EdgeX Foundry(TM) - Build Simple Data Monitor UI #01

https://www.topcoder.com/challenges/4c8811c4-6504-40a1-a9d0-ad25ee7c1af7

Deployment and Verification Document

Prerequisites

- Go 1.11+ (go modules)
- Docker

Setup

You'll need some Fyne tools, specifically fyne-cross for cross-platform building. In order to install them just run

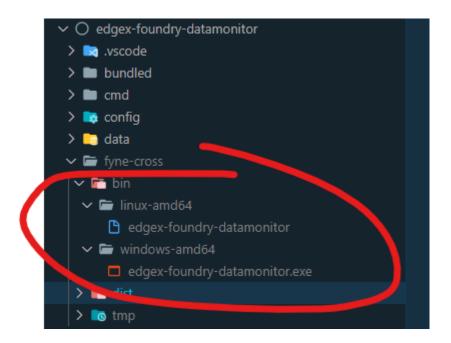
make install-deps

The included README.MD provides additional info

Verification

Run "make cross-compile" inside the root folder and the application will be build for windows and linux, please read the notes about Darwin build/deployment

The executables will be available here:



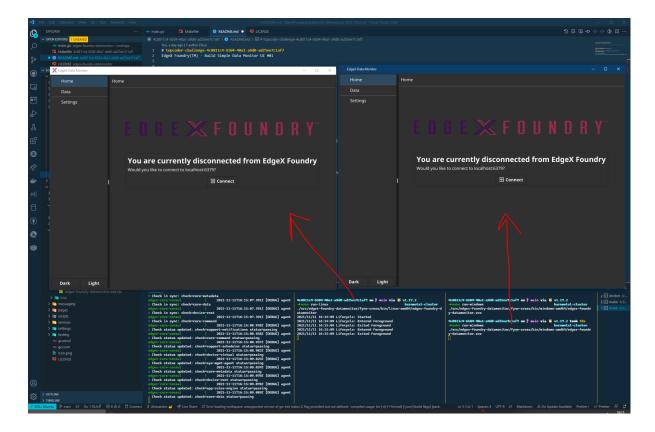
Run "docker compose up" (or "docker-compose up" depending on how updated is your installation).

Then, depending on your platform, you should be able to run a linux or a windows executable.

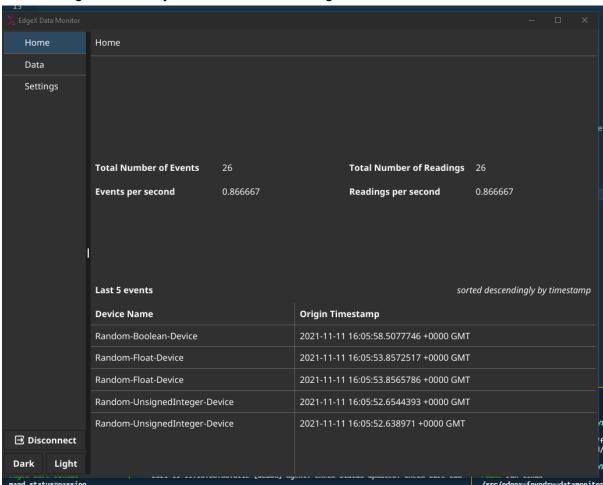
I have added shortcuts in the makefile so you can do:

"make run-linux" or

"make run-windows"



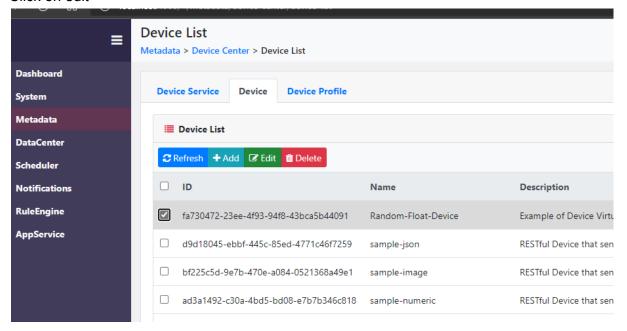
After clicking on connect you should see something like this:



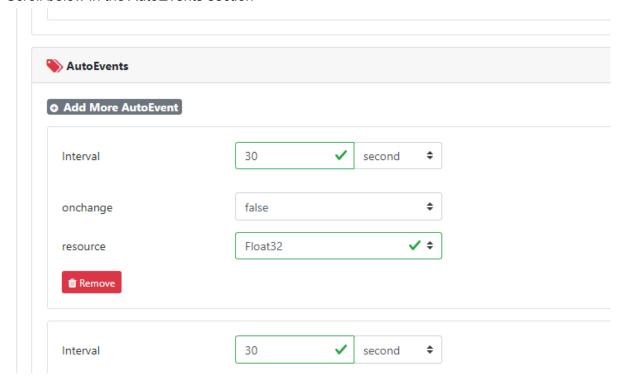
In order to verify that the events are coming through and that the calculations are done correctly you can navigate to

http://localhost:4000/#/metadata/device-center/device-list

Click on edit

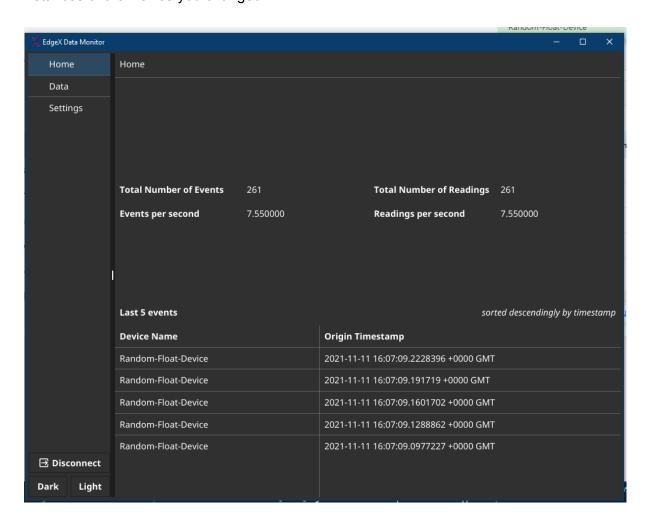


Scroll below in the AutoEvents section



And adjust one of the values, for example setting to 1 second.

You'll notice that the counters will show an increase and the last events will show more instances of the Device you changed.



I tried setting crazy values like 30 milliseconds and even if there are a few graphical glitches here and there, It works both on windows and linux (WSL2 - Ubuntu)

Notes

I had to patch the referenced https://github.com/edgexfoundry/go-mod-messaging
 library because it uses a library that made me lose a whole day while trying to make it work in my environment. It will be soon deprecated as stated here https://github.com/edgexfoundry/go-mod-messaging/issues/73

Also, we use Redis, not zeromq so it's totally fine

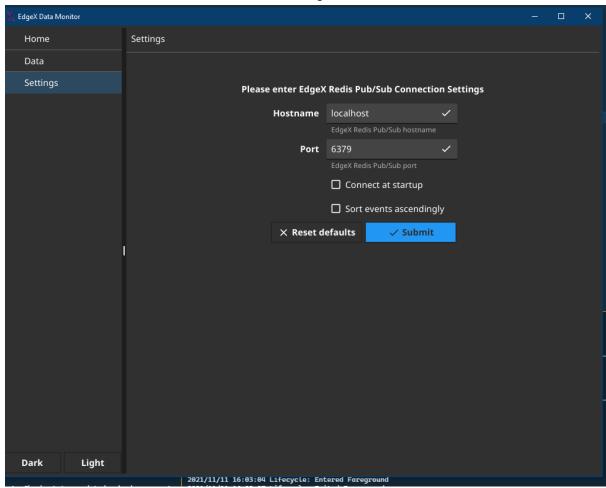
Currently my patched version is referenced with a go mod replace entry

replace github.com/edgexfoundry/go-mod-messaging/v2 v2.0.1 => github.com/deblasis/go-mod-messaging/v2 v2.0.2-dev.7.0.20211109140946-fc6f30b82981

It's a trivial set of changes that I might contribute upstream, however my repository is

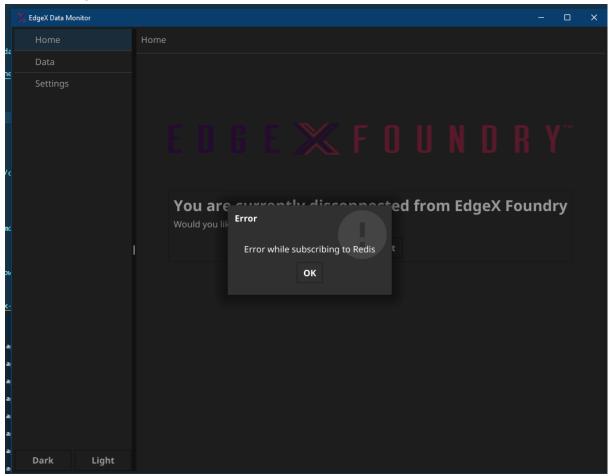
public and also included in this package

• I have added a few features like additional settings



That should be pretty self-explanatory

• Error message if unable to connect



- Configurable sorting of the events
- Disconnect button