Installation Manual

Aquadine

Version 1.0

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Introduction

In this document you can find the requirements and steps to successfully install Aquadine. This app works with a MySQL database, a back end API in java and a front end in Angular. Once all the required software has been installed, and the setup has been completed it will be possible to run the app.

Requirements.

All the software needed to run the application is listed below

The back-end

The required software and the dependencies that are needed to get the server up and running are the following:

- The back-end git project: https://github.com/Youby/GIT-Aguadine-BackEnd
- JDK1.8: <u>https://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html</u>
- Maven Java.
- Hibernate (Maven).
- Jax RS (Maven).
- Glassfish or any other Java server that you would like to use.
- Database running on MySQL

The front-end

The required software and dependencies that are needed for the front end are:

- The front-end git project: https://gitlab.fdmci.hva.nl/vouby/aguadine/
- Github Desktop or any other FTP of your choice.
- Node Package Manager (NPM): https://node.js
- Angular CLI: https://angular.io/guide/guickstart

The Database

To make full use of the application which is able to send and retrieve data you will need a working database. The database is configured with MySQL and will be able to communicate with the local Java server. For our project we used MySQL, Hibernate and Jax RS.

Setup

First you will need to open the database in MySQL you can do this by downloading the database following this git link: https://github.com/Youby/GIT-Aquadine-BackEnd After opening the project run the database.sql in your own MySQL workbench.

After this Open the "resources" folder, then the "META-INF" folder and then open the persistence.xml. In the persistence XML change the following:

- 1: If needed change the localhost depending on the device used.
- 2: Change the value to your own username.
- 3: Change the value to your own password.

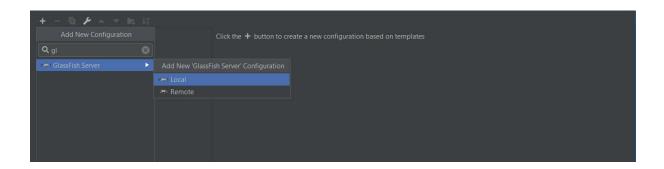
Deploying the back end server

To deploy the server configurations must be added.

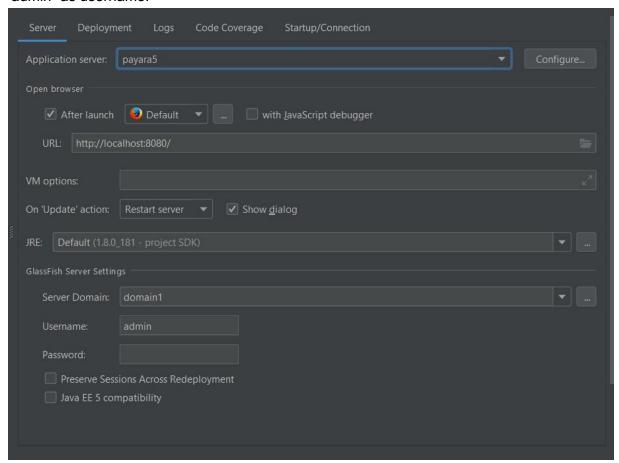
It's possible to add the server configuration by clicking: "add configuration".



To add a configuration click on the plus button in the top left of the pop-up. Then search for glassfish server and select "local".

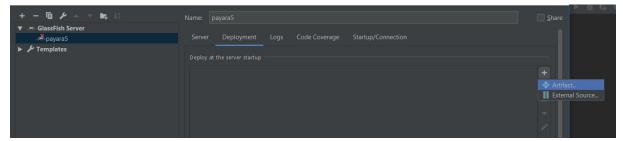


In the server tab, add the Payara server to the "application server". Make sure the JRE is using the correct Java version. Select "domain1" from the available server domains and enter "admin" as username.



After this go to the deployment tab.

And click on the "+" button, click on artifact.

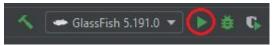


Select AquadineAPI:war.



After this press ok to add the artifact, and then press ok once more to add the configurations.

The server can now be deployed. To deploy the server press the run button right next to the configurations.



If the server has successfully deployed the log will display this:

The website

After setting up the back end, the front end can be setup.

Cors extension

To make full use of the app you will need to install a CORS extension you can use any CORS extension on google chrome and firefox.

Chrome:

https://chrome.google.com/webstore/detail/allow-control-allow-origi/nlfbmbojpeacfghkpbjhddi hlkkiljbi

Firefox: https://addons.mozilla.org/nl/firefox/addon/cors-everywhere/

Front end setup.

First download the git project for the front end application

Link: https://gitlab.fdmci.hva.nl/voubv/aguadine/

After downloading the application you will need to install Angular CLI and Node package manager, you can find these in the requirements chapter.

When Node package manager and Angular CLI are both installed you can open your CMD and access the app files where you stored them by using the **cd** command. When you have accessed the file with the src code simply run the **npm install** command to install the node modules for the application. After this run the command **ng serve -o** and the application will open in your default browser.

You can find step by step instructions in the images below.

step by step front end setup

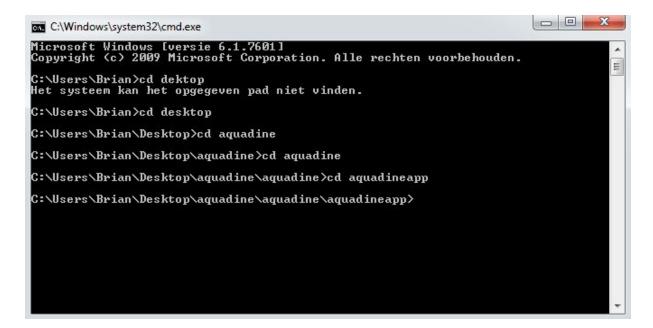
step1: Open the CMD and install the node modules.

```
C:\Windows\system32\cmd.exe

Microsoft Windows [versie 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. Alle rechten voorbehouden.

C:\Users\Brian>
```

Use the **cd** command to reach the location where the application has been saved. This is different depending on where you saved it.



Install the node modules by running **npm install**.

```
Microsoft Windows [versie 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. Alle rechten voorbehouden.

C:\Users\Brian\cd dektop
Het systeem kan het opgegeven pad niet vinden.

C:\Users\Brian\cd desktop

C:\Users\Brian\Desktop\cd aquadine

C:\Users\Brian\Desktop\aquadine\cd aquadine

C:\Users\Brian\Desktop\aquadine\aquadine\cd aquadineapp

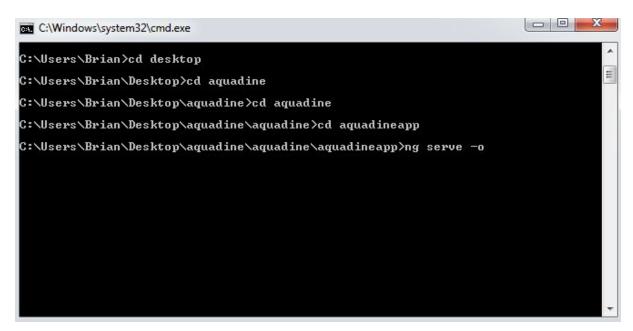
C:\Users\Brian\Desktop\aquadine\aquadine\aquadineapp\npm install
npm MARN bootstrap@4.0.0-beta.2 requires a peer of popper.js@^1.12.3 but none is installed. You must install peer dependencies yourself.
npm MARN optional SKIPPING OPTIONAL DEPENDENCY: fsevents@1.2.7 (node_modules\fsevents):
npm MARN notsup SKIPPING OPTIONAL DEPENDENCY: Unsupported platform for fsevents@1.2.7: wanted ("os":"darwin", "arch":"any") (current: ("os":"win32", "arch":"x64")

audited 42709 packages in 21.933s
found 0 vulnerabilities
```

This can take a few minutes.

Step 2: Running the app on the local server

run the command **ng serve -o** to run the local server for the app.



This process can take a few minutes.

```
93% after chunk asset optimization SourceMapDevToolPlugin styles.js generate So 93% after chunk asset optimization SourceMapDevToolPlugin vendor.js generate So 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js generate S 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js generate S 93% after chunk asset optimization SourceMapDevToolPlugin main.js attach Source 93% after chunk asset optimization SourceMapDevToolPlugin polyfills.js attach S 93% after chunk asset optimization SourceMapDevToolPlugin runtime.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin styles.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin styles.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin vendor.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimization SourceMapDevToolPlugin scripts.js attach Sour 93% after chunk asset optimiza
```

When the process is finished it should look something like this with **compiled successfully** at the bottom. And your default browser should open with the app running.