FINAL PROJECT

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NRC 3493: Object-Oriented Programming

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I. PROBLEM DEFINITION

Many anime and manga lovers like to organize and keep a record of the mangas and animes they are watching or have watched. In the same way, planning is a factor this particular group takes into account for organizing themselves to watch or read this kind of content in the future, well be because of seasonal content, trends, and recommendations, among others. In addition, this community loves giving reviews of the content they consume and likes to share those perspectives with others.

Taking into account the previous, there is a clear necessity for the existence of a simple and functional way that facilitates them to organize and keep a record of their activities, as well as share opinions of the content they watch/watched to share them with others.

It is proposed to implement a complete, friendly, simple, and easy-to-use agenda/tracker application that helps manga and anime lovers track and organize the different kinds of content they consume, along with rating particular contents saved in the agenda/tracker.

II. SIMILAR SOLUTIONS IN THE MARKET

Kitsu: It provides its users a tracking feature to show other users what shows and manga they've seen.

Anime-Planet: It keeps track of what the users have seen in their anime and manga list. It allows them to write blogs and make friends, like a social network.

AniDB: It is a non-profit anime database that is open freely to the public. This means that all users can add or edit information.

MyAnimeList: It is an anime and manga social networking and social cataloging application website. It provides its users with a list-like system to organize and score anime and manga.

AniKore: It is a website that measures anime ratings and anime evaluation ranking specifically in Japan

III. SCOPES

Target audience: People who show interest in keeping track of the animes and mangas they watch/read.

Technologic platforms:

- **Devices:** Only computers
- Operating systems: Windows and Linux (Arch and Ubuntu distributions)
- **Programming languages:** Python, Javascript
- markup languages: CSS and HTML
- **Libraries:** certifi, charset-normalizer, idna, proxy-tools, pycairo, PyGObject, pywebview, requests, urllib3, json, os, shutil, datetime, sqlite3

Functionalities

Functional Requirements:

- **Search for a specific Title:** For starting an agenda or tracker, users want to look and see if a specific anime, manga, or movie is available.
- Keep a record of the user's activities: Users would add, organize and have a
 record of the current animes, movies, or mangas they have or are
 watching/reading.
- Similar content recommendations: Users might enable the option to get recommendations on similar content based on tags from the finished series or custom categories they are looking for.

- Rating the added shows: Once added the series, the user might want to rate (by stars) their shows saved on their agenda. This would affect the recommendation system. They might even add an opinion of the show in the corresponding record.
- Export/Import the user's agenda to share with others: Users might like to share their agenda with other people or keep it saved in a file. There is nothing better for making this than being able to export or import an agenda, as it includes the user's shows, ratings, etc.
- Used technologies: The application source code is written in Python. It uses the AniList GraphQL API to access the anime and manga entries.

Non-Functional requirements:

- **Legal requirements:** Using appropriately and fulfilling the condition's uses of the selected API.
- **Navigation:** The application will be displayed in a very simple and user-friendly graphic interface to ensure a better user experience.
- **Platforms:** The application will only be able to work on desktops.
- **Performance:** A fast connection between the application and AniList API.
- **Connectivity:** An internet connection will be needed when adding a manga, anime, or movie to the agenda. The same goes for recommendations.

IV. SOLUTION PRESENTATION

POSSIBLE OPTIONS

Backend development:

- A Python-based backend
- A Java-based backend
- A JavaScript backend

Frontend development:

- A python-based frontend using Tkinter library
- A python + Flask solution based on Heroku.
- A python application with Electron framework.
- A python application with pywebview framework.

SOLUTION CHOOSE CRITERIA

- The graphic interface must be complete, dynamic, and easy to use.
- The backend solution must fulfill the object-oriented paradigm.
- The intercommunication between the backend and the frontend must be easy to handle.

SOLUTION REVIEWS

Taking into account the criteria:

- Tkinter would not be an option for developing the frontend, as it is more likely to offer a static result.
- Javascript would not be an option to develop the backend, as it does not support multiple inheritances.

- Java is a language that fulfills the object-oriented programming requirements, but taking into account that does not meet enough requirements to handle SQLite databases by itself, it would not be an option.
- A python + Flask solution based on Heroku would not be an option as it is necessary to keep a running server.
- A python application with Electron framework would not be an option because the NodeJS modules required by Electron are so heavy for this project.

CHOSEN SOLUTION

Taking into account the solution reviews, the chosen solution is to develop a python-based backend combined with a pywebview framework frontend. Python is a programming language that fulfills all the established criteria. pywebview is a framework that allows us to create GUI for any Python program with HTML, CSS and JS.

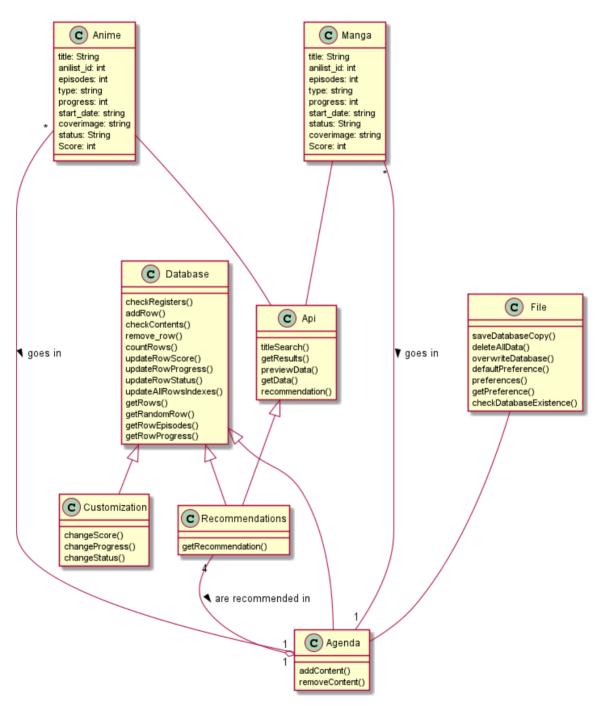
V. ROLES

Frontend (Giuseppe Gomez): Was in charge of building the graphic interface and creating the API to establish the connection between the Javascript and python programs.

Backend (Edgar Torres): Was in charge of making the python program and creating the functions and methods for the Javascript API class.

VI. SOLUTION DESIGN

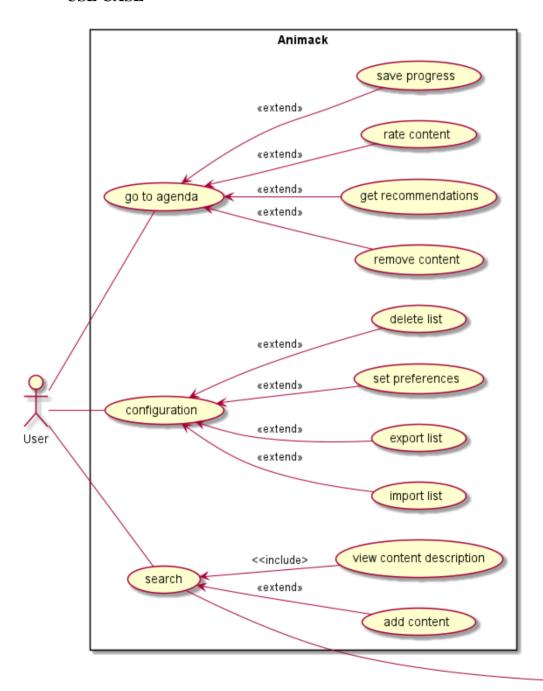
Class Diagram



Our main program consists of 8 classes, being the API and Database the most important ones. The API class is in charge of giving the user the content they are looking for to start

working on their agenda. The database class plays an important role in storing the user's activities, and it is the main core of the customization class, as this last class methods can only work with what is stored in the database.

USE CASE

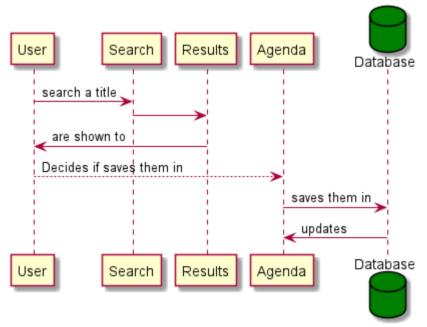




In this diagram is visible the interactions the user can have with the Animack App. There are three main cases, which are: go to agenda, configuration, and search. Each one mostly extends optional interactions. In the search interaction can be found an actor called "Anilist_API", this actor is in charge of establishing the connection between the Animack app and the Anilist database to give the user results they might be looking for.

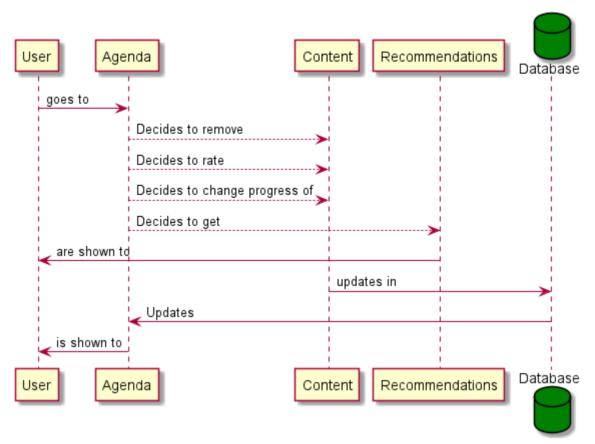
SEQUENCES DIAGRAM

For search:



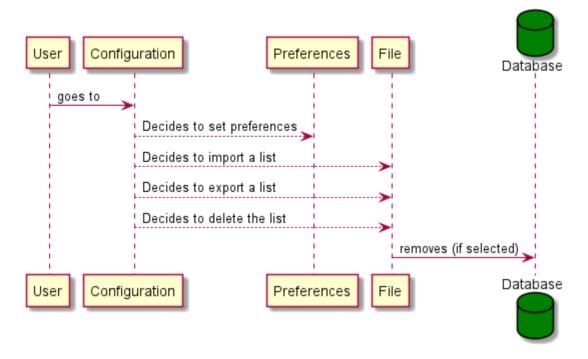
the user search for a title and the results are shown. they might decide if save a result in their agenda, which is, in reality, being saved in a database.

For the Agenda:



In their agenda, the user can decide to remove, rate, or change the progress of several contents, as well as get recommendations. Each change the user does to content updates its data in the database.

For configuration:



In the configuration window, the user can set preferences for filtering search results. He might also choose to import, export, or deletes a list. Deleting a list will remove the current list database file.

Database relational diagram

| ANIME |
|-------------|
| title |
| anilist_id |
| episodes |
| type |
| progress |
| start_date |
| cover_image |
| status |
| score |

| MANGA | |
|-------------|--|
| title | |
| anilist_id | |
| chapters | |
| type | |
| progress | |
| start_date | |
| cover_image | |
| status | |
| score | |
| | |

The database is composed of 2 tables that do not share any connection. Each table represents a list in the agenda section.

VII. PROJECT DOCUMENTATION

CODE DOCUMENTATION:

As the code is insanely extensive, it is going to be explained only what is happening in the main.py file.

In this file, the necessary modules are imported and the required objects are created.

```
import webview
from src.logic.Agenda import Agenda
from src.logic.Api import Api
from src.logic.Database import Database
from src.logic.Customization import Customization
from src.logic.Recommendation import Recommendation
from src.logic.File import File
#create an agenda object
agenda = Agenda()
api = Api()
#create a Database object
db = Database()
recom = Recommendation()
#create a customization object
custom = Customization()
#create a file object
file = File()
```

A javascript API class is created. This class contains all the required methods and functions for executing processes in the backend by actions performed in the frontend.

```
class JavaScriptAPI:
   def searchClickButton(self, title, type, page):
       file.defaultPreference()
       # get the user preference
       pref = file.getPreference()
       results = api.titleSearch(title, type, page)
       # organize results
       json = api.getResults(results, type, pref)
       return json
   def dataPreviewButton(self, id, type):
       results = api.previewData(id, type)
       return results
   def addButton(self, id, type):
       results = api.getData(id, type)
       # save results in database
       response = api.addContent(results, agenda)
       return response
   def removeButton(self, type, target_id):
       # remove results from database
       response = agenda.removeContent(type, target_id, agenda)
       return response
   def recommendationButton(self, type):
       data = recom.getRandomRow(type)
       # Search recommendations
       return recom.getRecommendation(data, recom)
```

```
def changeScoreButton(self, score, type, id):
    #change the content score
    custom.changeScore(score, custom, type, id)
def changeProgressButton(self, progress, type, id):
    #change the content progress
    custom.changeProgress(progress, custom, type, id)
    #get the total title episodes
    episodes = custom.getRowEpisodes(type, id)
   #get the user progress
   progress = custom.getRowProgress(type, id)
    #change the status
    custom.changeStatus(episodes, progress, custom, type, id)
def getTotalRowsNumber(self, type):
   db.checkRegisters()
   #set a default preference
   file.defaultPreference()
    #return a table row numbers
   return db.countRows(type)
def getDatabaseRow(self, type, index):
    #return a row from the database
   return db.getRows(type, index)
def exportButton(self, route, file_name):
    #check if the database exists
   check_existence = file.checkDatabaseExistence()
    if(check_existence):
        #saves a copy of the database
        file.saveDatabaseCopy(route, file_name)
```

```
def deleteDatabaseButton(self):
    # check if the database exists
    check existence = file.checkDatabaseExistence()
    # saves a copy of the database
    return file.deleteAllData(check existence)
def importButton(self, route):
    # check if the database exists
    check existence = file.checkDatabaseExistence()
    #overwrite the database with a new file
    file.overwriteDatabase(route, check existence)
def preferenceButton(self, preference):
    #save user preference
   file.preferences(preference)
def defaultPreference(self):
    #get the user preference
    return file.getPreference()
def openFileDialog(self):
    #get the route to the imported file
    return open_file_dialog(window)
def saveFileDialog(self):
    #get the route to the imported file
    return save file dialog(window)
```

Finally, in this part of the code, functions can be executed to open the main windows, as well as open the file explorer to import or export a list.

USER MANUAL:

Functionalities:

- 1. Search for titles
- 2. Preview Titles
- 3. Add titles to the agenda
- 4. Remove titles from the agenda
- 5. rate contents
- 6. change the progress of contents
- 7. set preferences (filter adult content)
- 8. export list

- 9. import list
- 10. delete list

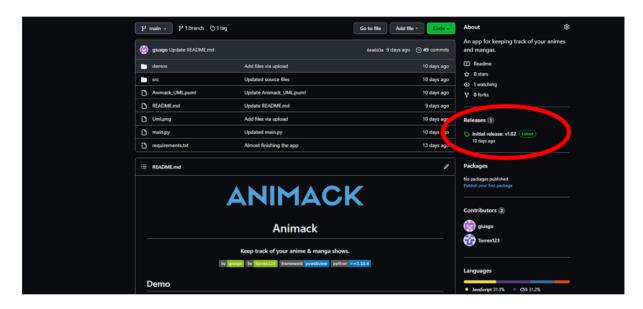
Installation guidance:

Step 1: Go to the official python page: https://www.python.org/ and download the latest version of python.

Step 2: Go to the official Animack GitHub repository:

https://github.com/Torrex123/Animack

Step 3: On the right side of the page, locate the "release" area and click on it.



Step 4: Once in "initial release", click on one of the built-in files that correspond with your operating system. You can also download the source code of the application.

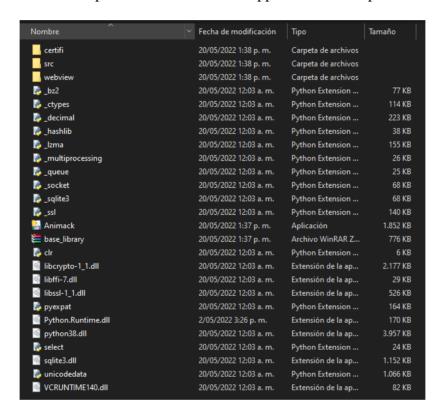
Note: Only built-in files are available for Windows and Linux (Arch and Ubuntu distributions)

| ▼ Assets ⑤ | | |
|---|---------|-------------|
| ♦ Animack_v1.02_windows-build.zip | 13.7 MB | yesterday |
| ♦ Animack_v1.02_arch-linux-build.tar.xz | 60.4 MB | 10 days ago |
| ♦ Animack_v1.02_ubuntu-linux-build.tar.gz | 342 MB | 9 days ago |
| Source code (zip) | | 10 days ago |
| Source code (tar.gz) | | 10 days ago |

Once clicked, a compressed file will be automatically downloaded in your system



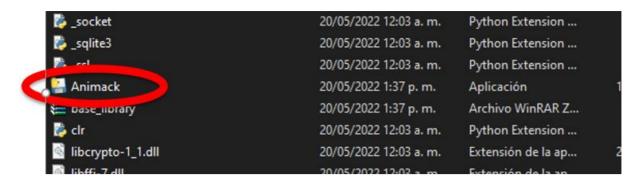
Step 5: Extract the zip file. A folder with the app will be decompressed.



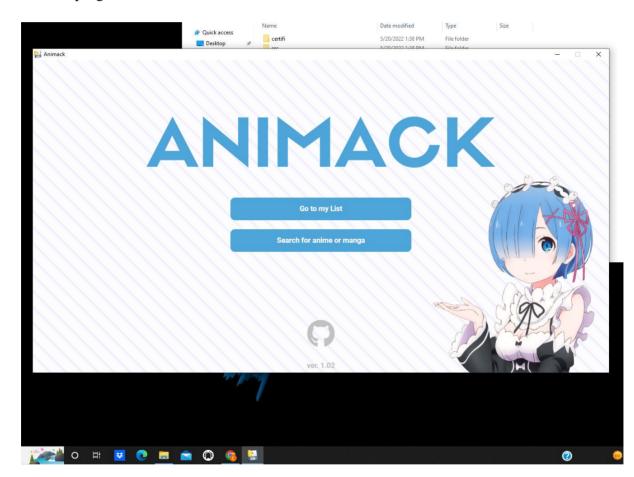
The installation is finished.

Execution guidance:

Once downloaded and extracted the Animack compressed file, go to the folder and double click the Animack file.

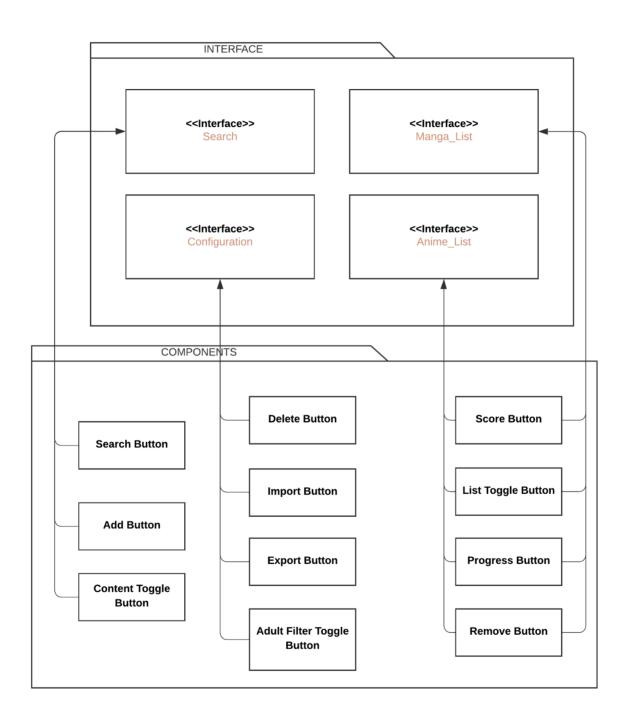


The program will now execute:



VIII. USER EXPERIENCE AND GRAPHIC INTERFACE

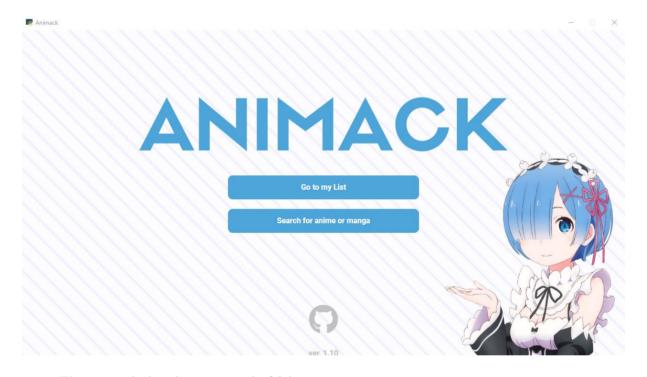
Design process:



The frontend is composed of 4 windows: the search window, the manga list window, the anime list window, and the configuration window. Each window has several components and their relations can be seen in the UML.

Navigation + Graphic component descriptions

Start Window



The start window is composed of 2 buttons:

- Go to my list: where, if clicked, redirects the user to the lists windows.
- **Search for anime or manga:** where, if clicked, redirects the user to the search window.

Additionally, there is a GitHub icon button that, if clicked, redirects the user to the official Aniamck Github repository.

Navigation Window



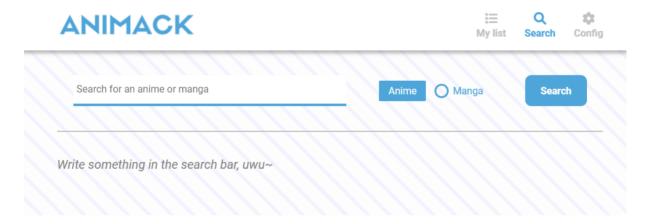
This navigator is present in the list, search, and configuration windows. It helps you to easily navigate between windows. It consists of three buttons:

• My list: to go to the list window

• **Search:** to go to the search window

• **Config:** to go to the configuration window

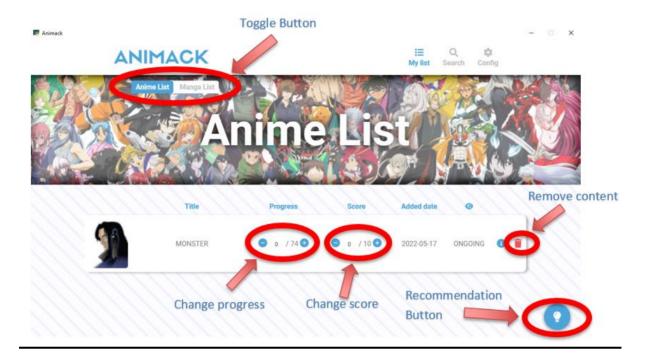
Search Window



this window is composed of several widgets:

- Toggle button: the user can filter the search results by manga or anime
- **Textfield:** the user input goes there.
- **Search button:** Once clicked, it will throw results based on the user input.

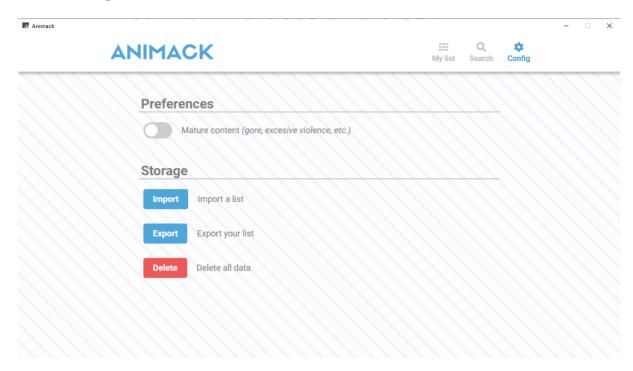
List Window



This window contains several buttons:

- Toggle button: the user can switch between manga and anime lists
- Add and rest buttons: the user can change the progress and score of a content
- Recommendation Button: the user can see recommendations based on their contents
- Remove content: the user can decide to delete a content

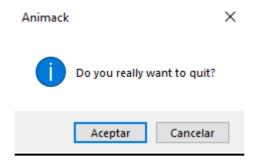
Configuration Window:



This window contains several buttons:

- Toggle button: the user can switch between filtering or not the adult content
- **Import button:** the user can import an external list to the application
- **Export button:** the user can export the current app list to the desired location on their system
- **Delete content**: the user can decide to delete the current app, perhaps for starting a new one.

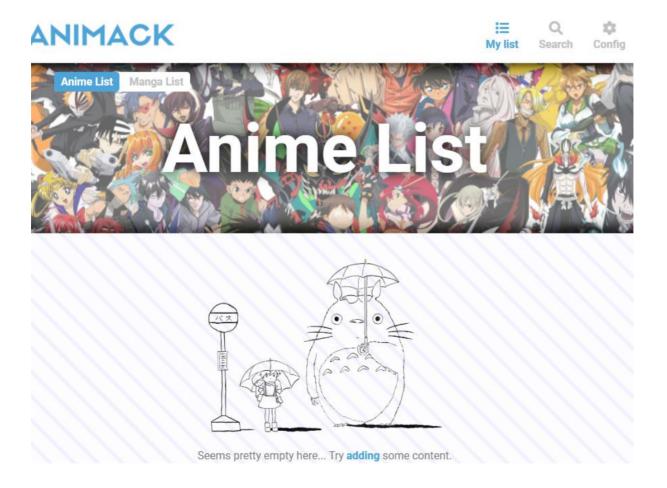
Exit Confirmation Window:



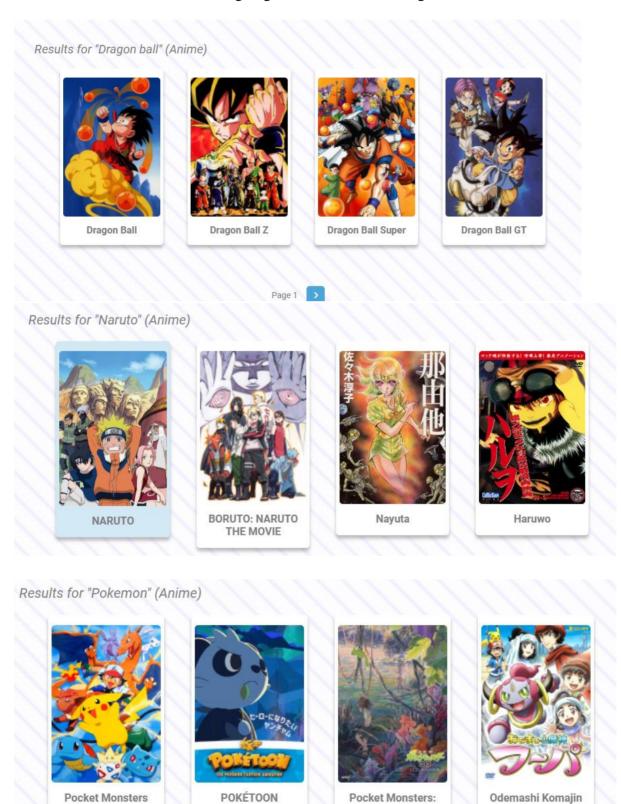
this window is composed of two buttons: One for exiting the app and one for staying.

IX. APP TEST

For running the test, it must be ensured that the list is empty.



In the search window, it is going to be searched for Dragon Ball, Naruto, and Pokemon.



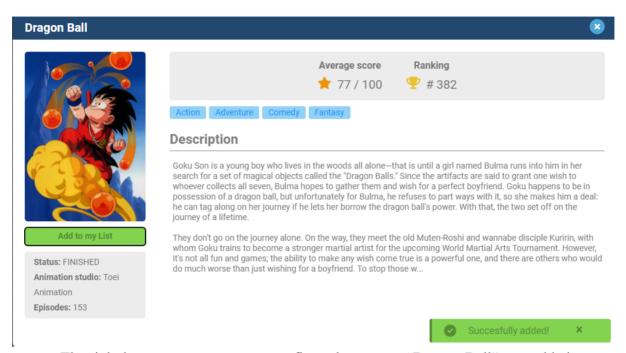
Pocket Monsters:

Coco

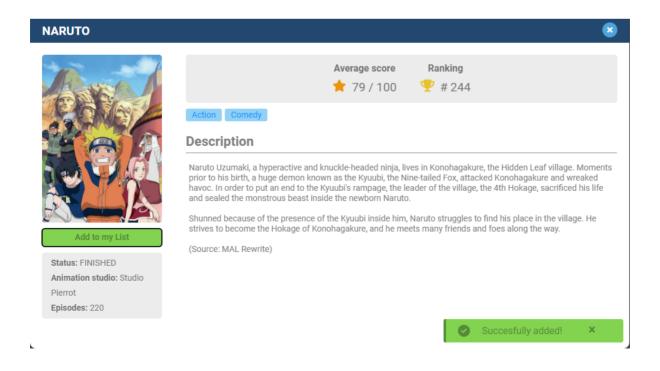
Hoopa

Pocket Monsters

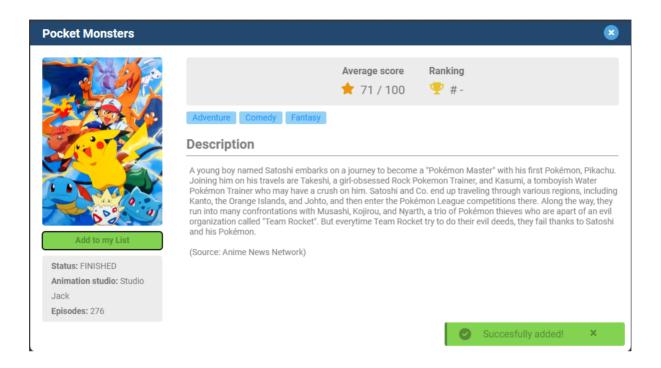
Once seen that the search window is working, it is going to proceed to add one of those results to our Anime list.



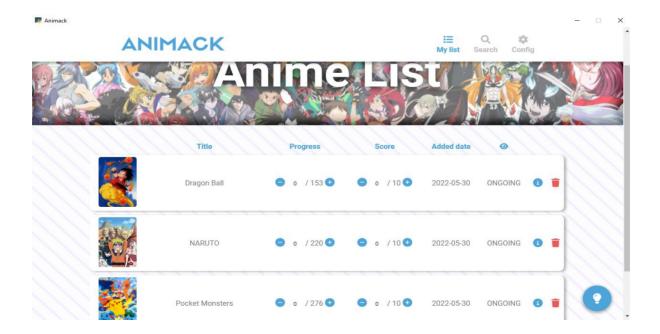
The right bottom green message confirms the content "Dragon Ball" was added successfully



The right bottom green message confirms the content "Naruto" was added successfully



The right bottom green message confirms the content "Naruto" was added successfully Now, it is going to be confirmed if those three contents were successfully added to the list by going to the anime list section:

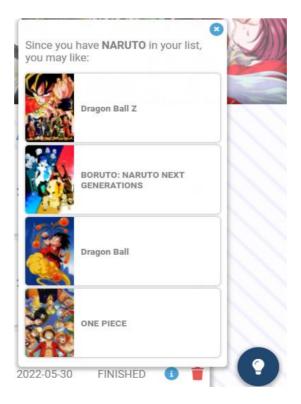


It can be confirmed that the contents are on the list. Now is going to be modified the progress and score of each one of the contents to see if the buttons really work



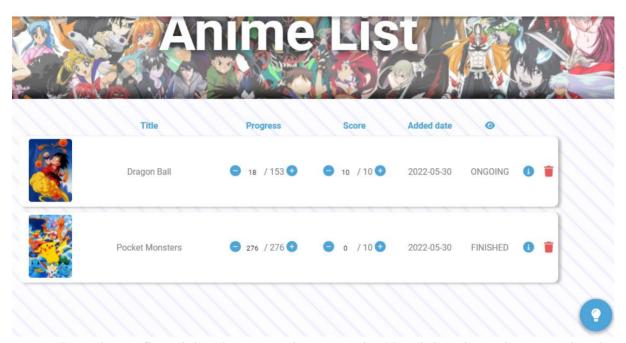
The values were successfully modified. Notice how when the progress corresponds with the maximum episode of content, the status changes from "ONGOING" to "FINISHED".

Now it is going to be clicked on the recommendation button to see if it works:



It can be confirmed that the recommendation button works. In this case, it is recommending similar content based on Naruto.

Now it is going to be tried the remove button. For this test, the content "Naruto" is going to be removed from the list, so the contents that should remain must be "Dragon Ball" and "Pokemon".



It can be confirmed that the remove button works. Now it is going to be proceed to the configuration window to try its features:

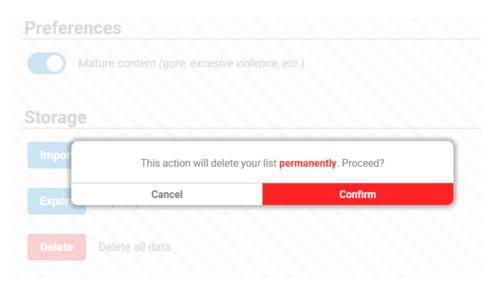


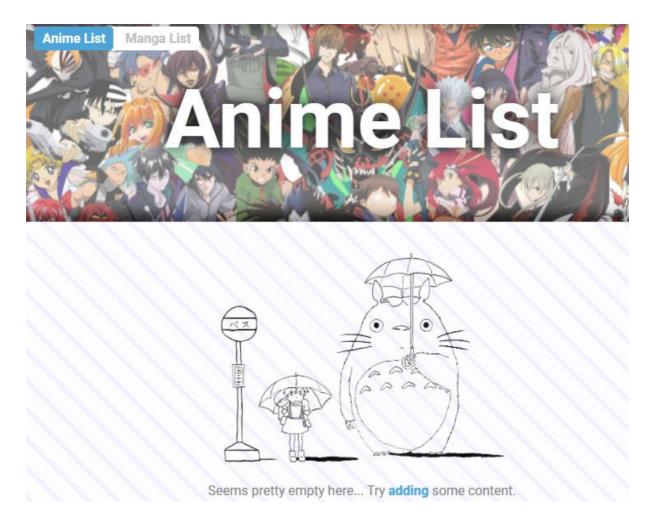
It is going to be clicked on the toggle button to see if it works:



the toggle button is now on so it allows adults results in the search window.

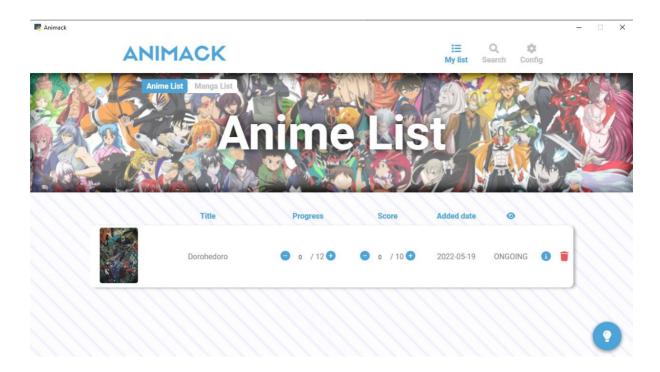
Now it is going to be tried the delete button. By clicking on it, taking into account our anime list, the contents "Dragon Ball" and "Pokemon" should be deleted from the list.



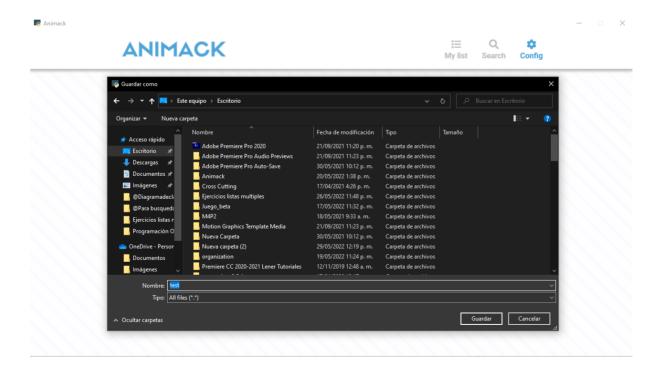


The list is effectively empty. This confirms that the delete button works perfectly. It is going to proceed to test the import button. For running this test, it is going to be used an external file called "lista_secreta" that contains "Dorohedoro". It is going to be confirmed if this content appears in the anime list once imported the file.





The list was successfully imported and the results can be seen in the list windows. Now it is going to proceed to test the export button. For this test it is going to be exported the current list as "test" to the desktop:





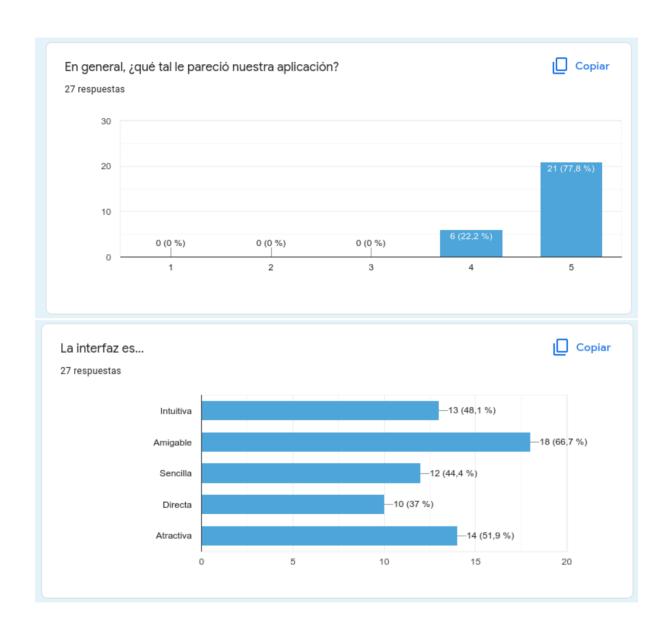
The file was successfully created on the desktop. This confirms that the export button works.

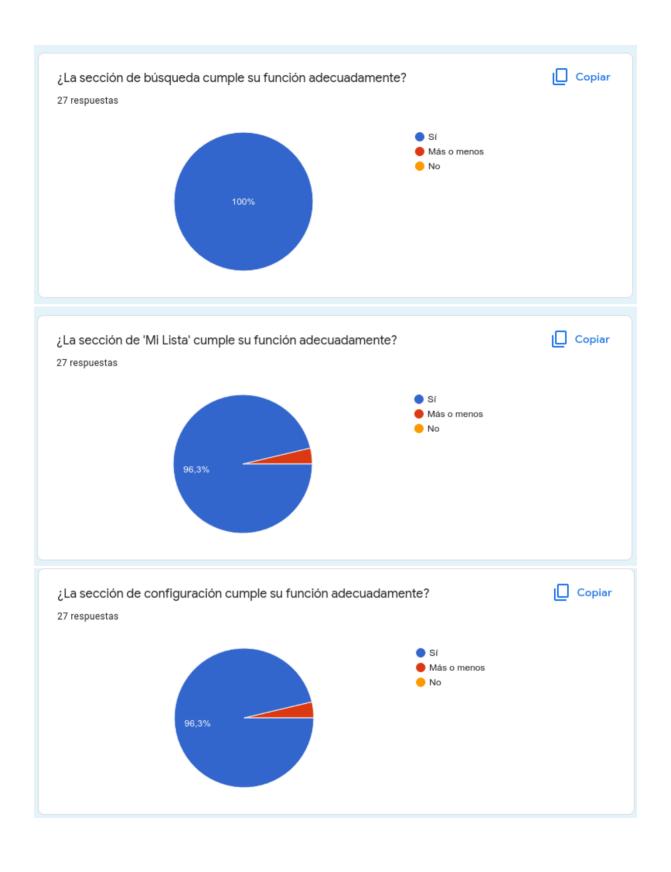
SUMMARY

| FUNCTIONALITY | ¿DOES IT WORKS? |
|------------------------------|-----------------|
| Search contents | yes |
| Add contents to the list | yes |
| Remove content from the list | yes |
| Change progress | yes |
| Change Score | yes |
| Preview contents | yes |
| Get recommendations | yes |
| Activate adult filter | yes |
| Import list | yes |
| Export list | yes |
| Delete list | yes |

X. USABILITY SURVEY

After the app development was completed, a short survey to know the satisfaction of people using Animack was made. The results are shown in the following images:







Si tiene alguna sugerencia y quiere expresarla, puede hacerlo en el siguiente espacio:

14 respuestas

Excelente aplicación, me parece muy buena para el entretenimiento de las personas fanáticas al anime

Excelente

excelente aplicación

excelente app!!

Me gustaría que tuviera un poco de personalización respecto los colores, del resto todo perfecto.

Me encanto

me parece una bonita aplicacion :3 ponganle que pueda darme notificaciones a mi laptop

Ninguna

Sugiero un cambio al fondo de pantalla, algo más para el gusto de la vista

XI. COMPLIANCE LOG

| ACTIVITY | DATE | ACHIEVED? |
|-----------------------------|----------------|-----------|
| PROJECT FEEDBACK | April 6, 2022 | YES |
| PRELIMINARY PROJECT | April 18, 2022 | YES |
| GITHUB REPOSITORY UPDATE | April 21, 2022 | YES |
| GITHUB REPOSITORY UPDATE | May 4, 2022 | YES |
| GITHUB REPOSITORY UPDATE | May 11, 2022 | YES |
| GITHUB REPOSITORY UPDATE | May 18, 2022 | YES |
| DEMO PRESENTATION | May 26, 2022 | YES |
| FINAL APP RELEASE | May 30, 2022 | YES |
| FINAL PROJECT DOCUMENT | June 1, 2022 | YES |
| APP PRESENTATION | June 1, 2022 | YES |

XII. CONCLUSIONS

Main problems faced and their solutions:

1. **Problem:** Searching for an anime and manga database.

Solution: was solved by investigating throughout the internet, recopilating options, reading many websites' API terms, comparing the options, and selecting the most suitable one.

2. **Problem:** Route management for the import and export functionalities.

Solution: was solved using the Os and Shutil python libraries.

3. **Problem:** saving the user preferences and actions in the application.

Solution: for the preferences, a .cfg file was created, and for saving the user actions in their lists, a database was created using sqlite3 python library.

Learned Lessons:

- Communication and organization are essential for reaching success, achieving big projects, avoiding setbacks, and increasing performance.
- Making a multilanguage functional app requires commitment.
- UML and pre-designing facilitate and help to clary how the implementation of the solution will be at the moment of start coding.

Possibles improvements:

In the search page, the user can pass different pages to see more results, as they sometimes do not fit in just one window.

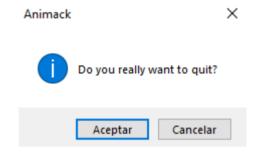


The same happens in the list, but in this case, the user does not pass through pages but scrolls:



It might have been better to keep just one format.

In windows, for some reason, in the exit confirmation window, the message is in English but the options are in Spanish:



It would be better to keep the language format to just English for this case.

XIII. REFERENCES

AniList API (Version 2). (2013). [AniList API V2 GraphQL Documentation]. AniList.

https://anilist.gitbook.io/anilist-apiv2-docs/

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