

mc2 PMES/BES/COMPSS Administration Manual

Introduction

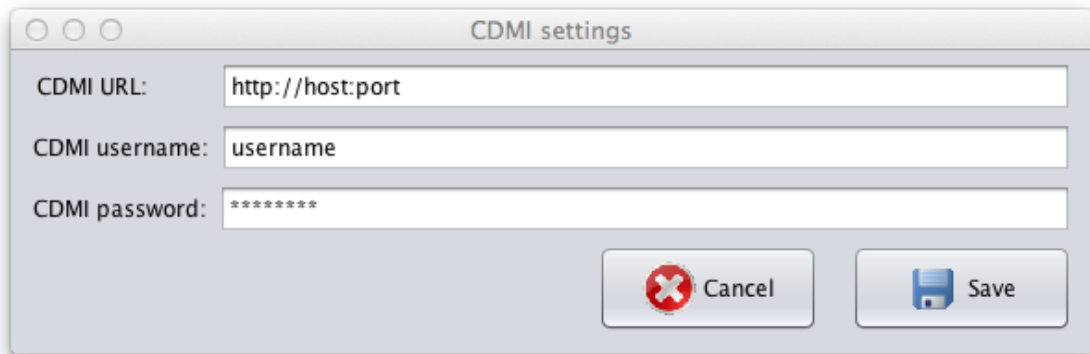
The PMES/BES/COMPSS administration is a tool that aims to help the developers to manage users, projects and applications in a CDMI server. These data are located in a CDMI server that will be accessed by the PMES/BES/COMPSS application.

Configuring the Tool

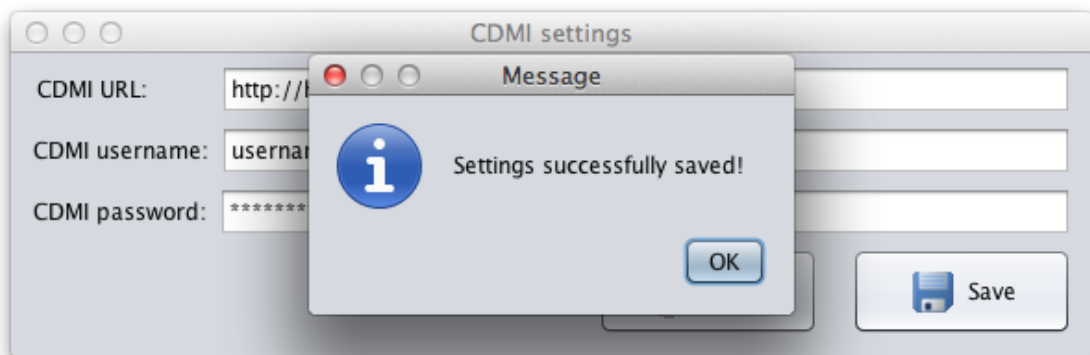
The main screen of the application shows all the available operations that the developer can perform. The options are: Add user, Search user, Settings, Add app and Search app.



The first step is to configure the PMES/BES/COMPSS administration is set the CDMI properties. The developer must click at the option "Settings". A new window will appear to the developer with some fields to be set: CDMI URL, CDMI username, CDMI password.

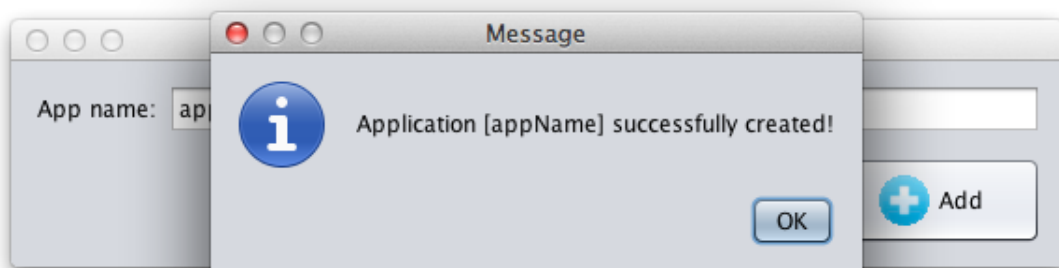


After setting the right properties, the developer must click at “Save” and a success message should appear to the developer as follows.

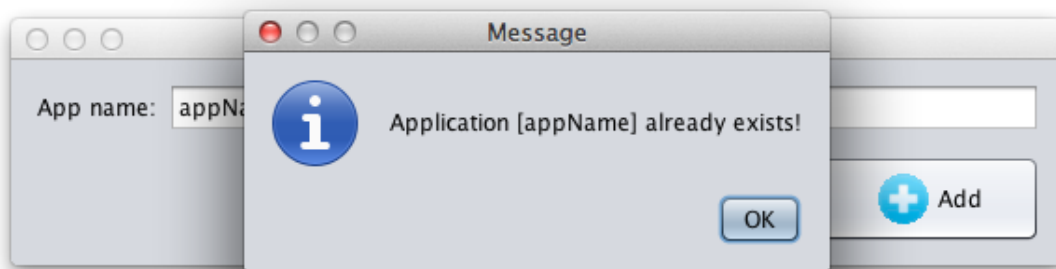


Adding an Application

To add a new application, the developer must to click at the “Add App” option, in the main screen. A new window will appear asking the application name. After entering the application name, the developer must click at the “Add” button.



A success message will appear to the developer if all goes right and an error message will appear if the application name already exists.

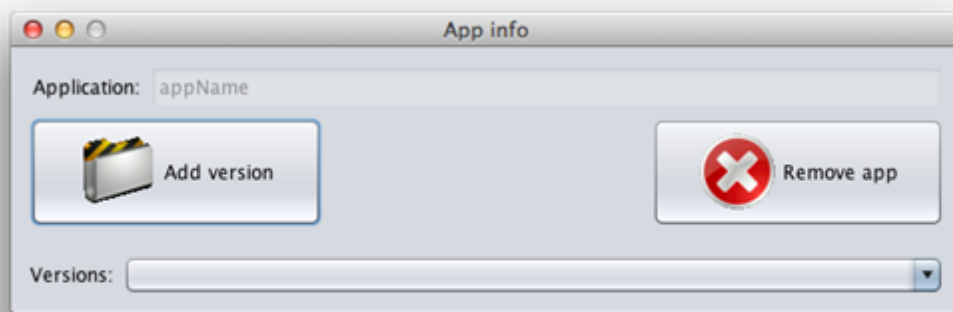


Searching an Application

To search for an existing application, in the main screen the developer must click at the “Search app” option. A new window will appear asking for the application name.

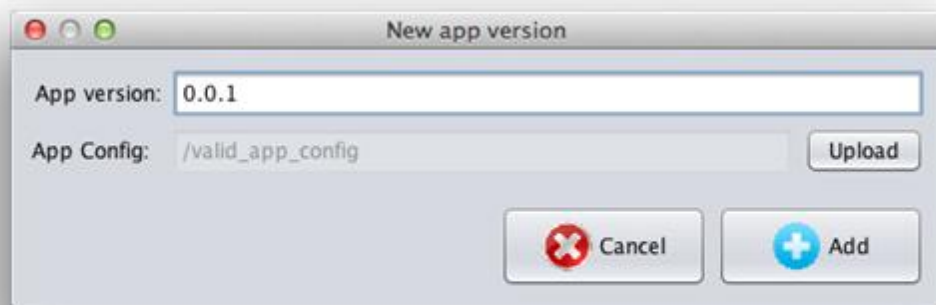


If the application does not exist, an error message will appear and if the application exists, a new window, with the application information will be shown.

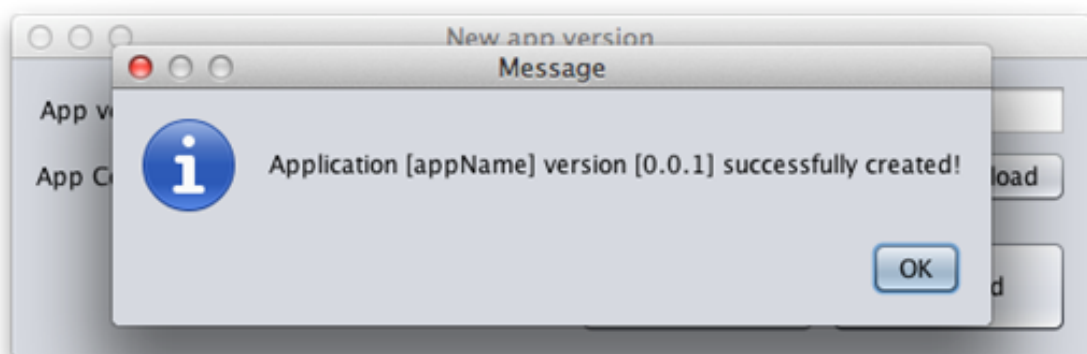


Adding a version for an application

To add a new version for an application, the developer must click at “Add version” option and a new window will appear. The developer must set the version of the application and click on “Upload” to choose the application configuration file. This file must be filled with informations about the application as described in the “**mc2 PMES/BES/COMPSS Application Configuration Manual**”.

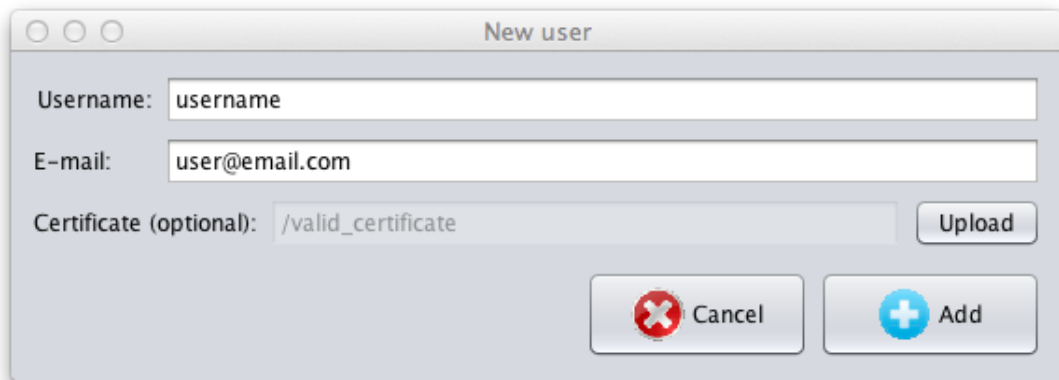


After, the developer click “Add” button, two messages may be shown. If no app configuration is loaded an error will appear. Otherwise, a success message will be shown.



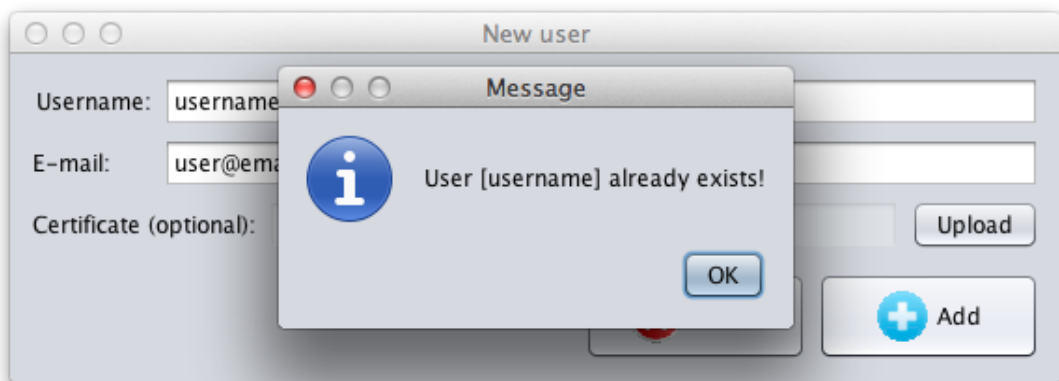
Adding a new user

To add a new user, the developer must to click at the “Add user” option, in the main screen. A new window will appear asking for the username, the user e-mail and, optionally, a certificate file. After enter the required information, the developer must click the “Add” button.



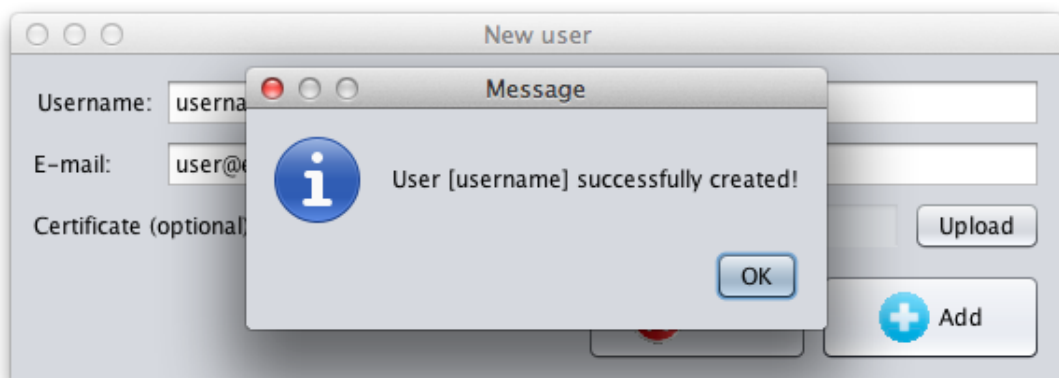
A macOS-style dialog box titled "New user". It contains three text input fields: "Username:" with the value "username", "E-mail:" with the value "user@email.com", and "Certificate (optional):" with the value "/valid_certificate". To the right of the certificate field is an "Upload" button. At the bottom right are two buttons: "Cancel" (with a red 'x' icon) and "Add" (with a blue '+' icon).

If the user already exists, a warning will appear.



The "New user" dialog box is shown with a modal "Message" dialog box overlaid on top. The "Message" dialog box has a blue information icon and the text "User [username] already exists!". It has an "OK" button at the bottom right. The "New user" dialog box is partially obscured by the "Message" dialog box.

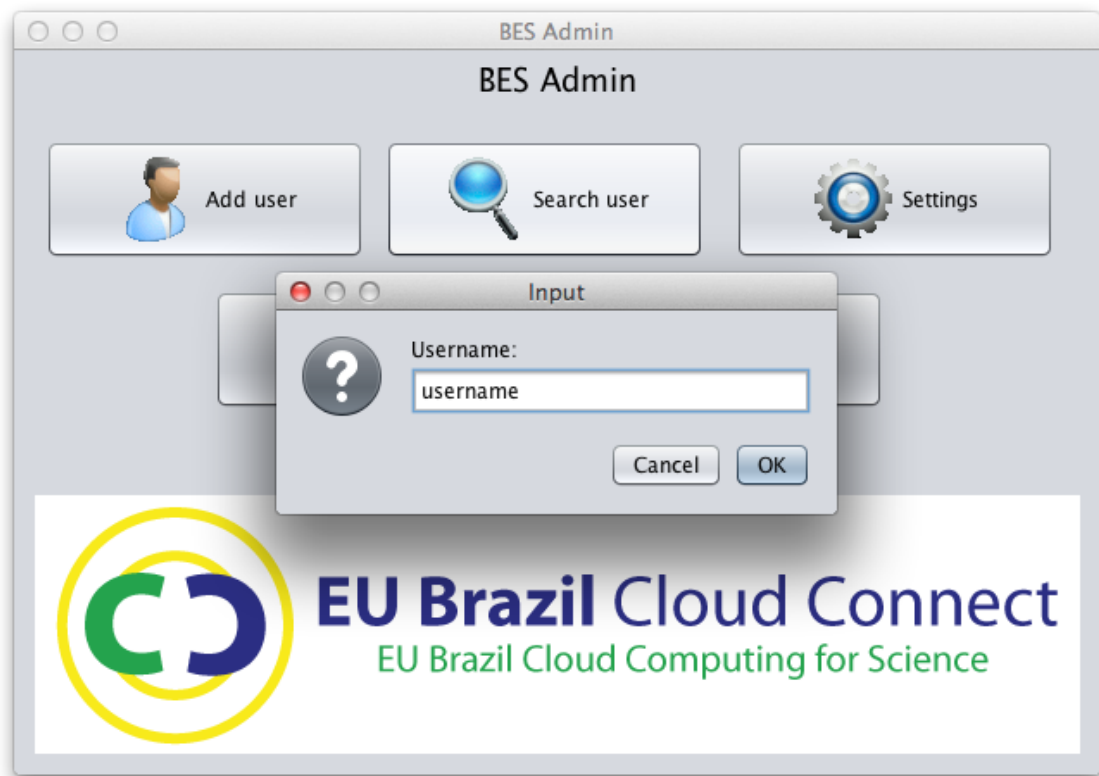
If the username is valid, a message will appear, indicating the success.



The "New user" dialog box is shown with a modal "Message" dialog box overlaid on top. The "Message" dialog box has a blue information icon and the text "User [username] successfully created!". It has an "OK" button at the bottom right. The "New user" dialog box is partially obscured by the "Message" dialog box.

Searching a user

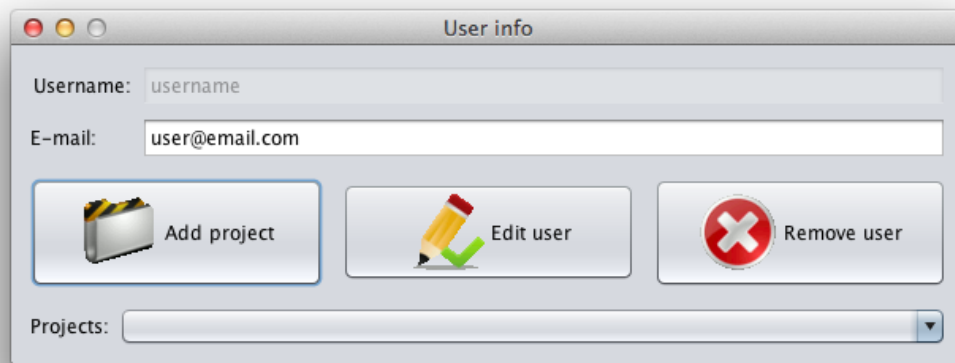
To search an existing user the developer must click the "Search user" button. A new window will appear asking for the username.



If the user does not exist an error will be shown.

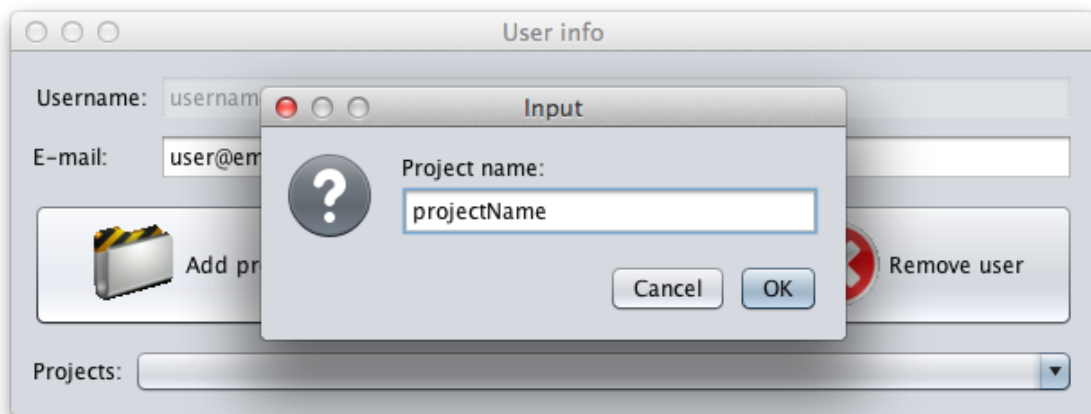


If the user was found, a new window will appear with the user information.

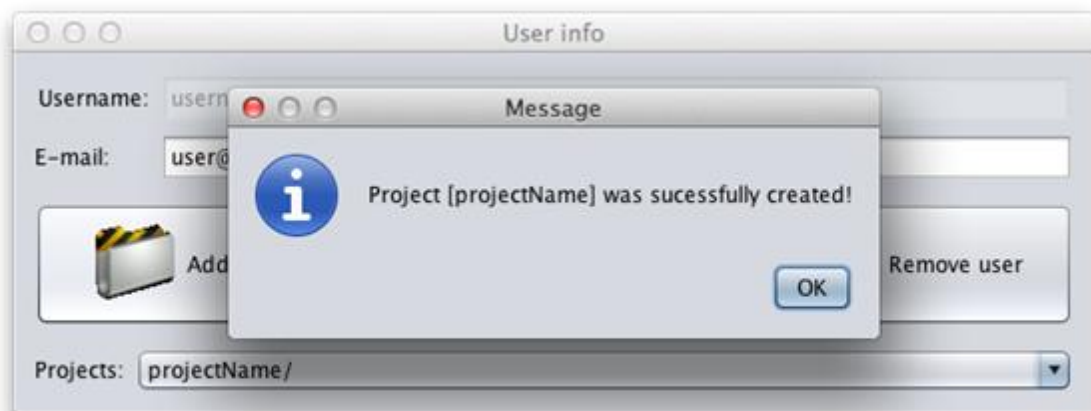


Adding a project to user

To add a project for a user, the developer must click the “Add project” button. A new window will appear, where the developer must set the name of the project, and click at “OK”.

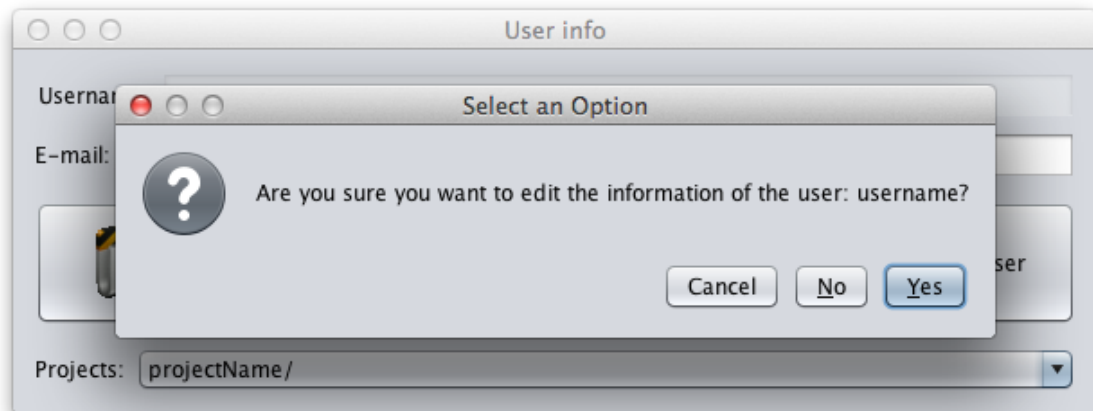


A success message will appear to the developer.

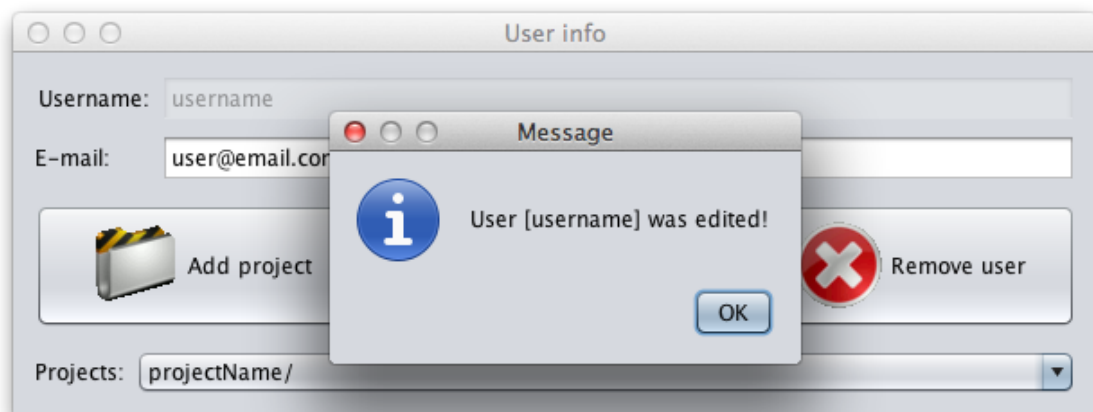


Editing a user

To edit an existing user the developer must click the “Edit user” button, and a message will appear, asking if the developer really want to edit the user.



If the developer clicks the “Yes” button, a message will appear indicating the success.



Removing a user

To remove a user and all his/her projects the developer must click at “Remove user” option.

