CSCI4140 - Tutorial 11
Assignment 3 Overview
Simplified iReserve Bot

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Errata: Slide15 changed

Outline

- Demonstration of Assignment 3 PartI
- Chrome Storage
- OCR
- CheckList

Demonstration

- Preliminary version only, more details to come! Stay tuned!

"iReserve" Emulation Page

Reserve and Pick Up

Email Email

Password Password

Captcha e p G 4 3 w

Continue

"iReserve" Emulation Page

Reserve and Pick Up

Email Email

Password Password

Captcha e p G 4 3 w

Continue

Email field and Password field

"iReserve" Emulation Page

Reserve and Pick Up

Email Email

Password Password

Captcha e p G 4 3 w

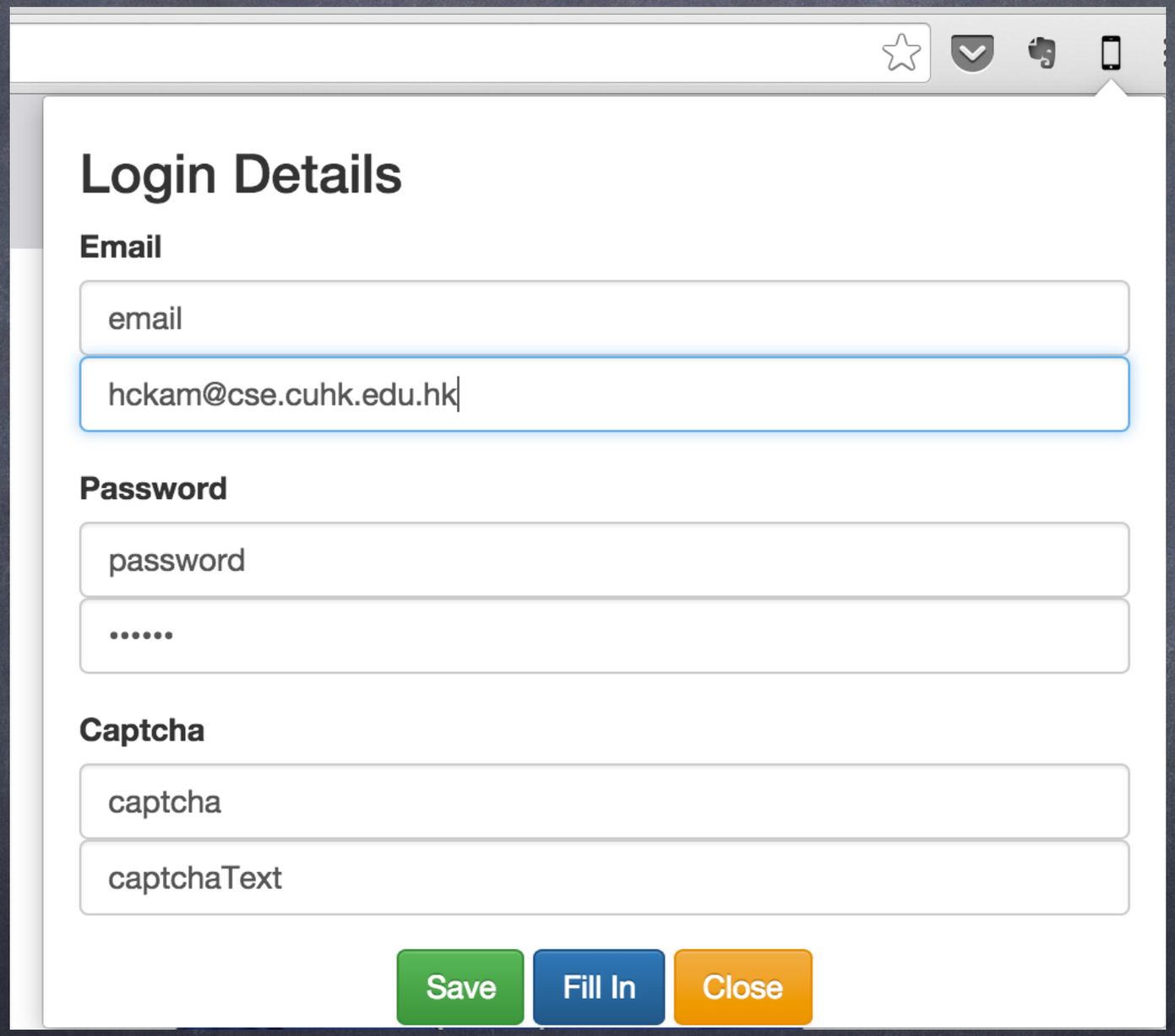
Continue

Captcha: Generated on-the-fly

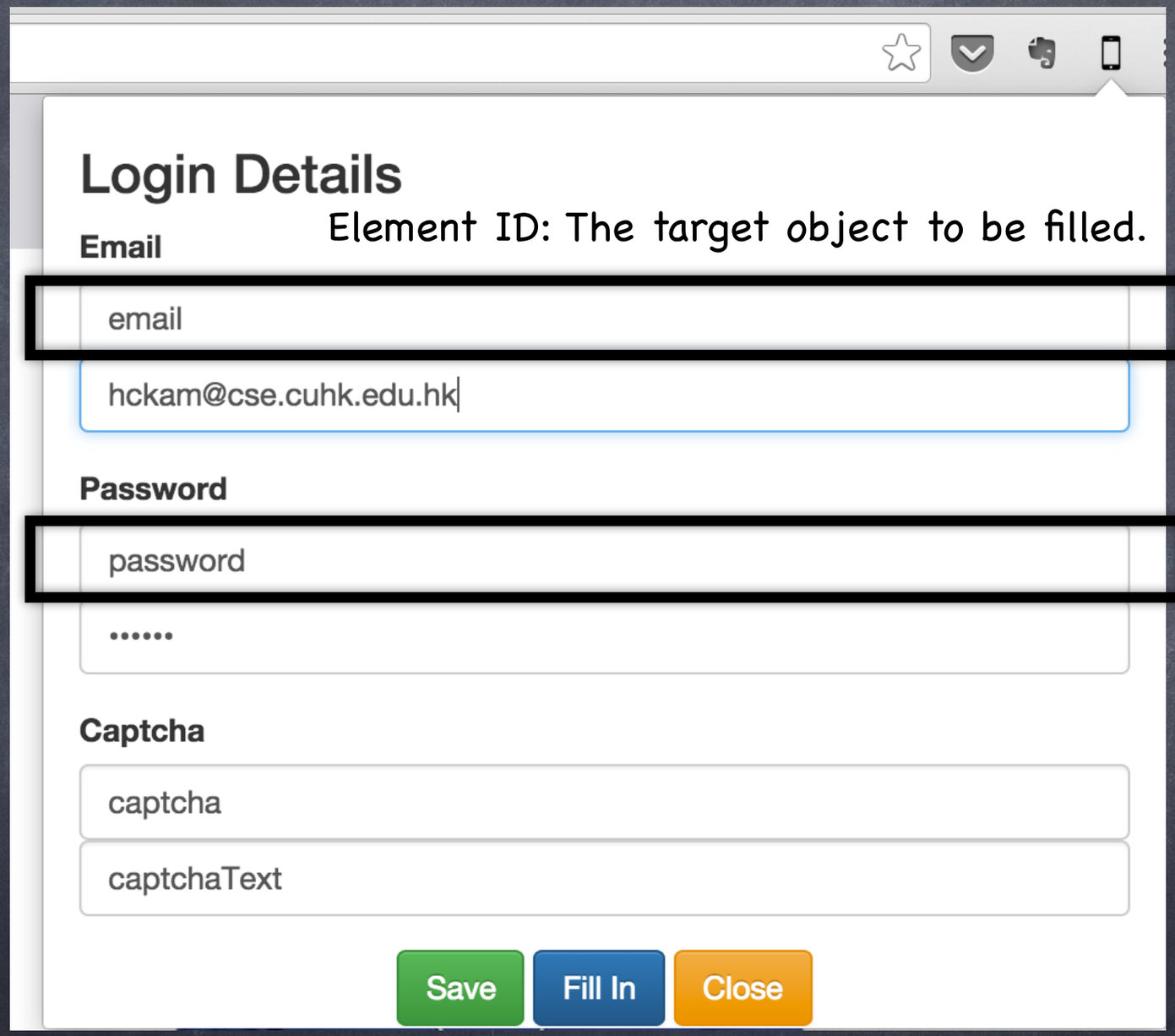
"iReserve" Emulation Page

- It contains 3 text fields: Email, Password, Captcha input.
- Your extension should be able to fill in them with stored data.
- No need to be implemented by yourself :P We will provide the code, link will be given later.

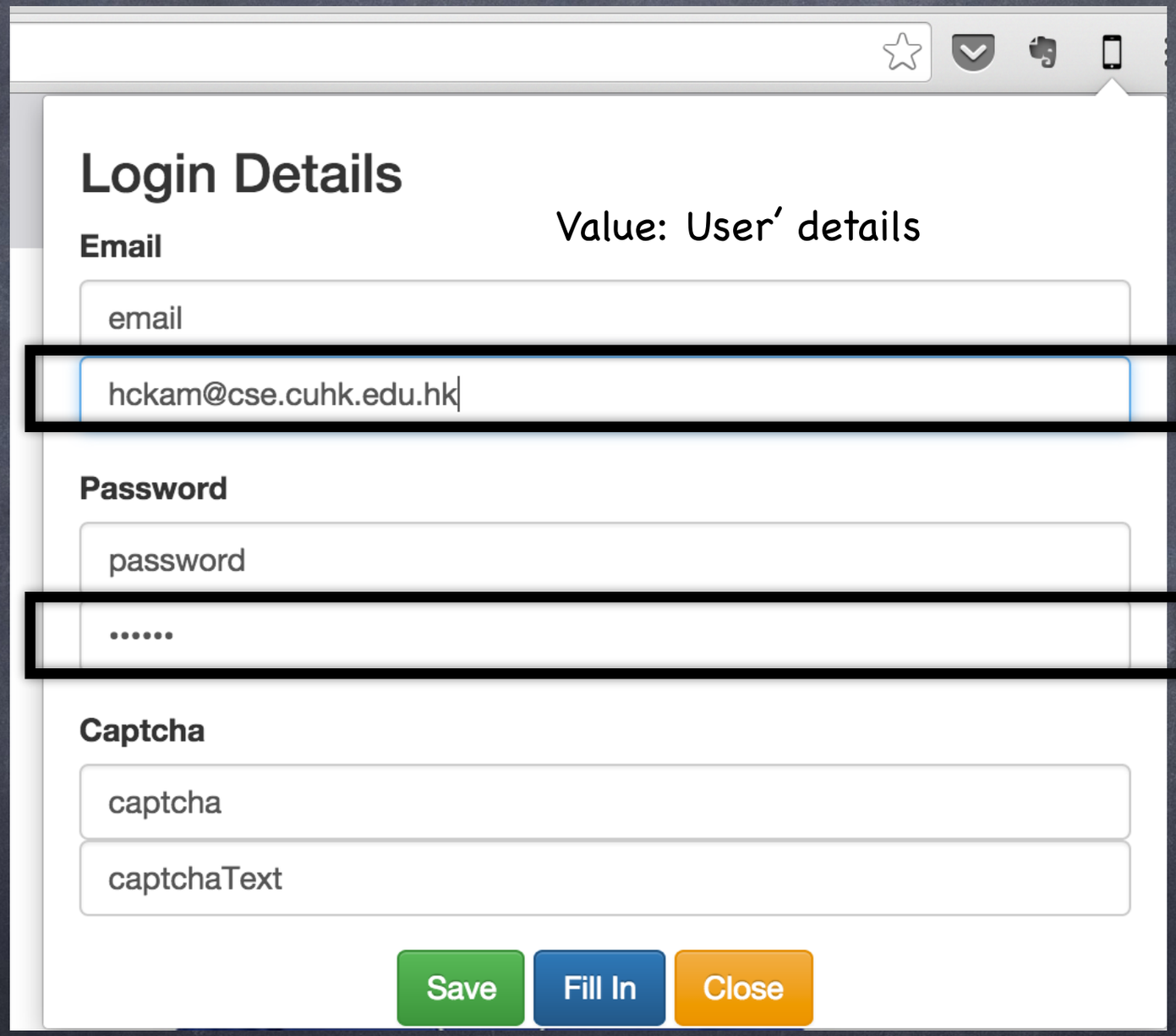
Chrome Extension



Chrome Extension

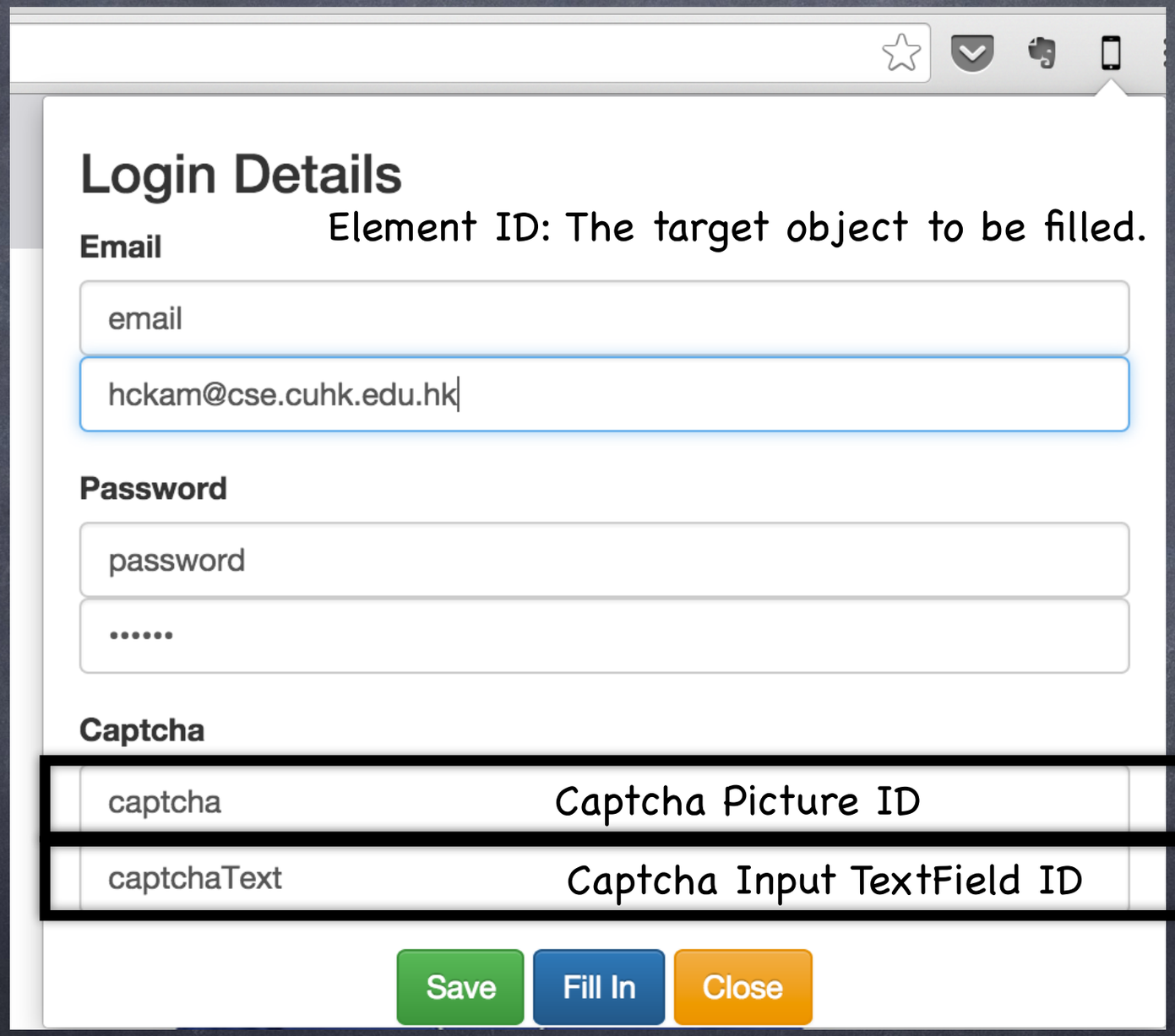


Chrome Extension



Value: User' details

Chrome Extension

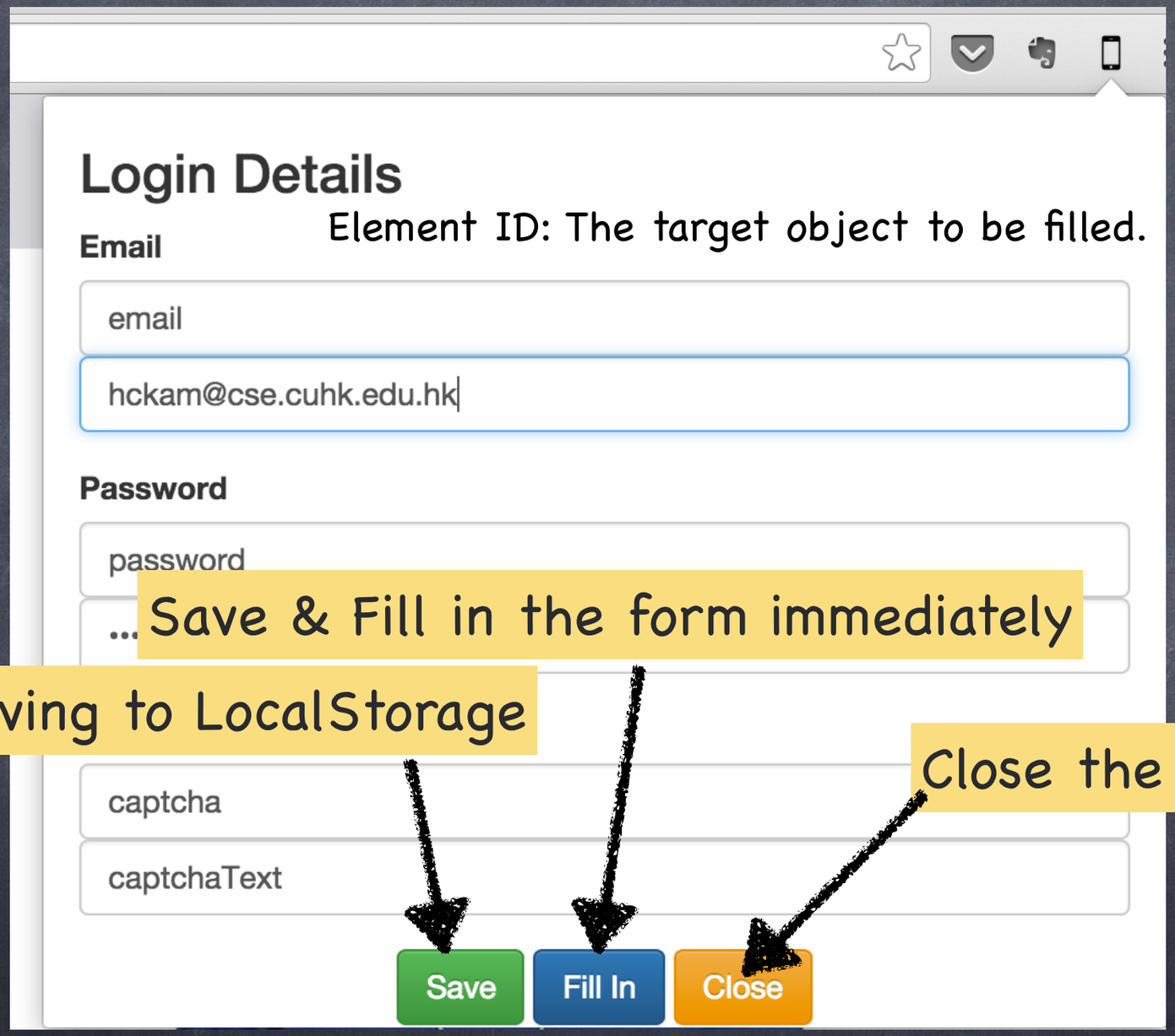


Element ID: The target object to be filled.

Captcha Picture ID

Captcha Input TextField ID

Chrome Extension



Chrome Extension

- The extension should have a popup, allowing user to input the pre-filled information.
- There are two textfields for email and password, namely #ID and value.
- For captcha, two textfields are also required: one is for captcha picture #ID, another is for Captcha input #ID.

Program Flow

- Load the Extension
- An icon appears next to the address bar, a popup page appears when it is clicked.
- When the iReserve page is loaded (reloaded), the content script will be injected automatically, i.e. form filling is done when the page finishes loading.
- Form filling can also be done without reloading by clicking the "Fill" button in the popup page.
- User details can be saved to local storage for later retrieval.

Saving Data Locally in Chrome

- Chrome provides a handy tool to store user data, namely `storage.sync` and `storage.local`.

- storage.sync will allow Chrome to sync across each Chrome browser with user logged in.

- storage.local will store the data in local machine only. (In this case we will use it).

storage.local

- Remember to set "Storage" permission!

```
"permissions": [
    "activeTab",
    "storage",
    "tabs"
 ],
```

storage.local
store values

```
chrome.storage.local.set({'key':"value",'key2':"value2"},
function(e){});
```

- It stores the data in a key-value pair manner.
- callback on success.

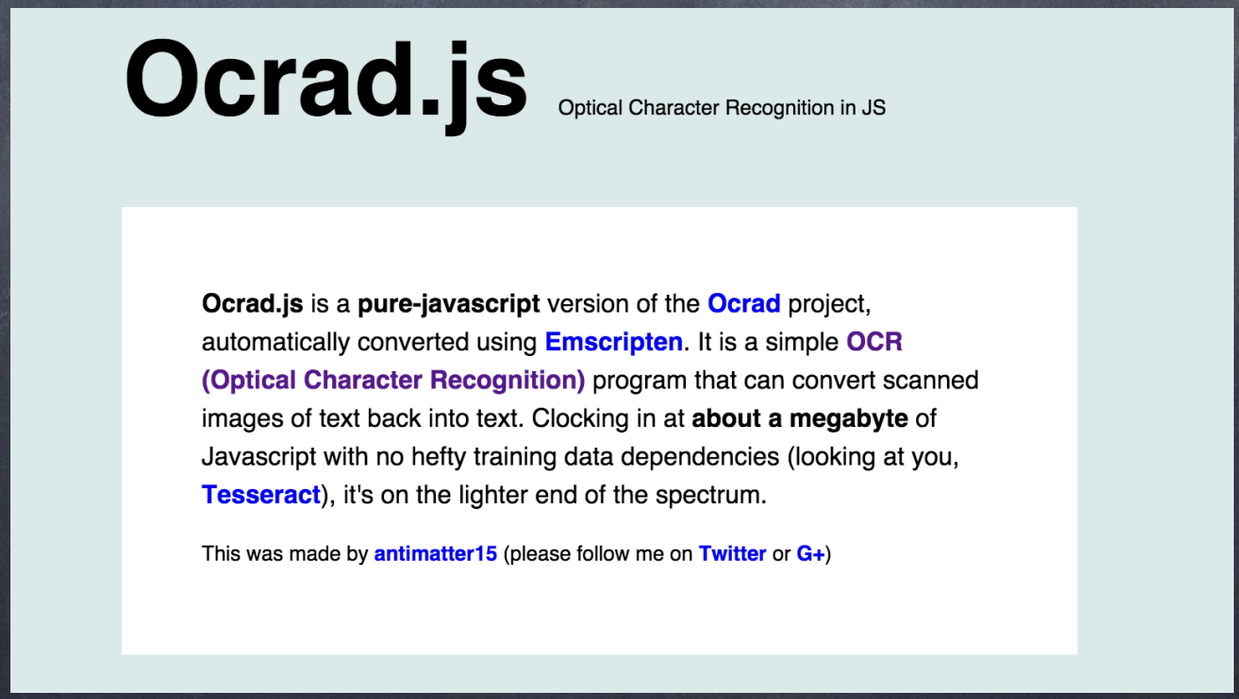
storage.local
get values

```
chrome.storage.local.get(null,function(e){
console.log(e["key"]);
});
```

- The first parameter is to define which keys to retrieve (in String or array of string). If it is null, then all keys are retrieved.
- If on success, the value will be stored in parameter of callback function (e).

Optical Character Recognition (OCR)

- To bypass the captcha, OCR is needed to recognise the characters 😈.
- In our chrome extension case, "OCRAD.js" is recommended.



Ocrad.js

- Include it in content script section at manifest

```
"js": ["ocrad.js","action.js"],
```

- Easy to use. Require only one sentence of code!!! (YEAH)

```
var string = OCRAD(image);
```

- However, it only accepts a canvas element and a Context2D instance. That means it **does not accept img object!**

- We need to preprocess the captcha image..😫

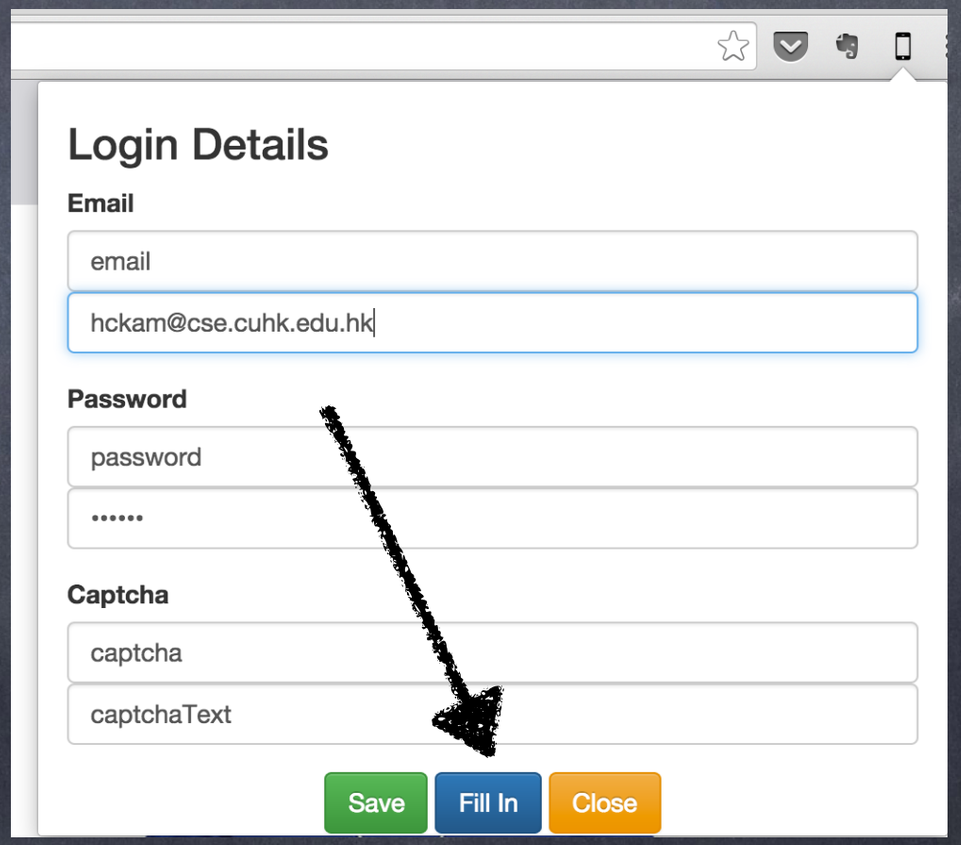
Preprocess the image for OCRAD.js

```
var image = new Image();
image.src = document.getElementByID("image").src;
// Initialize a canvas
var canvas = document.createElement('canvas');
canvas.height = image.height;
canvas.width = image.width;
var imgDraw = canvas.getContext('2d');
imgDraw.drawImage(image,0,0);
var string = OCRAD(imgDraw);
```

- First a image object is created and make the source pointing the <img> object.
- Then the image will be drawn on canvas and it can be passed to OCRAD.js library!
- If the environment is hell-like (Open_____), how can we ensure the script runs after the image completely loaded? Use onload function of image.

Message Passing from popup to content script

- If you want to send content script messages from the popup page like this:
- You need another function to do this:



Message Passing from popup to content script

```
chrome.tabs.query({active: true, currentWindow: true},
function(tabs) {chrome.tabs.sendMessage(tabs[0].id,
{key:"value"},function(response){});
});
```

- This will find the current active tab and then get the id. This id is necessary to specify the recipient of the action :)
- The content script uses the normal listener to handle the message sending.
- Last Reminder: need "tabs" permission!

CheckList

- How do I define a Chrome Extension? [Tut 1].
- How do I save data locally? [Tut 2].
- How do I access the DOM Object? [Tut 1].
- How do I manipulate the webpage object? [Tut 1].
- How do I recognize the character? [Tut 2].

Reference

- https://developer.chrome.com/extensions
- http://antimatter15.com/ocrad.js/demo.html

Thank You!

- Next Tutorial: Assignment 3 Part II.
- See You :)