the code of the submitted solutions</p> <p>R41: System shall allow educator (battle creator) to close the consolidation stage of the battle if manual evaluation is enabled</p>
Domain Assumptions	<p>D1: Users have access to a stable and reliable internet connection to interact with the CKB platform</p> <p>D8: Students will fork the Code Kata GitHub repository once ready</p> <p>D10: Only one student per group will perform the steps needed to set-up the team's repository and the GitHub Actions workflow</p>

- G5: Allow students to track their performance

Requirements	<p>R1: System shall allow user to register as educator or student</p> <p>R2: System shall allow user to log in</p> <p>R17: The system shall be able to perform static analysis on submitted code utilizing third-party static code analysis tools and services</p> <p>R19: System shall assign to each submission sent before the submission deadline a score (natural number between 0 and 100) combining correctness, timeliness and code quality <i>as soon as possible</i></p> <p>R20: System shall allow educator (battle creator) to set a manual score (natural number between 0 and 100) to the last valid team's submission during the consolidation stage of the battle</p> <p>R21: System shall compute a final score combining automatic and manual score (if available) for each team if manual evaluation is enabled</p> <p>R22: System shall update the battle teams' ranks right after a new score is available</p> <p>R23: System shall notify all students participating to the battle about the availability of the final battle rank</p> <p>R24: System shall update the tournament students' scores as the sum of all the battle scores received during the tournament once the final battle rank becomes available</p> <p>R25: System shall notify all involved users about the availability of the tournament student's final rank</p> <p>R27: System shall allow all users to see all tournaments' ranks</p> <p>R28: System shall allow all users to see all battles' ranks</p> <p>R29: System should manage every ranking (tournament or battle) in a way that it represents the correct order of students/teams within its context, from the ones with the highest score to the ones with the lowest</p> <p>R42: System shall allow students to see the latest score of their team</p>
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Domain Assumptions	D1: Users have access to a stable and reliable internet connection to interact with the CKB platform
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3.3 Performance Requirements

Even though the platform is not mission critical, should guarantee a smooth and appealing experience to all kind of users. Given the complexity of the overall project, several performance requirements for different aspects of the system can be identified:

- *Basic user interaction with the webapp:* response time for user actions like creating/joining a team, loading scoreboards, creating a tournament etc should be under 2 seconds for 90% of requests under normal load.
- *Space requirements:* a reasonable estimate of a project's maximum size is about 40-50 MB. So, the system, to control the space usage, should limit the allowed projects sizes to 80 MB.
- *Upload/download speed requirements:* given the previous estimate of project's size, the system should guarantee a good throughput in terms of upload and download speed of the projects' files. System should be able to reserve on average at least 8 Mb/s to each connection; this means that a project directory of 50 MB would take about 50 seconds to be downloaded. However, bandwidth of educator's uploads should be prioritized. A pessimistic estimate with 1000 concurrent upload/download connections suggests that the systems needs at least a 10 Gb/s internet connection. Aggregating different Internet Service Providers may be considered to achieve greater bandwidths.
- *Computational resources:* system should be sized to handle up to 100 simultaneous code submissions from different teams, providing a score within 20 seconds. Multiple CPUs with worker pooling approach will help in handling this kind of concurrency, dealing also with scalability issues.
- *Notifications:* email notification should be able to reach all the recipients within 2 minutes.

These performance requirements will be taken in consideration also in choosing the external static analysis provider.

Moreover, given the different and independent performance requirements of all the functions involved, it is preferred to support each one with different machines or subsystems. In this way, the overall platform could still work with degraded performance affecting only a part of the functionalities.

The performance of the system could be improved following some basic strategies:

- **Limit inbound API rate:** this will help in reducing commits from the same team (preventing also spam attacks).
- **Bound execution time:** terminate the evaluation of a submission after a timeout. This will help to prevent excessive resource consumption on tasks that should be quick to perform.

In conclusion, it is important to mention again that even though the system is not providing an essential service to the user, it should offer a non stressful educational experience. Indeed, given the strict deadlines system, even a little delay in the submission can compromise the competition (which could potentially reflect into school marks of students), thus the overall purpose of the project.

3.4 Design Constraints

3.4.1 Standards compliance

There are several standards the system must comply with:

- The web interface will comply with the latest versions of HTML, CSS and JavaScript standards.
- API will follow REST architectural constraints and use JSON data formats.
- Coordinated Universal Time (UTC) will be used to store timestamps in order to correctly show deadlines to user located in different time-zones.

3.4.2 Hardware limitations

The CDK platform has no strict hardware requirements, but should perform well on average smartphone or computer equipped with a modern web browser and a reliable internet connection.

3.4.3 Privacy constraints

Since the platform will need to ask the user for personal information like name, surname and email address, it needs to guarantee that this data will be processed and stored accordingly to the GDPR. Moreover, from the moment that the platform will also use cookies (e.g. to keep users authenticated), the system will need to get consent from visitors before placing cookies on their devices, in compliance with the EU ePrivacy regulations.

3.4.4 Quality constraints

User acceptance testing will measure task success rate and user satisfaction.

3.5 Software System Attributes

3.5.1 Reliability

Given the complexity of the project, reaching high reliability levels represents a challenge and a key to success for the product. Indeed, even though the systems performs many interactions with external actors and service providers, consistency and integrity of the overall platform should be guaranteed even in case of errors or unexpected conditions.

3.5.2 Availability

Service should be continuously available (24/7) to users, with little downtime and rapid service recovery. The overall service level target is 99.5%, which corresponds nearly to 50 minutes of downtime per week. Planned maintenances should be communicated to users in advance, given the strict time requirements of the service offered by the platform.

3.5.3 Usability

The platform should be intuitive and minimal, still offering all the functionalities needed by all kind of users.

3.5.4 Security

- Passwords must be securely hashed and salted before storage.
- Encryption should be used for sensitive data.
- Input validation and sanitization should be applied to prevent attacks.
- Adopt HTTPS protocol, which uses encryption for secure communication.
- Deploy firewalls to protect the system from unauthorized access.
- Employ API authentication mechanism to limit access to the API.

3.5.5 Scalability

The system should be designed to easily scale horizontally to accommodate growth in traffic.

4 Formal Analysis Using Alloy

Organize this section according to the rules defined in the project description.

5 Effort Spent

Provide here information about how much effort each group member spent in working at this document. We would appreciate details here.

References