Author

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I'm currently in my pre-final year doing BTech IT in Pollachi. I love to develop software and games.

Description

Firstly all the rendering done by jinja2 has to be changed to vue to achieve reactivity.

Providing authentication using auth tokens. Generation of report monthly and send it to user's mail, exporting decks and reminding user to review daily on google chat.

Technologies used

- flask Makes back-end development simple and flexible
- flask restful To implement RESTful API faster.
- flask_sqlalchemy To work with database easily.
- flask_security Inbuild libraries to authenticate users.
- flask_cors To solve COR problem in SwaggerUI
- Bootstrap Quickly develop beautiful websites.
- Celery Provides task queue and task scheduling.
- Redis Used as a message queue as well as result backend.
- Vue JS Used to make UI faster and reactive.

DB Schema Design

1. user

- id INTEGER, PRIMARY KEY, AUTO INCREMENT
- email STRING, NOT NULL, UNIQUE
- username STRING, NOT NULL
- password STRING, NOT NULL
- active INTEGER
- fs_uniquifier INTEGER
- decks_deleted INTEGER
- curr_streak INTEGER
- highest_streak INTEGER

2. cards

- card id INTEGER, PRIMARY KEY, AUTOINCREMENT
- front STRING, NOT NULL
- back STRING, NOT NULL
- score INTEGER
- count INTEGER

3. decks

- deck id INTEGER, PRIMARY KEY, AUTOINCREMENT
- name STRING, NOT NULL
- score INTEGER
- last_reviewed INTEGER
- tot_score INTEGER
- cards deleted INTEGER

4. userdecks

- user_id INTEGER, FOREIGN KEY REFERENCES "user"("id")
- deck_id INTEGER, PRIMARY KEY, FOREIGN KEY REFERENCES "decks" ("deck_id")

5. deckcards

- deck_id INTEGER, FOREIGN KEY REFERENCES "decks"("deck_id")
- card_id INTEGER, PRIMARY KEY, FOREIGN KEY REFERENCES "cards" ("card_id")

API Design

Basic CRUD operations for both card and deck, and endpoint to get user info have been implemented by using flask_restful. Then other informations like getting user, card, deck etc are implemented in flask to be used with fetch API.

Architecture and Features

Database, main.py are in root folder. Scripts and style files are in static folder. Application python scripts are in application folder and HTML files are in templates folder.

Mostly all jinja2 (except flash error) are replaced by vue rendering. All the states are managed in client side and updated asynchronously to backend. Using celery and webhooks user gets notified in google chats when not reviewed for a day. All the endpoints containing user details except api will be authenticated using auth tokens. Monthly reports will be generated containing user stats for that month. Used celery to asynchronously export csv file containing deck information.

Planning to add by next deadline

Sending the report generated through email. Adding caches to improve app's performance. To implement routers to switch through content seamlessly. Adding a import option to create deck from a csv file.