

4NET – Individual Mini-project

Mini Project



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Context

You work for a small company specialized in storage: “**SmallBox**”. The commercial team wants to create a new product. They are asking you to create a **PoC** (Proof of Concept or prototype).

You will work on a new storage system with Azure. Inspired by many famous storage websites, you will design a first version based on Web Services.

The development team is actually working on a new Web Service system. At the end all the data layer should be consumed by many devices.

What's expected

Using Azure, C# you need to implement the first prototype features.

Using Windows 8, Visual Studio 2013+, you will implement this application. You only have to create one **SOLUTION** in Visual Studio.

First you will create the blob storage used by the Web Service **ONLY USING Microsoft Azure Emulator**

In a second you need to work on the web service that many applications will consume. These web services **MUST** return JSON data.

- List folders available in the root folder.
- List files available in a specific folder.
- Upload a document on a specific folder (forbidden to upload in root folder).
- If this document is a Zip file, you should unzip it in the current folder and store its contents in a folder named as the Zip file.
- Zip an entire directory and make it available in the special “archives” root folder.
- Download a specific file.
- Download a Zip file.

In a Third time you need to create a Worker Role that should do each n seconds:

- Backup the entire blob storage in a Zip file and store it in the special “backups” root folder.
- For your test purposes, you should set the n value to 60.

What you need to do/know:

Understand Client Needs

Before you start, make sure you've understood the client's needs and have thought the project out. Write stuff down, draw schemas if you need to.

THINK SIMPLE! DO NOT GO OUT OF YOUR WAY IN COMPLEXITY.

A Quick Reminder

Looking something up on Google isn't copying and pasting code. Read, understand, and do your own version according to your needs. Copy-pasting will be considered as cheating and stealing.

Evaluation and handing in

Marking-scheme

Task	Points
WCF Web Service	
List folders	2
List files in a folder	2
Upload a document	3
Unzip ZIP files	4
ZIP folder and store it in "archives"	4
Worker Role	
ZIP blob storage and store it in "backups"	3
(WCF & Worker) Code Quality & Conventions	2

No cheating

This is an individual project, therefore you are not allowed to host your project online, use someone else's code, copy and paste code from the internet. If anyone is caught cheating, they will receive a 0 mark and be marked as cheater.

Handing in

Once you've finished your project send it by email to your teacher with the 4NET@supinfo.com address in copy with the object [MP12-4NET] <id> - <name> <firstname> - <campus>:

For example **[MP12-4NET] 10000– BOOSTER Jean – LILLE**

Deadline

The project must be handed in by the 6th December 2015 23:59pm (PARIS TIME)

Good luck!