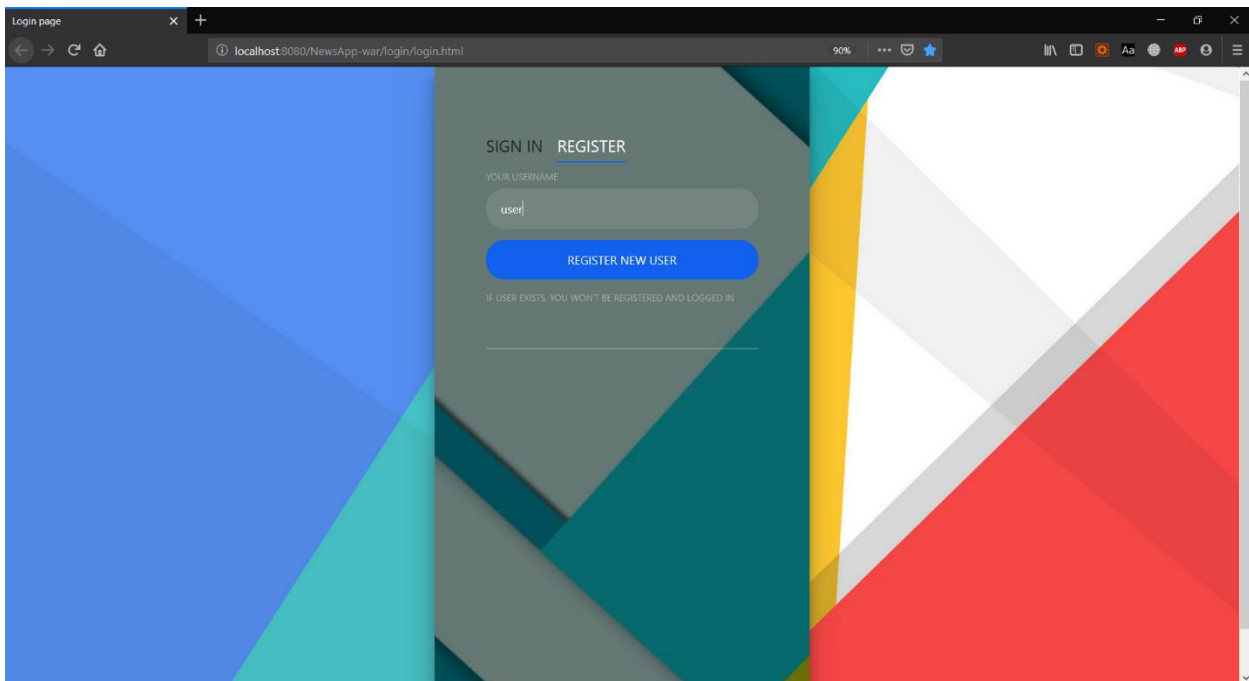
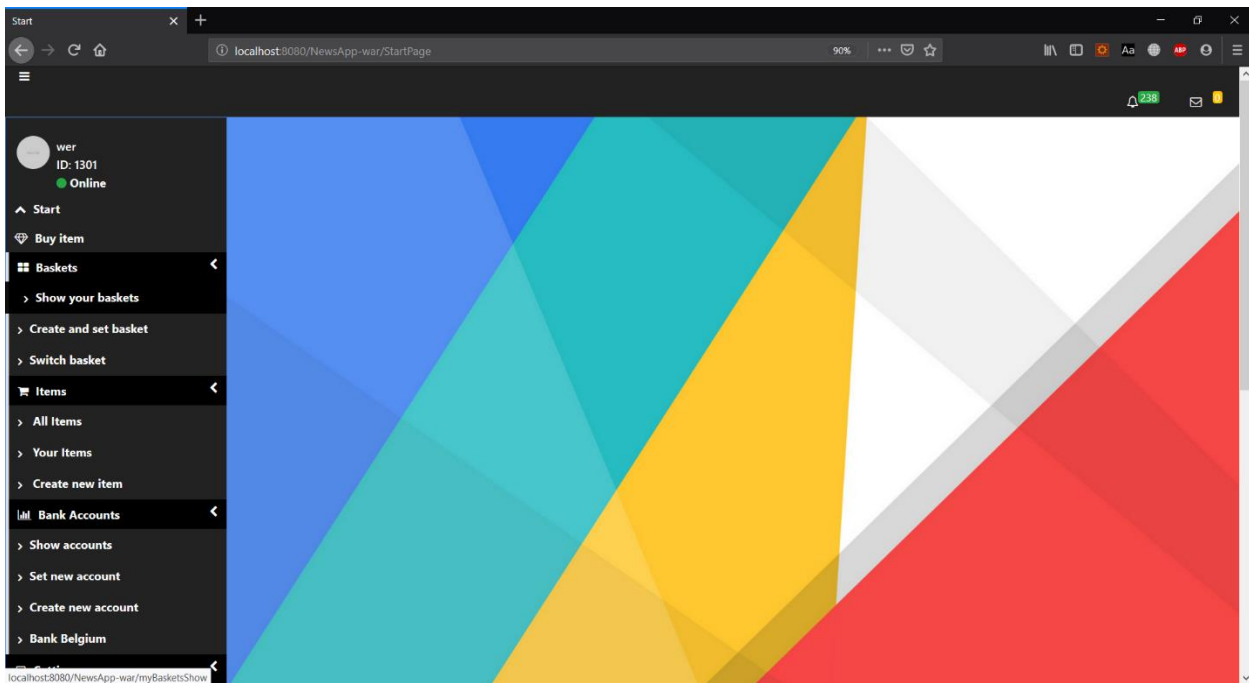


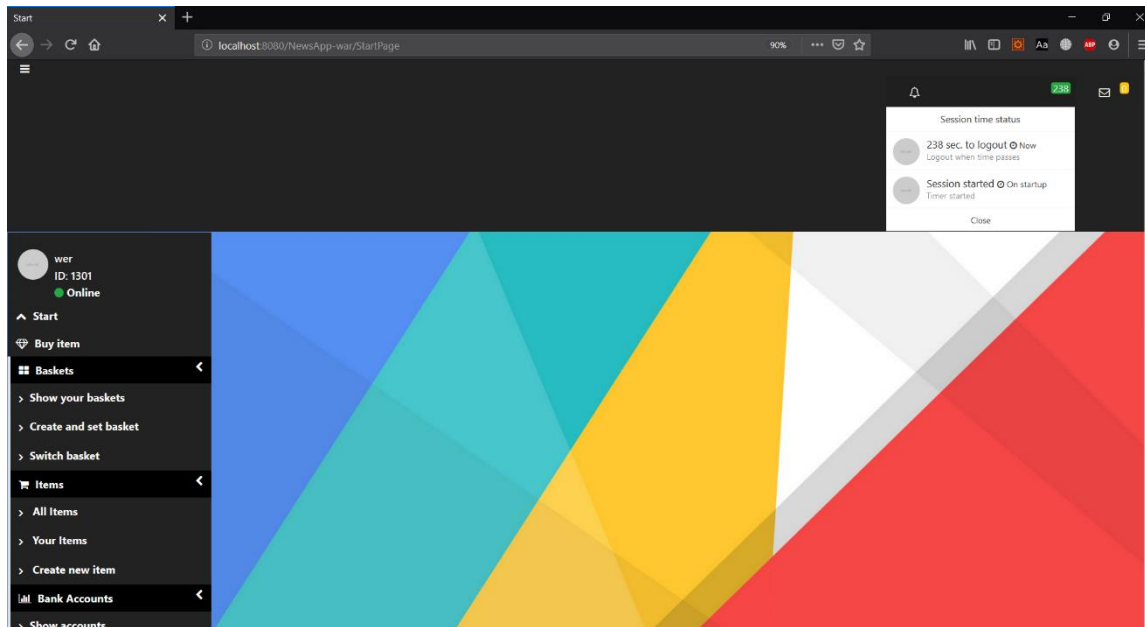
User can sign in with login and password or register as a new user. In the 2<sup>nd</sup> case password is equal to user's login. If login or password are wrong – page will reload/reset itself. If one wants to register user with name which already exists – page also reload/reset itself.



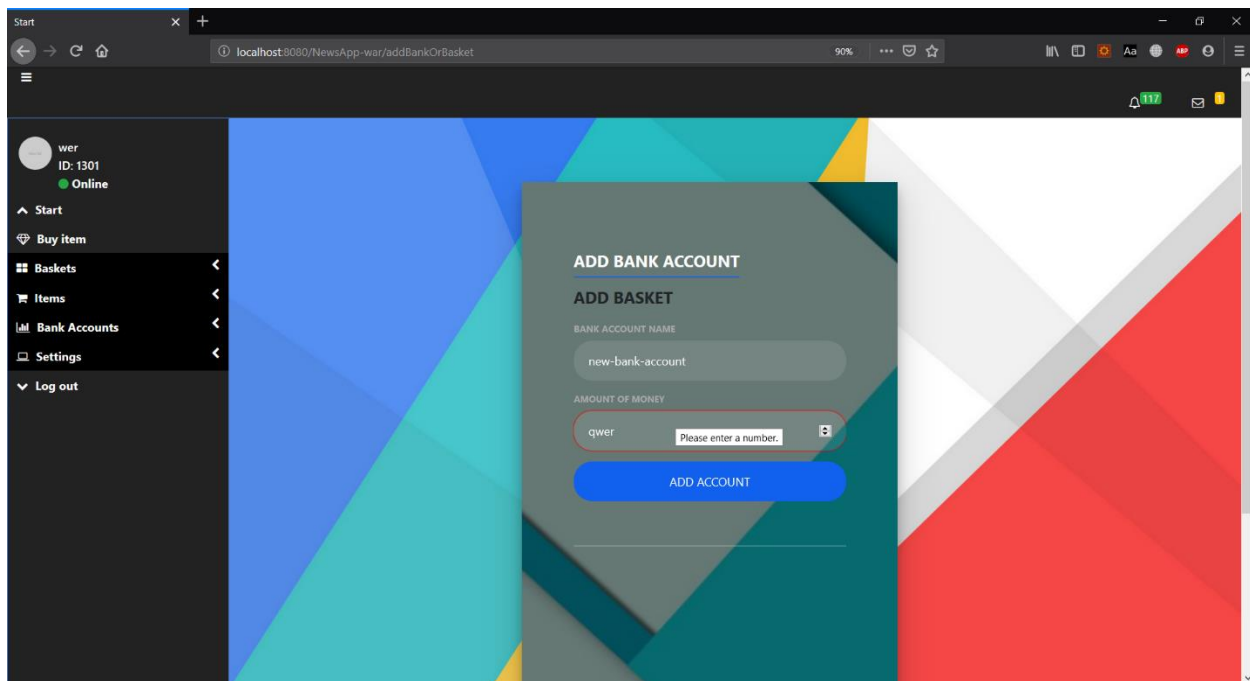


Main screen of an app allows user to choose actions like creating elements, setting them, assigning, modifying, checking status, showing etc. Left menu animation is supported by JavaScript. The JSP page is based on HTML file with Bootstrap templates engine. JSP allows to inject data from EJB beans as current user name, ID etc.

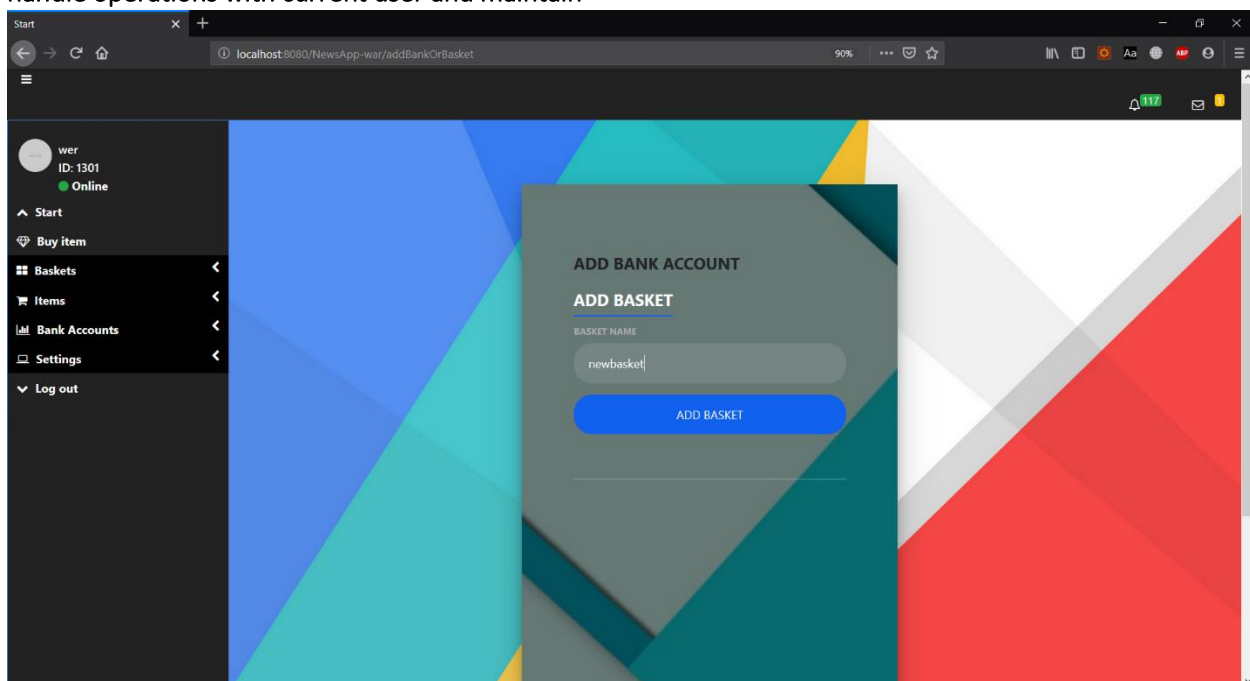




It also allows to show EJB timer status – in right corner with green oval. The timer is the session timer, which log out user if he/she would use page for too long (it's similar mechanism which is used on online banking pages). We can set up time parameter for timer here, but it's set for 300sec. by default. With every page reload we can see how many sec. we have until logout happens. By clicking on a bell we can expand info-windows and check the details. Timer starts when the server starts. Each user can easily log in after logout.



One can check assigned bank account or baskets by clicking in proper button on left menu (screen of previous page). User can also add new account and new basket. Process of creating account works with JS validation (see top screen). Each created new basket is automatically bounded with current user. Info about current user and current basket are stored in ManagementSessionBean – the stateful bean which handle operations with current user and maintain



1	def-basket	<a href="#">Details</a>
2	werbasket2	<a href="#">Details</a>
3	WERTER	<a href="#">Details</a>
4	webert	<a href="#">Details</a>
5	qw1	<a href="#">Details</a>
6	qw2	<a href="#">Details</a>
7	ww4	<a href="#">Details</a>
8	we123	<a href="#">Details</a>
9	qq24	<a href="#">Details</a>
10	ty6	<a href="#">Details</a>
11	molo	<a href="#">Details</a>
12	kotel-basket	<a href="#">Details</a>
13	newwerbasket	<a href="#">Details</a>

Created basket is seen in My Baskets at the bottom of the list. Each object is created using MessageDrivenBean which transfer information and takes care about the order (messages are in queue). Using persistence manager object (and entities) are created. Check code for more details. MDB is wrapped by Interceptor which catches every change and execution of methods in MDB. When some operation occurs, Interceptor noticed it, send information to SingletonBean which stores info about actions handled by all users during whole server session. Then, informations are displayed in top right corner (yellow oval). User can check how 'heavy' or 'busy' is system in particular moment. SingletonBean takes also care of creation initial number of Items and Basket, when the server starts. So when you sign in first time and create some object (as bank account or basket) – initial items and basket would be generated for your use. Moreover, each basket has details-button, which uses REST services to get data about particular basket (the same with bank accounts). Parameter in REST request is id of basket. Data are presented in basic XML, since it's not the crucial part of the application.

Server session status

Users performed 2 tasks

Server started

Close

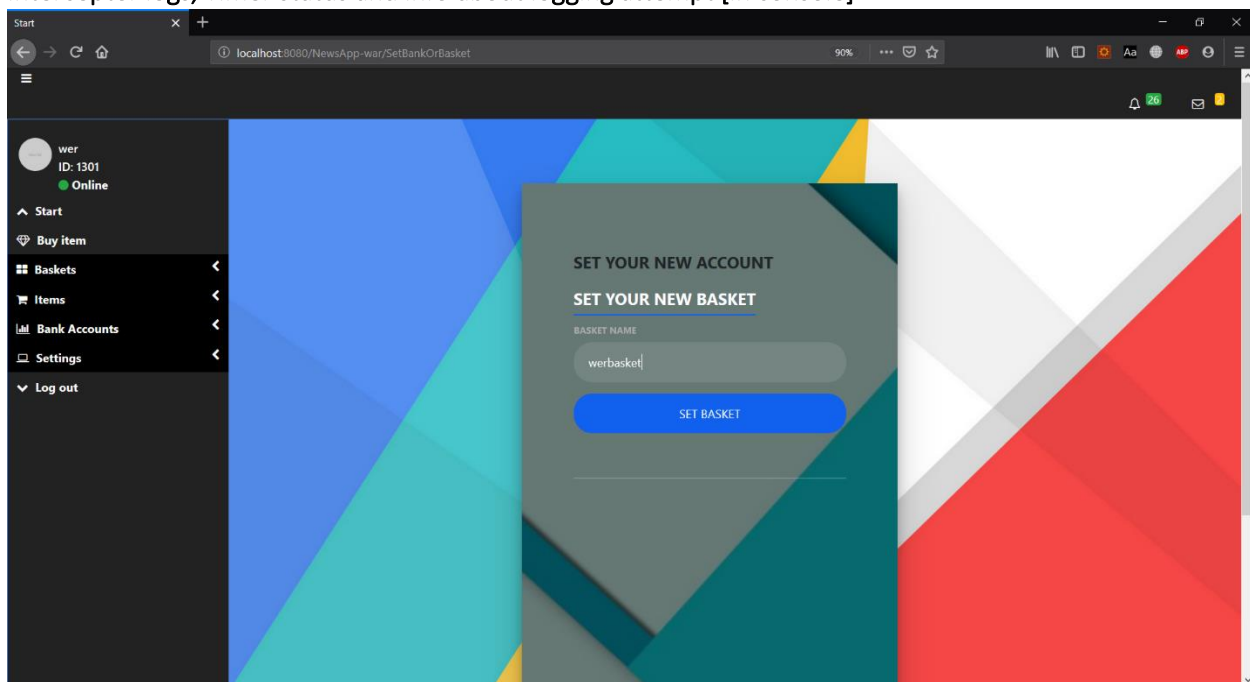
No.	Basket Name	
1	def-basket	<a href="#">Details</a>
2	werbasket2	<a href="#">Details</a>
3	WERTER	<a href="#">Details</a>
4	webert	<a href="#">Details</a>
5	qw1	<a href="#">Details</a>
6	qw2	<a href="#">Details</a>

```

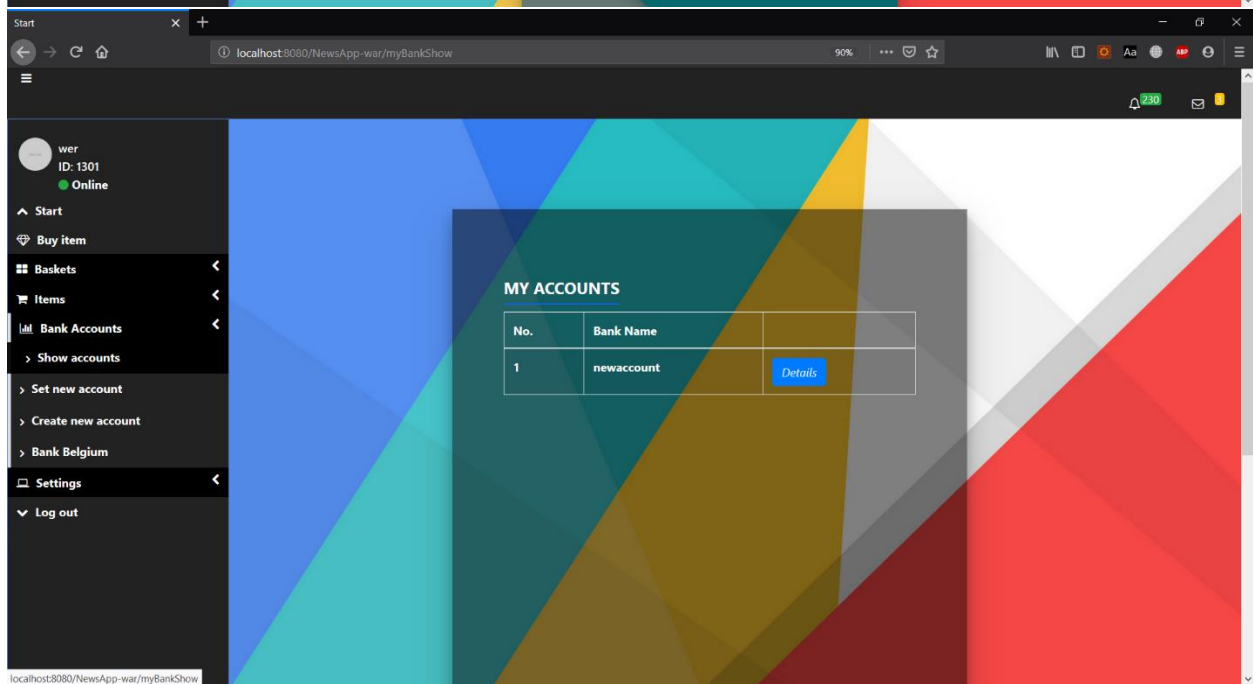
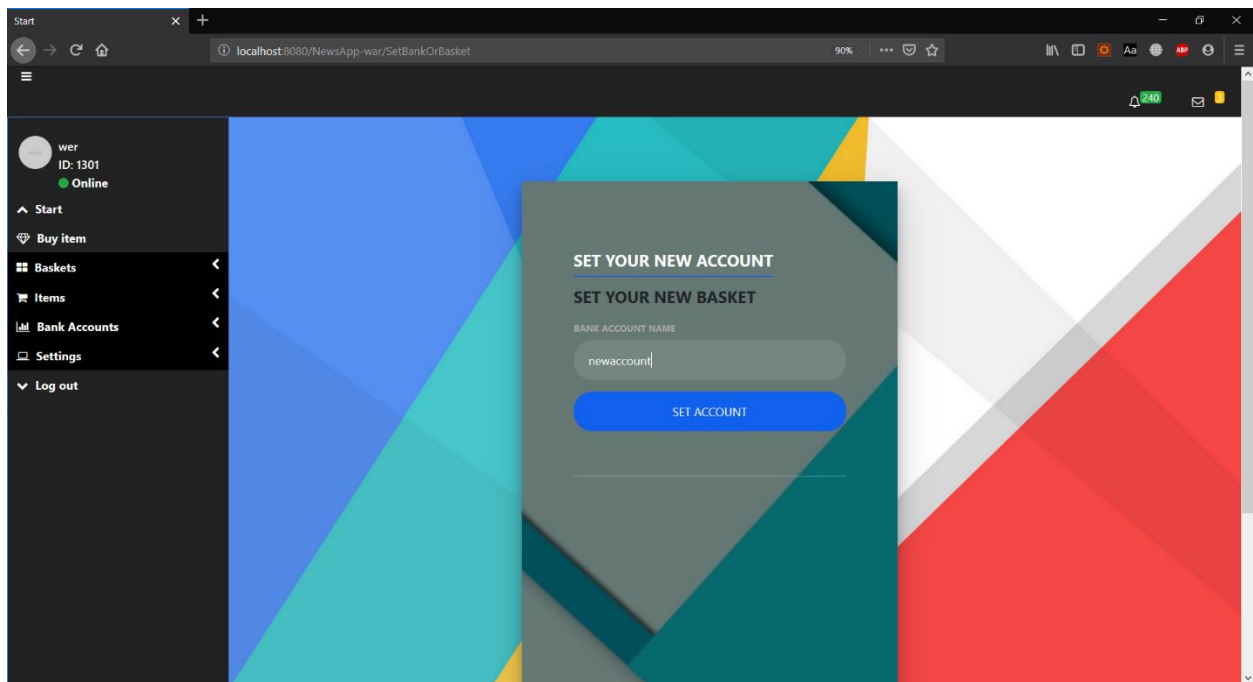
Output x
Java DB Database Process x GlassFish Server 4.1 x NewsApp (run) x
Info: Timer status: 140sec
Info: Timer status: 130sec
Info: Timer status: 120sec
Info: Timer status: 110sec
Info: Timer status: 100sec
Info: Timer status: 90sec
Info: Timer status: 80sec
Info: Timer status: 70sec
Info: Timer status: 60sec
Info: Interceptor: intercept ejb.UserMessage.onMessage with class: com.sun.ejb.EjbInvocation
Info: --- ejb.NewMessage.onMessage ---
Info: --- BANKACCOUNT PERSISTED ---
Info: Interceptor: USER actions [session] : 1
Info: Interceptor: SINGLETON actions [all] : 2
Info: Timer status: 50sec
Info: Timer status: 40sec
Info: Timer status: 30sec
Info: Timer status: 20sec
Info: Timer status: 10sec
Info: Timer status: 0sec
Info: Timer status: 290sec
Info: ----- login: wer
Info: ----- pwd : wer
Info: ----- reg :
Info: Timer status: 280sec
Info: Timer status: 270sec
Info: Timer status: 260sec
Info: Timer status: 250sec
Info: Interceptor: intercept ejb.UserMessage.onMessage with class: com.sun.ejb.EjbInvocation
Info: --- BANKACCOUNT PERSISTED ---
Info: Interceptor: USER actions [session] : 2
Info: Interceptor: SINGLETON actions [all] : 3
Info: Timer status: 240sec
Info: --- new account --- newaccount
Info: Timer status: 230sec
Info: Timer status: 220sec

```

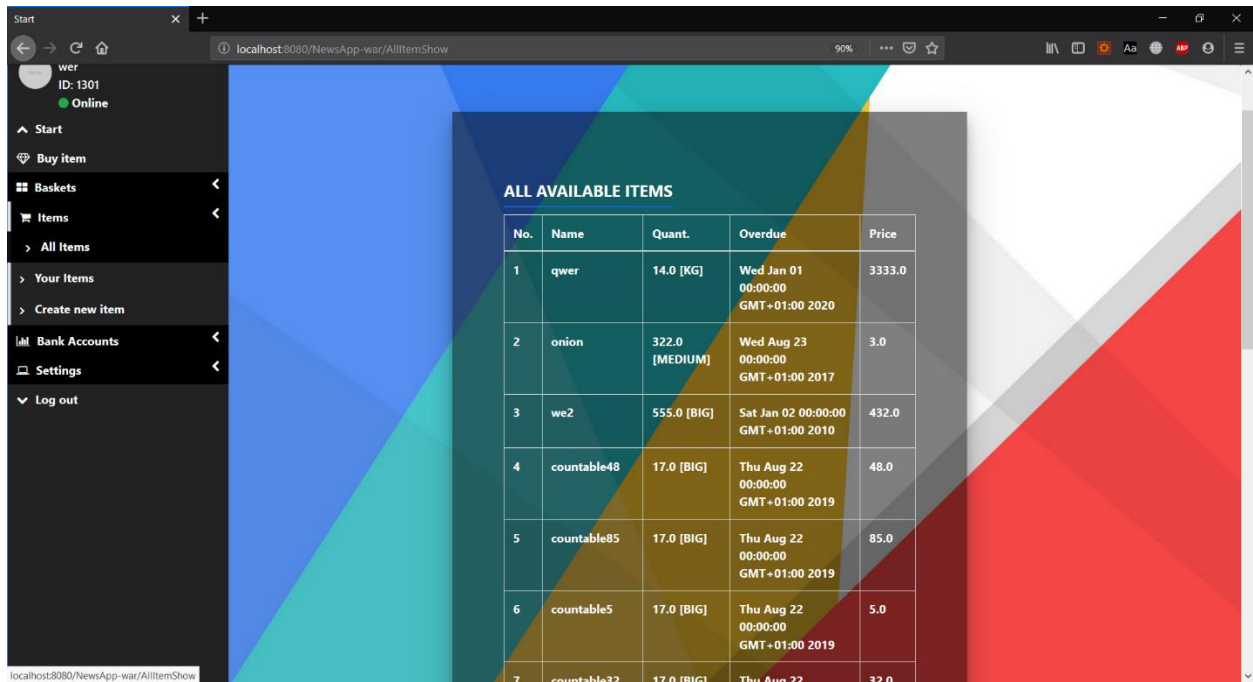
Interceptor logs, Timer status and info about logging attempt [in console]



User can also switch from one basket to another and from one account to different. If basket/bankaccount does not exist – page will reload and nothing happened. If name is wrong – you can see error page with Return button.

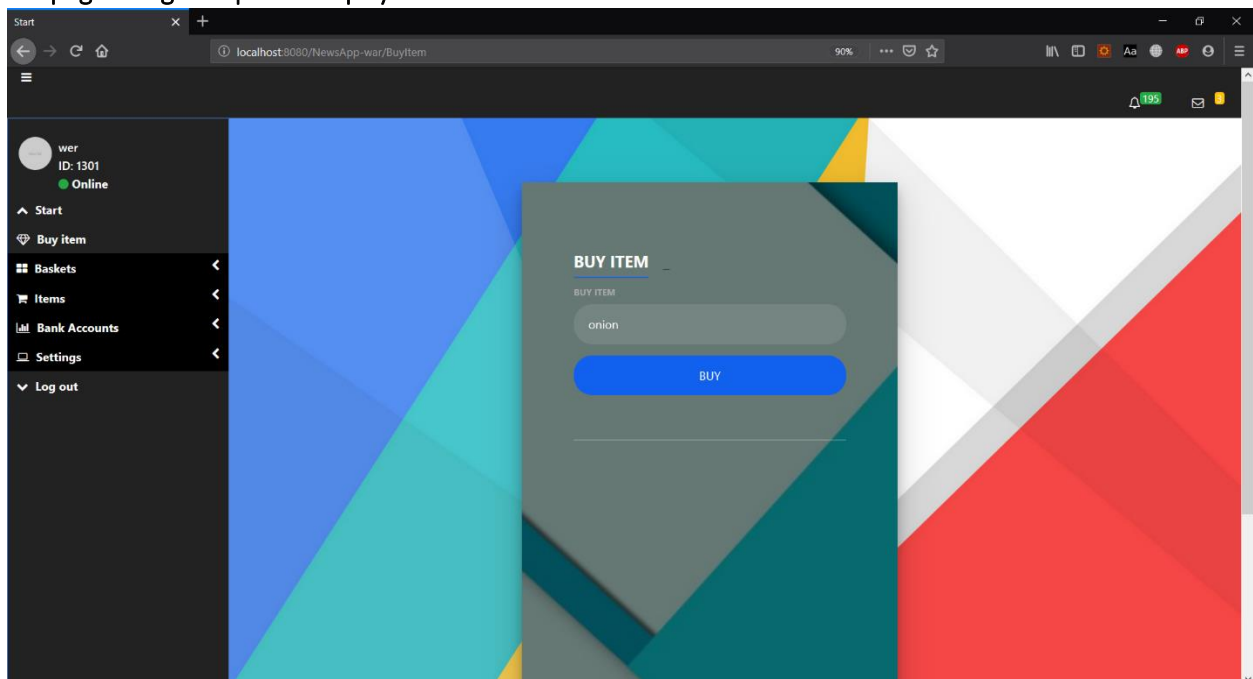






No.	Name	Quant.	Overdue	Price
1	qwer	14.0 [KG]	Wed Jan 01 00:00:00 GMT+01:00 2020	3333.0
2	onion	322.0 [MEDIUM]	Wed Aug 23 00:00:00 GMT+01:00 2017	3.0
3	we2	555.0 [BIG]	Sat Jan 02 00:00:00 GMT+01:00 2010	432.0
4	countable48	17.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	48.0
5	countable85	17.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	85.0
6	countable5	17.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	5.0
7	countable32	17.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	32.0

The most important part is 'buying'/'assinging' items. We can check item list with basic info about each one. Item can have two types – countable and uncountable which determines their attributes such as price/pricePerWeight or size/unit. Last ones are Enum type. When we buy some item (by inserting item name on buy-item page) the quantity of items on main All-Item list decrements (there are -1 items) and bought item is assigned to current basket and current user. We can check our items on MyItem list – items are retrieved using SQL query in UserFacade method, transformed by Servlet and represented on JSP page using JSP special loop syntax.



### BUY ITEM

BUY ITEM

BUY



wer  
ID: 1301  
Online

Start

Buy item

Baskets

Items

All Items

Your Items

Create new item

Bank Accounts

Show accounts

Set new account

Create new account

Bank Belgium

Settings

Log out

MY BASKETS

No.	Item Name	
1	qwer	
2	onion	

wer  
ID: 1301  
Online

Start

Buy item

Baskets

Items

Bank Accounts

Settings

Log out

ALL AVAILABLE ITEMS

No.	Name	Quant.	Overdue	Price
1	qwer	14.0 [KG]	Wed Jan 01 00:00:00 GMT+01:00 2020	3333.0
2	onion	322.0 [MEDIUM]	Wed Aug 23 00:00:00 GMT+01:00 2017	3.0
3	we2	555.0 [BIG]	Sat Jan 02 00:00:00 GMT+01:00 2010	432.0
4	countable48	16.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	48.0
5	countable85	17.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	85.0
6	countable5	17.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	5.0

No.	Name	Quant.	Overdue	Price
1	qwer	14.0 [KG]	Wed Jan 01 00:00:00 GMT+01:00 2020	3333.0
2	onion	322.0 [MEDIUM]	Wed Aug 23 00:00:00 GMT+01:00 2017	3.0
3	we2	555.0 [BIG]	Sat Jan 02 00:00:00 GMT+01:00 2010	432.0
4	countable48	16.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	48.0
5	countable85	16.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	85.0
6	countable5	17.0 [BIG]	Thu Aug 22 00:00:00 GMT+01:00 2019	5.0

Below, there are screenshots from the database. As we can see – tables are connected to each other. For example USER\_BANKACCOUNTS contains ID of User and ID of Bank which are in ManyToMany relationship. User-Basket and Basket-Item works similar, but with OneToMany relationship.

Connection: jdbc:derby://localhost:1527/sample [app on APP]

```
1 select * from APP.USER_ACCOUNT;
```

select \* from APP.USER\_ACCOUNT...

Page Size: 20 | Total Rows: 35 | Page: 1 of 2

#	ID	LOGIN	PASSWORD
1		1zzx	zzx
2		152 q	qwe
3		201 q	qqa
4		251 q	cac
5		301 never	never
6		351 kva	kva
7		401 wwv	wwv
8		451 qwer	qwer
9		501 vv	vv
10		551 x1	x1
11		601 fer	fer
12		651 der	der
13		751 qas	qas
14		801 yuj	yuj
15		851 dsds	dsds
16		901 dewer	dewer
17		951 def	def
18		952 defe	defe
19		1001 defer	defer
20		1002 defer2	defer2

Connection: jdbc:derby://localhost:1527/sample [app on APP]

```
1 select * from APP.BANKS;
```

select \* from APP.BANKS

Page Size: 20 | Total Rows: 26 | Page: 1 of 2

Matching Rows:

#	ID	BANKNAME	MONEY
1		252 cacacc	111.0
2		302 neverbank	333.0
3		352 kvab	99.0
4		402 wb	22.0
5		452 qverb	123.0
6		552 kurczak	122.0
7		602 kurczak2	44.0
8		652 kurczak3	11.0
9		702 kurczak4	66.0
10		752 kurczak4	3.0
11		802 kurczak5	55.0
12		1501 werbank	112.0
13		1701 INGBP	33.0
14		1802 qverty56	56.0
15		1804 vv5	5.0
16		1805 qasaba2	33.0
17		1851 wer66	66.0
18		1901 qvewe	222.0
19		1952 uu77	77.0
20		2001 verifyme	42.0

Connection: jdbc:derby://localhost:1527/sample [app on APP]

```

1 select * from APP.USER_BANKACCOUNT;
2

```

select \* from APP.USER\_BANKACCOUNT

Page Size: 20 | Total Rows: 5 | Page: 1 of 1 | Matching Rows:

#	USER_ID	BANKACCOUNT_ID
1	751	752
2	801	802
3	1001	402
4	1301	2315
5	2052	1501

Item database table contains information about both types of Items (Countable and Uncountable), to make process of querying easier and faster. ITEMTYPE attribute defines type of Item. Since Countable has no Unit and PrecePerWeight attributes – these fields are nulled by default.

Connection: jdbc:derby://localhost:1527/sample [app on APP]

```

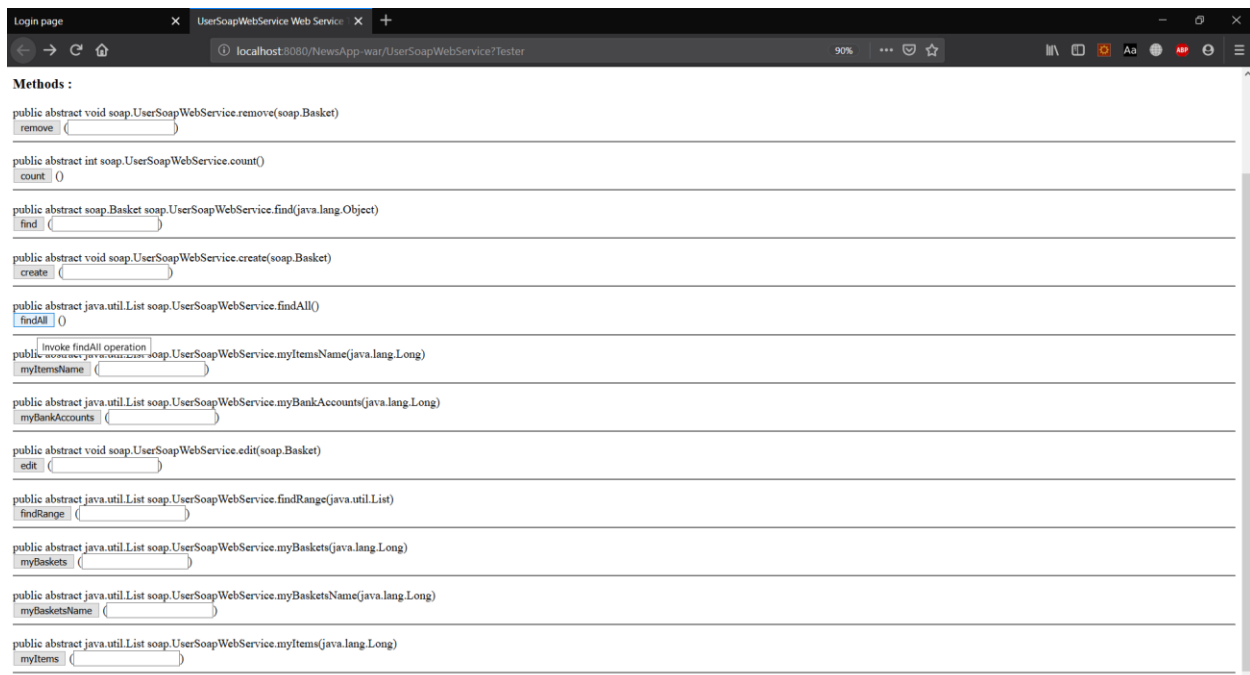
1 select * from APP.ITEM;
2

```

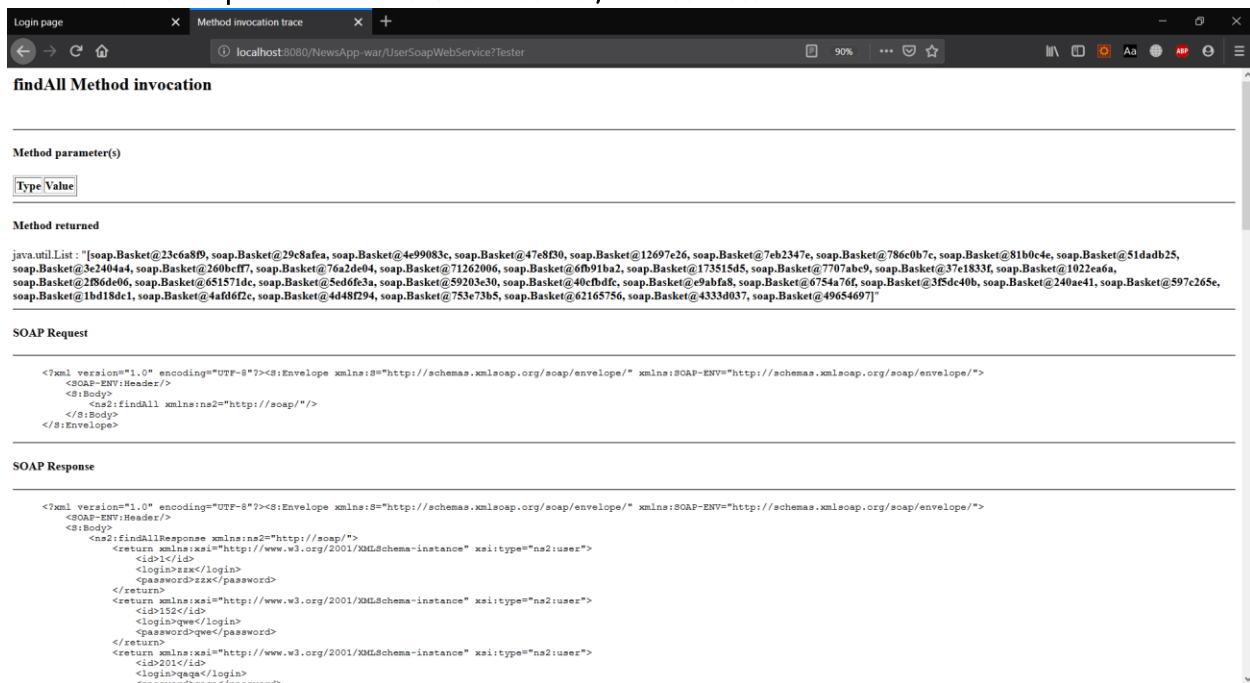
select \* from APP.ITEM

Page Size: 20 | Total Rows: 16 | Page: 1 of 1

#	ID	ITEMTYPE	COUNTRY	NAME	OVER QUANTITY	BASKET_ID	PRICEPERWEIGHT	UNIT	PRICE	SIZE
1	1451	Uncountable	pol	qwer	20...	14.0	1651	3333.0 KG	<NULL>	<NULL>
2	2255	Countable	Belgium	countable48	20...	16.0	1651	<NULL>	<NULL>	48.0 BIG
3	2270	Countable	Belgium	countable85	20...	16.0	1651	<NULL>	<NULL>	85.0 BIG
4	2260	Countable	Belgium	countable5	20...	17.0	2259	<NULL>	<NULL>	5.0 BIG
5	2265	Countable	Belgium	countable32	20...	17.0	2264	<NULL>	<NULL>	32.0 BIG
6	2261	Uncountable	Belgium	countable5	20...	17.0	2259	5.0 KG	<NULL>	<NULL>
7	2266	Uncountable	Belgium	countable32	20...	17.0	2264	32.0 KG	<NULL>	<NULL>
8	2271	Uncountable	Belgium	countable85	20...	17.0	2269	85.0 KG	<NULL>	<NULL>
9	2256	Uncountable	Belgium	countable48	20...	17.0	2254	48.0 KG	<NULL>	<NULL>
10	2312	Countable	Belgium	countable6	20...	17.0	2311	<NULL>	<NULL>	6.0 BIG
11	2304	Countable	Belgium	countable21	20...	17.0	2303	<NULL>	<NULL>	21.0 BIG
12	2308	Countable	Belgium	countable17	20...	17.0	2307	<NULL>	<NULL>	17.0 BIG
13	2305	Uncountable	Poland	uncountable21	20...	12.0	2303	21.0 KG	<NULL>	<NULL>
14	2309	Uncountable	Poland	uncountable17	20...	12.0	2307	17.0 KG	<NULL>	<NULL>



SOAP Client in the application allows us to modify almost every part of an app. We can easily create/edit/remove each entity, as well as make SOAP requests with various parameters. Since the core of an app is based on Servlets and REST services – SOAP web services and clients were added in addition and are not developed on the same level as Servlet/REST services.



count Method invocation

---

Method parameter(s)

Type	Value
int	"35"

---

Method returned

int : "35"

---

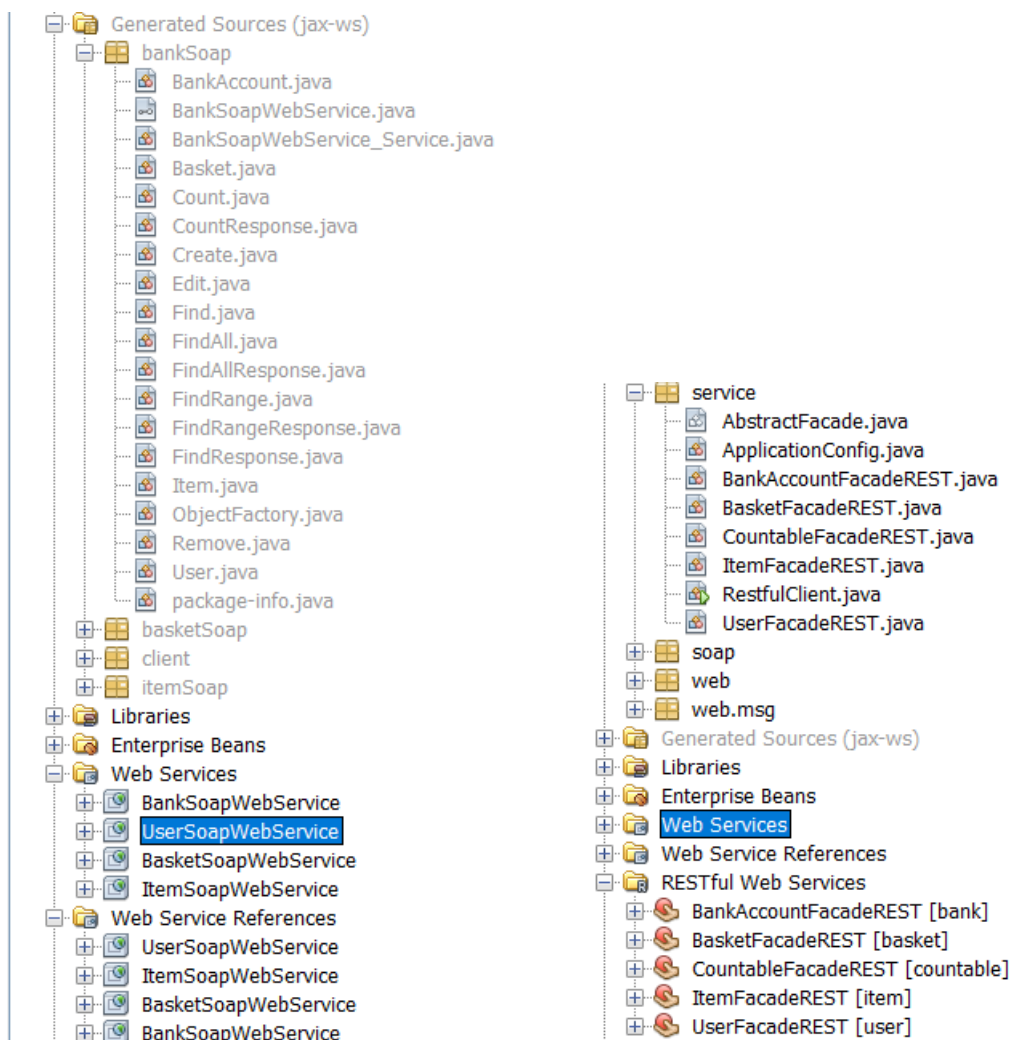
SOAP Request

```
<?xml version="1.0" encoding="UTF-8"?><S:Envelope xmlns:S="http://schemas.xmlsoap.org/soap/envelope/" xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/">
  <SOAP-ENV:Header/>
  <S:Body>
    <sa2:count xmlns:sa2="http://soap/">
    </sa2:count>
  </S:Body>
</S:Envelope>
```

---

SOAP Response

```
<?xml version="1.0" encoding="UTF-8"?><S:Envelope xmlns:S="http://schemas.xmlsoap.org/soap/envelope/" xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/">
  <SOAP-ENV:Header/>
  <S:Body>
    <sa2:countResponse xmlns:sa2="http://soap/">
      <return>35</return>
    </sa2:countResponse>
  </S:Body>
</S:Envelope>
```



Besides the fact, that user can make REST requests in app using special buttons, it's also available to use additional REST client (RestfulClient.java which could also be executed separately) and more advanced REST requests – as presented in screenshots below.

RESTClient

[-] Request

Method: GET URL: http://localhost:8080/NewsApp-war/web/user

Body

Request Body

[-] Response

Headers Response Preview

```
1 <?xml version="1.0" encoding="UTF-8" standalone="yes"?>
2 <users>
3   <user>
4     <id>1</id>
5     <login>zzx</login>
6     <password>zzx</password>
7   </user>
8   <user>
9     <id>152</id>
10    <login>qwe</login>
11    <password>qwe</password>
```

RESTClient

[-] Request

Method: GET URL: http://localhost:8080/NewsApp-war/web/user/2310

Body

Request Body

[-] Response

Headers Response Preview

```
1 <?xml version="1.0" encoding="UTF-8" standalone="yes"?>
2 <user>
3   <id>2310</id>
4   <login>user6</login>
5   <password>user6</password>
6 </user>
```

[-] Curl

✓ Your request has been processed successfully! Execution time: 12 ms

The image displays two sequential screenshots of the RESTClient browser extension interface, demonstrating the process of deleting and then checking for the removal of a user.

**Top Screenshot (DELETE Request):**

- Method:** DELETE
- URL:** http://localhost:8080/NewsApp-war/web/user/1
- Body:** Request Body (empty)
- Response:** Headers (selected), Response (empty)
- Curl:** curl -X DELETE -i http://localhost:8080/NewsApp-war/web/user/1
- Status:** Your request has been processed successfully! Execution time: 59 ms.

**Bottom Screenshot (GET Request):**

- Method:** GET
- URL:** http://localhost:8080/NewsApp-war/web/user/1
- Body:** Request Body (empty)
- Response:** Headers (selected), Response (empty)
- Curl:** curl -X GET -i http://localhost:8080/NewsApp-war/web/user/1
- Status:** Your request has been processed successfully! Execution time: 50 ms.
- Response Details:**
  - Status Code: 204 No Content
  - date: Thu, 22 Aug 2019 00:13:54 GMT
  - server: GlassFish Server Open Source Edition 4.1
  - x-powered-by: Servlet/3.1/JSP/2.3 (GlassFish Server Open Source Edition 4.1 Java/Oracle Corporation/1.8)

Process of showing and removing user.



The image displays two screenshots of the RESTClient browser extension interface. The top screenshot shows a GET request to `http://localhost:8080/NewsApp-war/web/basket`. The response is an XML document with the following structure:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<baskets>
  <basket>
    <id>1051</id>
    <name>def-basket</name>
  </basket>
  <user>
    <id>1301</id>
    <login>wer</login>
    <password>wer</password>
  </user>
</baskets>
<basket>
  <id>1052</id>
  <name>def-superbasket</name>
</basket>
</baskets>
```

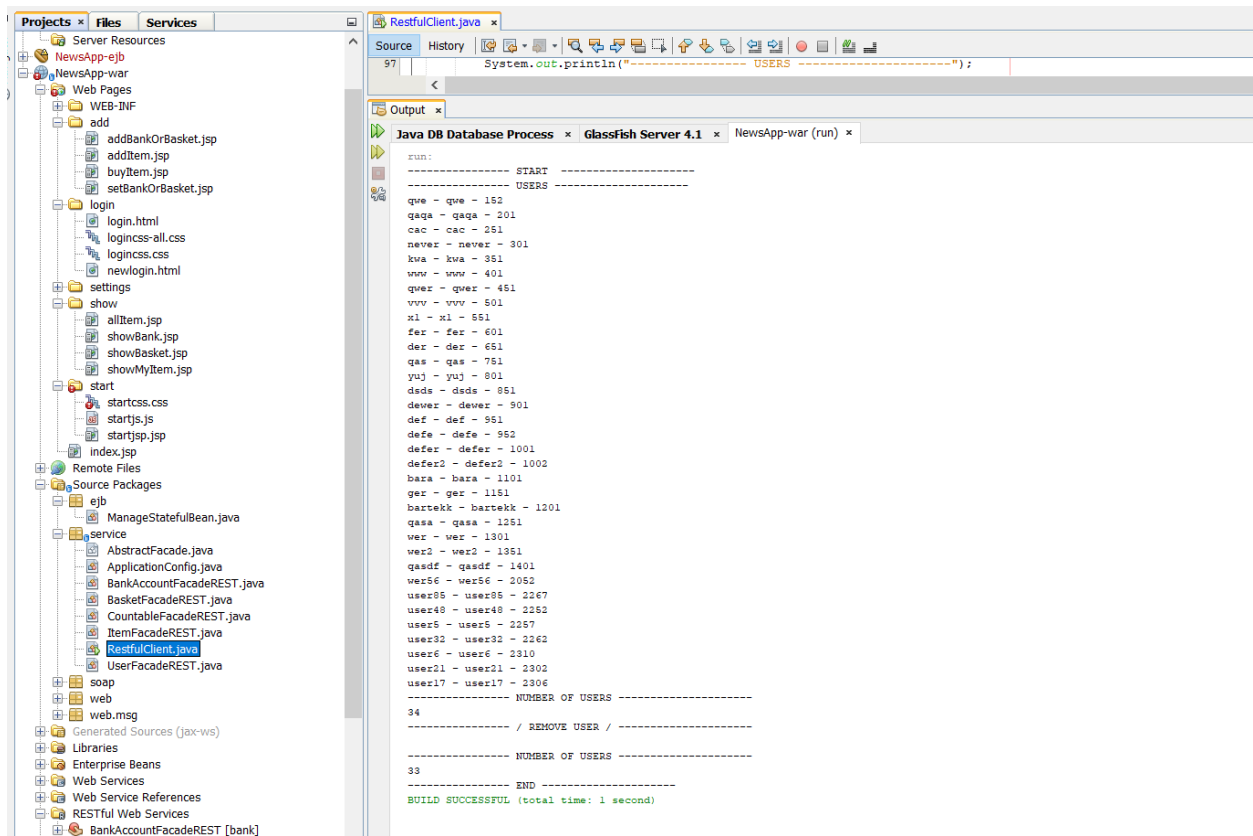
A green status bar at the bottom of the response indicates: "Your request has been processed successfully! Execution time: 64 ms."

The bottom screenshot shows a GET request to `http://localhost:8080/NewsApp-war/web/bank/252`. The response is an XML document with the following structure:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<bankAccount>
  <bankName>cacacc</bankName>
  <id>252</id>
  <money>111.0</money>
</bankAccount>
```

A green status bar at the bottom of the response indicates: "Your request has been processed successfully! Execution time: 28 ms."

Process of retrieving information about particular basket.



Example of RestfulClient execution.

User can also change password (which is useful at the begging, since the default password is user's login) during usage of an app, without signing out.

Settings

localhost:8080/NewsApp-war/settings/settings.html

ADMIN CONSOLE: User Settings Form

\$ EXEC CONSOLE

New password:

EXECUTE CLEAR



By using the Log Out button (or Force Log out) – we can log out from an app in any moment. In that case, currentUser and currentBasket in EJB session maintenance bean would be cleared and nulled. If my try to reach any app page without log out – we are going to be redirected to page informed that we are not logged in. If me made some severe mistakes (such as buying item without selecting the basket) – we would be informed about particular exception which explains error and allows to return to page. There is no logout or server crash during that situation. All vulnerable action will be caught and do not disturbed server. Sometimes it may be necessary to refresh the page or log in again, but it also doesn't affect stored data.

