

# Introduction to Play! framework

Jonathan Pastor

October 1, 2013

## 1 Introduction

The objective of this course is to introduce the basic features of a modern web framework, through the study of a java compatible Model-View-Controller <sup>1</sup> (MVC) web framework: Play! <sup>2</sup>.

During this course, students will learn how to develop a small web application. This application will use a database for storing objects, and users will interact with it by using web forms.

Students will be asked to work in pairs: each pair will develop a dynamic website. Specifications are given in the section 3 : it is a set of constraints where each satisfied constraint gives points. The satisfaction of the constraints will be evaluated during an oral defense.

## 2 The Subject of the project

The pairs will develop an application that will be the response to the following needs:

Professors of the Computer Science (CS) department would like to be able to create meetings involving several participants. The involved people would review the meeting and let a comment about the proposed meeting. It would be also possible to handle conflicts between meetings. People may be notified when they take part to a meeting.

Project subject for year 2013-2014.

Meetings are created by a user. A meeting involve one or several people. A meeting can contains comments from any member of the meeting. A member can receive notifications about some of his meetings.

Example of data structure for year 2013-2014.

---

<sup>1</sup>cf. <http://en.wikipedia.org/wiki/Model-view-controller>

<sup>2</sup>cf. <http://www.playframework.com/documentation/1.2.5/home>

## 3 The Specifications

### 3.1 Functional Specification (10pts)

Constraint	Description	Points
Functional-1	An user can create, delete, modify and view a meeting.	2 pts
Functional-2	Participants of a meeting can view their meetings.	2 pts
Functional-3	Participants of a meeting can leave a comment on the meeting.	2 pts
Functional-4	New meetings appears automagically without reloading the page (AJAX).	2 pts
Functional-5	Implement a feature that improves the application	2 pts
Total		10 pts
Bonus	The application is usable by members of the C.S. department.	3 pts

### 3.2 Technical Specification (20pts)

Constraint	Description	Points
Controller-1	Develop a controller for the frontend	1 pts
Controller-2	Develop a controller for the backend	1 pts
Controller-3	At least one controller asks data with a custom SQL query	1 pts
View-1	Display data (a list) with HTML	2 pts
View-2	Display data (an element) with details	1 pts
View-3	Create a transition between 2 views	1 pts
Database-1	Database contains at least one complex entity (that contains a set of other entities, cf appendix A)	3 pts
Database-1	The database is in third normal form <sup>3</sup>	1 pts
CRUD	At least one complex data entity have create, read, update and delete actions. These actions are located in the backend.	3 pts
AJAX-1	At least one controller have a method that produce JSON or XML.	1 pts
AJAX-2	At least one view gets data dynamically with an AJAX request.	1 pts
Design-1	Use a CSS framework (Bootstrap <sup>4</sup> , Zurb Foundation <sup>5</sup> , PureCSS <sup>6</sup> , ...).	1 pts
Design-2	The application is simple and friendly to use	2 pts
Design-3	The application has been developed around prototyping methodology. <sup>7</sup>	1 pts
Total		20 pts
Bonus-1	Integrate the application with members given by LDAP.	2 pts

<sup>3</sup>cf. [http://en.wikipedia.org/wiki/Third\\_normal\\_form](http://en.wikipedia.org/wiki/Third_normal_form)

<sup>4</sup>cf. <http://getbootstrap.com/>

<sup>5</sup>cf. <http://foundation.zurb.com/>

<sup>6</sup>cf. <http://purecss.io/>

<sup>7</sup>cf. [http://en.wikipedia.org/wiki/Software\\_prototyping](http://en.wikipedia.org/wiki/Software_prototyping)

## 4 Evaluation

Evaluation will be made during an oral defense : a jury will check if the students have a good comprehension of the technologies seen during this course; each constraint will be evaluated. The jury will then decide of a mark for the oral defense (10 pts).

$$\text{finalMark} = \frac{\text{technicalMark} + \text{functionalMark} + \text{oralMark}}{2}$$

# Appendices

## A Complex Data Entity

Here is an example of complex data:

```
class A {  
    List<B> listOfBs;  
}  
  
[...]  
  
class B {  
}
```

In this example, entity A can contains several B entities.