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Creating a Playlist Manager with Thymeleaf & JS

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Contents

1 Original submission (in Italian)	4
1.1 Versione HTML pura	5
1.2 Versione con JavaScript	5
2 Project submission breakdown	8
2.1 Database logic	9
2.2 Behaviour	9
3 Sequence diagrams	12
3.1 Login sequence diagram	13
3.2 Register sequence diagram	14
3.3 HomePage sequence diagram	15
3.4 PlaylistPage sequence diagram	16
3.5 Track sequence diagram	17
3.6 UploadTrack sequence diagram	18
3.7 CreatePlaylist sequence diagram	20
3.8 Logout sequence diagram	21
4 Filter mappings	22
4.1 UserChecker	23
4.2 InvalidUserChecker	23
4.3 PlaylistChecker	24
4.4 TrackChecker	25
5 CSS styling	26
5.1 Introduction	27
5.2 Buttons	27
5.3 Containers	27
5.4 Modal	28
Bibliography	30

1

**ORIGINAL SUBMISSION (IN
ITALIAN)**

1.1 VERSIONE HTML PURA

Un'applicazione web consente la gestione di una playlist di brani musicali. Playlist e brani sono personali di ogni utente e non condivisi. Ogni utente ha username, password, nome e cognome. Ogni brano musicale è memorizzato nella base di dati mediante un titolo, l'immagine e il titolo dell'album da cui il brano è tratto, il nome dell'interprete (singolo o gruppo) dell'album, l'anno di pubblicazione dell'album, il genere musicale (si supponga che i generi siano prefissati) e il file musicale. Non è richiesto di memorizzare l'ordine con cui i brani compaiono nell'album a cui appartengono. Si ipotizzi che un brano possa appartenere a un solo album (no compilation). L'utente, previo login, può creare brani mediante il caricamento dei dati relativi e raggrupparli in playlist. Una playlist è un insieme di brani scelti tra quelli caricati dallo stesso utente. Lo stesso brano può essere inserito in più playlist. Una playlist ha un titolo e una data di creazione ed è associata al suo creatore. A seguito del login, l'utente accede all'HOME PAGE che presenta l'elenco delle proprie playlist, ordinate per data di creazione decrescente, un form per caricare un brano con tutti i dati relativi e un form per creare una nuova playlist. Il form per la creazione di una nuova playlist mostra l'elenco dei brani dell'utente ordinati per ordine alfabetico crescente dell'autore o gruppo e per data crescente di pubblicazione dell'album a cui il brano appartiene. Tramite il form è possibile selezionare uno o più brani da includere. Quando l'utente clicca su una playlist nell'HOME PAGE, appare la pagina PLAYLIST PAGE che contiene inizialmente una tabella di una riga e cinque colonne. Ogni cella contiene il titolo di un brano e l'immagine dell'album da cui proviene. I brani sono ordinati da sinistra a destra per ordine alfabetico crescente dell'autore o gruppo e per data crescente di pubblicazione dell'album a cui il brano appartiene. Se la playlist contiene più di cinque brani, sono disponibili comandi per vedere il precedente e successivo gruppo di brani. Se la pagina PLAYLIST mostra il primo gruppo e ne esistono altri successivi nell'ordinamento, compare a destra della riga il bottone SUCCESSIVI, che permette di vedere il gruppo successivo. Se la pagina PLAYLIST mostra l'ultimo gruppo e ne esistono altri precedenti nell'ordinamento, compare a sinistra della riga il bot-

tone PRECEDENTI, che permette di vedere i cinque brani precedenti. Se la pagina PLAYLIST mostra un blocco e esistono sia precedenti sia successivi, compare a destra della riga il bottone SUCCESSIVI e a sinistra il bottone PRECEDENTI. La pagina PLAYLIST contiene anche un form che consente di selezionare e aggiungere uno o più brani alla playlist corrente, se non già presente nella playlist. Tale form presenta i brani da scegliere nello stesso modo del form usato per creare una playlist. A seguito dell'aggiunta di un brano alla playlist corrente, l'applicazione visualizza nuovamente la pagina a partire dal primo blocco della playlist. Quando l'utente seleziona il titolo di un brano, la pagina PLAYER mostra tutti i dati del brano scelto e il player audio per la riproduzione del brano.

1.2 VERSIONE CON JAVASCRIPT

Si realizzi un'applicazione client server web che modifica le specifiche precedenti come segue:

- Dopo il login dell'utente, l'intera applicazione è realizzata con un'unica pagina.
- Ogni interazione dell'utente è gestita senza ricaricare completamente la pagina, ma produce l'invocazione asincrona del server e l'eventuale modifica del contenuto da aggiornare a seguito dell'evento.
- L'evento di visualizzazione del blocco precedente/successivo è gestito a lato client senza generare una richiesta al server.
- L'applicazione deve consentire all'utente di riordinare le playlist con un criterio personalizzato diverso da quello di default. Dalla HOME con un link associato a ogni playlist si accede a una finestra modale RIORDINO, che mostra la lista completa dei brani della playlist ordinati secondo il criterio corrente (personalizzato o di default). L'utente può trascinare il titolo di un brano nell'elenco e di collocarlo in una posizione diversa per realizzare l'ordinamento che desidera, senza invocare il server. Quando l'utente ha raggiunto l'ordinamento desiderato, usa un bottone "salva ordinamento", per memorizzare la sequenza sul server. Ai successivi accessi, l'ordinamento personalizzato è usato al posto di quello di default. Un brano aggiunto a

una playlist con ordinamento personalizzato è inserito nell'ultima posizione.

2

**PROJECT SUBMISSION
BREAKDOWN**

2.1 DATABASE LOGIC

LEGEND	Entity	Attribute
	Attribute specification	Relationship

Each **user** has a **username**, **password**, **name** and **sur-name**. Each musical **track** is stored in the database by **title**, **image**, **album title**, **album artist name** (single or group), **album release year**, **musical genre** and **file**. Furthermore:

- Suppose the *genres are predetermined* // the user cannot create new genres
- It is not requested to store the track order within albums
- Suppose each track can belong to a unique album (no compilations)

After the login, the user is able to **create tracks** by loading their data and then group them in playlists. A **playlist is a set of chosen tracks** from the uploaded ones of the user. A playlist has a **title**, a **creation date** and is **associated to its creator**.

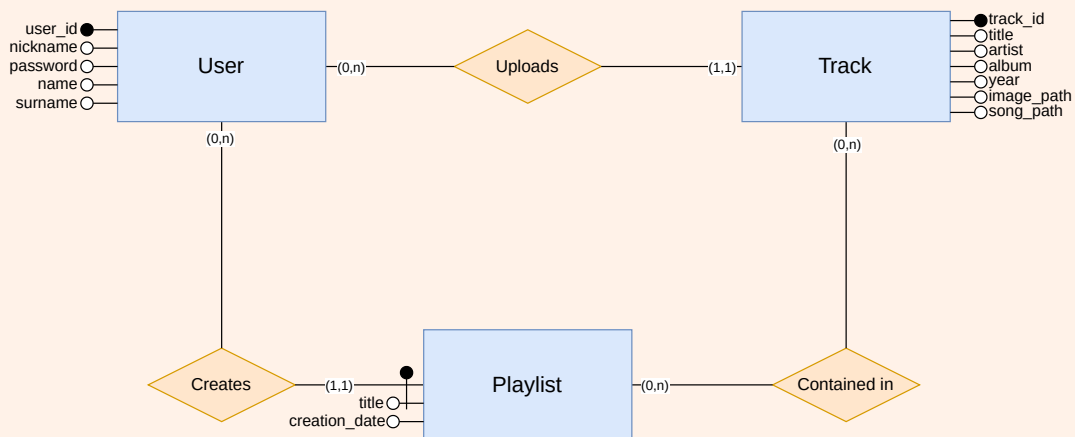


Figure 1: ER diagram, .

2.2 BEHAVIOUR

LEGEND	User action	Server action
	HTML page	Page element

After the login, the user **accesses** the **HOME PAGE** which **displays** the **list of their playlists**, ordered by descending creation date; a **form to load a track with relative data** and a **form to create a new playlist**. The playlist form:

- **Shows** the **list of user tracks** ordered by artist name in ascending alphabetic order and by ascending album release date
- The form allows to **select** one or more tracks

When a user **clicks** on a playlist in the **HOME PAGE**, the application **loads** the **PLAYLIST PAGE**; initially, it contains a **table with a row and five columns**.

- Every cell contains the track's title and album name
- The tracks are ordered from left to right by artist name in ascending alphabetic order and by ascending album release date
- If a playlist contains more than 5 tracks, there are available commands to see the others (in blocks of five)

Figure 2: UML diagram.

Playlist tracks navigation If the **PLAYLIST PAGE**:

1. Shows the first group and there are subsequent ones, a **NEXT button** appears on the right side of the row
2. Shows the last group and there are precedent ones, a **PREVIOUS button** appears on the left side of the row that allows to see the five preceding tracks
3. Shows a block of tracks and there are both subsequent and preceding ones, then on left and the right side appear both previous and next buttons

Track creation The **PLAYLIST PAGE** includes a **form that allows to add one or more tracks to the current playlist, if not already present**. This form acts in the same way as the playlist creation form.

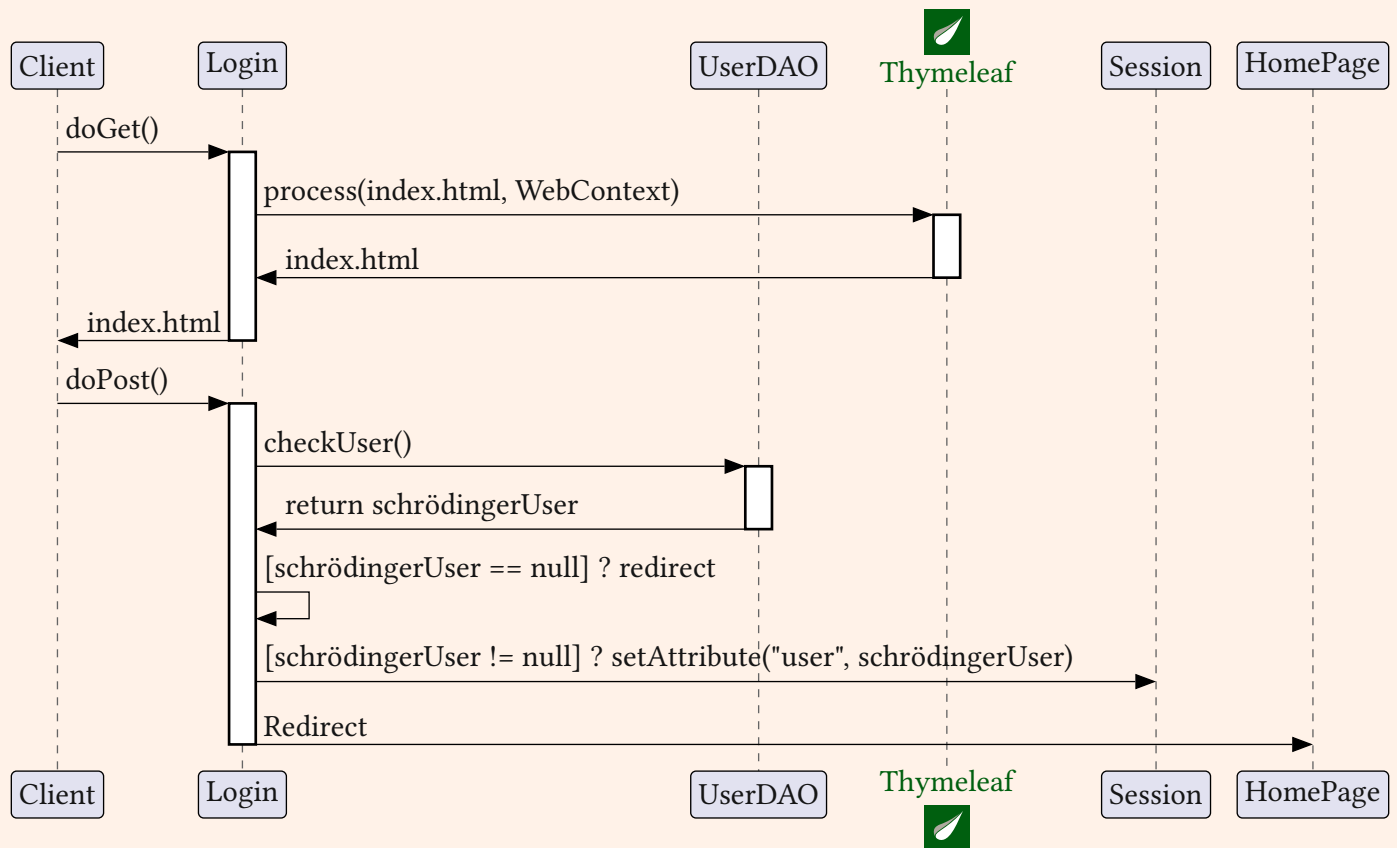
After adding a new track to the current playlist, the application **refreshes the page** to display the first block of the playlist (the first 5 tracks). Once a user **selects the title of a track**, the **PLAYER PAGE shows** all of the **track data** and the **audio player**.

Figure 3: IFML diagram.

3

SEQUENCE DIAGRAMS

3.1 LOGIN SEQUENCE DIAGRAM



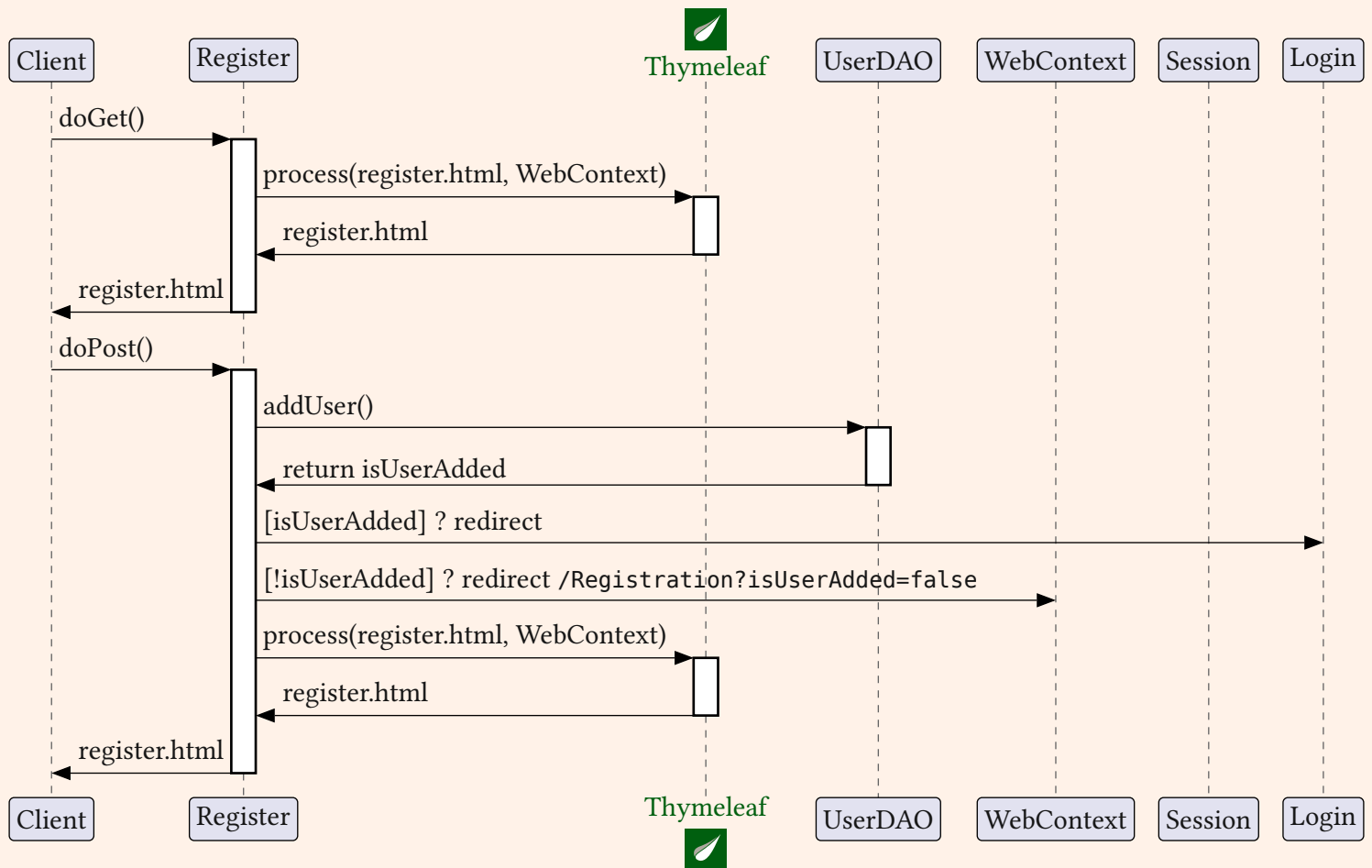
Comment

Once the server is up and running, the Client requests the Login page. Then, *thymeleaf* processes the request and returns the correct context, to index the chosen locale.


Afterwards, the User inserts their credentials.

Those values are passed to the `checkUser()` function that returns `schrödingerUser` – as the name implies, the variable might return a `User`; otherwise `null`. If `null`, then the credentials inserted do not match any record in the database; else the User is redirected to their `HomePage` and the user variable is set for the current session.

3.2 REGISTER SEQUENCE DIAGRAM




Comment

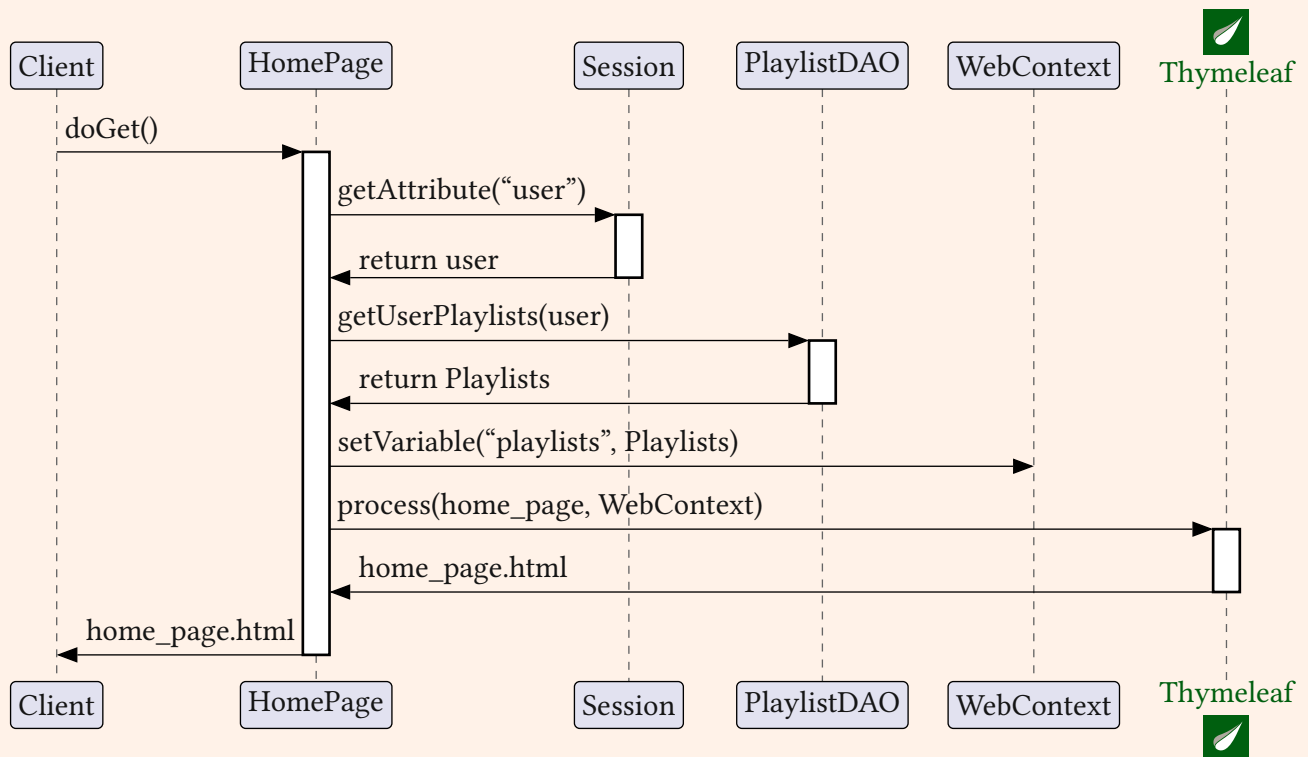
If the User is not yet registered, they might want to create an account. If that's the case, as per the Login sequence diagram, initially *thymeleaf*  processes the correct context, then the User inserts the credentials.

Depending on the nickname inserted, the operation might fail: there can't be two Users with the same

nickname. If that does not happen, then *isUserAdded* is true, then there will be the redirection to the Login page.

Else the program appends *isUserAdded* with false value and redirects to the Registration servlet: *thymeleaf*  checks for that context variable and if it evaluates to false, it prints an error.

3.3 HOME PAGE SEQUENCE DIAGRAM

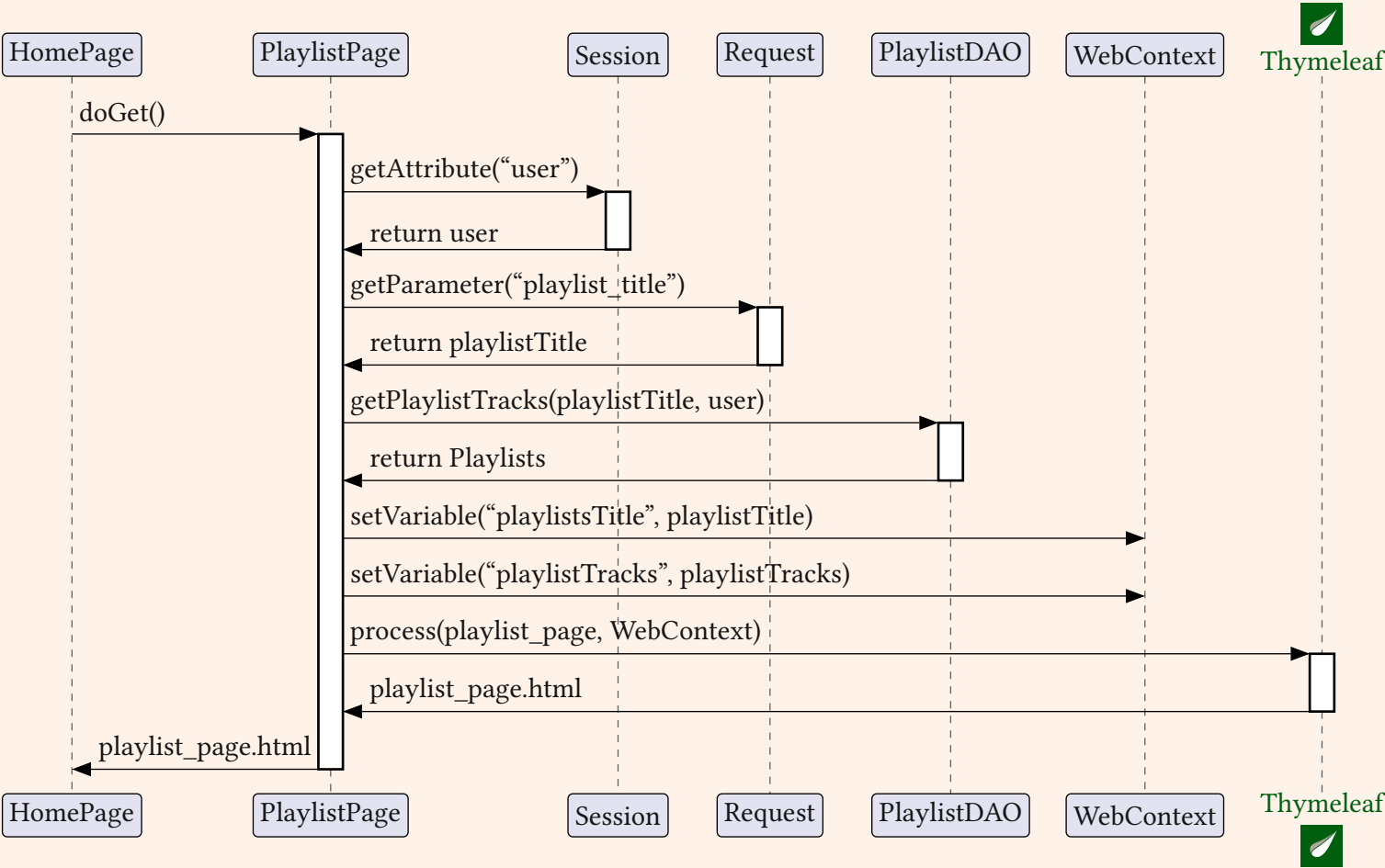


Comment

Once the Login is complete, the User is redirected to their HomePage, which hosts all their Playlists. In order to do so, the program needs to User attribute – which

is retrieved via the session; then, it is passed to the `getUserPlaylists` function and finally *thymeleaf* displays all values.

3.4 PLAYLISTPAGE SEQUENCE DIAGRAM



Comment

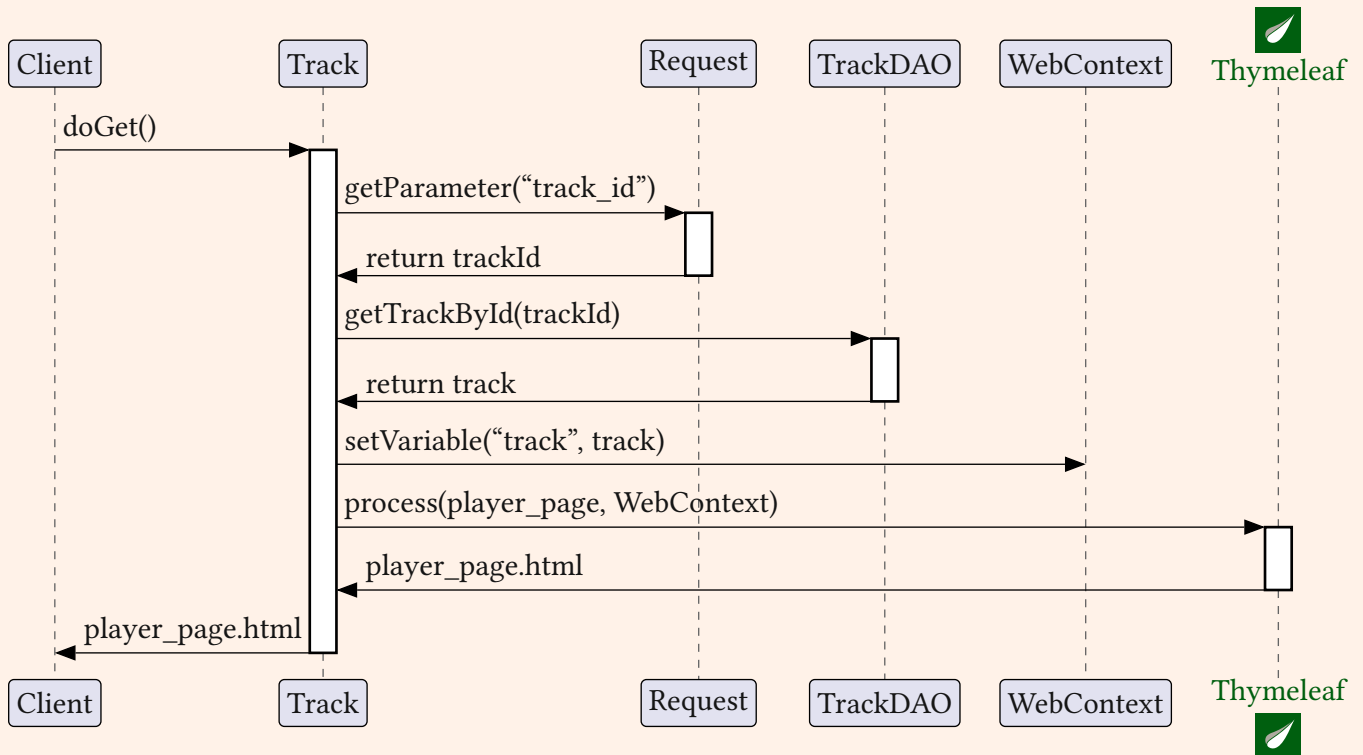
From the HomePage, the User is able to see all their playlists. By clicking on either one of them, the program redirects to the corresponding PlaylistPage, which lists all the tracks associated to that playlist.

In order to do so, the program needs the User attribute – which is retrieved via the session – and the title of

the playlists, which is given as a parameter by pressing the corresponding button in HomePage.

Then those value are passed to `getPlaylistTracks()`, that returns all the tracks. Finally, *thymeleaf* processes the context and display all the tracks.


3.5 TRACK SEQUENCE DIAGRAM



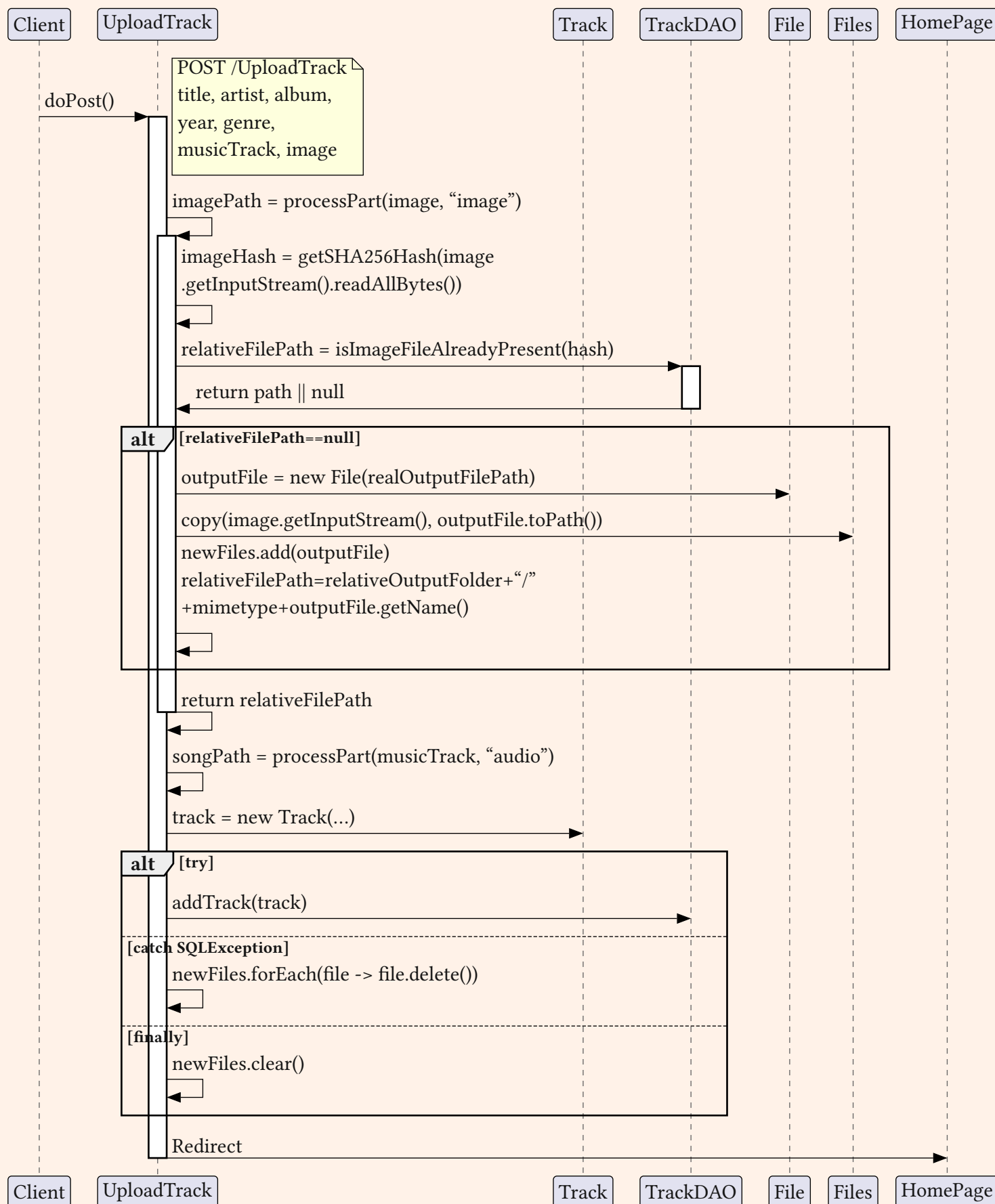
Comment

Once the program has loaded all the tracks associated to a playlist, it allows to play them one by one in the dedicated player page. In a similar fashion to the `getPlaylistTracks()` method, in order to retrieve all the information regarding a single track the program

is given the `track_id` parameter by pressing the corresponding button.

Finally, `getTrackById()` returns the track metadata, *thymeleaf*  processes the context and displays all the information.

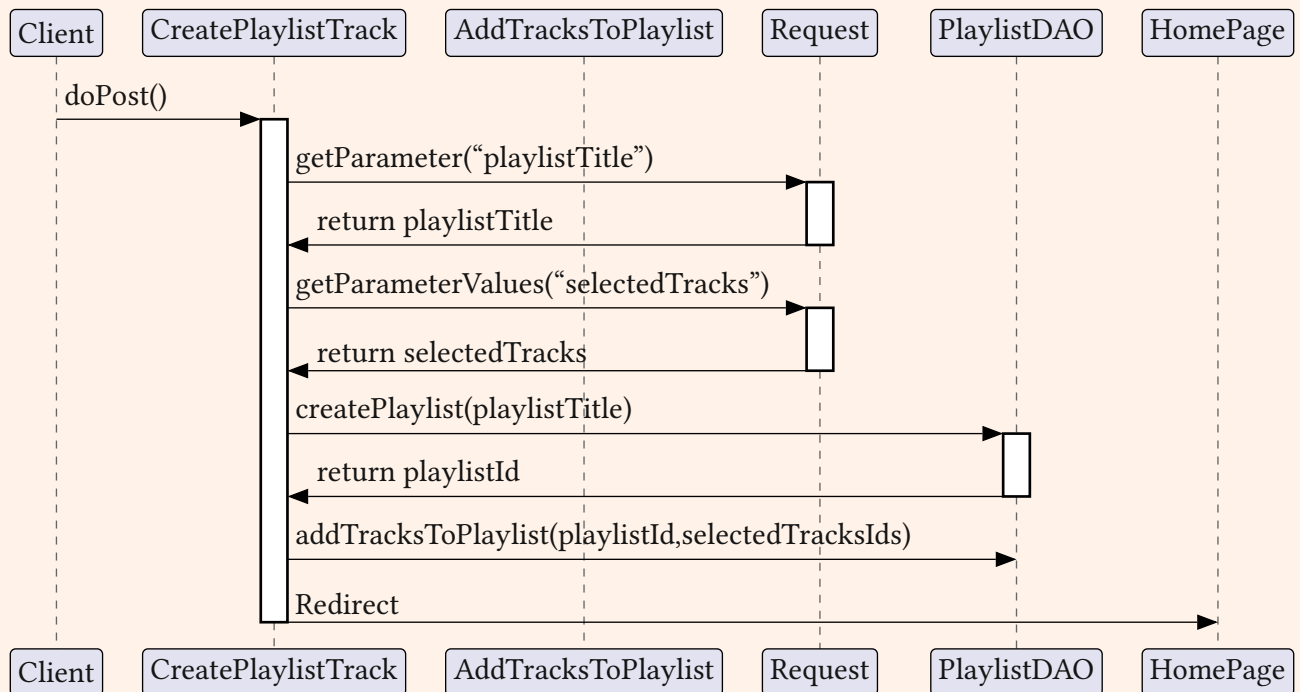
3.6 UPLOADTRACK SEQUENCE DIAGRAM



The user can upload tracks from the appropriate form in the homepage. When the POST request is received, the request parameters are checked for null values and emptiness (omitted in the diagram for the sake of simplicity), and the uploaded files are written to disk by the `processPart` method, which has two parameters: a `Part` object, which “represents a part or form item that was received within a multipart/form-data POST request” [1], and its expected MIME type. The latter does not need to be fully specified (i.e. the subtype can be omitted). Before writing the file to disk, the method checks for duplicates of the file by calculating its SHA256 hash and querying the database with the `isTrackFileAlreadyPresent` and `isImageFileAlreadyPresent` methods present in `TrackDAO`. These two methods return the relative file path corresponding to the file hash if a matching one is found, otherwise null is returned; in the former case, `processPart` returns the found path and the

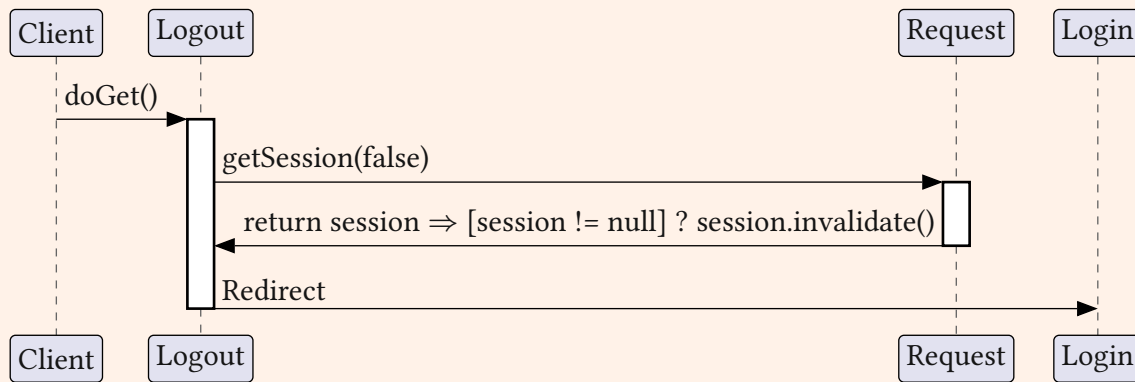
new track is uploaded using the already present file, managing to avoid creating duplicates, in the latter case `processPart` proceeds by writing the file to disk and returning the new file’s path. To write the file to the correct path in the webapp folder (`realOutputFolder`), `context.getRealPath(relativeOutputFolder)` is called, where `relativeOutputFolder` is obtained from the `web.xml` and is, in our case, “uploads”; `realOutputFolder` is obtained by appending, with the appropriate separators, the MIME type to the result of `getRealPath`; to get `realOutputFilePath`, a random UUID and the filename are appended to `realOutputFolder`. Having obtained the desired path, the file can be created and then written with the `Files.copy` method. Lastly, `processPart` adds the new file to the `newFiles` list in `UploadTrack` and returns the path relative to the webapp folder because that’s where the application will be looking when it has to retrieve files. With this done, the new `Track` object is created and passed to the `addTrack` method of `TrackDAO`; if an `SQLException` is thrown, all the files in `newFiles` list are deleted and then, in the `finally` block, the list is cleared.

3.7 CREATEPLAYLIST SEQUENCE DIAGRAM



Comment

3.8 LOGOUT SEQUENCE DIAGRAM



Comment

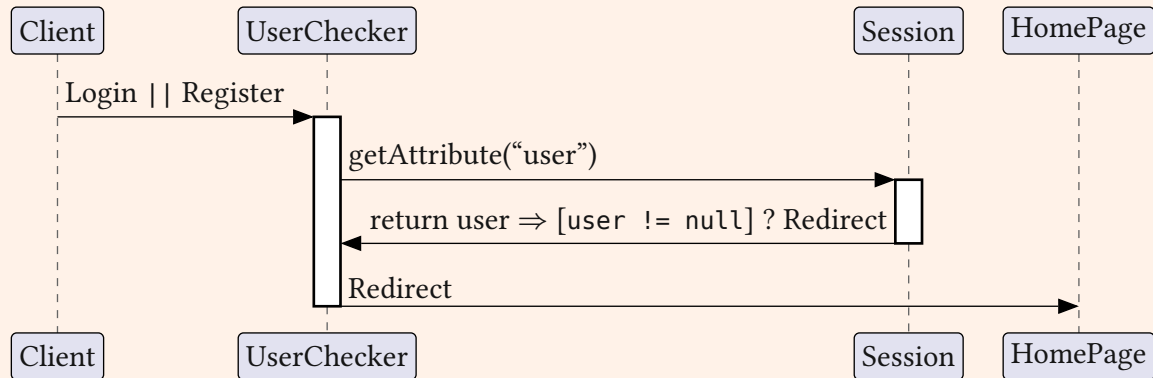
From every web page except Login and Register, the User is able to logout, at any moment. It's a simple GET request to the Logout servlet, which checks if the user

session attribute exists; if it does, then it invalidates the session and redirects the User to the Login page.

4

FILTER MAPPINGS

4.1 USERCHECKER

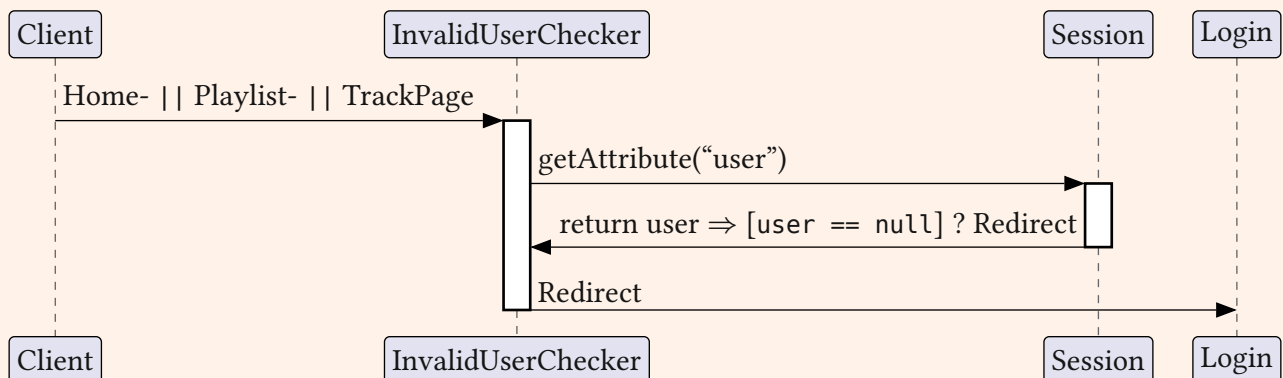


Comment

The UserChecker filter checks, once the client accesses the Login or Register webpage, if the User is logged.

If that's the case, then the program redirects to the HomePage. If not, then the InvalidUserChecker filter comes in.

4.2 INVALIDUSERCHECKER

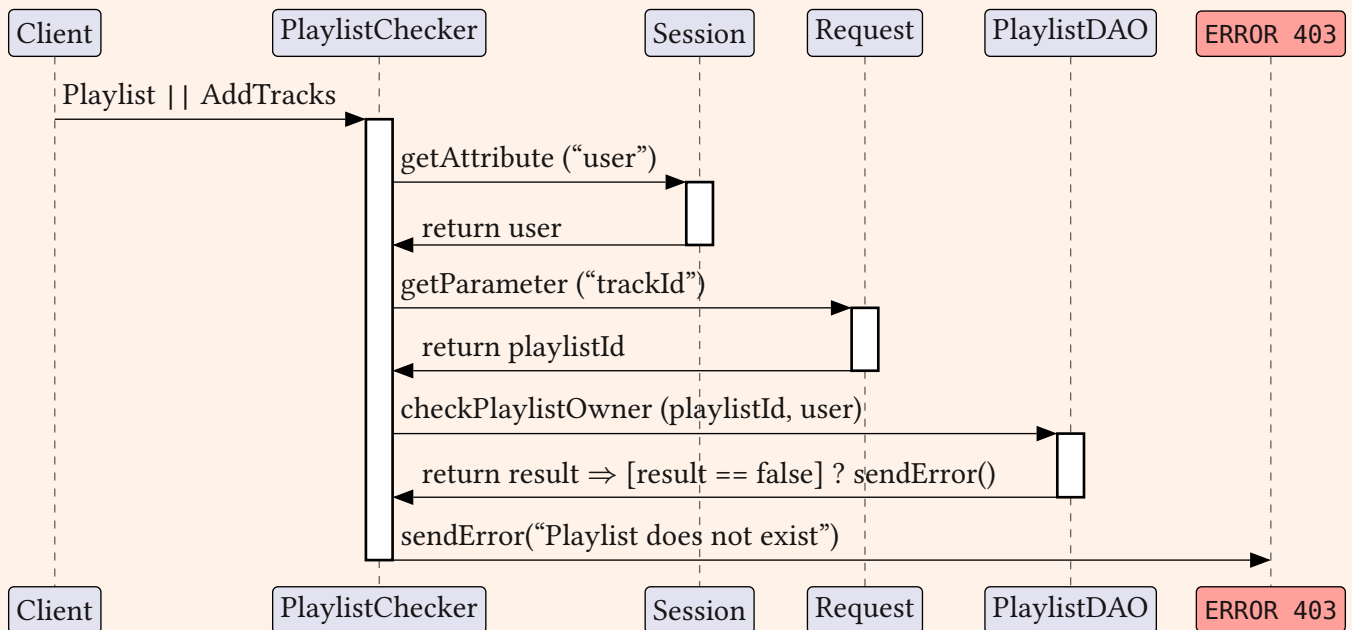


Comment

The InvalidUserChecker filter does the exact opposite of UserChecker. If the client accesses pages all the

other pages – HomePage, PlaylistPage, TrackPage – and is not logged in, then the program redirects to the Login page.

4.3 PLAYLISTCHECKER



Comment

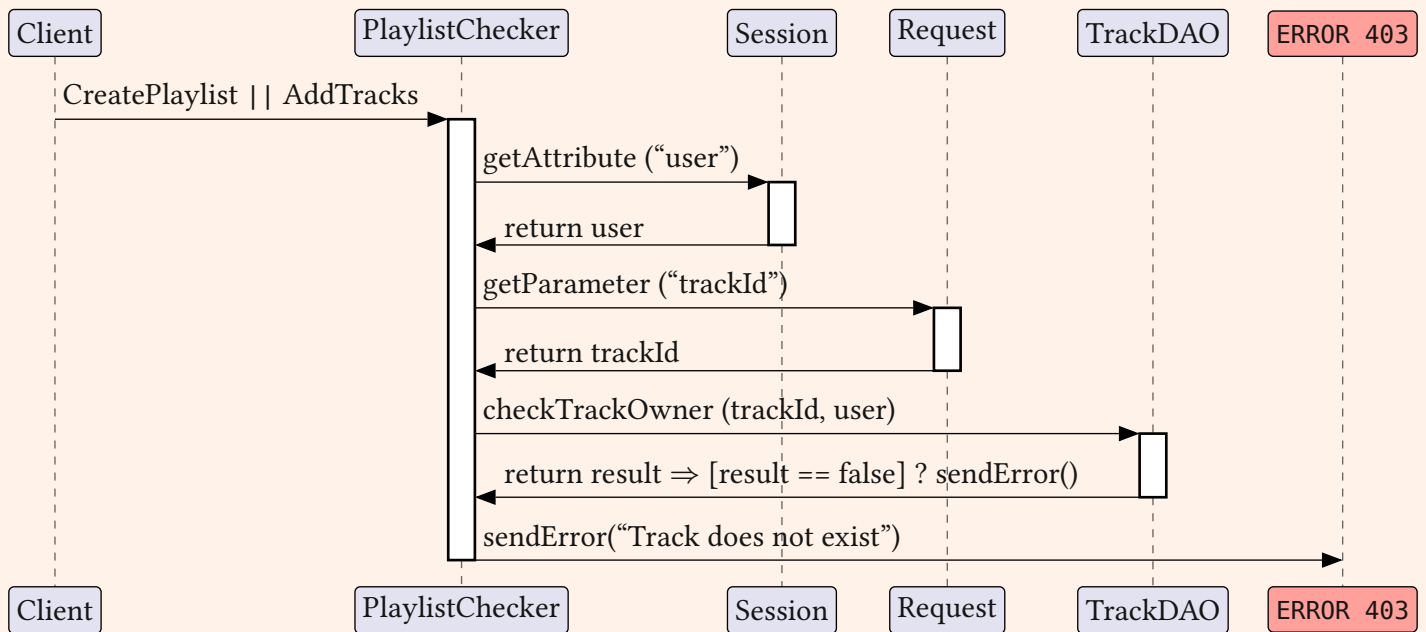
The `PlaylistChecker` filter is invoked in two scenarios: after the User has clicked on a playlist on `HomePage` (Section 3.4) and when uploading a track (Section 3.6).

It is in charge of checking if the requested playlist actually belongs to the User requesting or trying to upload it. This is done via obtaining the User attribute from the session – which is impossible without extending

the `HttpServletRequest` or `HttpFilter` classes – and getting the needed parameters from the request.

Finally, a query is performed against the database. If the result is false, then the server will respond with `ERROR 403: forbidden`.

4.4 TRACKCHECKER



Comment

Even the *TrackChecker* filter is invoked in two scenarios: during the creation of a playlist ([Section 3.7](#)) and during the *UploadTrack* sequence ([Section 3.6](#)).

TrackChecker applies a very similar pipeline *PlaylistChecker*: instead of checking the playlist, it does the same job but for one of more tracks when the

User requests to add them to a playlist or when the User request to play one.

Again similarly to *PlaylistChecker*, it also obtains the User attribute from the session and the needed parameters; if the User does not have access rights to the requested track(s), the response is *ERROR 403*.

5

CSS STYLING

5.1 INTRODUCTION

The project is based on a single CSS file, `components.css`, and all the others rely upon it to retrieve the styles. Furthermore, all the colours are sourced from the `colors.css` file, which is based on *tinted-theming* [2], a collection of commonly used themes in the developing world. We have chosen to use the *Classic Light theme*¹.

If you want to change the overall theme of the website, just switch to a new colorscheme by looking at the [tinted-theming gallery](#). In `colors.css` there are a few commented styles to choose from.

```
body {
  background-color: var(--default-
background);
  padding: 1rem 2rem 2rem 2rem;
  line-height: 1.6;
  word-spacing: 1px;
  font-family: "JetBrains Mono",
monospace;
  height: 100vh;
  text-overflow: ellipsis;
}
```

As stated earlier, the background-color is sourced from the colors.css. Then the padding is always 2rem, except above, where it's 1rem. The text is able to wrap thanks to ellipsis option on text-overflow.

After the body, we styled all the elements in a consistent manner.

5.2 BUTTONS

```
.button {
  color: var(--selection-background);
  background-color: var(--default-
foreground);
  border: 2px solid var(--dark-
foreground);
  height: 3rem;
  border-radius: 6px;
```

```
font-weight: bold;
vertical-align: middle;
margin: 0.5rem 0 0.5rem 0;
padding: 1em;
font-family: "JetBrains Mono",
monospace;
}
```

Every button is derived from the one above. The text is aligned in the center both horizontally and vertically; its weight set to bold. Then there are some margin and padding to help the user see better².

A notable exception to the buttons colorscheme is the logout button:

```
.logout {
  background-color: var(--variables);
  font-weight: bolder;
  color: var(--lighter-background);
}

.logout:hover {
  background-color: var(--data-types);
}
```

Both the background-color, font-weight and color are different, to further imply that the logout button is different from the others (upload track, create playlist...).

5.3 CONTAINERS

The first container the user sees is the Login one, which shares its design with Register and the track player:

```
.center-panel {
  width: 300px;
  background-color: var(--lighter-
background);
  border: 1px solid var(--dark-
foreground);
  padding: 3rem;
  text-align: center;
}
```

¹This very documentation also is sourced from the exact same colorscheme.

²There will be later an exception.

An important aspect of login and register is their horizontal bar:

```
hr {
  display: block;
  height: 1px;
  border: 0;
  border-top: 1px solid var(--light-
background);
  margin: 1em 0;
  padding: 0;
}
```

which is not used in the track player.

A basic function of a Playlist Manager is being able to display all the playlists and tracks of a given user. To achieve that, we opted for a classic layout composed of a top and bottom navigation bars and a main, central section.

```
.nav-bar {
  width: 100%;
  margin: 0;
  display: flex;
  flex-wrap: wrap;
  align-content: space-around;
  justify-content: center;
  align-items: center;
  gap: 1rem;
}
```

The navigation bar is the same both above and below. It's a flex container because it's important to have a flexible container for the main-title (e.g. "All Playlists") and the buttons (with a variable number between screens).

The layout is computed as follows:

title	spacer	button	button	logout
-------	--------	--------	--------	--------

so we created the spacer element:

```
.spacer {
  flex-grow: 1;
}
```

which takes all the space available.

Next, the tracks and playlists containers.

```
.items-container {
  width: 100%;
  display: grid;
  grid-template-columns: 1fr 1fr 1fr
1fr 1fr;
  align-content: baseline;
  justify-content: center;
  gap: 1rem;
  padding: 1rem 0 1rem 0;
}

.single-item {
  display: flex;
  flex-wrap: nowrap;
  background-color: var(--light-
background);
  border: 2px solid var(--data-types);
  border-radius: 5px;
  color: var(--lighter-background);
  padding: 1rem;
  height: 150px;
  font-family: "JetBrains Mono",
monospace;
  font-weight: 700;
  text-align: left;
  align-content: end;
  align-items: end;
  justify-content: space-between;
}

.single-item:hover {
  background-color: var(--variables);
  cursor: pointer;
}
```

According to project the specifications (Section 2), there must be at most 5 tracks per page: we opted for a CSS grid. This works well along with the body previously set because the grid can expand and shrink its items accordingly.

*As per the navigation bar, the single items are themselves flexible boxes. The difference lies in the fact they are not allowed to wrap – one might ask: why not, since the tracks must list both track title and album title? because we handle that line break manually with the
 tag.*

5.4 MODAL

Finally, without a doubt the most difficult CSS component in this project is the modal, which is a dialog window created entirely with CSS. As a complex element, it can be broken in multiple parts:

- The window

```
.modal-window {
  position: fixed;
  background-color: rgba(255, 255, 255,
0.25);
  top: 0;
  right: 0;
  bottom: 0;
  left: 0;
  z-index: 999;
  visibility: hidden;
  pointer-events: none;
  transition: all 0.5s;
}
```

it's hidden by default, but once it's invoked it must be above everything – this is handled by the z-index property. Its position must be fixed, since it's not a movable window; also it can't be targeted by cursor: pointer-events are none. Another key aspect is the background color: in order to make it stand from its background, a slight blurred white is needed:

- The target, when the user presses a button that launches the modal (e.g. Upload Track)

```
.modal-window:target {
  visibility: visible;
  opacity: 1;
  pointer-events: auto;
}

.modal-window > div {
  width: 400px;
  position: absolute;
  top: 50%;
  left: 50%;
  transform: translate(-50%, -50%);
  padding: 1em;
  background: var(--lighter-background);
  border: 2px solid var(--variables);
}
```

once the modal has been invoked, its visibility must be switched to visible and opacity to 1. The child element div of the window must at the center of

screen, both horizontally and vertically: this is managed with the top, left and translate properties.

- The close button

```
.modal-close {
  color: var(--lighter-background);
  background-color: var(--variables);
  border-radius: 5px;
  position: absolute;
  top: 2%;
  right: 2%;
  cursor: pointer;
  padding: 0.2rem;
  font-size: 0.8rem;
  font-weight: bold;
  text-align: center;
  text-decoration: none;
}

.modal-close:hover {
  color: black;
}
```

as stated previously, the modal-close button is an exception to the button rule. It's considerably smaller than the others, the cursor is immediately pointer. Its position is computed on the modal-window, from above right.

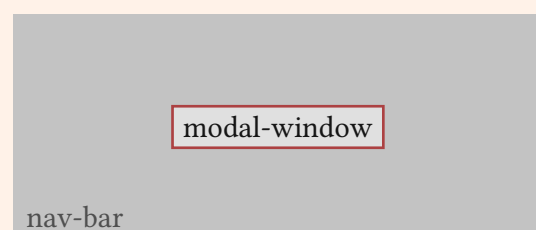


Figure 16: Modal representation.

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- [4] “chronos package.” [Online]. Available: <https://typst.app/universe/package/chronos>
- [5] “Draw.io.” [Online]. Available: <https://app.diagrams.net/>