

YALLP

User and System Manual

Group 10
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User Manual Android

1. Signup / Login

First time users can use the Get Started button on the bottom of the screen and go to sign up page. They have to chose a unique username and a unique and valid e-mail also their password has to be longer that 8 characters and it must contain at least one letter and at least one character.

Users that already have an account can login via sign in button on the middle of the screen. They have to provide their username or email and their password and click sign in.

2. Profile Page

After they sign up and login they see their profile page. On the profile page they can see comments made to them by other users, their info and their profile picture which they can change and an average rating.

When clicked to three dots on the right top of the screen they can open a menu which contains a couple items can be done by the user.

2.1 Edit Profile

When they click to the edit profile button they get a new page and they can edit their info about themselves easily and click to save changes button and their info will be changed.

2.2 Notifications

When they click the notifications button they go to notifications button and go to notifications page where they can see their read and unread notifications about writing and new messages.

2.3 See My Writings

When they click to see my writings button they see all of their previous writings and see their evaluations when they click to writing also they can see their score at the right.

2.3 Writing Assignments

When they click to writing assignments button they can see writing assigned them to evaluate. Also when they click to a writing to evaluate they have a new page to evaluate the writing. If the writing is an image writing they can make annotations to the image by selecting an area and if it is a text writing they can also make annotations to writing by selecting the text. Also they have to give a score to the writing in general.

2.3 Suggest New Writing

When they click to suggest new writing button they get a new page to suggest a writing to the platform. They have to give a topic name, question text and also they have to specify the language of the writing since our platform contains multiple languages.

2.3 Log out

When they click to logout button they log out from the system and go back to the login/sign up page.

3. Languages

When they go the languages tab they can see their languages, levels also see their level progress on their languages. They can add a new language by clicking the add new language button. Not graded yet means that they haven't taken the level quiz on that language.

3.1 Quizzes

When they click to a language they go the quizzes tab of a new page that contains quizzes and writings. They can search the quizzes and see the quizzes' topic name, level and if they solved the quiz the result of the quiz. By clicking to a quiz they get the quiz and start solving by clicking the choices at the bottom of the question and after clicking check they see the correct choice.

After finishing the quiz they see their overall score on the quiz and return to the profile page.

3.2 Writings

When they get to the writings tab they can search for a writing and see all writings of that language. They can see the score if they solved a writing. By clicking a writing they can read the writing and select if that writing is going to be text or an image and if text, they can type the writing on the box and if image they can upload an image. By clicking the choose evaluator button they get a list of evaluator user names and user selects one and sends the writing to that evaluator to evaluate. After that user returns to the profile page.

4. Messages

When they go to the messages tab they can see their conversations with other users from the platform and they can also search users in here. When click to a conversation the conversation page opens up and they can see the message history between them. They can send message using the text box below.

5. Other Profile Pages

When they click to the username in the conversation or search for a user they go to their profile page. In the profile page of other users they can see the languages and progress of that languages. Also they can report that user, message that user and leave a comment to that user.

While leaving a comment a popup appears and user has to write a text and give a rating to that user out of five stars. They can see other comments of that user by clicking the see comments button. A new page opens and comments of that user appears there.

User Manual Website

1. Signup / Login

First time users can use the Already Have An Account button on the screen and go to sign up tab. They have to chose a unique username and a unique and valid e-mail also their password has to be longer that 8 characters and it must contain at least one letter and at least one character.

Users that already have an account can login via log in tab. They have to provide their username or email and their password and click sign in.

2. Main Page

After login they go the main page. If they select a language from the upper tab plus sign the quizzes and wirings of that language appears on the page.

3. Profile Page

On the profile page they can see the info about themselves, edit the profile, their languages and progress on their languages, comments made to them with ratings and writing they have previously wrote and their scores on those writings. They can also see their answers to writings by clicking the see your answer button. They can also remove a language from their language list.

4. Notifications

By clicking the ring bell button on the upper tab they go their notifications tab and see their unread notifications about writings and new messages.

5. Messages

By clicking the chat box button on the upper tab they go to their conversation page. They can open a conversation with a new user by clicking the paper with a pen button and search a user from there. Also by clicking the old conversations they can see their previous messages with that user.

5. Search

By clicking the magnifying glass button on the upper tab they go to the search page where they can search quizzes or semantic search on writings.

6. My Writings

Under the profile button if they click to my writings button they can see their previous writings they have written. They can also see annotations made to those writings and see their scores.

7. Evaluate Writings

Under the profile button if they click to evaluate writings they can see the writings assigned them to evaluate and see the previous writings they have evaluated. By clicking the review button they can annotate on those writings, if it is an image they can annotate by selecting an area and if it is a text they can annotate by selecting the text. They can also see the previous annotations that was made on their previous evaluated writings.

8. Suggest a New Writing Topic

When they click to suggest new writing button they get a new page to suggest a writing to the platform. They have to give a topic name, question text and also they have to specify the language of the writing since our platform contains multiple languages.

9. Log out

When they click to logout button they log out from the system and go back to the login/sign up page.

System Manual

For deploying our backend application you should use Elastic Beanstalk machine for now with java. First you have to generate a .jar file by going to the project directory and type

```
--- mvn clean install package
```

This command generates a .jar file in the target folder. Then you go in to the machine and under configuration/software you should have 6 variables named:

```
ACCESS_KEY = AKIASHUEAKWFDM4KZW6H  
BUCKET_NAME = group10profilephotos  
ENDPOINT_URL = https://s3.eu-central-1.amazonaws.com  
SECRET_KEY = dbY8SxC324GQhCy9lTPNvKGccQN0XvBHe4LpgSv1
```

```
databaseurl = jdbc:postgresql://database-1.cykoufzagh2.eu-central-1.rds.amazonaws.com:5432/postgres
dbpassword = CMPE451admin
dbusername = haticeyavuzselim
```

You can deploy using the deploy button and upload the .jar file on the target folder.

Also if you are going to run on a different machine you have to paste these values to the application.properties file in the resources package under the backend directory.

We developed a React application for web. Therefore, one should run "npm install" to install the dependencies. After all dependencies are downloaded, "npm start" command starts the application on localhost:3000. To run the application in the background, "npm start &" can be used (Warning: in windows, this command might not work and need another tool to run the application in the background)

In the frontend, we put our config in the following file "frontend/src/_helpersconfig.js". In "config.js" file, one should update the "apiUrl" with the url of the backend api.