CSCI4140 - Tutorial 11
Assignment 3 Overview
Simplified iReserve Bot
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Outline

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

Demonstration

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

Emulation Page

Reserve and Pick Up

Email

Email

Password

Password

Captcha

 $ep_{G}^{4}3_{W}$

Continue



"IRESETVE" Emulation Page

Reserve and Pick Up

Email	Email	
Password	Password	
Captcha	ep _G ⁴ 3 _w	
	Continue	

Email field and Password field



Emulation Page

Reserve and Pick Up

Email	Email	
Password	Password	
Captcha	ep _G ⁴ 3 _w	
	Continue	

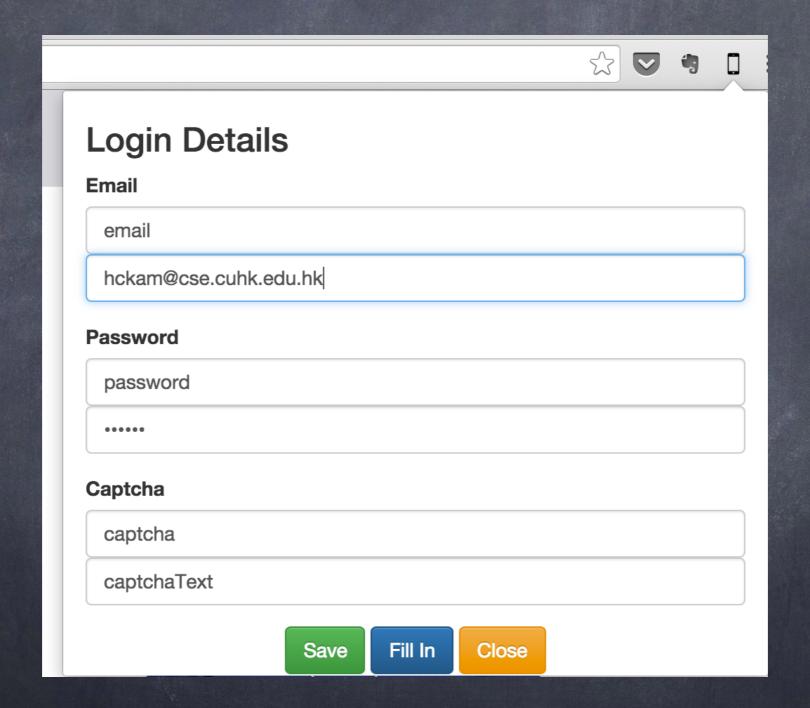
Captcha: Generated on-the-fly



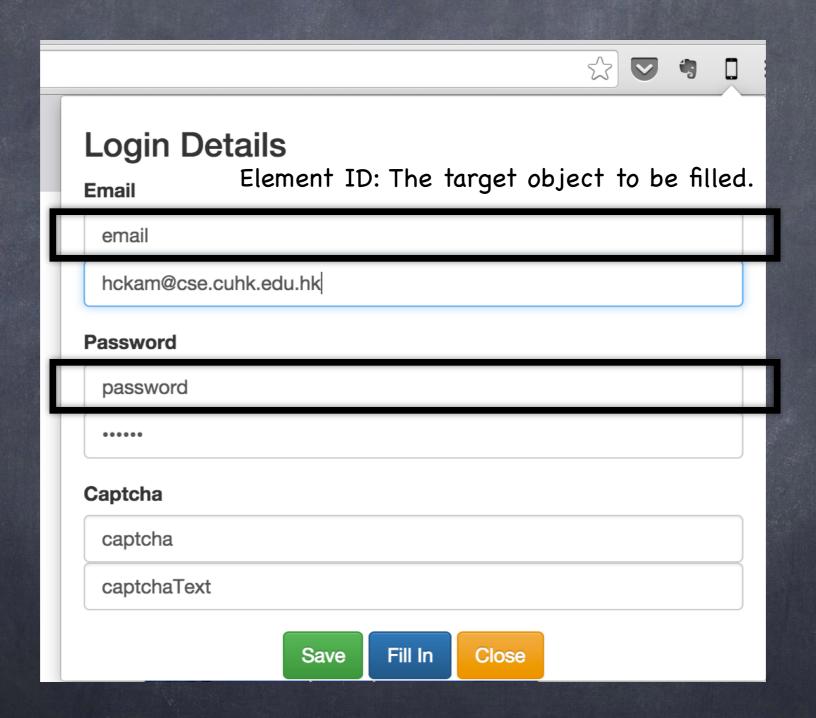
Emulation Page

- 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.

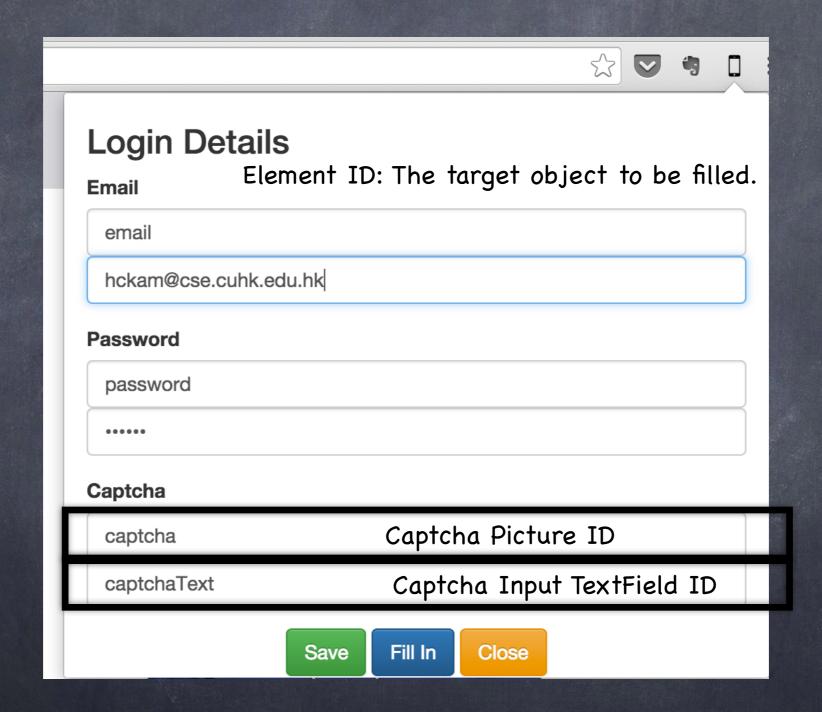
Chrome Extension



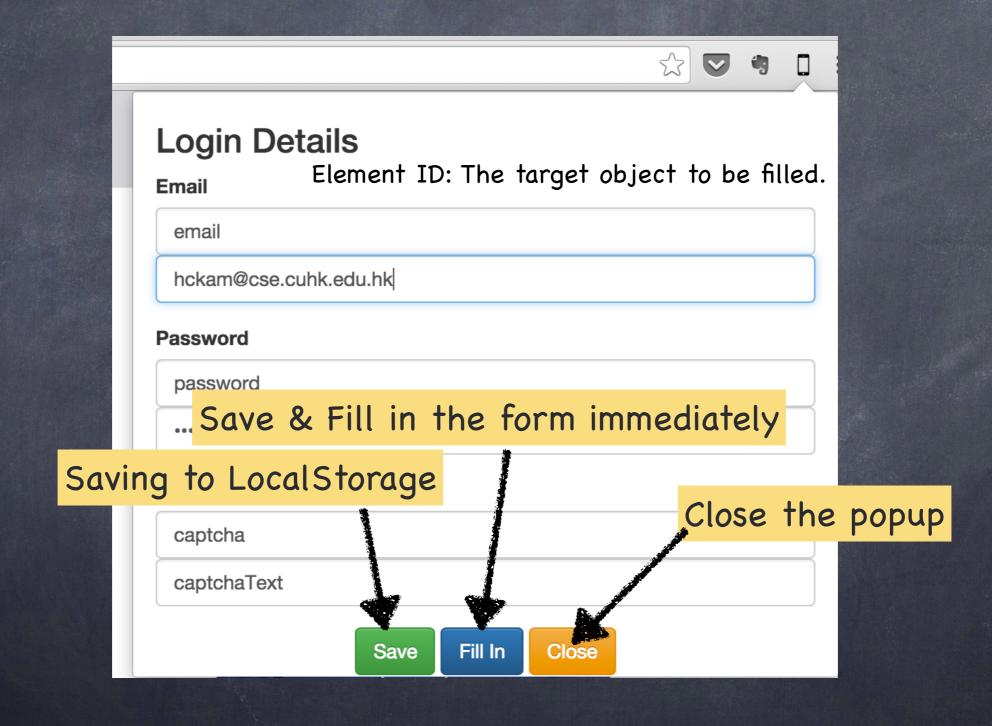
Chrome Extension



Chrome Extension



Chrome Execusion



Chrome Execusion

- 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 chrome.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 <u>first</u> 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

 Optical Character Recognition in JS

Ocrad.js is a pure-javascript version of the Ocrad project, automatically converted using Emscripten. It is a simple OCR (Optical Character Recognition) program that can convert scanned images of text back into text. Clocking in at about a megabyte of Javascript with no hefty training data dependencies (looking at you,

This was made by antimatter15 (please follow me on Twitter or G+)

Tesseract), it's on the lighter end of the spectrum.



- 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 OCKAD is

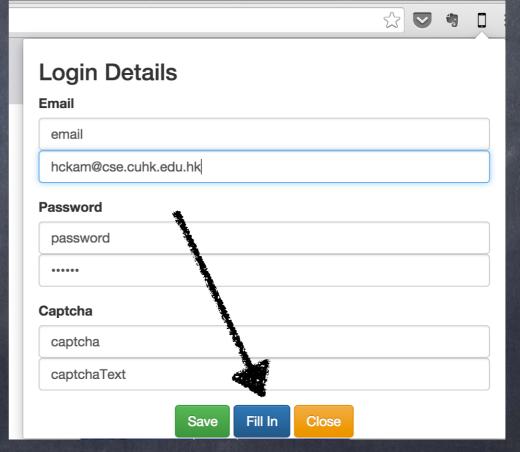
```
var image = new Image();
image.src = document.getElementByID("image").src;
// Initialize a canvas
var canvas = document.createElement('canvas');
canvas.height = image.height;
canvas.width = image.width;
var imgDraw = canvas.getContext('2d');
imgDraw.drawImage(image,0,0);
var string = OCRAD(imgDraw);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

- First a image object is created and make the source pointing the 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 unload 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].

CCCCCCC

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

Thank Jou

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