

### Mobile Platform - API Connection I

CS2B01 - Desarrollo Basado en Plataformas - Unidad 3

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# Logros

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 Design and implement a mobile application for a given mobile platform [Familiarity]

1

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- Discuss the performance vs power tradeoff [Familiarity]

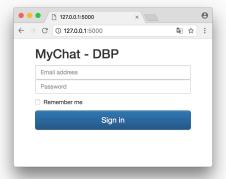
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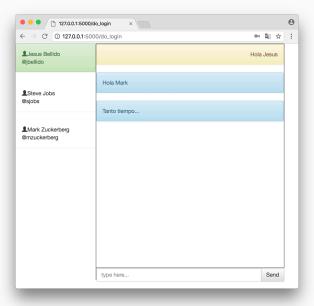
- Design and implement a mobile application for a given mobile platform [Familiarity]
- Discuss the constraints that mobile platforms put on developers [Familiarity]
- Discuss the performance vs power tradeoff [Familiarity]
- Compare and Contrast mobile programming with general purpose programming [Familiarity].

Introducción

# Something is missing...



## Something is missing...



# **Entities**

### User entity

```
class User(connector.Manager.Base):
    __tablename__ = 'users'
    id = Column(Integer, Sequence('user_id_seq'),
        primary_key=True)
    name = Column(String(50))
    fullname = Column(String(50))
    password = Column(String(12))
    username = Column(String(12))
```

entities.py

### Message entity

```
class Message(connector.Manager.Base):
      tablename = 'messages'
2
      id = Column(Integer, Sequence('message id seq')
3
          , primary_key=True)
      content = Column(String(500))
      sent on = Column(DateTime(timezone=True))
5
      user from id = Column(Integer, ForeignKey('
         users.id'))
      user_to_id = Column(Integer, ForeignKey('users.
         id'))
      user from = relationship(User, foreign keys=[
         user from id])
      user to = relationship(User, foreign keys=[
         user to id])
```

entities.py

```
@app.route('/messages', methods = ['GET'])
  def get messages():
      session = db.getSession(engine)
3
      messages = session.query(entities.Message)
      data = []
      for message in messages:
           data.append(message)
8
      return Response(json.dumps(
g
         data.
10
         cls=connector.AlchemyEncoder),
11
         mimetype='application/json'
12
13
```

server.py

```
@app.route('/message/<id>', methods = ['GET'])
  def get_message(id):
      session = db.getSession(engine)
3
      messages = session.query(entities.Message).
          filter(entities.Message.id == id)
      for message in messages:
5
          js = json.dumps(message, cls=connector.
              AlchemyEncoder)
          return Response(js, status=200, mimetype='
              application/json')
8
      response = { "status": 404, "message": "Not
          Found" }
      return Response(response, status=404, mimetype=
10
          'application/json')
```

```
@app.route('/messages', methods = ['DELETE'])
  def delete_message():
      id = request.form['kev']
3
      session = db.getSession(engine)
      messages = session.query(entities.User).filter(
         entities.User.id == id)
      for message in messages:
6
          session.delete(message)
      session.commit()
      return "Deleted Message"
```

server.py

```
@app.route('/messages', methods = ['POST'])
  def create message():
      #c = json.loads(request.form['values'])
3
      c = request.get_json(silent=True)
      session = db.getSession(engine)
5
      user_from = session.query(entities.User).filter
          (entities.User.id == c['user from']['id']).
          first()
      user_to = session.query(entities.User).filter(
          entities.User.id == c['user_to']['id']).
          first()
      message = entities.Message(
          content = c['content'],
          user from = user from,
10
          user_to = user_to,
11
          sent on = datetime.datetime.utcnow()
12
13
```

More... Uniform Interface

### **Getting chats**

```
@app.route('/chats', methods = ['GET'])
  def get chats():
    sessiondb = db.getSession(engine)
3
    user_id = session['logged']
    chats = sessiondb.query(entities.Message.
        user to id).filter(entities.Message.
        user_from id == user id).distinct()
    data = []
6
    for message in chats:
      user = sessiondb.query(entities.User).filter(
          entities.User.id == message[0]).first()
      data.append(user)
9
10
      . . .
```

server.py

### **Getting chats**

```
@app.route('/chats', methods = ['GET'])
  def get chats():
3
    chats = sessiondb.query(entities.Message.
        user from id).filter(entities.Message.
        user_to_id == user_id).distinct()
    for message in chats:
5
      user = sessiondb.query(entities.User).filter(
          entities.User.id == message[0]).first()
      if user not in data:
        data.append(user)
    return Response(json.dumps(data, cls=connector.
10
        AlchemyEncoder), mimetype='application/json')
```

server.py

# Doing login

```
@app.route('/do_login', methods = ['POST'])
  def do login():
    username = request.form['username']
3
    password = request.form['password']
    sessiondb = db.getSession(engine)
5
    user = sessiondb.query(entities.User).filter(
      and (entities.User.username == username,
          entities.User.password == password )
      ).first()
    data = []
    if user != None:
10
      session['logged'] = user.id;
11
      return render template("chats.html")
12
    else:
13
      return render_template("login.html")
14
```

### Who is logged in?

```
@app.route('/current', methods = ['GET'])
def current():
  sessiondb = db.getSession(engine)
  user = sessiondb.query(entities.User).filter(
     entities.User.id == session['logged']).first
  js = json.dumps(user, cls=connector.
     AlchemyEncoder)
  return Response(js, status=200, mimetype='
     application/json')
```

server.py

More... Code on Demand

### Who is logged in...

```
$.getJSON("/current", function(data){
    current id = data['id']
2
    f = '<div class="alert alert-success" ':
3
    f = f + 'role="alert">';
    f = f+' <span class="glyphicon glyphicon-user"
5
        aria-hidden="true"></span>':
    f = f+ data['name']+" "+data['fullname'] ;
6
    f = f+'<div>@'+data['username']+'</div>';
    f = f+' </div>';
    $( "<div/>", {
10
      html: f
11
      }).appendTo( ".top" );
12
    });
13
```

chat.html

```
$.getJSON("/chats", function(data){
    var items = []
2
    i = 0
3
    $.each(data, function(){
      f = '<div class="alert " ';
5
      f = f + "onclick = verChat("+data[i]['id']+")
6
      f = f + 'role="alert">';
      f = f+' <span class="glyphicon glyphicon-user"
          aria-hidden="true"></span>';
      f = f+ data[i]['name'] +" "+ data[i]['fullname
          '];
      f = f+ "<div>@"+data[i]['username']+"</div>";
10
      f = f+' </div>';
11
      i = i+1;
12
13
   });
```

## My Chats?

chat.html

### My Messages?

```
function verChat(id1){
    key = current id+","+id1;
2
    $( ".right" ).empty();
3
    $.getJSON("/chats/"+key, function(data){
       var items = []
5
      i = 0
6
       $.each(data, function(){
         if(data[i]['user from id'] == current id){
           f = '<div class="alert alert-info" role="
              alert">';
         } else {
10
           f = '<div class="alert alert-warning" style
11
              ="text-align: right;" role="alert">';
12
         f = f+ data[i]['content'];
13
         f = f+' < /div >':
14
15
```

### My Messages?

```
function verChat(id1){
    key = current id+","+id1;
2
    $( ".right" ).empty();
3
    $.getJSON("/chats/"+key, function(data){
       var items = []
5
       i = 0
6
       $.each(data, function(){
         $( "<div/>", {
           "class": "message",
            html: f
11
         }).appendTo( ".right" );
12
         i = i+1;
13
      }):
14
   });
```

# Conclusion

### Summary

Get the source of this demo presentation from

github.com/CSUTEC-CS2B01-B







**Questions?** 

### **Abstract**

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- 3. Entities
- 4. Message Uniform Interface
- 5. More... Uniform Interface
- 6. More... Code on Demand
- 7. Conclusion

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