

Group 4 - Sprint 2 Review Report

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What has been done:

Database

- We designed and implemented the database.
- Utilizing Postgres as the database technology.

Frontend

- Referenced the Figma designs to the JavaFx client using Scenebuilder.
- Implemented the basic login, registration and the home views.
- Users are able to register.
- Implemented fetch APIs for sending user information and messages.
- Users can log in and send messages (currently only in test Java).

Backend

- We implemented methods for creating and sending messages.
- Created conversation generation to work automatically when sending messages.
- Implemented Database Entities for the current tables in the database.
- Created Data Transfer Objects for requests and responses to avoid possible recursive relationships between entities.
- Initialized a set of endpoints for Users and Conversations.

Unit Testing

- Created basic unit tests for the frontend and the backend.
- Included the tests in the project's repository.

Code Coverage

- Integrated JaCoCo to our both frontend and backend maven projects.
- Running test coverages.

What is in progress (for Sprint 3):

- WebSockets.
- Fleshing out a proper way to create group based conversations.
- Creating the necessary endpoints for every HTTP request.
- Pop up windows to the main view UI

- Implement connections between Users e.g. Friend Requests.
- Create methods for User modification.
 - Updating private information
 - Updating profile picture
 - Setting a status (Online, Away, Offline)
- Frontend: Managing user profile, sending messages, and handling friends (adding and removing).
- Create remaining Unit tests
- Build and push an image of the project to Docker.
- Integrating Jenkins for CI/CD.
 - Code Checkout
 - Build
 - Unit Tests
 - Code Coverage

Obstacles we faced:

- Using ObjectMapper to serialize Java objects into JSON data for sending requests and to deserialize backend JSON responses back to Java objects.
- Overall learning the new framework (Springboot) as well as the use of PostgreSQL, and applying them to the project.

Trello:

<https://trello.com/b/FWJPnRNE/ohjelmistotuotantoprojekti-1>

GitHub:

https://github.com/TonyKarlin/Ohjelmistotuotanto_Projekti_1

Figma:

https://www.figma.com/design/tksSJMJPStXlcXPglkYMm7/ohjelmistotuotantoprojekti_pohja?node-id=0-1&p=f&t=Jw9GPuhMWu901RQ4-0