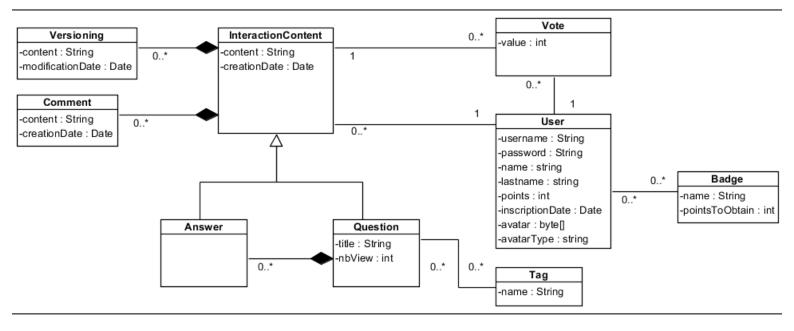
Rigodiat Pierre-François
Roux Anthony
Stackoverflow Like

Table of contents

١.	UML	
	Mock-up - Real	
	. Home page and question list	
2	. Question detail	6
3	. User list	8
III.	Features	9
IV.	Discussions	10
1	. Tests	10
2	. User interface	10
3	. Gamification	10
4	. Revision control, continuous integration and deployment	11

I. UML



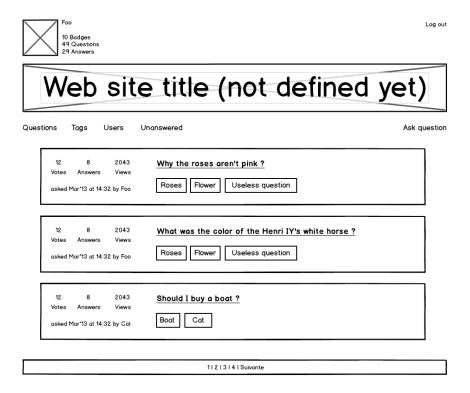
All turn around the interactionContent. This class is shared by an Answer and a Question. It represents the content, which could be versioning. The parameters are a string content with a creationDate. Both Answer and Question could be comment. The only difference is that a question could be tag, not an answer.

The versioning class permits to record all contents for a question or an answer. When a user edits the content, the old version is saved into the Versioning class, with the modification date.

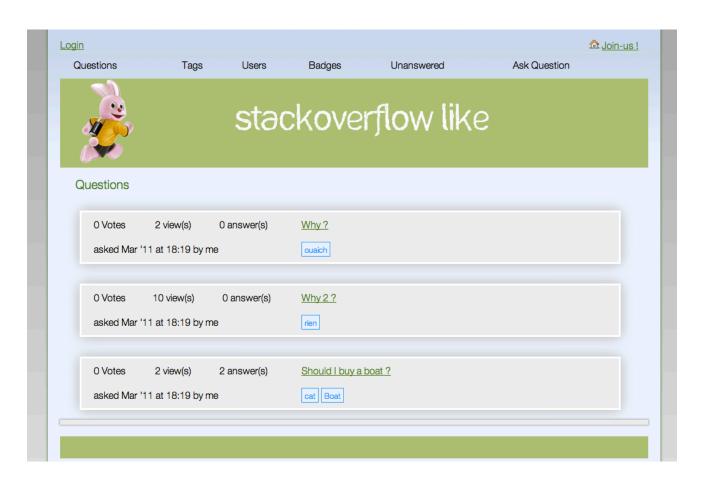
The user class is between interactionContent, vote and badge. A user can have many badge and could vote for an interactionContent (question or answer).

II. Mock-up - Real

1. Home page and question list



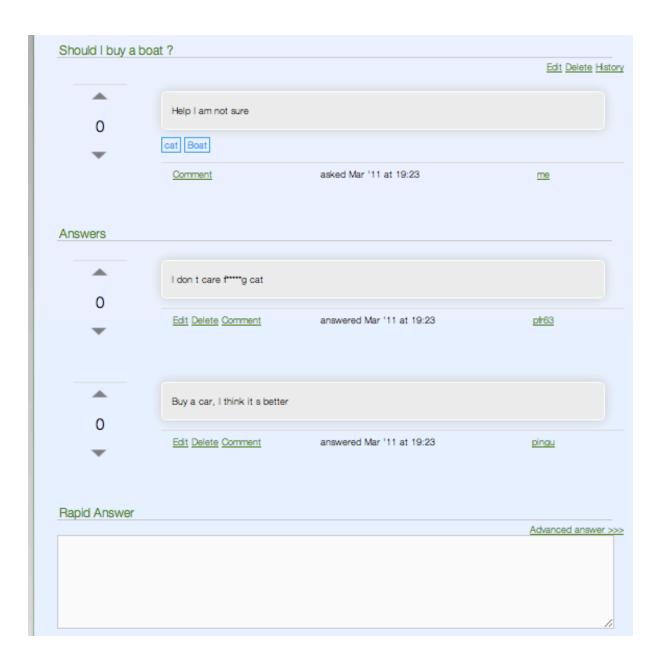
We can see some different things in the real implementation. The banner is under the menu, the pagination is on the top, not on the bottom and there is less information about the user.



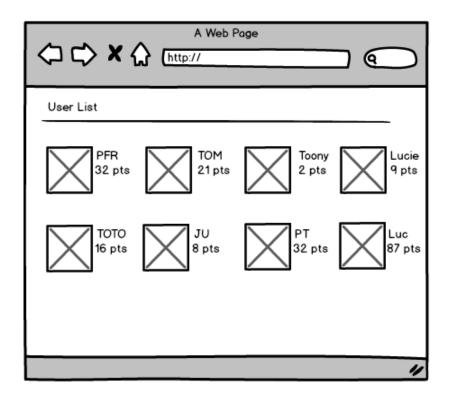
2. Question detail

Question Why the roses aren't pink? Mockups is designed to help you and your team or clients iterate on wireframes as early in the process as possible, when it's cheapest to do so. Here are some of the features that support this goal: * our web app myBalsamiq offers lots and lots of ways to interact within your team and with external extreme speed: you can create and tweak designs in real time during a design discussion meeting, 23 whether you're all in the same room or sharing your screen in an online m Edit Delete asked Mar'13 at 12:32 by Foo problem is not over there …olthough i have changed it…Problem is in div class rate it is not using plugi for rateing…i have highlighted the code – Bar Mar'13 1 at 5:45 problem is not over there ...although i have changed it...Problem is in div class rate it is not using plugin for rateing...i have highlighted the code – Bar Mar'13 1 at 5:45 problem is not over there ...although i have changed it...Problem is in div class rate it is not using plugin for rateing...i have highlighted the code – Bar Mar'13 1 at 5:45 **Answers** Mockups is designed to help you and your team or clients iterate on wireframes as early in the process as possible, when it's cheapest to do so Here are some of the features that support this goal: * our web app myBalsamia offers lots and lots of ways to interact within your team and with external clients. * extreme speed: you can create and tweak designs in real time during a design discussion meeting, whether you're all in the same room or sharing your screen in an online meeting. 5 Edit Delete asked Mar'13 at 12:32 by Foo Mockups is designed to help you and your team or clients iterate on wireframes as early in the process as possible, when it's cheapest to do so. Here are some of the features that support this goal: * our web app myBalsamiq offers lots and lots of ways to interact within your team and with external * extreme speed: you can create and tweak designs in real time during a design discussion meeting 0 Edit Delete asked Mar'13 at 12:32 by Foo Your answer BIU we style マミニョニのつ 図の

We have well follow the mockup for the question detail. Just for a reason of page construction, we couldn't have the RichUI for the answer. All content fields had the same name, and the setting of this rich field was tricky. We add the possibility to use the RichUI by the Advanced Answer link.



3. User list





III. Features

- The project will offer a system to ask and answer questions.
- An answer can be upvoted. It means it's the more accurate answer for the
- question. Of course, they can also be downvoted.
- The answers will be ordered by number of votes, this feature should be a matter of presentation.
- Questions can also be voted to reflect their interests in the community.
- A question can be tagged to appear in categories.
- A question or an answer can be edited to add some additional information or to fix a typo.
- A reputation mechanism brings a gamification to the application (The rules have to be defined).
- Some actions (to be defined) will allow the user to gain some badges (part of the gamification).
- Users can fill a profile.
- The profile will sum up all the user's actions (questions asked, answers given, edits,...) and the earned reputation.
- The profile will compute the grand total of the user's reputation.
- Admins should act as moderators.

We implemented all the feature asked in the specifications except one of them because we don't understand it.

IV. Discussions

After using Grails for about 60 hours, we can say that grails is a powerful framework. It permits to build simple interface very quickly and generate also the controllers' logic. However, the power of grails can be fully used after hours of learning.

Grails have a lack of documentation and community. It's not so easy to have an answer for a very simple question. This lack made us lost a lot of time.

1. Tests

Controllers and services have been tested, with a set of 59 unit tests. Unfortunatly, we didn't have enough time to test all classes. We met some difficulties during the test due to the mock of any part of the application! Indeed, sometimes it's hard to find how mock a component like the spring security service for example. If the injection allows to test components easily, it's like a jungle at the beginning!

So to conclude, tests aren't complete but they cover the main part of the application.

2. User interface

As you can see on the screenshots, we aren't graphic artist. The user interface of our project is very ugly, we tried to do our best but it's not a success. Even if the website is horrible, the user interface works and it just need a brushstroke (or a "shovelstroke"). We know that is not the main aim of this TP so we decided to leave out the beauty of our website.

3. Gamification

The gamification is handled by the GameService and the GameConfig file. Each user has a number of points which grow up according to the actions done by the user. For example, if a user post a question, he win X points. After, with enough points, he could obtain an award. Awards, called "Badge", are defined by administrator of the website. Each of them has a number of points mandatory.

4. Revision control, continuous integration and deployment

We use Git to handle the version of the source code and with Github we have an online repository. All the modification are "pushed" in order to back to a previous versions if it is necessary.

In addition to the revision control, we use Jenkins, a continuous integration tools in order to build our project each time we pushed a modification on Github.

At the end of the process, we use Heroku to deploy our website. Heroku can host grails application it's perfect for our project.