SW Engineering CSC648/848 Fall 2019

"Gator Store"

Section 02

Milestone 5

Team 12

Beibei Jiang - Team Lead / Github Master / Back-end Developer

Email: <u>bjiang1@mail.sfsu.edu</u>

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Melissa Endang - Front-end Developer

Jinghan Cao - Back-end Developer

URL: https://gatorstore.duckdns.org/

Submitted Date: 12/17/2019

1. Product summary

Our product named "Gator Store" is a website that allows SFSU students to buy and sell items such as books, electronic products, furniture, and more. For those who have an economic burden and need to sell items in a short time, our platform is the best choice. What makes our product unique is in its ability to provide SFSU students with easy, fast, economic experience from one seamless shopping website.

All major committed functions:

<u>Unregistered Users:</u>

- 1. Users shall be able to create an account
- 2. Users shall be able to view listed items for sale
- 3. Users shall be able to browse through category
- 4. Users shall be able to see the remaining amount of items
- 5. Users shall be able to filter items by price

Registered Users:

- 7. +Unregistered users' functions
- 8. Users shall be able to log into the website
- 9. Users shall be able to post items attached with prices for sale on this website
- 10.Users' posted items shall be reviewed by an administrator before it is officially posted on website
 - 11.Users shall be able to have their own dashboard
 - a. View the in-site messages
 - b. View past posted items
 - c. Delete past posted items
 - 12. Users shall be able to send in-site messages among each other
 - 13. Users shall be able to determine a pick up spot on SFSU campus

Admins:

- 14. Administrators shall be able to log in the website
- 15. Administrators shall be able to have administrator dashboard

- 16. Administrators shall be able to review the items before they are officially posted
- 17. Administrators shall be required to approve items before they are officially posted
- 18. Administrators shall be able to delete items

URL: https://gatorstore.duckdns.org/

2. Milestone documents – M1-M4

SW Engineering CSC648/848 Fall 2019

"Gator Store"

Section 02

Milestone 1

Team 12

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Angelo Solitario - Front-end Developer

Melissa Endang - Front-end Developer Jinghan Cao - Back-end Developer

Submitted Date	10/2/2019
Revised and Frozen Date	10/4/2019

1. Executive Summary

SFSU students have the need for buying and selling resources. Seniors about to graduate need to sell items such as books, electronic products and furniture in a short time. These things are exactly what current students and especially for those who have economic burden seek. "Gator Store" aims to offer easy, economic experience for and only for SFSU student from one seamless shopping website.

In our website, buyers can easily browse items by category, can search product using its name or class number, can sort products as well. After clicking on one particular item, they can see its picture, description and other information. Moreover, buyers can communicate with seller via in-site message box after logging in.

As for sellers, they are allowed to post information as well as edit posted items. Everything posted will show up only after it is approved by website admin who deals with improper post request regularly and also make sure in-site communication are healthy and smooth. In addition, lazy registration will be implemented which means anyone can browse and search easily without signing up or logging in until he or she wants to post, send messages or purchase.

One of the unique features of our website is allowing users to search listings not only according to the name but also its related course number. For example, a student is going to take csc510 and would like to buy a textbook. When referring to other shopping website, the student should provide the book name together with maybe other information like author name and book version. On our website, she/he can easily type csc510 in the search box and satisfied results show up immediately. On top of that, meetup spots are limited to a 0.5 mile radius near campus under security camera. Students get products easily, fast and safely compared with other websites.

Our team consists of six current SFSU students who are dedicated to solving student online trade. You can find more information about us in about page.

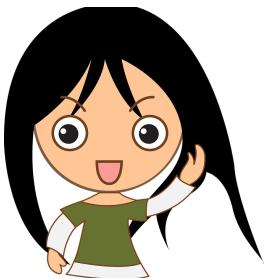
2. Personae and main Use Cases

2.1 Personae



Ali - Admin

Ali is an SFSU student and an administrator on the SFSU buy/sell website. He is very skilled and has a thorough understanding of the website, software, and browsers. He is very organized when it comes to events, files, and a system that makes sense for everyone.



Bella-Buyer

Bella is a fulltime student and who is also working full time. She is a hardworking person. Because she needs to help her parents with paying the bills, she does not have enough money to pay the full price for the book she needs for one of her classes.



Silvester – Seller

Silvester is a student who is graduating soon. He has no siblings or anybody that can use all his textbooks and things from his dorm. He needs to sell or get rid of his things very soon before he moves. Otherwise, he will need to pay extra to move them to his new place.

2.2 Use Cases

Managing the listings

Ali logs in on the website to check on the listings and approve all the listings. He can browse the listings starting from the most recent listing. While browsing, he realized that a user is trying to post very offensive and inappropriate stuff on the website. Ali proceeded to reject the posting and it will not be visible to the user.

After some time, the same user is trying again to post the same listing. Ali rejected the listing and sent a warning to the registered user that he/she may be banned for multiple and repeat attempts.

Buying

Bella decided to visit the SFSU buy/sell website to see if the book is listed. There she was able to filter the listings by classes offered in SFSU. She found the book and proceeded to contact the seller and buy the book. Before completing the message, she is prompted to register. After contacting the seller, she was able to acquire the book and a new friend

<u>Selling</u>

Silvester decided to go to the SFSU buy/sell website because he knows that students will benefit from the low prices of textbooks and things. Silvester is browsing the website and he easily found the button for posting a listing on the website. He filled up the form needed to sell an item and then he was prompted to register. He then proceeded to register and sign up to post and sell. It was easy for him to post pictures of his items. Now, Silvester can go back and check if anybody is interested in buying his stuff.

Editing listings

Silvester has posted many listings on the website most of them sell in a short amount of time. However, one item will not sell for some reason. He decided to check the listing using his dashboard and realized that he did not describe the item well enough. He decided to edit the listing's description to better describe the item. After changing it, he received offers for the item.

Browsing

Bella was not looking for anything specific this time. She is using a different computer and forgot her password. Being lazy, she decided not to log in. She was able to browse the listings without the trouble of having to log in or register. She was able to compare the prices of items that have multiple listings. She visited the website a couple of times and was able to browse freely.

3. List of main data items and entities

- **Unregistered Users:** Users who have not registered or log in to the account. They shall be able to search and browse items, but they cannot post new items or in-site messages to other users.
- **Registered Users:** Users who have accounts and are logged in (can be buyers or sellers). They can browse, search, post and remove items, and they can send in-site messages to interact with other users

- Email
- Username
- Password
- Admin: The admin user has access to the website's administrator panel. The admin keeps the website running efficiently and securely. Their tasks are to manage user accounts, posts request and content.
 - Username
 - Password
 - Remove posts
 - Remove items
 - Issue warnings
 - Ban from posting
 - Contact sellers or buyers
- **In-site Messages:** Communication between registered users (buyer, seller, and admin). They can contact each other with text and pictures about items' problems or questions.
- Items: Items posted by registered users (sellers) for sale. Items include:
 - Name
 - Price
 - Description
 - Pictures
 - Condition
 - Distance from campus
 - Category
- Category: Users shall be able to look for specific kinds of items efficiently through category (books, electronics, school supplies, accessories, etc).
- **Search:** Users shall be able to find items that they want efficiently with items' names or keywords.
- Login: Users can login to their personal account page to access their information.
- **Registered users account:** It records the name, email, address, and purchase details of the registered users.

4. Initial list of functional requirements

Unregistered Users

- 1. Users shall be able to create an account
- 2. Users shall be able to view listed items for sale
- 3. Users shall be able to browse through category
- 4. Users shall be able to browse through tag
- 5. Users shall be able to see the remaining amount of items
- 6. Users shall be able to be redirected to register page if they want to post items for sale

Registered Users

- 7. +Unregistered Users' functions
- 8. Users shall be able to log into the website
- 9. Users shall be able to have their own dashboard
- 10. Users shall be able to post items attached with descriptions for sale on this website.
- 11. Users shall be able to post items attached with images for sale on this website.
- 12. Users shall be able to post items attached with prices for sale on this website.
- 13. Users shall be able to post items attached with tags for sale on this website.
- 14. Users' dashboard shall be able to view the in-site messages
- 15. Users' dashboard shall be able to view past posted items
- 16. Users' dashboard shall be able to modify past posted items
- 17. Users' dashboard shall be able to delete past posted items
- 18. Users' posted items shall be reviewed by an administrator before it is officially posted on website
- 19. Users' posted items shall be reviewed again if they update the information about items.
- 20. Users shall be able to send in-site messages among each other.
- 21. Users shall be able to view approval results from an administrator regarding their proposed items for sale
- 22. Users shall be able to choose the location within campus to trade off-line
- 23. Users shall be able to receive confirmation message sent to their in-site message box

Administrators

- 24. Administrators shall be able to log in the website
- 25. Administrators shall be able to have administrator dashboard

- 26. Administrators shall be able to review the items before they are officially posted
- 27. Administrators shall be required to approve items before they are officially posted
- 28. Administrators shall be able to send messages to sellers if the items are against the policies

5. List of non-functional requirements

- 1. Application shall be developed, tested and deployed using tools and servers approved by Class CTO and as agreed in M0 (some may be provided in the class, some may be chosen by the student team but all tools and servers have to be approved by class CTO).
- 2. Application shall be optimized for standard desktop/laptop browsers e.g. must render correctly on the two latest versions of two major browsers
- 3. Selected application functions must render well on mobile devices
- 4. Data shall be stored in the team's chosen database technology on the team's deployment server.
- 5. No more than 50 concurrent users shall be accessing the application at any time
- 6. Privacy of users shall be protected and all privacy policies will be appropriately communicated to the users.
- 7. The language used shall be English.
- 8. Application shall be very easy to use and intuitive.
- 9. Google analytics shall be added
- 10. No email clients shall be allowed
- 11. Pay functionality, if any (e.g. paying for goods and services) shall not be implemented nor simulated in UI.
- 12. Site security: basic best practices shall be applied (as covered in the class)
- 13. Modern SE processes and practices shall be used as specified in the class, including collaborative and continuous SW development
- 14. The website shall prominently display the following exact text on all pages "SFSU Software Engineering Project CSC 648-848, Fall 2019. For Demonstration Only" at the top of the WWW page. (Important so as to not confuse this with a real application).

6. Competitive analysis

Features	Craigslist	Ebay	Facebook Market	SFSU Store
Browse by category	+	+	+	+
Communicate via in-site messaging	+	+	++	+
One-click access to SFSU books	-	-	-	++
Safe meetup spots on campus	-	-	-	++
	key:	- = don't have	+ = has	++ = does well

We plan on making it easy to browse and submit posts before signing up is needed. A key feature we have over the competition is having predetermined safe meetup spots on campus to recommend to the users. Another feature we have over other sites is easy access to books for SFSU classes. Overall we've strategized to leverage the inefficiencies of existing platforms to bring a competitive advantage into the market.

7. High-level system architecture and technologies used

Server Host: Google Compute Engine 1vCPU 0.6GB RAM

Operating System: Ubuntu Server 18.04 LTS

Database: MySQL v5.7.x Web Server: NGINX 1.17.x

Front-end Language: bootstrap, css, html, javaScript

Server-Side Language Engine: Node.js v10.x

Server-Side Language: JavaScript

Additional Technologies:

• Web Framework: Express.js v4.x

- Web Analytics: Google Analytics
- VirtualBox v6.x
- Vagrant v2.x
- Ansible v2.x

8. Team and roles

Beibei Jiang - Team Lead / Github Master / Back-end developer

Jinying Ren - Front-end Lead

Jesse Smick - Back-end Lead

Angelo Solitario - Front-end Developer

Melissa Endang - Front-end Developer

Jinghan Cao - Back-end Developer

9. Checklist

• Team found a time slot to meet outside of the class

DONE

• Github master chosen

DONE

- Team decided and agreed together on using the listed SW tools and deployment server DONE
- Team ready and able to use the chosen back and front end frameworks and those who need to learn are working on learning and practicing

DONE

• Team lead ensured that all team members read the final M1 and agree/understand it before submission

DONE

• Github organized as discussed in class (e.g. master branch, development branch, folder for milestone documents etc.)

DONE

SW Engineering CSC648/848 Fall 2019

"Gator Store"

Section 02

Milestone 2

Team 12

Beibei Jiang - Team Lead / Github Master / Back-end Developer

Email: <u>bjiang1@mail.sfsu.edu</u>

Jinying Ren - Front-end Lead

Jesse Smick - Back-end Lead

Angelo Solitario - Front-end Developer

Melissa Endang - Front-end Developer

Jinghan Cao - Back-end Developer

Submitted Date	10/18/2019
Revised and Frozen Date	10/27/2019

1. Functional Requirements

Priority 1

Unregistered Users:

- 1. Users shall be able to create an account
- 2. Users shall be able to view listed items for sale
- 3. Users shall be able to browse through category
- 4. Users shall be able to browse through tag
- 5. Users shall be able to see the remaining amount of items
- 6. Users shall be able to be filter items by price
- 7. Users shall be able to determine a pick up spot on SFSU campus
- 8. Users shall be able to have quick access to textbooks by searching by class or teacher

Registered Users:

- 9. +Unregistered users' functions
- 10. Users shall be able to create an account
- 11. Users shall be able to view listed items for sale
- 12. Users shall be able to browse through category
- 13. Users shall be able to be redirected to register page if they want to post items for sale
- 14. Users shall be able to log into the website
- 15. Users shall be able to have their own dashboard
- 16. Users are required to post images with items for sale on this website
- 17. Users shall be able to post items attached with prices for sale on this website
- 18. Users' dashboard shall be able to:
 - a. View the in-site messages
 - b. View past posted items
 - c. Delete past posted items
- 19. Users' posted items shall be reviewed by an administrator before it is officially posted on website
 - 20. Users shall be able to send in-site messages among each other

Admins:

- 21. Administrators shall be able to log in the website
- 22. Administrators shall be able to have administrator dashboard
- 23. Administrators shall be able to review the items before they are officially posted
- 24. Administrators shall be required to approve items before they are officially posted
- 25. Administrators shall be able to delete items
- 26. Administrators shall be able to delete users

Priority 2

Registered Users:

- 1. Users shall be able to browse through tag
- 2. Users shall be able to post items attached with descriptions for sale on this website
- 3. Users' dashboard shall be able to modify past posted items
- 4. Users' posted items shall be reviewed again if they update the information about items

Priority 3

Registered Users:

- 1. Users shall be able to see the remaining amount of items
- 2. Users shall be able to post items attached with tags for sale on this website
- 3. Users shall be able to view approval results from an administrator regarding their proposed items for sale
- 4. Users shall be able to choose the location within campus to trade off-line

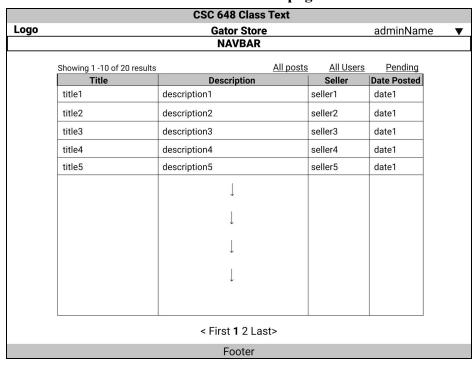
Admins:

5. Administrators shall be able to send messages to sellers if the items are against the policies

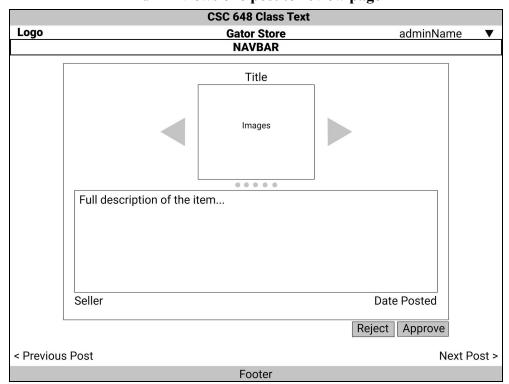
2. UI Mockups and Storyboards(high level only)

2.1 Ali the admin goes through the posts to review them one by one to approve or reject them.

Admin Dashboard page

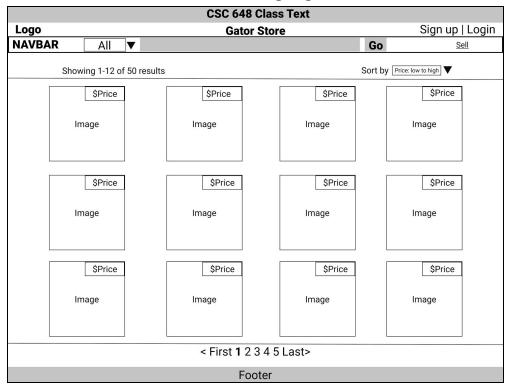


Admin views one post to review page

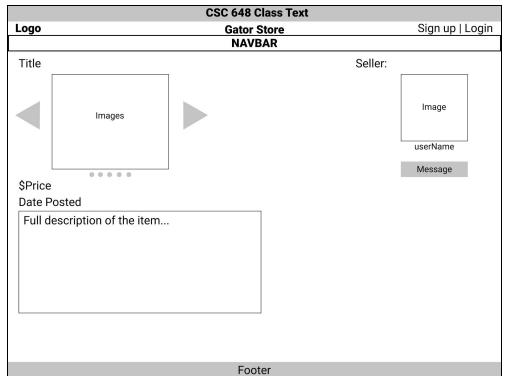


2.2 Bella went on the website to browse by category. Bella views one item.

Browsing Page

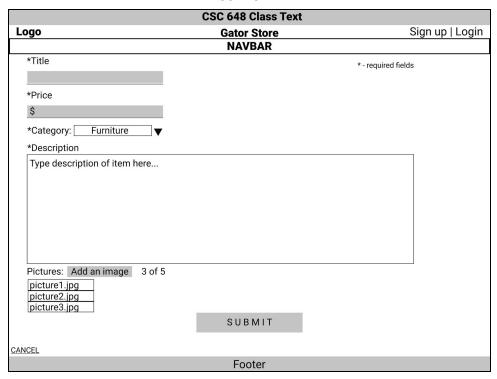


Item Page

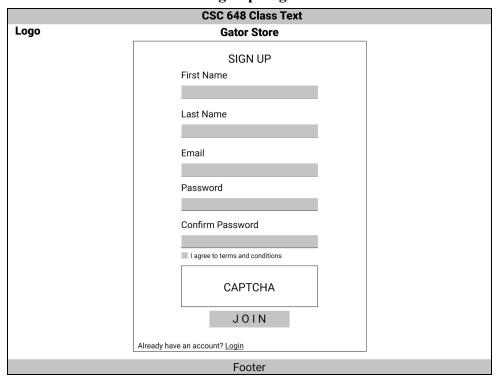


2.3 Sylvester goes to the website to sell items and is then prompted to fill up the form and then sign up.

Sell form



Sign up Page

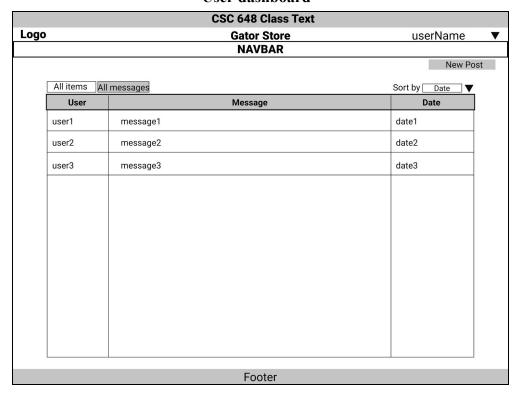


2.4 Sylvester logs in to view messages.

Login page

CSC 648 Class Text				
Logo	Gator Store			
	Laria			
	Login			
	Email			
	Password			
	1 0001101			
	OARTOUA			
	CAPTCHA			
	Login			
	Forgot Email?			
	Forgot Password? Don't have an account? Sign up			
	Contar			
	Footer			

User dashboard



3. High level Architecture, Database Organization

DB Tables:

- 1. **Entities**: Users
 - **Attributes:**
 - User_Id(primary key)
 - Email
 - Password
 - Role
- 2. Entities: Items
 - Attributes:
 - Item_Id(primary key)
 - Title
 - Photo
 - Price Link
 - Category_Id(foreign key)
 - Description
 - Tag
 - User_Id(foreign key)
- 3. **Entities**: Category

Attributes:

- Category_Id(primary key)
- Title
- 4. Entities: Message

Attributes:

- Message_Id(primary key)
- Content
- Time_Stamp
- User_Id(foreign key)
- Item_Id(foreign key)

Media storage:

Images will be stored using the file path in the data field "photo" in table items.

Search/filter architecture and implementation:

Our website's search uses the simple MySQL filter query to access requested content on the database. The query is created by the user who fills out the searching bar then hits the submit button to search for specific items. Items can be filtered based on name, category and other related information(like course number).

In backend, data can be queried by using MySQL LIKE operation. For example: SELECT Price FROM Items WHERE Category_Id LIKE '1%';

APIs:

No API will be used.

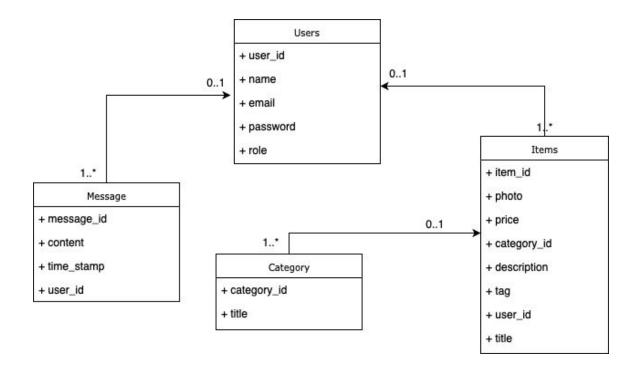
Significant non-trivial algorithm or process:

No significant non-trivial algorithms or process will be used.

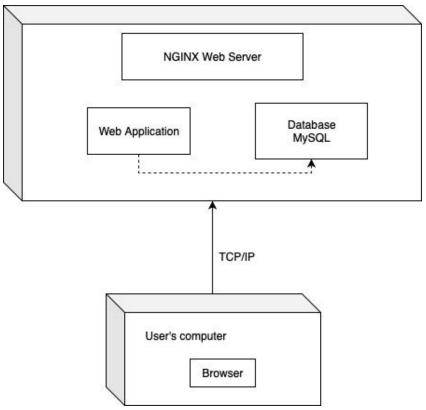
Any changes in Software:

There is no significant change to the software stack at this time.

4. High Level UML Diagrams



Deployment diagram:



5. Identify actual key risks for your project at this time

• Skills risks:

Team members are all well informed with web development concepts and practices needed to complete the project.

• Schedule risks:

Each team member is responsible to keep scope to a minimum viable for making sure they complete tasks on time before the deadline so there are no schedule risks.

• Technical risks:

There are no technical risks that will affect the project because all team members will inform each other when there are any potential risks.

• Teamwork risks:

All team members may be busy with other commitments such as school and work which makes finding a good time to meet outside of class more difficult.

• Legal/content risks:

Content posted such as images shall be approved by Admin before appearing on the website. Those images must be cleared for any copyright issues and need proper licensing before posting.

6. Project management

In milestone 2, we chose two members from back-end to take charge of vertical prototype and the rest of us write documentation. We divided the work according to the workload of each subsection. Milestone 2 documentation has six subsections and among them, the second and fourth part have relatively harvier workload, we assigned two people for each of them and other members are responsible for two subsections respectively.

In future, after M2 is approved, we are planning to start working based on whether it is for frontend or backend. Each team member will be given a specific task to follow. We have started to use Github issues and projects to manage our tasks. After each milestone has been distributed, we will create specific issues and assign them to respective team members. From github project, every team member can easily know the process of every issue, whether it is just started, in processing or finished.

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Milestone 3 Feedbacks Summary

Team 12

The following are things we need to do:

• homepage:

- o take out the bridge picture
- o take out the bridge picture
- o results page out of how many items
- o categories stay after reload, make it persistent
- o navbar links font color white
- o don't need home in the navbar
- Gator Store logo should be moved to the left
- o link picture of item to item page

• details page:

- use username for seller instead of first name and last name
- o user cannot edit the prefill message

Dashboard

- show how many items posted
- o sortable by subject

posting page

- o make it fields shorter
- o fixed text your posting will show and approve after 24 hours

• login / signup

- o remove password requirements if not implemented
- o all fields mandatory
- o shrink fields
- o add captcha

• Github

- o explain what the code is doing / put a header for every page
- o polish on commit comments

SW Engineering CSC648/848 Fall 2019

"Gator Store"

Section 02

Milestone 4

Team 12

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Angelo Solitario - Front-end Developer

Melissa Endang - Front-end Developer

Jinghan Cao - Back-end Developer

Submitted Date	12/12/2019
Revised and Frozen Date	12/17/2019

1. Product summary

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All major committed functions:

<u>Unregistered Users:</u>

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Registered Users:

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 - 11.Users shall be able to have their own dashboard
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 - 12. Users shall be able to send in-site messages among each other
 - 13. Users shall be able to determine a pick up spot on SFSU campus

Admins:

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- 18. Administrators shall be able to delete items

URL: https://gatorstore.duckdns.org/

2. Usability test plan

Test Objective: This test is designed to test the effectiveness, subjectivity, and efficiency of the search functionality. We decided to test the search functionality since it is a buy and sell website. Users are most likely going to be looking for specific items therefore the search functionality is very important. The intended goal of our website is to be able to provide users the efficiency and effectiveness of searching items.

Test background and setup:

System Setup: Using the latest 3 updates of the browsers listed below

Chrome

Firefox

Safari

Intended Testers:

Any SFSU student or faculty member.

Usability Task Description

Tasks:

Starting point for the test: http://gatorstore.duckdns.org

Each user will be asked to find an item that they are interested in.

Each user will be asked to find a book.

Each user will be asked to find items by category

Each user will be asked to browse all the items

Each user will be asked to complete a satisfactory survey

Effectiveness: The effectiveness of the functionality is based on how many users are able to complete the task without any errors within the given time. For this test, we will be looking for if the user can complete the task in a minute. For example, if a user types in "book", the results should show all the books that are available for sale. When using categories, the user should be able to see items related to that category plus any keywords that a user enters in. In simple terms, we will measure the percentage of successful tasks completed.

Tasks	Success / Fail %	Errors
Task1		
Task4		

Success/Fail refers to whether a user is able to find the item

Tasks refer to the tasks listed above

Efficiency: To measure the efficiency of the function, we will be watching closely on how fast they can find the item. Therefore, we will be watching the number of clicks and the amount of time they spent looking for the item.

Tasks	Number of Clicks / Pages	Amount of time task took
Task1		
Task4		

Tasks refer to the tasks listed above

To ensure consistency, we plan that all users will be completing the same tasks as outlined above.

(Lickert) Satisfactory survey (circle one).

1. The pull down category was easy to use to find items in that category.

Strongly Agree Agree Neither agree or disagree Disagree Strongly Disagree

2. It was easy to find the book that I was looking for.

Strongly Agree Agree Neither agree or disagree Disagree Strongly Disagree

3. I am satisfied with the search function.

Strongly Agree Agree Neither agree or disagree Disagree Strongly Disagree

4. Comments (if any):

3. QA test plan - max 2 pages

Test Objectives: Test the search feature for correctness under multiple scenarios. Ensure it adheres to the specification.

HW and SW setup: Server running on Google Cloud. Testing done with Firefox 71 and Chrome 78 on Fedora Linux. Reset database to a consistent and known set of posts. Website URL is https://gatorstore.duckdns.org/.

Feature to be tested: Searching for posts.

QA Test plan:

#	Title	Description	Input	Expected Output	Results
1	Search by Category	Perform search with empty search text and the "Furniture" Category selected	"Furniture" Category. Empty search text	Output contains one item titled "IKEA Sofa"	Firefox: Chrome:
2	Search text ignores non alpha- numeric	Perform test with only alpha- numeric and then add non alphanumeric to make sure they are the same	"All" Category. First search text: "textbook" Second search text: "~>textbook@"	Both outputs contain one item titled "MATH 324 textbook".	Firefox: Chrome:

3	Search text	Ensure search text is limited	"All" Category.	Search text contains:	Firefox:
	validation	to 40 characters	1. 39 characters	 39 characters 40 characters 40 (NOT 41) characters 	Chrome:
4	Search for item	Perform search for specific items	"All" Category. Search text "longboard"	Output contains one result titled "Sector 9 longboard"	Firefox: Chrome:

4. Code Review

1. Coding Style:

We focus on two major aspects in terms of the coding style. Firstly, code indentions should be controlled. For example, we applied the default indentation provided by the IDE (Visual Code Studio). When individual contributor pulls request to the official development branch, one or two other team members will check the codes to ensure no unnecessary empty lines and redundant comments. Secondly, we utilize the third-party npm tool Prettier to control the code formats of all the .js files. This tool helps us to break long one-line function down to several lines to make the code easier to maintain. To be more specific, we have the following rules to manage the uniformity of every member's coding style:

- Ensure the indention is two-space long
- Functions with multiple input parameters should break down to multiple lines
- Between two functions, there should be an empty line to seperate
- Object as input should break into multiple lines.

2. Code Review:

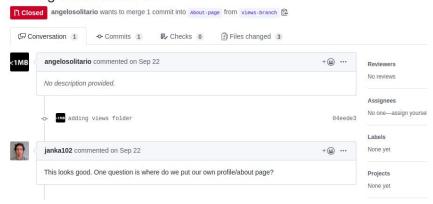
All the committed code should pass code review before they are officially merged into the main repo. Before everyone starts to work, team leader assigns part of the project to each member through github so that everyone knows their own job. Each member is encouraged to set up their own branch and develop on the local. Once the codes are implemented, pull requests will be initiated to the official development branch. Every pull request should provide detailed description about new updates and functions added to the project. Then other team members will review and provide suggestions to ensure the code quality.

In-code review comments

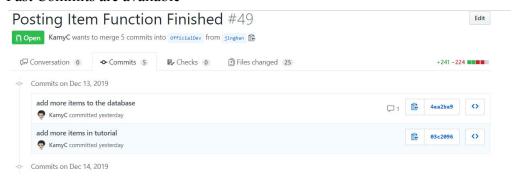


Advice on project structure

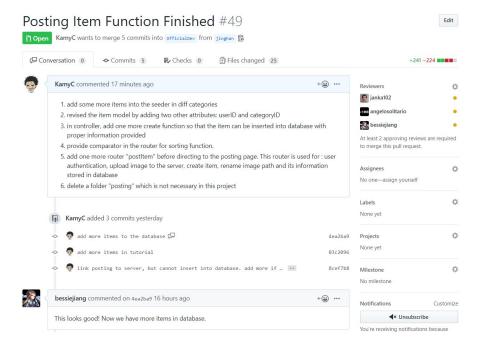
adding views folder #4



Past Commits are available



New pull request waiting for code review



5. Self-check on best practices for security – ½ page

Major assets we are protecting:

- 1. Information system
- 2. User database
- 3. Individual user record

We protect the information system by using security procedures to prevent unauthorized users from accessing any information and protect sales item data and images. User database and individual user record will be protected by requiring users to authenticate themselves when logging into their account. Once users log into their account we can track system usage to increase security and prevent users from gaining access to confidential data.

Password encryption in database:

Confirmed password is encrypted in database.

<u>Input data validation:</u>

The search bar input validation has been confirmed to have up to 40 alphanumeric characters.

6. Self-check: Adherence to original Non-functional specs

1. Application shall be developed, tested and deployed using tools and servers approved by Class CTO and as agreed in M0 (some may be provided in the class,

some may be chosen by the student team but all tools and servers have to be approved by class CTO).

DONE

2. Application shall be optimized for standard desktop/laptop browsers e.g. must render correctly on the two latest versions of two major browsers DONE

3. Selected application functions must render well on mobile devices DONE

4. Data shall be stored in the team's chosen database technology on the team's deployment server.

DONE

- 5. No more than 50 concurrent users shall be accessing the application at any time DONE
- 6. Privacy of users shall be protected and all privacy policies will be appropriately communicated to the users.

DONE

7. The language used shall be English.

DONE

8. Application shall be very easy to use and intuitive.

DONE

9. Google analytics shall be added

DONE

10. No email clients shall be allowed

DONE

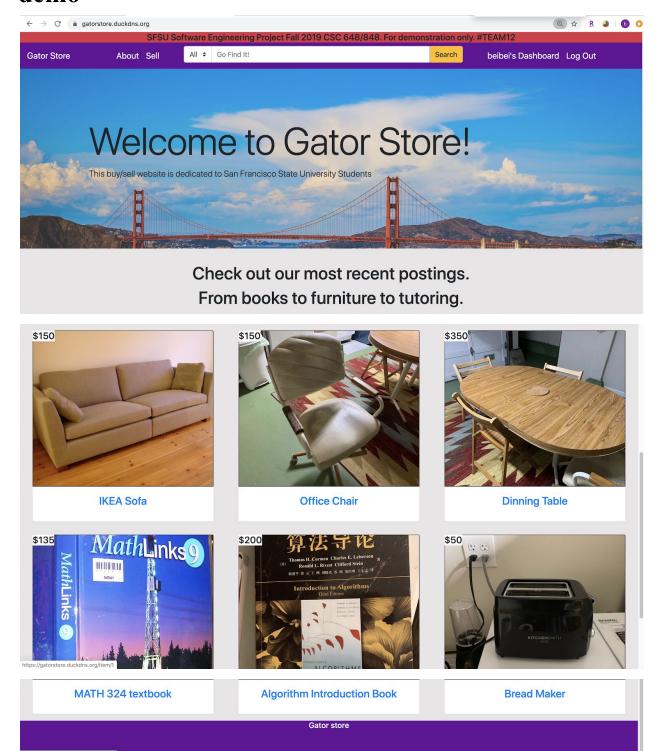
11. Pay functionality, if any (e.g. paying for goods and services) shall not be implemented nor simulated in UI.

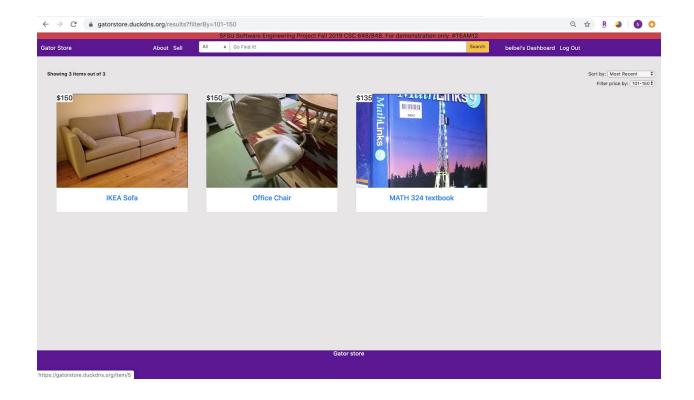
DONE

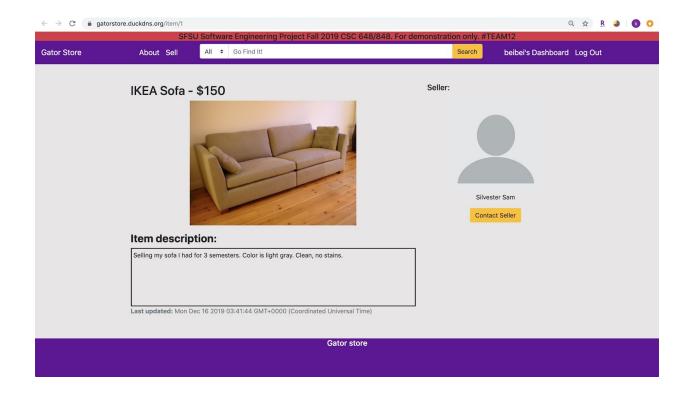
- 12. Site security: basic best practices shall be applied (as covered in the class) DONE
- 13. Modern SE processes and practices shall be used as specified in the class, including collaborative and continuous SW development DONE
- 14. The website shall prominently display the following exact text on all pages "SFSU Software Engineering Project CSC 648-848, Fall 2019. For Demonstration Only" at the top of the WWW page. (Important so as to not confuse this with a real application).

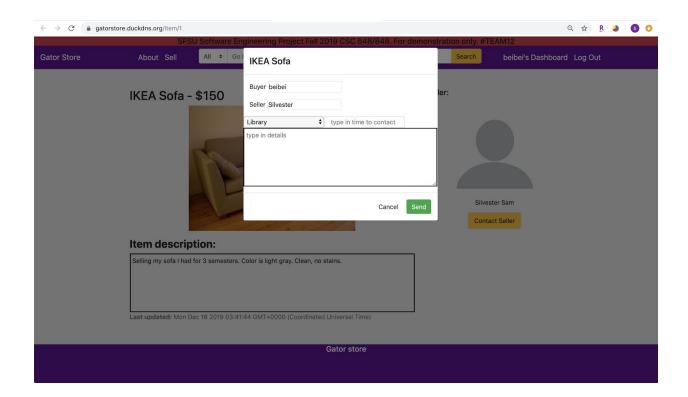
DONE

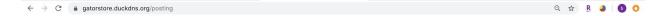
3. Screenshots of actual final product as shown in the demo





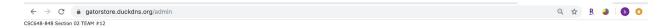






Gator Store

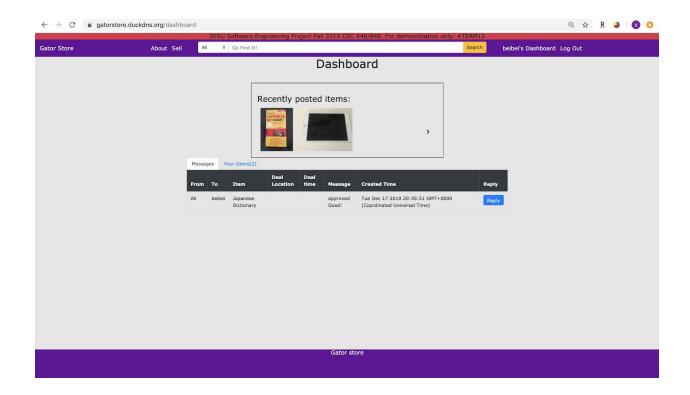
Post Items	
Title	name,brand,year
Price	s
Category	(Book ‡)
Description	Type the discription of item here
Pictures	Choose Files No file chosen
* Your posting will show and approve after 24 hour	5.
Cancel	Submit

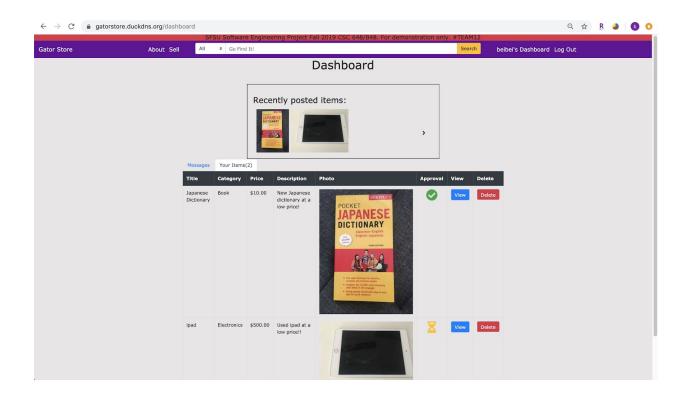


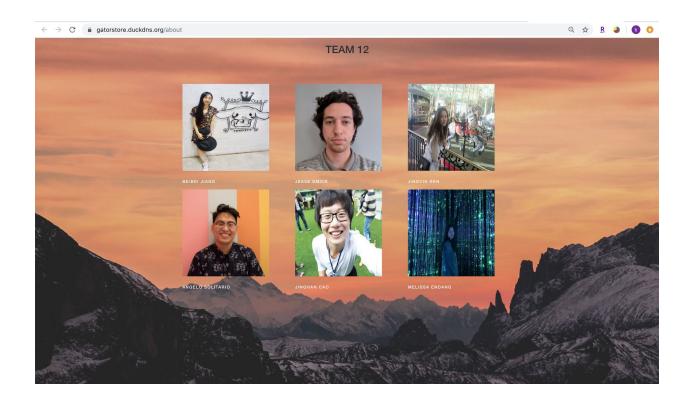
Gator Store Admin Dashboard

Items

Title	Category	Price	Description	Photo	Review
CSC 510 textbook	Book	70	Foundations of Algorithms Using C++ Pseudocode (Third Edition), ISBN: 0763723878, Good condition.		Review
Japanese Dictionary	Book	10	New Japanese dictionary at a low price!	JAPANESE DIETROMAN	Review
ipad	Electronics	500	Used lpad at a low price!!		Review

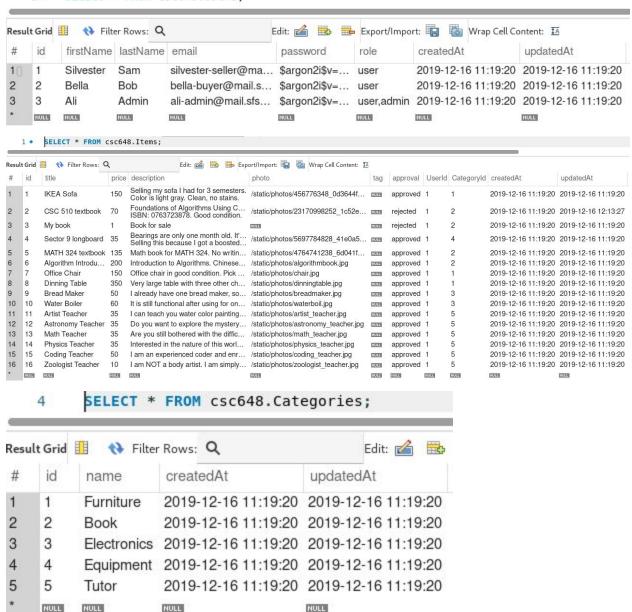




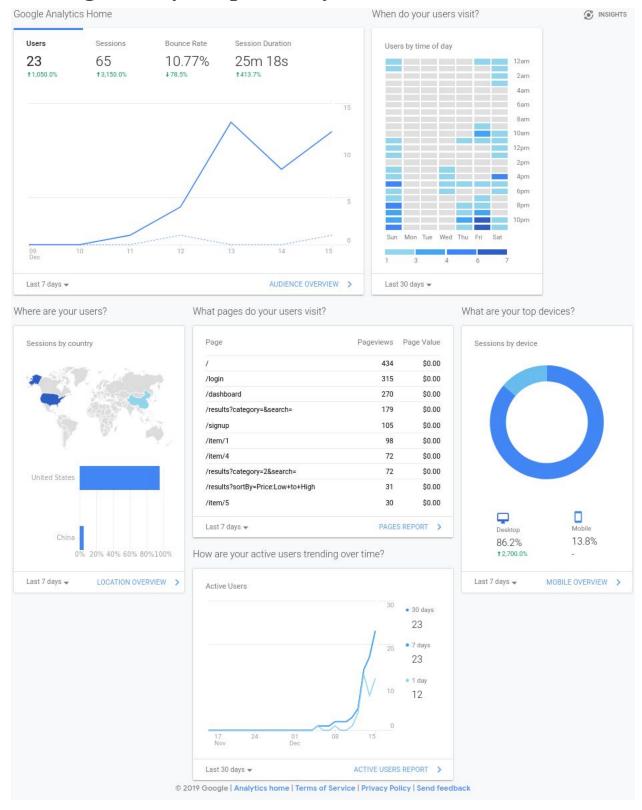


4. Screenshots of key DB tables

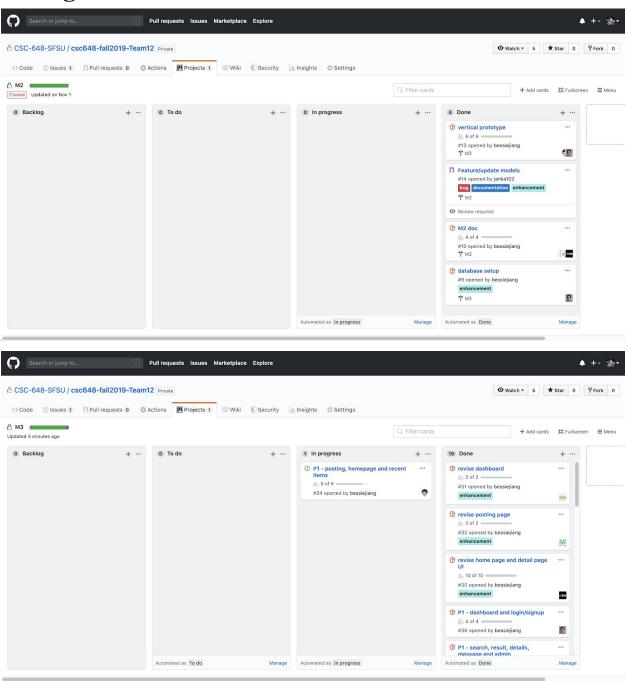
1 • SELECT * FROM csc648.Users;



5. Google analytics plot for your WWW site



6. Screenshots of your task management system (like Trello) showing a snapshot of your project management



7. Team member contributions



Hi Toom

My contributions for "Gator Store" application are :

- 1. Initialize a sample file structure for prototype
- 2. Add a basic front-end page and basic bootstrap style to make it responsive for prototype
- 3. Fetch data from mysql database and display in front-end for prototype
- 4. add some more items into the seeder in diff categories
- 5. revised the item model by adding two other attributes: userID and categoryID
- 6. in controller, add one more create function so that the item can be inserted into database with proper information provided
- 7. add one more router "postItem" before directing to the posting page. This router is used for : user authentication, upload image to the server, create item, rename image path and its information stored in database

Total Pull Requests: 7 Total Commits: 16

Good luck for the finals guys!!!!

Jinghan



Angelo Garingan Solitario

Mon 12/16/2019 7:35 PM

Beibei Jiang; Jinghan Cao; JinYing Ren; Melissa Endang; Jesse Lee Smick \otimes

Hi Teammates!!!

Here are my contributions:

As a Frontend Member.

- Helped design mockup pages
- In charge of the landing page, item details page, login and signup pages
- · Helped with sorting and displaying the results based on price and date
- · Implemented the navbar with the search bar
- · Implemented captcha in login and signup

Total Commits: 39 Total Pull Request: 12

All the best with finals!!!

-Angelo



Beibei Jiang

Tue 12/17/2019 12:21 AM







Jesse Lee Smick; Angelo Garingan Solitario; Jinghan Cao; Melissa Endang; JinYing Ren ⊗

Hi team,

The following are my contributions:

- Team lead: organized discussions, created and arranged tasks, kept all members in the same pace, coordinated between frontend and backend.
- Github master: managed different branches, merged features and resolved conflicts, made sure the master branch works well.
- Documentation master: assigned documentation tasks to each team member and fixed format issues.
- In charge of message feature: Created Message schema and table, router and controller, and frontend template. The message feature allows buyer to contact seller.
- Worked on dashboard feature: Allow login user to view all the incoming and outcoming messages grouped by product, user can also reply the incoming messages.
- In charge of admin feature: Allow admin user to review all posted pending products, make approval or denial decisions.
- In charge of about page. Display the information of all team members.

Total Commits: 47 Total Pull Requests: 51

Best wishes with your finals!

Beibei





Hi all,

Here are my team contributions as back-end lead:

- Setup development environment with virtual machines
- Setup Google Cloud to host our project
- · Setup initial database items
- · Get initial authentication for login/signup working
- · Small fixes here and there

Total commits: 65 Total Pull Requests: 13

Happy Holidays,

Jesse Smick











Melissa Endang

Tue 12/17/2019 1:42 AM

Jesse Lee Smick; Beibei Jiang; JinYing Ren; Angelo Garingan Solitario; Jinghan Cao \otimes

Hi Team,

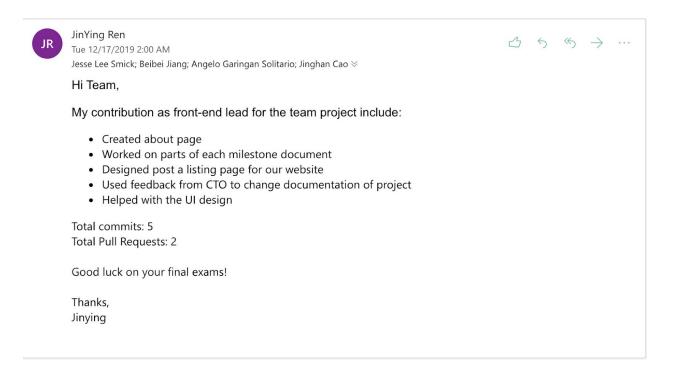
My contributions as front-end are:

- · In charge of the Gator Store dashboard
- · Implemented the recently posted items from user
- · Implemented messaging between buyer and seller
- Helped with sorting messages by items posted
- · Added feature to reply to messages for responding to buyers on front end

Total Commits: 11 Total Pull Requests: 1

Good luck on finals everyone!

Best, Melissa



8. Post analysis – lessons learned

Team Lead Summary

After working with a team of bright minds, We have come to understand our Team 12 was self aware, confident in our ability and capable to achieve the feats. We as a team found CSC648-848 to be a great experience overall. We're proud of the work all members did as we all witnessed each other invest long hours in order to create "Gator Store". There were never any team quarrels and we completed the features we envisioned for our website. Walking away at the end of this project, we feel thankful for the experience and for the great individuals that we got to work with.

Issues we faced were as follows:

- - Managing time constraints
- - Technical issues
- - Issues with time management
- - Group ability to gather for code reviews
- - Maintaining git structure of branches

We believed the process of solving a problem can be divided into four steps:

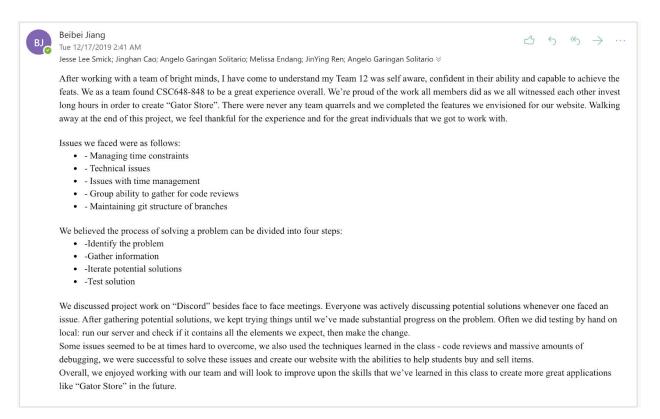
• -Identify the problem

- -Gather information
- -Iterate potential solutions
- Test solution

We discussed project work on "Discord" besides face to face meetings. Everyone was actively discussing potential solutions whenever one faced an issue. After gathering potential solutions, we kept trying things until we've made substantial progress on the problem. Often we did testing by hand on local: run our server and check if it contains all the elements we expect, then make the change.

Some issues seemed to be at times hard to overcome, we also used the techniques learned in the class - code reviews and massive amounts of debugging, we were successful to solve these issues and create our website with the abilities to help students buy and sell items.

Overall, we enjoyed working with our team and will look to improve upon the skills that we've learned in this class to create more great applications like "Gator Store" in the future.



Team Member Reflection:

Beibei Jiang: I took CSC867 prior to taking this course which prepared me well for the
challenges that group based projects provide. I feel that the biggest factor as to whether a group
will succeed or not is team cohesion. Luckily, we had just that within my team as it was
comprised of individuals who not only carried great computer science ability, but also didn't

hesitate to contribute or communicate with the rest of the team members. Our team was interactive from the first day so that we were easily able to divide our work efficiently. In this project, I also got an opportunity to learn about new technologies such as Node.js, ejs, Express, vagrant, which I had no prior experience with. Classes such as this one made me feel like we've gained real world software engineering experience. In conclusion, I am happy that I took this course.

- Jesse Smick: I learned a lot about team development in this course. It was a very good real-world experience especially since there were clearly defined roles and tasks. We did well making the plans and tasking out milestones. This is invaluable knowledge that would only otherwise be learned on the job and having this in college is a big advantage. Communication was a big success where we expressed concerns and recognition. All in all, I am proud to be a part of this team and project and think we all helped each other to learn a lot.
- Jinying Ren: This project is a great experience to see how a team works together and delivery an awesome product at the end. I learned a lot about how to build a website, create webpages and design them with UI. Also, I learned how the cooperation works between the front-end and back-end, and more knowledge of software stack. Throughout the project, I realized that communication is the main key to success, understanding of each member's ideas and helping each other to fix their problems. Team lead played an important role in planning and assigning tasks, so we all know what exactly the tasks we needed to complete and when to finish it by. Overall, I am so proud of my teammates and our final product.
- Angelo Solitario: As a front end developer, I really enjoyed being able to design the pages and see them through deployment. Working on a project with an environment like this and with a team was something new to me. It has made me realize that teamwork is very important. Working together not only makes the work fun and easier but also you can learn things that you didn't know before. One of the challenges that recently became a problem for is using the EJS template to manage the DOM which is impossible. One thing that I could have done better is use more technologies. In this case, I would try to explore ajax calls. Overall, I really enjoyed working with my team and I am thankful to have experienced this.
- Melissa Endang: Working as a front end developer has helped me learn a lot about how much details go in to building web pages. The beginning was the most difficult for me because this was the first time I worked together in a team for one project and building it from the very start. This project has made me realize that transitioning from working individually to a group of people can be easy if your teammates are willing to work with each other. My team members were all actively helping one another whenever any of us faces a problems, which helped things go more smoothly. Although, one of our biggest concerns was scheduling a time to meet up, we mostly discussed our process on Discord. Along the way, my main challenges were adjusting to working in a team and the documentation. As a front end, I would mainly be responsible for just the user interface and there were some things that could have been made easier to fix from the back end. For example, while creating the part of the dashboard where it holds the messages, being able to

sort the messages from user and buyer would make it easier to read. Overall, with the knowledge I have gained from this experience, I would definitely work on scheduling more time to meet up with with team members.

• Jinghan Cao: I have finally realized the importance of front-end and back-end cooperation. For some function, it requires back-end team to sort out a way to process data and reflect the data to front-end. In this case, people need to work closely and know the whole project thoroughly. Moreover, as a back end developer, I have noticed the power of MVC pattern in application development. MVC plus encapsulation can make the whole project development cycle faster. For example, I could only invoke the given API from the "model" so achieve data manipulation. I can also add more functions to the model which makes the development more flexible. In conclusion, I really appreciate having such a good team for this semester.