

URL-Archiver

Intermediate Report

Course of study Project 1

Author Nicolin Dora, Abidin Vejseli & Kilian Wampfler

Advisor Dr. Simon Kramer Co-advisor Frank Helbling

Version 1.0 of January 2, 2024

School of Engineering and Computer Science

Computer Science

Contents

Lis	st of Ta	ables		iii
Lis	st of F	igures		iv
1	Intro	duction	1	1
	1.1	Initial	Situation	. 1
	1.2	Poduct	t Goal	. 2
	1.3	Priorit	ies	. 2
2	Scru	m Imple	ementation	4
	2.1	Allocat	tion of roles	. 4
	2.2	Scrum	roles	. 4
	2.3	Additio	onal roles	. 5
	2.4	Sprint	Goals	. 5
	2.5	Requir	rements	. 7
		2.5.1	Product Backlog	. 7
		2.5.2	Sprint Backlogs	. 8
	2.6	Scrum	Adaptionen	. 27
		2.6.1	Definition of Ready (DOR)	. 27
		2.6.2	Definition of Done (DOD)	. 27
		2.6.3	User Story Template	. 29
		2.6.4	Estimation method	. 30
		2.6.5	Velocity	. 31
		266	Sprint	31

List of Tables

2.1	Scrum Roles	4
2.2	Additional Scrum Roles	5

List of Figures

2.1	Product Backlog	7
2.2	Sprint 1 Backlog	8
2.3	User Story Detail for "Processing Feedback"	9
2.4	User Story Detail for "Prompt for file path input"	9
2.5	User Story Detail for "Automatic File Type Detection"	10
2.6	User Story Detail for "Processing of Directories"	11
2.7	Sprint 1 Burn Up Chart	12
2.8	Sprint 2 Backlog	13
2.9	User Story Detail for "Intermediate Documentation"	13
2.10	User Story Detail for "Creation of Base Structure"	14
	User Story Detail for "Scan Files for URLs"	14
2.12	User Story Detail for "Sequential URL Preview"	15
2.13	User Story Detail for "Implement temporary store for extracted URLs"	15
2.14	User Story Detail for "Intermediate presentation"	16
2.15	Sprint 2 Burn Down Chart	17
2.16	Sprint 3 Backlog	18
2.17	User Story Detail for "Intermediate Documentation"	18
2.18	User Story Detail for "Creation of Base Structure"	19
2.19	User Story Detail for "Scan Files for URLs"	19
2.20	Sprint 3 Burn Down Chart	19
2.21	Sprint 4 Backlog	20
	User Story Detail for "Generate CSV File"	20
	User Story Detail for "Fix bug with selenium on linux"	21
	User Story Detail for "Fix bug with selenium on MacOS"	
	User Story Detail for "Fix bug With selenium and Edge browser"	22
	User Story Detail for "Document licences"	22
2.27	User Story Detail for "Periodic complete code review"	22
	User Story Detail for "Document SCRUM sprint 3"	23
	User Story Detail for "Creation of a config file"	23
	User Story Detail for "Progress indicator archiving"	24
2.31	Bug Detail for "No URL found in file is not handled"	24
2.32	Sprint 4 Burn Down Chart	24
2.33	Sprint 5 Backlog	25
2.34	User Story Detail for "Integrate Archived URLs into Supported Files"	25
2.35	User Story Detail for "Create / Fix Tests"	26
2 36	llser Story Detail for "Show archived urls nath"	26

List of Figures

2.37	Sprint 5 Burn Down Chart	26
2.38	Screenshot from the user story template	29
2.39	Illustration of T-Shirt Sizes	30

1 Introduction

1.1 Initial Situation

The Internet is constantly evolving, which means that there is no guarantee that a website as it exists today will still exist in a few years' time, let alone contain the same information. While this might not be a concern that the average Internet user has to grapple with, it poses a challenge to the academic demographic, where it becomes crucial to reference sources and potentially integrate links to additional data. If links become inactive, verifying the sources becomes challenging, if not impracticable.

Archiving the existing status of a website is achievable, but it currently necessitates a manual and hence time-intensive operation, which not many people take the time to do. The objective of this project is to devise an automated solution to this predicament that is independent of platforms.

The stakeholders for this solution include:

- Legal professionals and researchers who need to preserve web content as evidence or for case study references.
- ▶ Journalists and media agencies that require archiving web pages for future reporting or fact-checking.
- Librarians and archivists tasked with the digital preservation of online materials for historical records.
- ► Content creators and marketers who wish to maintain records of web content for portfolio or audit purposes.
- Educators and students who need to collect and cite online resources for academic projects and research.
- Organizations and businesses that need to archive their web presence for compliance and record-keeping.

1.2 Poduct Goal

The product goal is a platform independent Java application called "URL-Archiver". The application must be Free/Libre and Open Source Software (FLOSS) licensed and fulfil the following functionalities:

- 1. The software should be CLI¹-based and offer a clear command line.
- 2. The software should allow the user to input a path, which can be a folder or any Unicode Text File.
- 3. The software examines the contents of a file or folder to extract any web URLs using a standard regular expression or similar method.
- 4. If desired, URLs can be automatically opened in a web browser.
- 5. The extracted URLs are archived on archive.today and/or web.archive.org (known as The Wayback Machine) as per the user's preference.
- 6. The software outputs the resulting archive URLs to the user.
- 7. The software generates a CSV file containing the original URL and the archived Version of the URL.
- 8. Optionally, the archived Versions are written back into the provided .bib file.

The product goal is achieved if the software covers all the functionality listed above. Furthermore, the code should be minimalistic, modular, and self-explaining. In addition to the code, it is essential that the following documents are provided:

- User manual
- Installation instructions (including installation script)
- Software documentation

1.3 Priorities

The following priorities are listed in order of importance:

1. **Functionality**: The primary priority is the accurate extraction and archiving of URLs. The software should reliably identify URLs in varied file types and ensure their successful archiving on Archive Today² or Wayback Machine³.

¹Command Line Interface

²https://archive.today

³https://web.archive.org/save/

- 2. **Usability**: Given the diverse potential user base, the program should be platform-independent and possess a user-friendly interface. While the underlying mechanisms may be complex, the user experience should be seamless and intuitive.
- 3. **Code Quality**: Emphasis should be placed on writing clean, minimal, and modular code. This not only aids in potential future enhancements but also in debugging and troubleshooting.
- 4. **Documentation**: As with any software project, proper documentation is paramount. The project report should be concise, adhering to the principle of being "maximally informative, minimally long," ensuring clarity of information without overwhelming the reader.
- 5. **Integration with Existing File Types**: The ability to seamlessly insert archived URLs into .BIB files is a priority, given the potential academic applications of the software.

2 Scrum Implementation

2.1 Allocation of roles

In this chapter, the Scrum roles (Product Owner, Scrum Master, Developer) and additional roles such as Customer, Stakeholder, etc. are defined.

2.2 Scrum roles

We have decided to structure our Scrum team in the following manner:

Role	Person
Product Owner	Nicolin Dora
Scrum Master	Abidin Vejseli
Developer	Nicolin Dora, Abidin Vejseli, Kilian Wampfler

Table 2.1: Scrum Roles

Nicolin took on the role of Product Owner as he had concrete ideas and visions for the product at the start of the project. Additionally, he took on this role because he wanted to deal with the subjects surrounding the product backlog.

Abidin took on the role of the Scrum Master as he has the most experience with the agile way of working. He has already had the opportunity to perform this role professionally on several smaller projects in the past.

Kilian took on the role of a Developer, as he is an active programmer in his job and has already gained some experience with Scrum. Therefore, self-organization is not a foreign concept to him.

Besides Kilian, all the other members of the group were also assigned the role of Developer, as otherwise the project would not have been feasible in the given time. This is due to the fact that we all work alongside the university.

2.3 Additional roles

In addition to the Scrum roles, we have assigned the following roles to our specialist lecturer and PM-coach.

Role	Person
Stakeholder	Dr. Simon Kramer
Customer	Dr. Simon Kramer
PM-Advisor	Frank Helbling

Table 2.2: Additional Scrum Roles

2.4 Sprint Goals

We have defined the goals of our past and current sprints in the best possible way according to the SMART¹ criteria. The goals of our sprints are listed below:

Sprint 1 Implement input handler for files (any unicode file e.g. .bib, .txt, .html and .pdf) and basic user guidance (Menu, Error messages).

Sprint 2 Implement a function to scan a provided text in order to identify and extract any URLs contained within it and upgrade our current console-based interface to enable users to easily open any extracted URL using their default web browser.

Sprint 3 Develop and implement a fully automated URL submission system that integrates with the Wayback Machine and Archive Today to ensure at least a 98

Sprint 4 Enhance the system's stability and usability by resolving identified Selenium bugs across Linux, macOS, and Edge browsers, documenting the sprint process and licenses, conducting a thorough code review, and establishing a new configuration management file, aiming for zero critical bugs at sprint closure and readying the system for seamless URL archiving integration in subsequent sprints.

Sprint 5 Complete application refactoring for asynchronous archiving and .BIB file URL integration, ensuring no critical bugs and preparing for seamless future enhancements.

¹Atlassian blogpost: "How to write smart goals"

Sprint 6 TODO - Add Goal

2.5 Requirements

In this chapter, we present our product and sprint backlogs, structured according to Scrum.

2.5.1 Product Backlog

Our product backlog consists of user stories and epics created by our Product Owner. The user stories are prioritised and represent a set of initial requirements that must be met to achieve our product goal. The product backlog is maintained in Jira.

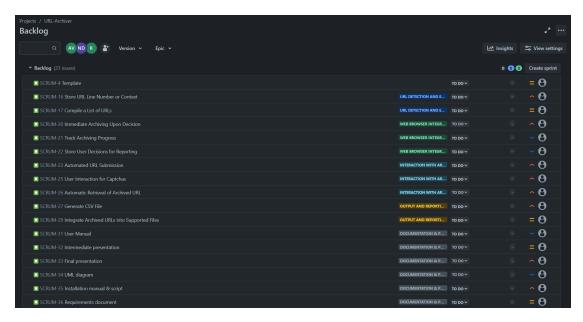


Figure 2.1: Product Backlog

The prioritisation of user stories in the backlog is based on the business value field, which has a value between one and ten. The business value is a vague estimate of how much value the individual user story has to the business, or in our case, to our stakeholders. We endeavour to estimate the business value based on the expected importance of the function to the stakeholder. The following priorities are possible:

- Highest
- High
- Medium
- Low
- Lowest

2.5.2 Sprint Backlogs

Below we describe our recent and current sprints. During the sprint planning we fill the respective sprint backlog with user stories that serve the sprint goal. A user story must satisfy our Definition of Ready before it can be included in the sprint. In addition, the stories must be estimated and the total number of story points must not exceed our defined velocity.

Sprint 1

Below is a screenshot of our board from the first sprint with the corresponding sprint goal.

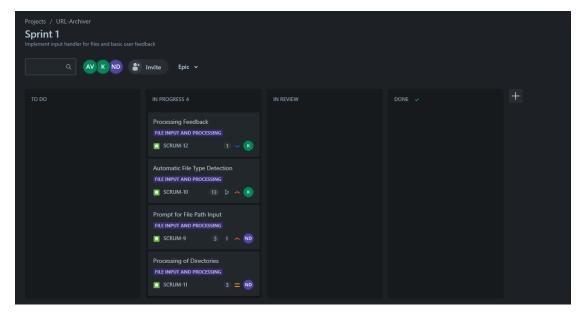


Figure 2.2: Sprint 1 Backlog

The user stories from the first sprint are shown below. The stories have been estimated and prioritised.

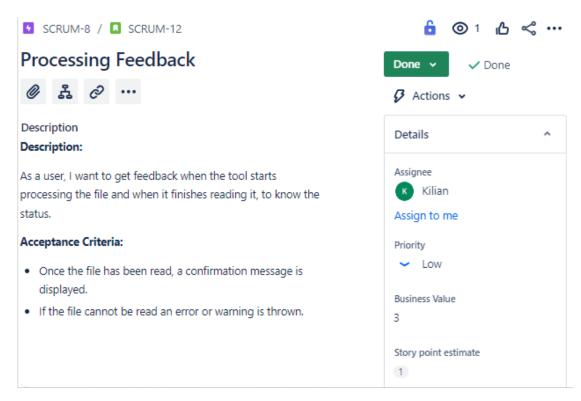


Figure 2.3: User Story Detail for "Processing Feedback"

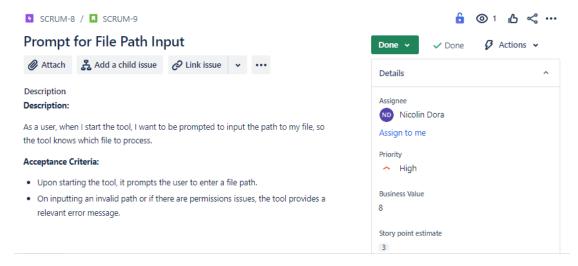


Figure 2.4: User Story Detail for "Prompt for file path input"

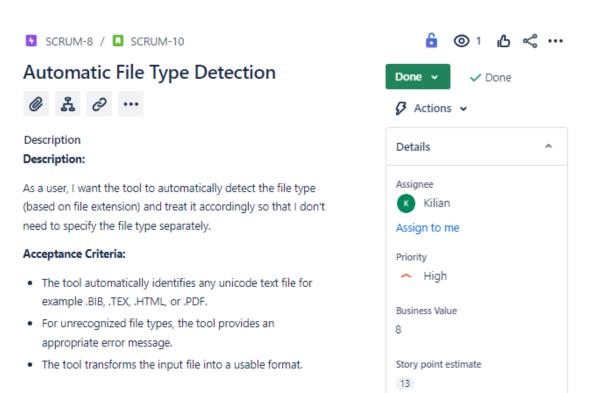


Figure 2.5: User Story Detail for "Automatic File Type Detection"

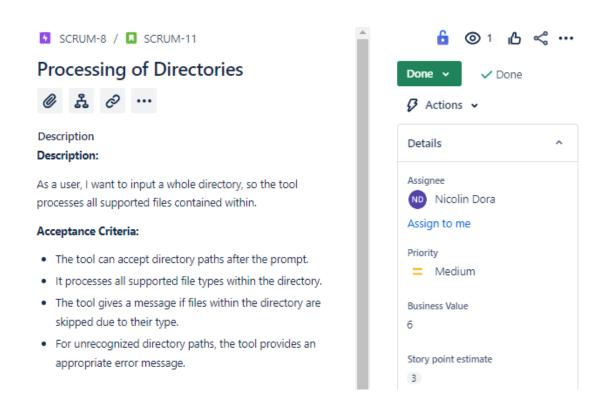


Figure 2.6: User Story Detail for "Processing of Directories"

In the first sprint, the burn down chart looks like this:

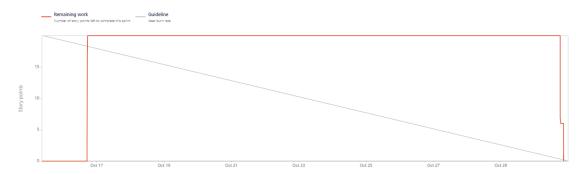


Figure 2.7: Sprint 1 Burn Up Chart

The reason for this is that we did not create tasks for our user stories as they were small enough. Furthermore, a code review for corresponding user stories could only be conducted towards the end of the sprint, resulting in the finalisation of user stories at that point.

Sprint 2

Below is a screenshot of our board from the second sprint with the corresponding sprint goal.

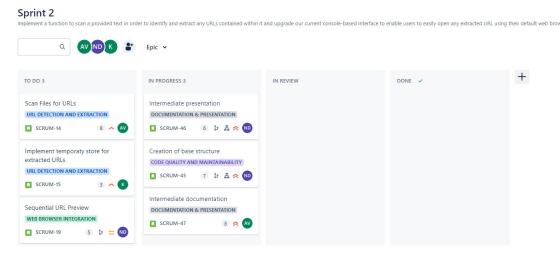


Figure 2.8: Sprint 2 Backlog

The user stories from the second sprint are shown below. The stories have been estimated and prioritised.

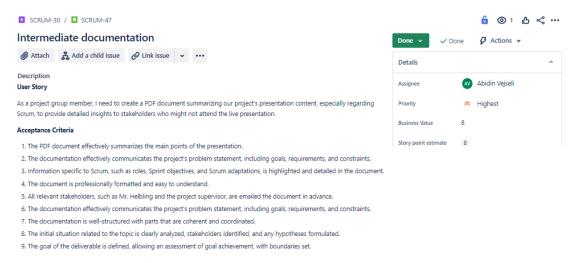


Figure 2.9: User Story Detail for "Intermediate Documentation"

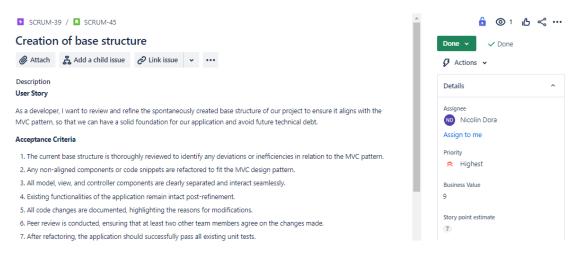


Figure 2.10: User Story Detail for "Creation of Base Structure"

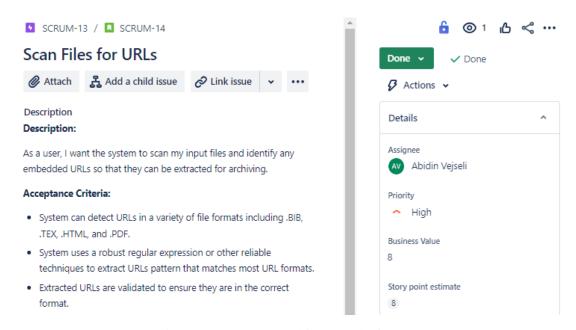


Figure 2.11: User Story Detail for "Scan Files for URLs"

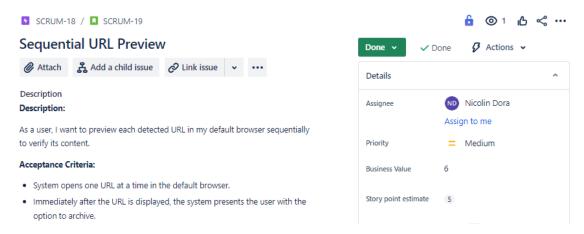


Figure 2.12: User Story Detail for "Sequential URL Preview"

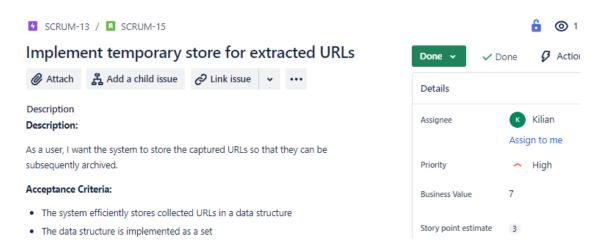


Figure 2.13: User Story Detail for "Implement temporary store for extracted URLs"

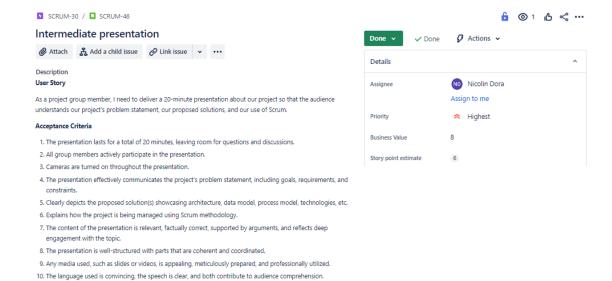


Figure 2.14: User Story Detail for "Intermediate presentation"

In the second sprint, the burn down chart looks like this:

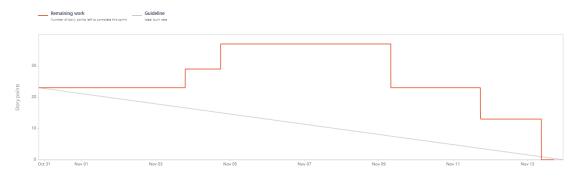


Figure 2.15: Sprint 2 Burn Down Chart

Compared to the initial sprint, our workload significantly increased, and we introduced new user stories after the sprint began. Despite these additions, we maintained a strong pace and seamlessly managed the extra tasks that arose from the intermediate presentation and documentation requirements.

Sprint 3

Below is a screenshot of our board from the third sprint with the corresponding sprint goal.

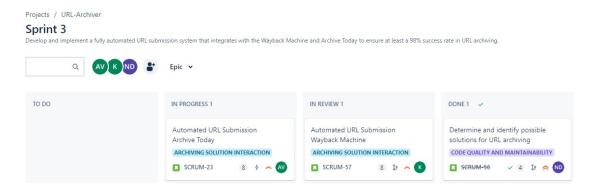


Figure 2.16: Sprint 3 Backlog

The user stories from the third sprint are shown below. The stories have been estimated and prioritised.

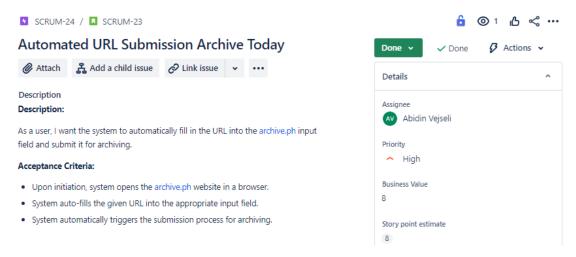


Figure 2.17: User Story Detail for "Intermediate Documentation"

In the third sprint, the burn down chart looks like this:

During the third sprint, our progress on user stories was limited to the completion of only three due to the 'special week 3'. This meant that these stories had to be completed in the second half of the sprint due to the heavy workload of this special week. The impact of this adaptation to our sprint schedule due to 'special week 3' is reflected in the trends seen in our burndown chart.

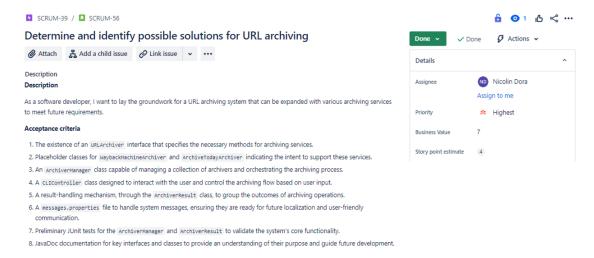


Figure 2.18: User Story Detail for "Creation of Base Structure"

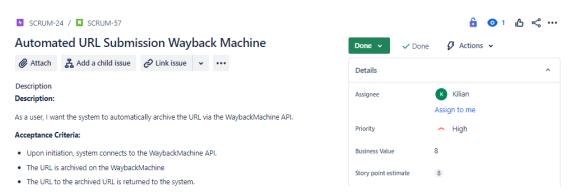


Figure 2.19: User Story Detail for "Scan Files for URLs"

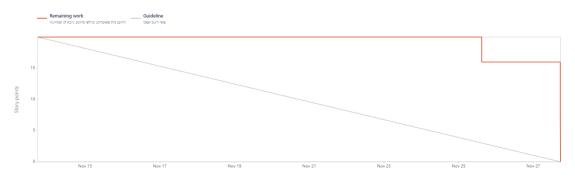


Figure 2.20: Sprint 3 Burn Down Chart

Sprint 4

Below is a screenshot of our board from the forth sprint.

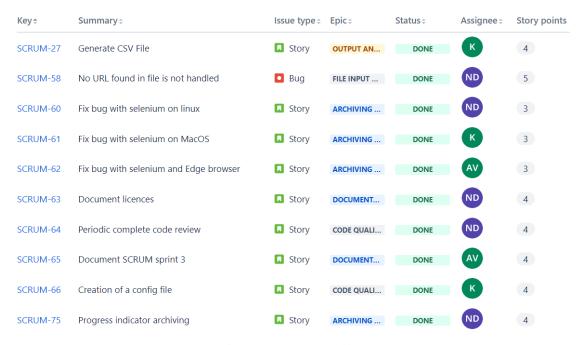


Figure 2.21: Sprint 4 Backlog

The user stories from the forth sprint are shown below. The stories have been estimated and prioritised.

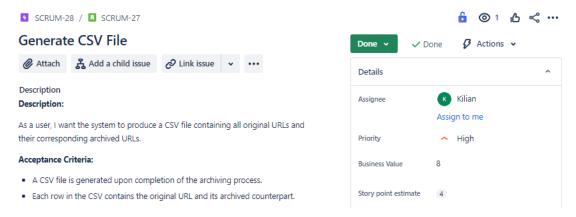


Figure 2.22: User Story Detail for "Generate CSV File"

In the forth sprint, the burn down chart looks like this:

Compared to the previous sprint, we were more efficient and successfully accommodated additional user stories that were initiated after the sprint began. The completion of all

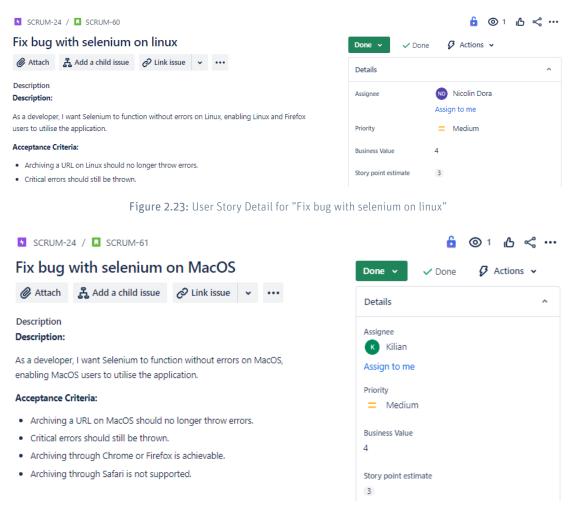


Figure 2.24: User Story Detail for "Fix bug with selenium on MacOS"

allocated user stories within the sprint timeframe demonstrates our solid teamwork and sprint management capabilities.

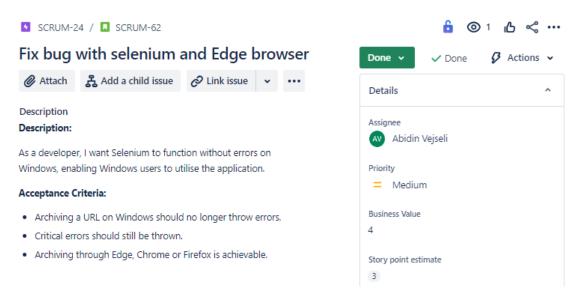


Figure 2.25: User Story Detail for "Fix bug With selenium and Edge browser"

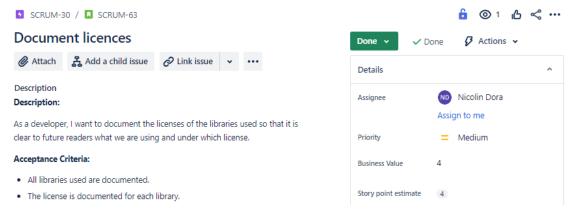


Figure 2.26: User Story Detail for "Document licences"

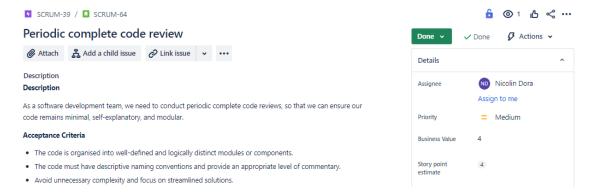


Figure 2.27: User Story Detail for "Periodic complete code review"

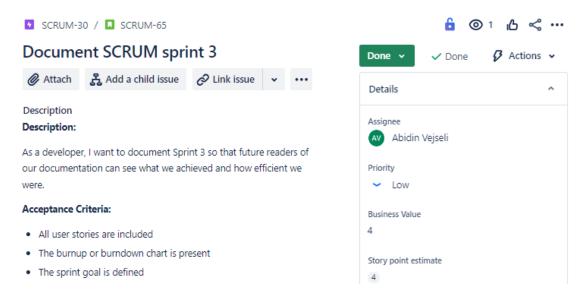


Figure 2.28: User Story Detail for "Document SCRUM sprint 3"

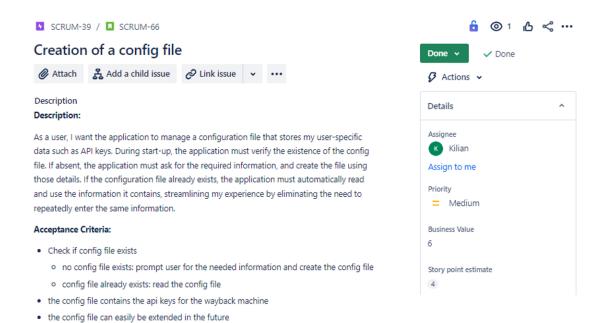


Figure 2.29: User Story Detail for "Creation of a config file"

· write a manual about how to get the api keys for the wayback machine

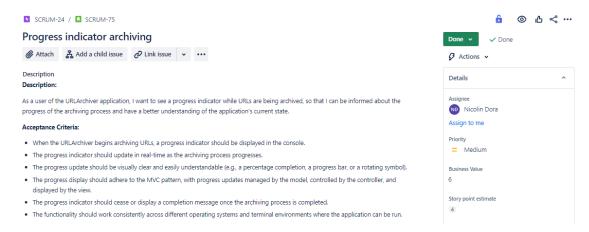


Figure 2.30: User Story Detail for "Progress indicator archiving"



Figure 2.31: Bug Detail for "No URL found in file is not handled"

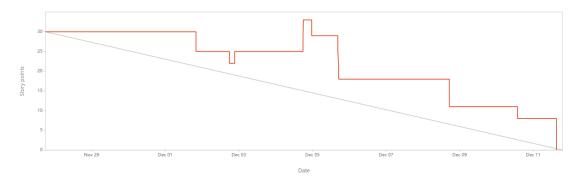


Figure 2.32: Sprint 4 Burn Down Chart

Sprint 5

Below is a screenshot of our board from the fifth sprint.

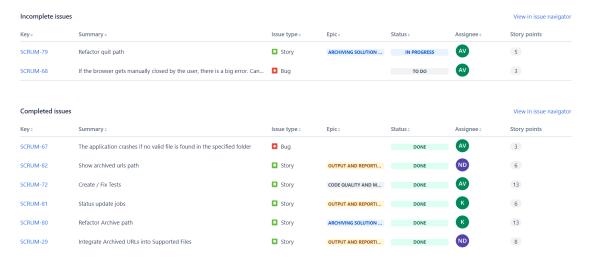


Figure 2.33: Sprint 5 Backlog

The user stories from the fifth sprint are shown below. The stories have been estimated and prioritised.

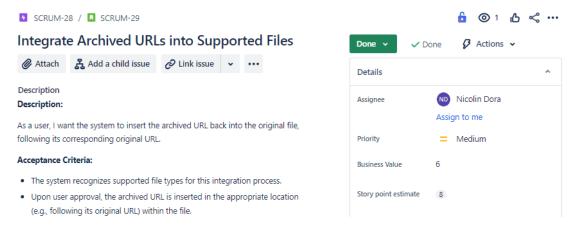


Figure 2.34: User Story Detail for "Integrate Archived URLs into Supported Files"

In the fifth sprint, the burn down chart looks like this:

In sprint 5, our time was limited due to commitments in other modules and the upcoming Christmas period, which resulted in team member absences. We encountered an unexpected challenge with the extensive time required for test refactoring, as we prioritise quality, which often demands more time. As a result, we were unable to complete all planned user stories and had to carry them over to the next sprint. These challenges are reflected

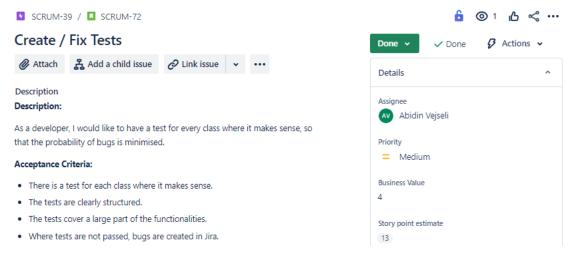


Figure 2.35: User Story Detail for "Create / Fix Tests"

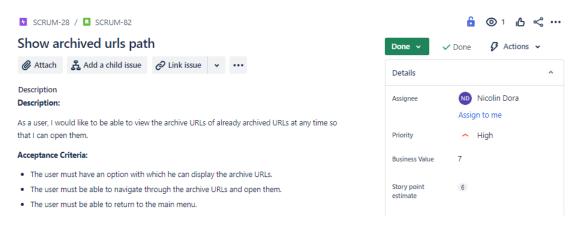


Figure 2.36: User Story Detail for "Show archived urls path"

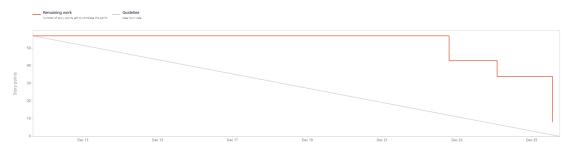


Figure 2.37: Sprint 5 Burn Down Chart

in the burn down chart.

2.6 Scrum Adaptionen

As part of Project 1, we have adjusted Scrum in order to use it in the best possible way. The adjustments are explained in this chapter.

2.6.1 Definition of Ready (DOR)

Our DOR includes conditions that ensure that all team members understand the user stories and know when a user story can be included in a sprint. The DOR was set in line with the INVEST² criteria. A user story in the product backlog must meet the DOR before it can be included in a sprint.

Definition of Ready

- Ensure a clear definition
- Define the functionality or requirement to be implemented
- Clearly defined and testable acceptance criteria
- Ensure there are no or minimal dependencies
- Understood by the whole team
- The user story has been estimated
- ► The scope of the user story is small enough that it can be implemented in a single sprint.

2.6.2 Definition of Done (DOD)

Our DOD contains all the characteristics and standards that a user story must meet to be considered complete. Once it satisfies the necessary quality requirements (acceptance criteria), the story can be considered complete and can be closed. The goal of our DOD is to create transparency so that everyone has a common understanding of when a story can be closed. A story that does not comply with the DOD may not be finalised.

Definition of Done

- Coding standards and best practices are implemented
- Unit tests for the feature are written and passe
- Any changes to the code or functionality are documented
- ► The code and functionality are reviewed by peers
- ► The feature works across multiple platforms

²XP123 article: Invest in good stories and smart tasks

- ► Code is integrated with master branch
- Documentation has been updated
- Acceptance criteria are met

2.6.3 User Story Template

For the creation of a user story, we have defined a template so that the user stories contain all the necessary information. Below is a screenshot of our template. It includes all the relevant fields for us: Assignee, Priority, Business Value, Story Points estimate and assigned Sprint. Furthermore, we describe the user story in the "Description" field in the format "AS A <user role> I WANT TO <the goal> [SO THAT <reason>]" as well as the Acceptance Criteria. To ensure that we always have the DOR and DOD to hand, we also work with the Jira On-the-Fly add-on, which enables us to record both for each user story and tick off the individual points accordingly when they have been completed. This allows us to immediately recognise whether a user story can be included in a sprint and whether a story has been fully completed.

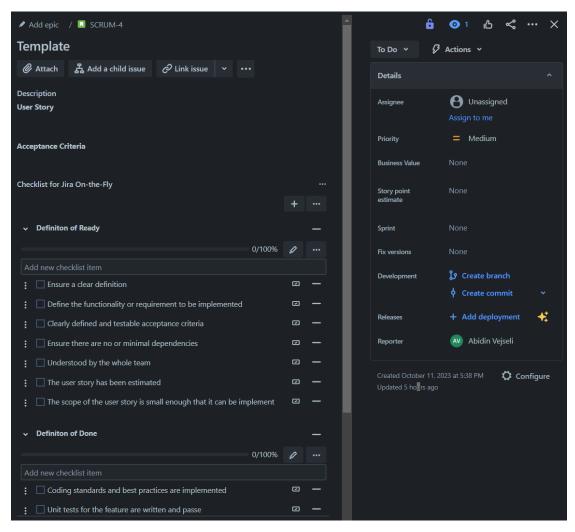


Figure 2.38: Screenshot from the user story template.

2.6.4 Estimation method

We have chosen the "T-shirt sizes" method because it is a simple way to estimate effort (story points). This method is based on the fact that everyone knows T-shirt sizes and that large sizes mean more work than small sizes. As a result, this method enables us to make efficient estimations, despite the lack of shared experience in the team.

Below is the scale we use:

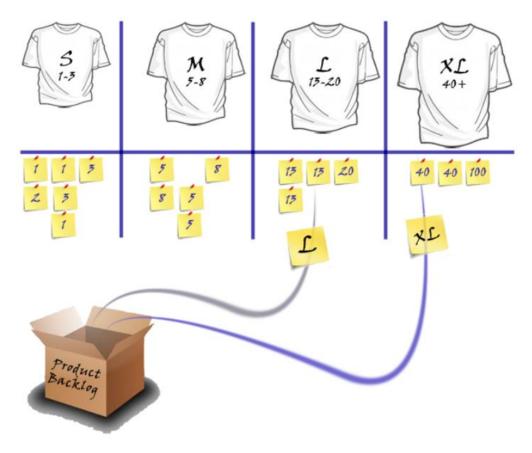


Figure 2.39: Ilustration of T-Shirt Sizes

2.6.5 Velocity

To select the user stories and tasks to be worked on, a suitable criterion, velocity, is applied to estimate what can be completed in the upcoming sprint.

We have decided that we have a velocity of 30 story points per sprint. Therefore, our workload per sprint should not exceed this threshold. We consciously take this into account during sprint planning.

2.6.6 Sprint

As a team, we have decided that our sprints will take place at two-week intervals. For each sprint we define a SMART sprint goal, which specifies the relevant user stories.

We decided in favour of the two-week rhythm because regular feedback is important to us and thus creates a greater learning effect. Additionally, we ascertained that one-week sprints would result in excessive overheads due to the administrative work involved in Scrum. Likewise, we consider sprints longer than two weeks to be impractical, as the interaction would suffer.

Sprint Planning

As part of sprint planning, we make decisions about which user stories can be implemented based on the sprint goal, the story points and the velocity. Before a user story can be included in the sprint, it must be estimated by the Scrum team. This task is always carried out at the start of our sprint planning. A sprint goal is then defined based on the estimated and prioritised user stories. The user stories we select for the sprint are based on the business value, priority, story points and velocity of the team. The sprint planning takes place on the first Monday of each sprint. We have decided not to have a second sprint planning as we have already defined in our DOR that the user stories should be as small as possible. In addition, each developer has the opportunity to divide their user stories into tasks within the sprint. This allows a better overview of the progress in the sprint.

Daily Scrum

As a team, we have decided not to have daily Scrum meetings, as this is not possible because all team members do work part times. Instead, we have two weekly meetings (weeklys), on Wednesday and Friday at 17:00, which last a maximum of 15 minutes. In addition, we have chosen to hold the meetings through Microsoft Teams as it is easier to organise. The goal of these meetings is to share the current progress, address issues, update the team and briefly discuss the next steps.

Sprint Review

In the sprint review, we check the intermediate result of the processed user stories. We check whether all the stories that should be completed meet the DOD. Furthermore, we discuss in the team what went well, what problems we encountered and how we solved them. Based on these results, the product increment is created. In our case, the product owner, who represents the customer, tests the product increment against the requirements. The review is done from the customer's perspective by testing the product increment. The outcomes are utilized to update the product backlog. The sprint review meeting takes place on the last day of the sprint.

Sprint Retrospective

In the sprint retrospective, we gather information as a team about what went well and what didn't go as planned in the previous sprint. We then derive specific improvements and plan their implementation. Our goal is to improve the efficiency, quality, communication and speed within our team. To achieve this, we give ourselves constructive criticism and are open to feedback. The sprint retrospective takes place on the last day of the sprint.

Index

product goal, 2