

## Team 1 Demo 1 Technical Documentation: Paramount Investment League

Most of the source code is Java and thus has JavaDoc style comments attached to it. You can generate the JavaDoc for our code if you want to extract that information, as it is a significant amount of files.

In the team1\_demo2.tgz you will find a Play Framework application. This is code that is designed to run on the Play Framework, an MVC platform that supports Java and Scala for its backend languages, and HTML/CSS/JS for presenting views. It is also built such that it can provide RESTful services by using the routes file in the /conf folder and providing the appropriate controllers.

When you untar the file, you will find a complex directory structure. In /app you will find all the models, views, controllers, and services. This is the heart of the application, and contains all the Java/Scala code that we have written, along with the HTML/Scala template files for generating views.

In public, you will find all the public assets including our javascript and stylesheets along with sources from outside sources such as bootstrap and jQuery.

In the /conf folder you will find are all of the configuration files for the application, securesocial which helps us with OAuth authentication, and our database evolution scripts.

Setting up the application is complicated, but essentially you need to setup Ubuntu 12.04 LTS, install MySQL server from the Ubuntu repositories, set up the global ENV variables covered in the README file, install Play Framework 2.2.2. Then you would execute the app by starting a terminal session and executing the command `play run test && play ~run`. The app will be loaded at <http://localhost:9000>.

Please note that there are scripts that will automatically run, but do to some confusion, some manual edits need to be made on the mysql database. These edits can be found at [https://github.com/dkarivalis/SEP\\_SMIFL/wiki](https://github.com/dkarivalis/SEP_SMIFL/wiki).

This wiki is the source document for everything pertaining to setting up the application.