

PROJEKT - WEBAPPLIKATIONER

LONGCATARMY - GROUP 16

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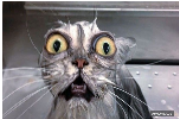





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AUKTIONSSITE
longcatARMY

[Home](#) [User](#) [About](#)

| | | |
|--|---|---|
| Fisk  Current bid: 10.0 Tid kvar: Sun Oct 20 16:36:47 CEST 2013 Till objektet | Mås  Current bid: 101.0 Tid kvar: Sun Oct 20 16:36:47 CEST 2013 Till objektet | Katt  Current bid: 102.0 Tid kvar: Sun Oct 20 16:36:47 CEST 2013 Till objektet |
| Gin-o-tonic häst  Current bid: 103.0 Tid kvar: Sun Oct 20 16:36:47 CEST 2013 Till objektet | Dawgh  Current bid: 104.0 Tid kvar: Sun Oct 20 16:36:47 CEST 2013 Till objektet | Fin-Ko  Current bid: 10000.0 Tid kvar: Sun Oct 20 16:36:47 CEST 2013 Till objektet |
| Photogenic häst  | Army-cat  | |

General overview over the system.

Our project is meant to represent an auction site, where different users can add objects and place bids on each others objects. More or less, this is a simple web shop with a bit different functionality (bids instead of direct buys, *although the bid method does not work*).

Our main idea is that we have two different types of users: admin and customer – each with different permissions.

- Customer is allowed to *view auctions, add new auctions and bid on auctions*.
- Admin is allowed to *edit existing auctions and customers*.

However, login functionality is not yet implemented so we basically just have an admin and one default logged in customer.

Use cases

LongcatArmyview:

1. Home (index)
 - Browsing the homepage.
 - By clicking an auction viewing it.
 - Display all current auctions.
2. User
 - Browse users objects put up for auctioning and the objects that user has placed a bid on.
 - View an auction by clicking it.
 - Create a new auction.
 - Edit the profile.
3. View auction
 - View the auction.
4. About
 - Viewing information about creators, with collapsable infofields.

Admin view:

- Browse through the tables by clicking Prev and Next buttons
- By clicking a row in the table, an Edit/Delete-dialog pops up.
- Editing and deleting a customer or auction object is connected to the database

Technical design

We're using two types of approaches from the workshops - "*component based*" and "*service based*" approach. Most of the application (web application **LongcatArmy**) is written in the component based approach, since we find this approach most satisfying working with. We've also made a web application in the service based approach (**AuctionAdmin**), which is built up as a one page restful application.

For GUI, we've mostly used standard jsf with some implementations of PrimeFaces-components together with our own custom made CSS.

In the Admin-view we have two "tables", one that contains all customers and one containing all auction objects.

To implement this application from a physical point of view you need to have a setup that consists of a database and a web server.

The application is running the standard jsf design, with built-in support of primefaces. It is directly connected to a java Derby database. The main component "**LongcatArmy**" displays a user friendly view of the auctions contained in the database. Here you have the possibility to add and bid (not fully implemented) on auctions and view and edit your account profile.

"**AuctionAdmin**" on the other hand is an admin interface created with REST-functionallity where you easily can edit and delete entities managed by the database.

The responsibilities for each module:

AuctionAdmin : REST with AJAX, JSON, JQuery

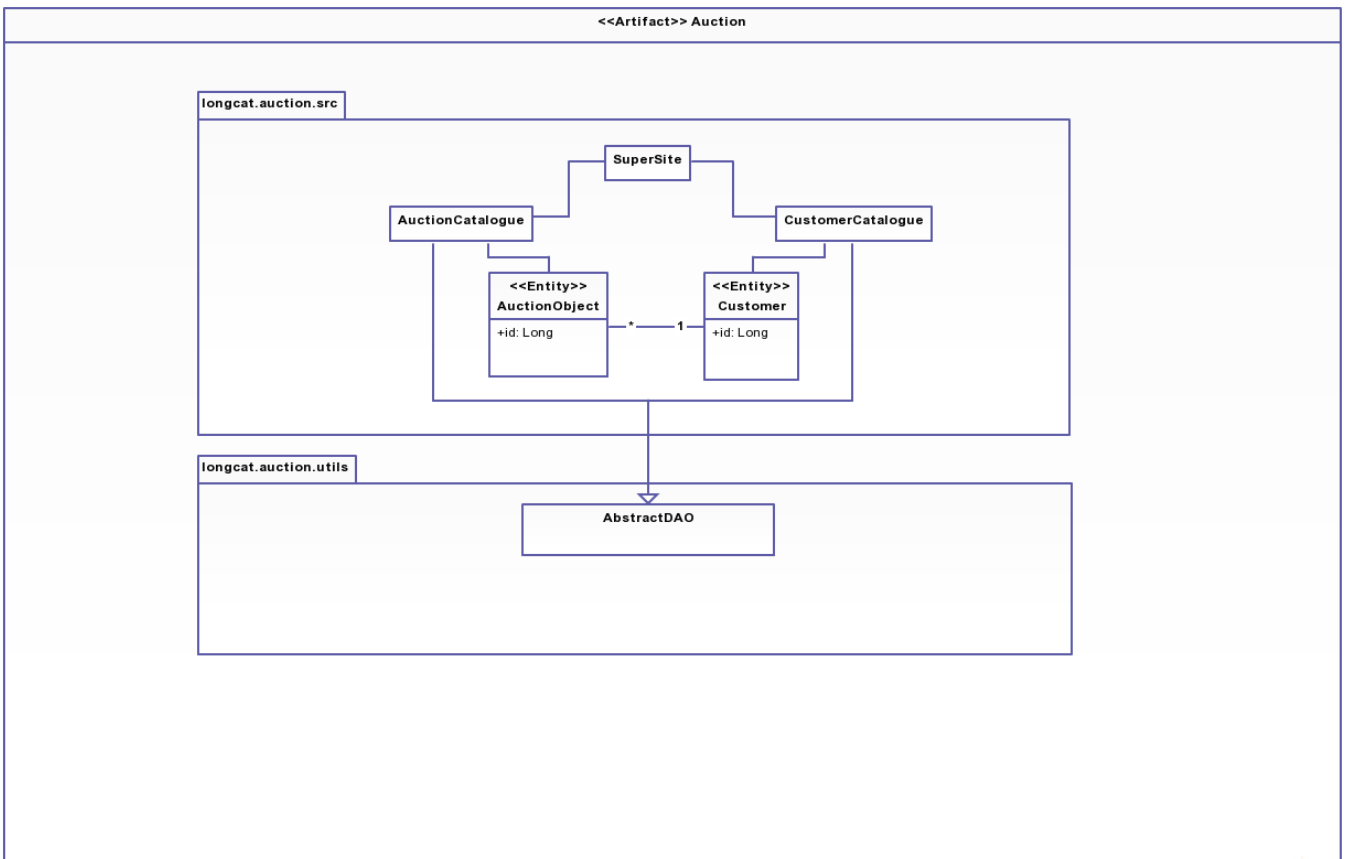
LongcatArmy : JSF with Primefaces















































Auction: Backend with JPA

A layered view:

| <u>GUI</u> | | <u>Application Layer</u> | | <u>Model</u> | | <u>Persistence</u> | | <u>Services</u> |
|------------------|--|--------------------------|--|--------------|--|--------------------|--|-----------------|
| LongcatArmy.view | | LongcatArmy.src | | Auction | | AuctionObject | | No Services |
| AuctionAdmin/js | | AuctionAdmin resource | | | | Customer | | |

The Object-oriented model as an UML-diagram.



- ▼  Auction
 - ▼  Source Packages
 - ▼  longcat.auction.src
 -  AuctionCatalogue.java
 -  AuctionObject.java
 -  Customer.java
 -  CustomerCatalogue.java
 -  QuickTests.java
 -  SuperSite.java
 - ▼  longcat.auction.utils
 -  AbstractDAO.java
 - ▶  Test Packages
 - ▶  Other Sources
 - ▶  Generated Sources (annotations)
 - ▶  Dependencies
 - ▶  Test Dependencies
 - ▶  Java Dependencies
 - ▶  Project Files
- ▼  AuctionAdmin
 - ▼  Web Pages
 - ▶  WEB-INF
 - ▼  content
 -  admin.html
 - ▼  js
 - ▼  core
 -  auctionCatalogue.js
 -  customerCatalogue.js
 -  navigator.js
 -  site.js
 - ▼  gui
 -  adminView.js
 - ▶  lib
 - ▶  resources
 - ▶  RESTful Web Services
 - ▼  Source Packages
 - ▼  admin.src
 -  AuctionCatalogueResource.java
 -  AuctionProxy.java
 -  CustomerCatalogueResource.java
 -  CustomerProxy.java
 -  PrimitiveJSONWrapper.java
 -  Site.java
 -  WSShopContextResolver.java
 - ▶  Dependencies
 - ▶  Java Dependencies
 - ▶  Project Files

- ▼ LongcatArmy
 - ▼ Web Pages
 - ▶ META-INF
 - ▼ WEB-INF
 - beans.xml
 - faces-config.xml
 - template.xhtml
 - web.xml
 - ▼ jsf
 - ▼ Auctions
 - addItemView.xhtml
 - viewAuction.xhtml
 - ▼ User
 - profileEdit.xhtml
 - profileView.xhtml
 - userLoggedInView.xhtml
 - ▼ pages
 - about.xhtml
 - ▼ resources
 - ▼ css
 - main.css
 - index.xhtml
 - ▶ RESTful Web Services
 - ▼ Source Packages
 - ▼ longcatarmy.src
 - Controller.java
 - SuperSiteBean.java
 - ▼ longcatarmy.view
 - AddAuctionBB.java
 - FieldsetBean.java
 - HomeBB.java
 - ProfileEditBB.java
 - ProfileViewBB.java
 - UserLoggedInViewBB.java
 - ViewAuctionBB.java
 - ▶ Other Sources
 - ▶ Dependencies
 - ▶ Java Dependencies
 - ▶ Project Files