Advanced Web Techniques - 6G6Z1011

Online Website – 1CWK50

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1. Design 3

1.1 Database 3

1.2 Stored Procedures 5

1.2 Server 6

1.4 Frontend 6

Calendar View 7

Settings 8

Bootstrap 8

2. Implementation 9

2.1 Database 9

2.2 Server 9

2.3 Calendar 9

3. Testing & Evaluation 9

Test Plan 9

References 10

Bibliography 10

# 1. Design

## 1.1 Database

Using the specification provided for the NHS Shift Management system, the key aspects were extracted to assist in the design on an appropriate system.

The system needs to store multiple users, in which each user belongs to a specific level. The nature of the system is to manage users shifts; as such a table is required to store which shifts each staff member is working.

With this in mind, a database structure was developed which fulfils all of these storage requirements, using 3 separate tables. Figure 1 shows a visual representation of the database structure.

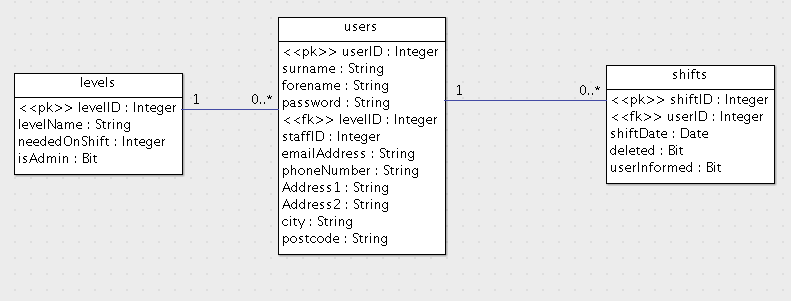


Figure 1 – UML database design

The users table (table 1) contains all of the user information, including the personal information, in one central location. There is a NHS staffID column that connects the staff member to their main NHS account. The levelID links the staff member to a specific staffing level.

The password field will store passwords that have been hashed, to prevent plain text passwords getting stored in the database.

The email field is the users personal email address, and bears no relation to the email that is used in order to log into the system.

**Table 1 – Users Table Data Dictionary**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Description | Column Name | Data Type | Length | Nullable | Unique | Key |
| The unique, auto incrementing userID | userID | int |  | False | True | Primary |
| Staff members surname | surname | varchar | 200 | False | False |  |
| Staff members forename | forename | varchar | 200 | False | False |  |
| Encrypted Password | password | varchar |  | False | False |  |
| Staff levelID | levelID | int |  | False | False | Foreign (levels) |
| Staff NHS ID | staffID | int |  | False | True |  |
| Personal email address | emailAddress | varchar | 100 | True | False |  |
| Personal phone number | phoneNumber | varchar | 14 | True | False |  |
| Personal address | Address1 | varchar | 100 | True | False |  |
| Personal address | Address2 | varchar | 100 | True | False |  |
| Personal address | City | varchar | 100 | True | False |  |
| Personal address | postcode | varchar | 9 | True | False |  |

The levels table (table 2) is to contain information regarding each staff level. It is structured in a method that makes further development of the system easy, with little to no modification of the existing system needed. One such development would be allowing for new staffing levels to be created (such as junior nurse). If a new level is created, this will be reflected in the relevant areas of the shift management tool, such as the minimum amount of staff needed per shift, per level (neededOnShift column).

The ‘isAdmin’ column determines if the staff level should be granted admin permission within the system, this allows for the possibility of multiple staffing levels having admin permission which could be of use if the system needs to be expanded, or linke to another system.

The levels table links to the users table on levelID.

**Table 2 – Levels Table Data Dictionary**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Description | Column Name | Data Type | Length | Nullable | Unique | Key |
| The unique, auto incrementing levelID | levelID | int |  | False | True | Primary |
| The level name | levelName | varchar | 100 | False | False |  |
| How many staff of this level are needed as a minimum for a shift | neededOnShift | int |  | False | False |  |
| Determine if the level is granted Admin privileges. | isAdmin | bit |  | False | False |  |

The shifts table (table 3) contains each and every shift, for all staff members. If a shift is deleted, then it is kept in the tables but is marked as deleted. This allows for deleted shifts to be reviewed, and it also allows for the deleted shift to be communicated to the staff member.

If any shift is created or deleted by admin, the userInformed column will allow the system to find these shifts, and then communicate the relevant message to the user.

**Table 3 – Shifts Table Data Dictionary**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Description | Column Name | Data type | length | Nullable | Unique | Key |
| The unique, auto incrementing shiftID | shiftID | bigint |  | False | True | Primary |
| The user which is working the shift | userID | Int |  | False | False | Foreign (users) |
| The date of the shift | shiftDate | Date |  | False | False |  |
| If the shift has been deleted | Deleted | Bit |  | False | False |  |
| If the user is aware of the shift (Admin created) | userInformed | Bit |  | False | False |  |

## 1.2 Stored Procedures

“*A stored procedure in SQL is a group of one or more SQL statements*” (Microsoft, 2014). These group functionality together, carrying out pre determined tasks, optionally accepting inputs and returning record sets. They are similar to functions in Object Orientated languages, and are useful to abstract database functionality away from the web server and keep it local to the database.

For the shift management system, all interaction with the database will be carried out using Stored Procedures. This drastically reduces the level of SQL code that is present on the server (section 1.4), and keeps all database functionality together. The only SQL code that is present on the server is the call to the relevant stored procedure.

As a minimum, Stored procedures will be needed to carry out the following tasks:

* Create a user
* Read users details
* Update a user
* Delete a user
* Create Shift
* Read Shifts
* Delete Shift
* Login

## 1.2 Server

The server section, which connects the database to the frontend display, will be created using the Model View Controller (MVC) pattern. This pattern separates each of the different sections out, so that each area is atomic, only being responsible for one specific task. The Database section (model) doesn’t handle any logic or display; it is purely responsible for retrieving and updating the data, using stored procedures (section 1.2). The display section (View) simply displays information to the user, using data passed from the controller. The logic section (controller) connects the Model and View sections together. It performs all of the logic, calling the Model to perform any database functionality, and calling the View relevant for the information that needs to be displayed.

In order to implement the MVC pattern, the CodeIgniter framework will be utilised. “*CodeIgniter is a community-developed open source project*” (CodeIgniter 2014) “*with a very small footprint*”. It allows for MVC to be implemented in an easy manor, allowing for security to be added preventing malicious attack.

## 1.4 Frontend

To achieve all of the functionality set out in the specification, a total of 3 pages will be available for the user.

* Login
* Calendar View
* Settings

1.4.1 Login

The login page will display a simple form, allowing the user to enter an email address and password. This will be the first page the user sees, and the page in which they are directed to if they are not logged in. Figure 2 shows the design of the login page, 2 input fields with a ‘login’ button.

Username

Password

Please sign in

Login

Figure 2 – Design of the login page

## 1.4.2 Calendar View

The calendar view (Figure 3) will be the main view in which the user will use. This will display the calendar, which will allow the user to carry out all the shift management described in the specification.

Alongside displaying the calendar, messages will be displayed to the user (Figure 3, section 3.2). The messages will be; any modifications made by admin to the users shift; Instructions on how to use the calendar; a list of weeks which the user is below the shift level specified; Error messages and warning messages.

The calendar (Figure 3, section 3.3) aspect will be created using the fullcalendar.io library. This is a JQuery library released under the MIT license, meaning it can be used in almost any way so long as credit to the creator is left in tact.

There is one main benefit to using FullCalendar, over creating a new calendar system; there is no need to reinvent the wheel. Multiple aspects are modifiable enabling FullCalendar to fulfil all of the functionality set out in the specification., without the needed to create a new calendar. Through modifying different parameters in the <script> section of the page, all functionality can be achieved, from changing the background colour of the events to handling the process of when a user clicks on a specific day.

At the top of the calendar view will be a navigation bar (Figure 3, section 3.1), this will display the users name along with navigation controls, allowing the user to access the settings page and logout. The Navigation Bar is present at the top of every page in which a logged in user sees.

{3.3 Calendar}

{3.2 User Messages}

{3.1 Navigation Bar}

Figure 3 – Basic layout of the calendar view

## 1.4.3 Settings

The settings page will display all of the current users personal details, which are in the system. This will allow the user to update their personal details as circumstances change. Further to being able to update persona details, users will be able to create a new password, which must meet the password requirements.

{3.1 Navigation Bar}

{4.1 User Details Form}

Update Details

Figure 4 – Basic layout of the user settings page

## 1.4.4 Bootstrap

To assist in the presentation of the system, the Bootstrap framework will be utilised. “*Bootstrap is the most popular HTML, CSS, and JS framework for developing responsive, mobile first projects on the web*” (Bootstrap, 2014), it is released under the MIT license, making it freely available to use.

Bootstrap provides an easy to use framework that can be applied to existing HTML in order to create beautiful, clean displays. As such it will be used to style display the system, being applied to each page.

# 2. Implementation

Throughout the development of the system, all of the code is checked into source control, using GitHub. Source control is an incredibly valuable tool, allowing for every stage of development to be reverted to, creating a checkpoint in case of any catastrophic failures in future development.

## 2.1 Database

The database is the initial section of the system to be created; it is the central hub for all of the data and the structure propagates through the rest of the system, affecting how the server requests the data.

## 2.2 Server

## 2.3 Calendar

# 3. Testing & Evaluation

## Test Plan

After the system had been fully developed, a test plan was devised and used to test the system. The test plan (Appendix 1) consists of multiple tests, each covering a specific area / functionality of the system. Each test describes specific inputs, and expected outputs. With this test plan it is possible for multiple users to test the system to the same standards, and ensure that all bugs are identified and fixed.

The test plan in created in a manor in which it is easy for additional tests to be added in, if necessary.

Test on a mobile device

# References

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