



SWE574 Software Development Practice as a Team
2023 Fall
Group 2

Table Of Contents

Table Of Contents	1
Team Contributions	2
Honour Code	2
Title Page	3
List of Deliverables	4
References	5
Academic Articles	5
Online Articles	5
Demo User Information	6
Project Details	7
Status of Deployment	7
Project Overview an Executive Summary	8
Project Glossary	15
Software Requirements Specification	16
Project Requirements	17
Design (Software & Mockups)	22
UML and System Diagrams	22
Recommendation Engine (Karadut) System Design	25
Use Cases	25
Images	28
Status of The Project	40
System Manual	44
User Manual	46
Test Results(Web App)	56
Demo Videos:	64
Individual Contributions	65
Team Member: Mücahit Uğur	65
Team Member: Ş. Tevfik Özbilgin	77
Team Member: Enes Hakan İBİL	86
Team Member: Aminenur Dağlarcı	122
Team Member: Mustafa Görkem KUYUCU	146
Team Member: Hasan Deniz Doğan	163
Team Member: Gökalp Ayaz	193

Team Contributions

Honour Code

Related to the submission of all the project deliverables for the SWE 574 2023 Fall semester project reported in this report,

We, Enes Hakan Ibil, H.Deniz Dogan, Aminenur Daglarginer, Mustafa Gorkem Kuyucu, Gokalp Ayaz, Mucahit Ugur, S. Tevfik Ozbilgin declare that:

- We are students in the Software Engineering MS program at Bogazici University and are registered for SWE 574 course during the 2023 Fall semester.
- All the material that we are submitting related to our project (including but not limited to the project repository, the final project report, and supplementary documents) have been exclusively prepared by ourselves.
- We have prepared this material individually without the assistance of anyone else with the exception of permitted peer assistance which we have explicitly disclosed in this report.

Aminenur DAGLARGULER

E.Hakan IBIL

H.Deniz DOGAN

M. Gorkem KUYUCU

Gokalp AYAZ

Mucahit UGUR

S. Tevfik OZBILGIN

Title Page

Group 2 Team Members : Aminenur DAGLARGULER, Deniz DOGAN, Enes H.IBIL,
M. Görkem KUYUCU, Gokalp AYAZ, Mucahit UGUR, S.
Tevfik OZBILGIN (*with alphabetic order*)

Course : SWE 574 Software Practise As A Team

Date : 03.01.2024

Project Name : Dutluk

GitHub Repository : <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2>

GitHub Tag Releases : <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/releases/tag/final-delivery>

Deployment URL : <https://dutluk-fe-prod.azurewebsites.net/>

List of Deliverables

1. Web App that has features such as logging into the app, registering on the platform, create and edit story, updating profile information, viewing recent activities, accessing activity feeds, finding recommended stories, conducting timeline searches, searching for stories, liking stories, saving stories, leaving comments on stories, and viewing liked and saved stories, among other functionalities.
2. Mobile App that includes features such as logging in the to app, registering the app, adding a story, editing a story, updating profile informations, viewing recent activities, activity feeds, recommended stories, timeline search, search stories, liking stories, saving stories, leaving comment to the stories, viewing liked and saved stories and etc.
3. A recommendation engine which is integrated with the mobile application and web application, which processes the written parts and tags of the stories that users interact with (liked and disliked) with the word2vec model in its content and is updated with each interaction of the user, and thus has the ability to calculate the user's liking (terminologically expressed as user-taste within the scope of the project) up-to-date, and has the ability to recommend stories and users thanks to this ability (Karadut).
4. A backend which handles requests from both the mobile app and web frontend that covers the functionalities register, log in, log out, add story, edit story, delete story, like story, stash story, like/dislike story, add comment, like comment, delete comment, view all stories, view recommended stories with the help of Karadut, view stashed stories, view liked stories, explore stories based on location, date, title and tags, timeline search to view the stories in a manner based on their date provided by the users.
5. Final Report
6. Github Repository

References

Academic Articles

Roy, D., Dutta, M. A systematic review and research perspective on recommender systems. *J Big Data* 9, 59 (2022). <https://doi.org/10.1186/s40537-022-00592-5>

Online Articles

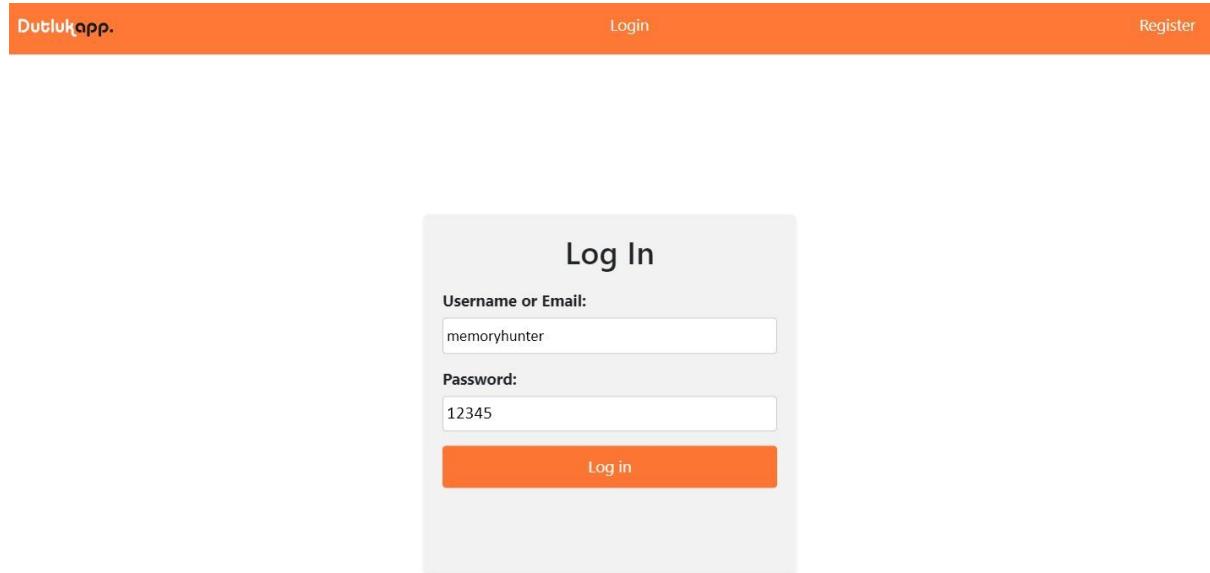
<https://medium.com/rahasak/recommendation-system-with-content-based-filtering-500231e31a60>
<https://medium.com/@prateekgaurav/step-by-step-content-based-recommendation-system-823bbfd0541c>
<https://www.analyticsvidhya.com/blog/2019/07/how-to-build-recommendation-system-word2vec-python/> <https://patil-aakanksha.medium.com/top-5-pre-trained-word-embeddings-20de114bc26>
<https://phdstatsphys.wordpress.com/2018/12/27/word2vec-how-to-train-and-update-it/>
<https://medium.com/bili%C5%9Fim-hareketi/word-embedding-teknikleri-word2vec-nedir-tf-idf-nedir-e2f826dd9178>
<https://www.kaggle.com/code/christofhenkel/how-to-preprocessing-when-using-embedding>

Demo User Information

- ❖ Credentials for demo user

Username : memoryhunter

Password : 12345



Project Details

Status of Deployment

For the mobile app installation, the user simply has to download the .apk file and install it. After that as a new user, you could register and login and try to add a story. You can find the .apk folder in this [link](#).

The web application is up and running at multiple addresses:

- [Development](#)
- [Frontend - test](#)
- [Backend - test](#)
- [Frontend - prod](#)
- [Backend - prod](#)

Dockerization status

Our project contains 5 images that are created via Dockerfile for our React.js frontend, nginx for reverse proxy for the frontend to work on port 80, FastAPI recommendation engine (Karadut), and Spring Boot backend and finally the default postgres image pulled from the Docker Hub. We are able to do this via docker-compose.yml on the dutluk/ directory. The instructions for deploying the project are as follows:

-For the two .env files, please fill out all the fields that are intentionally left blank. Please note that Imgur, Pinecone and Google Maps registration is necessary for api key acquisition. We'll send the .env files separately.

.env file to pasted in dutluk/dutluk_frontend directory:

```
POSTGRES_USER=(db username)
POSTGRES_PASSWORD=(db password)
POSTGRES_DB=(db name)
DUTLUK_DB_URL=(db url)
DB_USERNAME=(db username)
DB_PASSWORD=(db password)
REACT_APP_BACKEND_URL=http://localhost:8080 (placeholder)
REACT_APP_FRONTEND_URL=http://localhost:3000 (placeholder)
```

```
JWT_SECRET_KEY=(placeholder)
REACT_APP_GOOGLE_MAPS_API_KEY=(placeholder)
TOKEN_EXPIRATION_HOUR=(in how many hours you want the token to
expire)
IMGUR_CLIENT_ID=(imgur api key)
REC_URL=http://localhost:8000 (placeholder)
REC_ENGINE_STATUS=true (whether rec engine is active or not)
```

```
.env file to pasted in dutluk/dutluk_rs directory:
PINECONE_API_KEY=(pinecone api key)
ENVIRONMENT=(placeholder)
PROJECT_INDEX=(placeholder)
```

- For the web application, to run the project on an ubuntu instance please refer to these commands one by one. Note that the server has to have at least 20 gb of memory and 16 gbs of RAM.

```
sudo su -
apt-get update
apt-get install docker-compose
apt-get install git
git clone https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2
git checkout
cd BOUN-SWE-574-Fall-23-G2/dutluk/dutluk_frontend/
nano .env (paste the necessary env variables here)
cd .. (return to the dutluk/ directory)
cd dutluk_rs/
nano .env (also paste the necessary env
variables(PINECONE_API_KEY,ENVIRONMENT,PROJECT_INDEX here)
cd .. (return to the dutluk/ directory)
docker compose up --build -d
```

Project Overview an Executive Summary

Webapp:

Dutluk's website is focused on sharing and exploring life stories. This online version is specially tailored for computer screens, offering a user-friendly way for people to tell their stories. Users can post their stories with titles, labels, and dates. Users have the flexibility to choose the time

resolution for their stories, such as exact dates, date ranges, decades, or even seasons, offering a unique way to chronicle their experiences. If the story covers more time, users can also select intervals for when it started and ended, with the same detailed options. They can also mark these stories on a map, using Map to add shapes, lines, or multiple points.

On the website, people can interact by looking at new stories, stories shared by people they follow, and stories suggested based on their interests.. They can comment on stories and follow other users to see more of their posts. The search option on the website lets people find stories by title, place, or date. There's also a special timeline search that sorts stories by their date, giving a unique way to explore stories from different times.

Users can also update their profile with a new picture and personal information. They can see and manage their favorite stories, saved stories, and their own posts, with the option to change or remove them. The website's design is simple and easy to navigate, making story sharing and exploring an enjoyable experience. Overall, the Dutluk website is a place for people to connect through their shared stories and experiences, offering a space for storytelling across different times and places.

Mobile app: As declared in the requirements, we wanted to build a mobile application that can help users to share their living stories. Dutluk mobile app is a location-based application that enables users to share their stories with others and allow interactions with each other and their interests. Dutluk mobile app allows users to add their stories with titles, labels, and time resolutions with exact date time, exact date, exact date range, decade, decade range, year, season information, and location based on Google Maps which allows users to draw on polylines, polygons, circle locations, multiple location points, and search features. Users can also edit their stories as well. Dutluk app allows users to interact with other users via viewing recent stories that have been added in the last 7 days, activity feed based on users' last stories, recommended stories based on users liked stories and nearby stories, which shows the user the stories based on their current locations. Users can leave comments on stories to interact with each other. They can also follow each other to view their stories on the activity feed page. Users can search stories by title, location or time resolutions, which gives a result of all the stories, including the selected filter. Other than the search feature, there is also a timeline search feature where users can search

stories by title, location or time resolutions, which gives a result of combinations of all the stories with selected filters. The timeline search page shows the stories in order of their decade information. The Dutluk app can also allow users to update their bio and profile pictures. Users can view their liked stories, saved stories, and their own stories, which they can edit or delete from this page.

Backend: In the backend development, the team focused on feature implementation, bug fixes, and adjusting APIs to meet frontend and mobile requirements. The initial step involved aligning with the API specifications tailored for mobile responses. A key development was the Integration Service, a collaborative project that streamlined the process of identifying request origins and providing appropriate responses. For storing user profile and story photos, the initial approach of using base64 data was reevaluated due to increased payload sizes. The team shifted to a method where photos were parsed and uploaded to an external image hosting service. This change allowed for the retrieval of links that were then embedded in the stories, thereby optimizing data storage. Data formatting, particularly for dates, was often handled on the frontend. The backend, however, employed flags and a Date Service to ensure accurate processing and display of dates as per user interactions. The search API underwent enhancements to yield better results and support various date formats. The team also focused on efficiently managing the edit story feature. Additional improvements included the integration of verbal expressions for date values, thanks to the efforts of a team member. The introduction of flags for location entries aimed to enhance pattern recognition. To further optimize API performance, especially for timeline searches, the team developed custom response classes for the models. This approach ensured that only essential data was transmitted. A significant emphasis was placed on keeping the business logic mainly within the service layer. This strategy was crucial for maintaining uniform communication with both the frontend and the mobile application.

Recommendation Engine : In order for the recommendation engine implemented within the scope of the project to become its current form, a research process was first carried out. In this process, the recommendation systems used today were examined and the methods they use were investigated. During this research, it was determined that recommendation systems are basically

divided into two as content-based filtering and collaborative filtering. Considering the content of the project, a recommendation system to be developed with the content-based filtering method was considered to be more suitable for the project, and the research was deepened in this direction. At this stage, it was seen that there are multiple methods used in recommendation systems, especially for entities containing text. These methods, which are the continuation of each other in the historical process, are basically TF-IDF, Count Vector and Word2Vec models, which are the most advanced and have the ability to semantically make sense of a word. With the motivation to use an up-to-date approach and to ensure maximum semantic coverage and thus to develop a powerful recommendation engine, the Word2Vec method was developed.

After it was decided to use the Word2vec model, the need for a model that could process the words in the stories emerged. Training a high performance model requires high computational power and a rich data set. For this reason, it was considered more logical to use a pre-trained model and it was decided to use Google's model, which was trained with 100 billion words and converted 300 words into 300-dimensional vectors.

First of all, tests were performed with this model and its performance was intuitively evaluated. At this point, the stories written on similar topics were first vectorised with the help of the model and how similar they are to each other was calculated numerically with cosine similarity calculation and then these similarities were examined.

The processes described above were completed until the first milestone. After the first milestone, the recommendation engine development process started. In the process until the second milestone, the requirements for the recommendation engine were finalized and the development process was carried out accordingly. After the main line was established in the development process, since it will be integrated into the existing backend structure as an external service, the existing backend structure was reviewed and it was decided at which points it should be connected. At this point, it was a necessity to review the existing backend codes. After these reviews and development processes were completed, the integration process with the backend was completed and user tests were performed. As such, a working recommendation engine was delivered in the second milestone.

After the second milestone, a number of additional developments were necessary. Firstly, due to the high computational load due to the structure of Karadut, it was seen that it was necessary to

work asynchronously while processing requests. Otherwise, it will not be able to meet multiple requests coming at the same time and the system will crash. For this reason, the existing architecture has been completely converted to asynchronous structure. In the following weeks, performance tests were performed on sample stories. In tests with a dataset of 10 stories, some changes were made in the weights used in vector calculation and the optimum value was tried to be achieved. During the performance presentations, another weakness of Karadut was revealed, since each word has a vector value, a story with a single or meaningless word in the application can be recommended to users. In order to eliminate this weakness, a number of additional features have been added to Karadut, so that the minimum number of words that the story to be suggested can be determined by the administrator.

Tests of Karadut:

With this form, the Karadut has been finalized. Karadut, which successfully completed the user tests, was then subjected to unit tests. From the beginning of the development process, the whole system was developed in a modular structure in accordance with good software practices in accordance with the requirement, which is also expressed as a non-functional requirement, and using exception-handling to facilitate the detection of bugs that may occur. In this way, Karadut has 6 classes, 25 custom functions, which are used in a total of 8 endpoints. 14 of the 25 custom functions do not work with any json request, while the others are functions that need a json request from outside. For the 14 functions in the first group, test scenarios were written using the python unittest library, and tests were performed by specifying the expected values for each test scenario, and postman tests were performed for the functions in the second group, and the results were specified in the comment sections of the relevant issues. All endpoints were also tested with postman tests. With them all functions and modules (endpoints) in this Karadut have been tested.

Automation and CI/CD Pipeline:

On the automation front, we have implemented four pipelines, created four web applications, and one database server that is hosting two databases. Two of the web applications and one of the databases are used for test purposes and the others are used for production intentions.

Two of the pipelines are triggered when a commit is made to the development branch. The other two pipelines are triggered when a commit is made to the main branch. The two pipelines in each group have one frontend and one backend pipeline workflows.

Frontend workflows have the following jobs:

- Login to dockerhub
- Build the frontend image using secret variables stored in github
- Push the image to the dockerhub
- Deploy the image to the Azure Web Application

Backend workflows have the following jobs:

- Set up Java
- Install Maven packages
- Build the backend application
- Run Sonarqube analysis
- Login to dockerhub
- Build the frontend image using secret variables stored in github
- Push the image to the dockerhub
- Deploy the image to the Azure Web Application

Workflows are set up in a way to halt if any of the jobs within is failed. For example if the sonarcloud quality gate is not passed, deployment won't be completed.

Database server is Azure based PostgreSQL server. Both of the databases are hosted from this server. It is redundant and has 7 days of retention period. Two databases share 1 vCore and 2Gib of memory.

Each of the web applications has 1 GB memory, shared vCPU and a 1 GB integrated storage. They are not scalable as is so they only have 1 instance. Due to being a free tier service, instances are shut down when not used for an hour. When a request is made, they wake up within a couple of minutes.

We have also implemented an APM tool provided by Azure (Application Insights) where we can monitor the performance of our application for each endpoint, keep track of errors with their stacks and monitor user engagements as shown below:

OPERATION NAME	DURATION (AVG)	COUNT	PIN
Overall	1.89 sec	515	
GET /api/story/search	1.61 min	5	
GET /api/story/all	1.57 min	4	
POST /api/user/login	21.6 sec	4	
GET /*	203 ms	24	
GET /api/story/isLikedByUser/{storyId}	145 ms	1	
GET /api/user/profile	74.5 ms	9	
GET /api/story/isSavedByUser/{storyId}	41.8 ms	468	

Project Glossary

Notation	Term	Explain
G.01	Activity Feed:	It is an area customized for each user according to the users they follow. This area is designed to send notifications and inform the user when any of the other users they follow like a story or start following a user.
G.02	User:	A user is defined as a person who registers to the application and uploads necessary personal data to the system.
G.03	Guest:	A guest is defined as a person who connects to The Dutluk App and hasn't been registered yet.
G.04	Profile:	The section contains a user's name and surname, username, email, password change field, biography and profile photo.
G.05	App:	The short name used in the documentation of the Dutluk application, which will be available on the web and mobile.
G.06	Story:	A snapshot that can only be created by any app user and reflects that user's personal memory of an event. Stories have a written narrative section, a title section, a photo section, a time section and a location section or sections and have tags.
G.07	Time Dimension	The name given in documentation to the time expression form that the user uses when uploading a story to the app. The time dimension allows the user to indicate the time of an event as a point on a timeline, or it can be expressed as a specific time interval. In addition, the unit used in the dimension of time expressed as a point or interval can be a second, minute, hour, day, season, year or decade.
G.08	Be on session:	The state of being online in the system until a user logs out after entering the application with credentials.
G.09	Dutluk:	Refers to the name of the application. It is divided into two as mobile and web, and when used alone, it refers to both.
G.10	Karadut:	It is the name given to the recommendation engine used in Dutluk.
G.11	User-taste:	It is the vector value for each user in Dutluk and is updated according to the stories the user likes. It is used by Karadut for recommendation.
G.12	Vector expression of a story:	It is a 300-dimensional vector expression calculated by Karadut for each story with the help of the model. This expression is also used by Karadut for operations such as recommendation, user-taste update.
G.13	Model:	It is a pre-trained word2vec model for the translation of stories into vectorial expressions by Karadut.
G.14	User-weight:	It is the value that expresses how many stories the user currently likes. It takes an integer value and is updated after each like-unlike operation. User-taste is used by Karadut in update processes.

Software Requirements Specification

Requirements Pre Preparation, How We Create Requirements

While writing the requirements, care will be taken to ensure that each requirement has the following 7 characteristics.

- Atomic: A requirement should be atomic, which means it should be concise and focused on a specific aspect of the system. This helps ensure that the requirement is clear and unambiguous.
- Complete: A requirement should be complete, meaning that all necessary information should be included in the requirement. This prevents any ambiguity and allows development teams to fully understand what's needed.
- Consistent: A requirement should be consistent with other requirements, meaning it should not contradict or duplicate other requirements.
- Testable: A requirement should be testable, meaning that it should be possible to verify that the requirement has been met through testing or other means.
- Feasible: A requirement should be feasible, meaning that it should be possible to implement the requirement within the constraints of the project.
- Well-Defined: A requirement should be well-defined, meaning that it should be specific enough to provide a clear understanding of what is expected.
- Traceable: A requirement should be traceable, meaning that it should be possible to track the requirement back to its source and to any related requirements or documentation

Requirements Notation

R.	X.	X.	X.
Requirements	Release of Product	1: Functional Req.	# of requirements.
	1,2,3 etc	2: Non Functional Req.	

Project Requirements

<i>Notation</i>	<i>Requirements</i>	<i>Tag 1</i>	<i>Tag 2</i>
R.1.2.01	The Dutluk platform shall be published as a web app.	General	Web
R.1.2.02	The Dutluk platform shall be published as a mobile app.	General	Mobile
R.1.2.03	The Dutluk platform shall be available both for ios and android.	General	Mobile
R.1.2.04	The platform shall be published in English	General	Language
R.1.1.01	The homepage shall have a sign-up feature where guests can create an account to be a user of the platform.	General	Register
R.1.1.02	The homepage shall have a log-in feature where users can access the app.	General	Login
R.1.1.03	Users shall be able to sign up with their email and their password.	Login-Register-Logout	Register
R.1.1.04	The username shall be created after registration.	Login-Register-Logout	Username
R.1.1.05	Each username shall be unique.	Login-Register-Logout	Username
R.1.1.06	Each mail address shall be unique	Login-Register-Logout	Mail Address
R.1.1.07	Users shall edit their profile after registering the app while the app is published.	Login-Register-Logout	Personel Info
R.1.1.08	When a user registers,she/he will be redirected to the home page.	Login-Register-Logout	Routing
R.1.1.09	Users shall be able to login the app with their credentials.	Login-Register-Logout	Login
R.1.1.10	Users shall be able to log out to leave out from the session.	Login-Register-Logout	Logout
R.1.1.11	If a user enters the wrong email or password, "incorrect password" error shall be thrown	Login-Register-Logout	Login
R.1.1.12	A user shall not be able to enter the application a second time while in session in the system.	Login-Register-Logout	User
R.1.1.13	Stories shall be created only and only by the app users.	Create Story	User
R.1.1.14	Each user shall be able to create any number of stories.	Create Story	Quote
R.1.1.15	Only users with "be on session" can create a story.	Create Story	User
R.1.1.16	When creating a story to the app, the title of the story shall be requested from the user.	Create Story	Title
R.1.1.17	When creating a story to the app, the text content of the story shall be requested from the user.	Create Story	Text Content

Notation	Requirements	Tag 1	Tag 2
R.1.1.18	When creating a story to the app, the image(s) of the story shall be requested from the user.	Create Story	Image
R.1.1.19	When creating a story to the app, the location(s) of the story shall be requested from the user.	Create Story	Location
R.1.1.20	When creating a story for the app, the time type of the story shall be determined by the user.	Create Story	Time Resolution
R.1.1.21	The time dimension shall be able to point to an exact time on the timeline.	Create Story	Time Resolution
R.1.1.22	The time dimension shall point to an interval on the timeline.	Create Story	Time Resolution
R.1.1.23	The time dimension shall be specified as a specific moment.	Create Story	Time Resolution
R.1.1.24	The time dimension shall be a specific day.	Create Story	Time Resolution
R.1.1.25	The time dimension shall be able to be specified as a specific season of a specific year.	Create Story	Time Resolution
R.1.1.26	The time dimension shall be able to be specified as a specific year.	Create Story	Time Resolution
R.1.1.27	The time dimension shall be able to be specified as a specific decade.	Create Story	Time Resolution
R.1.1.28	Users shall be able to give location information to the stories they will create.	Create Story	Location
R.1.1.29	Users shall be able to assign tags to the stories they create.	Create Story	Tags
R.1.1.30	In cases where there is more than one tag, the app shall be suitable for entering more than one tag.	Create Story	Tags
R.1.1.31	In cases where there is more than one location information, the app shall be suitable for entering more than one location information.	Create Story	Location
R.1.1.32	All story posts shall be owned by only and only one user.	Story Piece	User
R.1.1.33	All story posts shall have only and only one title.	Story Piece	Title
R.1.1.34	All story posts shall have a text content (any length). location, and date information	Story Piece	Text Content
R.1.1.35	All story posts shall have at least one location (multiple locations allowed).	Story Piece	Location
R.1.1.36	All story posts shall have and date or date-time information according to the user time type preferences.	Story Piece	Time Resolution
R.1.1.37	The user shall be able to unfollow the users they have followed	Story Piece	Unfollow
R.1.1.38	The user shall be able to follow other users	Story Piece	Follow
R.1.1.39	Users shall be able to like other users' stories	Story Piece	Like
R.1.1.40	Users shall be able to comment on the stories created and published on the app.	Story Piece	Comment

Notation	Requirements	Tag 1	Tag 2
R.1.1.41	Users and guests shall be able to search for a specific keyword on the app page.	Story Piece	Search
R.1.1.42	There shall be an “add story” feature on a user’s page.	Story Piece	Create
R.1.1.43	There shall be a delete feature where a user can delete his/her specific story.	Story Piece	Delete
R.1.1.44	There shall be an edit feature to edit a user’s specific story.	Story Piece	Edit
R.1.1.45	A user shall be able to delete a story that belongs to him/her and only him/her.	Story Piece	Delete
R.1.1.46	A user must be able to edit a story that belongs to him/her and only him/her.	Story Piece	Edit
R.1.1.47	Only users with "be on session" can comment on a story.	Story Piece	Comment
R.1.1.48	Only users with "be in session" can like a story.	Story Piece	Like
R.1.1.49	The user shall only be able to delete comments that he or she has created.	Story Piece	Comment
R.1.1.50	The users shall be able to upload their profile picture.	Profile	Picture
R.1.1.51	The users shall be able to add personal info on their profile.	Profile	Personel Info
R.1.1.52	The app shall have the ability to select a specific location and search for stories that take place in that location.	Search	Location
R.1.1.53	The app shall have the feature of selecting a location as the center, then specifying an area by entering radius information and filtering the stories in this area.	Search	Location
R.1.1.54	There shall be a feature to search for stories that take place before or after a certain date.	Search	Date
R.1.1.55	There shall be a feature to search for stories that take place before or after a certain date-time.	Search	Date-Time
R.2.1.01	Each user should be able to see in their activity feed when a user in their follow list likes a story and who liked it.	Activity Feed	-
R.2.1.02	Users should be able to see the stories that take place in a location in chronological order on a single screen.	Search	Location
R.2.1.03	Users should be able to increase or decrease the story selection areas by adding distance information when searching based on location.	Search	Location
R.2.1.04	Users should be able to add a date-time filter to the stories they filter by searching based on location and distance.	Search	Time
R.2.1.05	Each user should be able to see in their recommended feed the stories related to the following users' stories labels, locations, dates.	Recommendation	-0
R.2.1.06	The recommendation engine (Karadut) model shall be designed to use the word2vec method.	Recommendation	Model
R.2.1.07	The recommendation engine (Karadut) shall be able to semantically evaluate the title, body and tags entered by the user while creating	Recommendation	Semantic Word

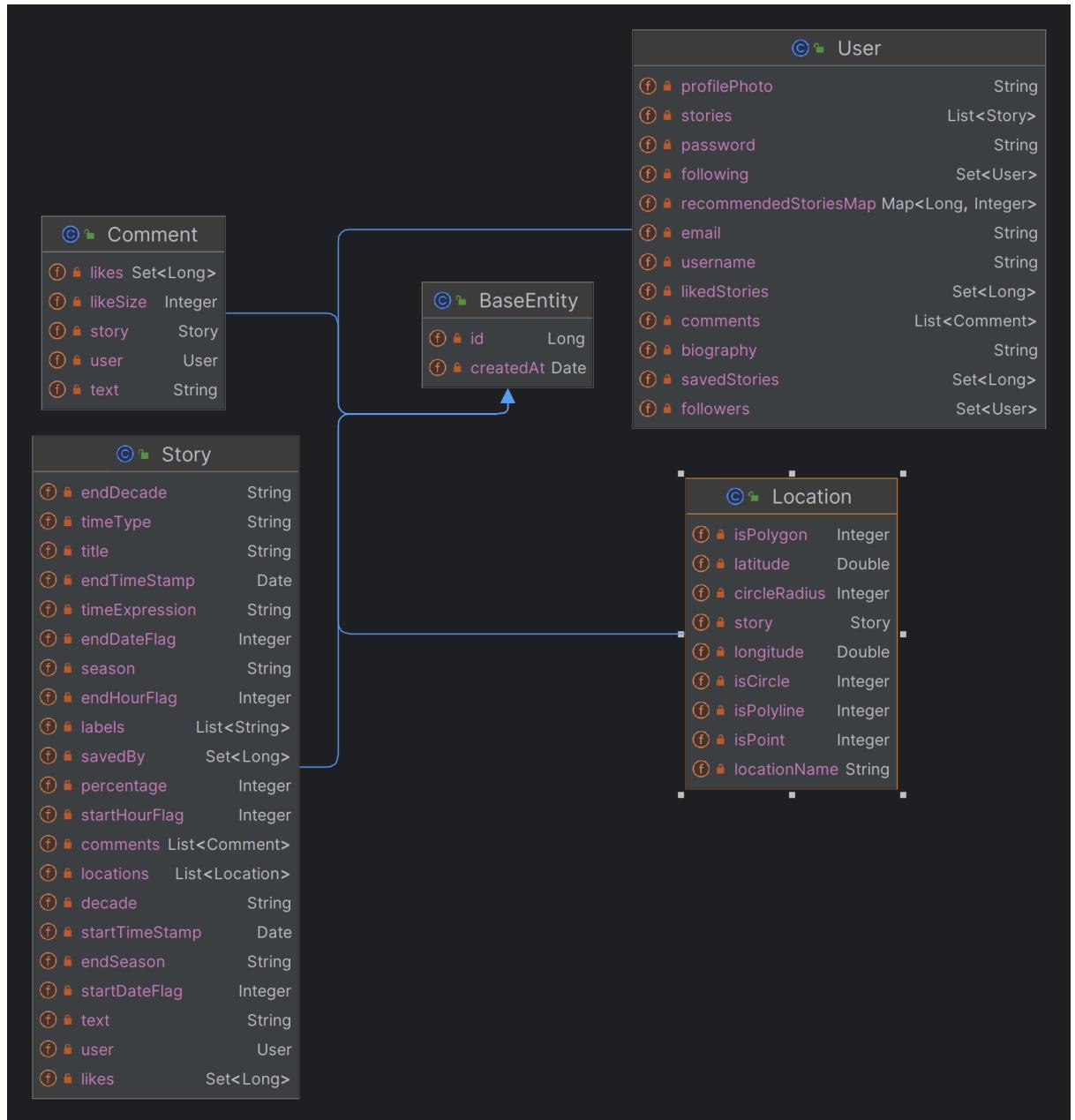
Notation	Requirements	Tag 1	Tag 2
	stories.		
R.2.1.08	The desired weights shall be given to the text and title parts, which are semantically evaluated in the recommendation engine (Karadut).	Recommendation	Weight
R.2.1.09	For each story created in Dutluk, the vector expression of that story shall be calculated with the help of the model.	Recommendation	-
R.2.1.10	When at least one of the title, text, tags values of a story is changed, the vector value of the story shall be recalculated.	Recommendation	Update
R.2.1.11	Vector values calculated with the help of the model for each story in Dutluk shall be recorded in the database.	Recommendation	Database
R.2.1.12	The vector expression of each story shall have the same id as the id of the story.	Recommendation	Id
R.2.1.13	When a user who has never liked a story before likes one of the stories in Dutluk, the equivalent of the vector expression of the story he/she likes shall be defined to that user as user-taste.	Recommendation	User-taste
R.2.1.14	When a user who has already liked a story in Dutluk likes another story, the user-taste of that user shall be updated according to the vector of the story.	Recommendation	User-taste
R.2.1.15	When a user who has previously liked a story in Dutluk unlikes a story, the user-taste of that user shall be updated according to the story's vector.	Recommendation	User-taste
R.2.1.16	In user-taste update processes, the number of stories that the user has liked so far should be taken into account and this value shall be expressed as user-weight.	Recommendation	Like
R.2.1.17	In user-taste update processes, the user-weight value shall be taken into account in the process between the vector of the favorite story and the ready user-taste vector.	Recommendation	Like
R.2.1.18	When the user's user-weight is 0, all values in the user-taste vector shall be reset to zero.	Recommendation	User-taste
R.2.1.19	The user-taste vector shall be updated after each like and unlike operation.	Recommendation	Update
R.2.1.20	There shall be a user-taste vector for each user and this vector must have the same id as the user id.	Recommendation	User-taste
R.2.1.21	The recommendation engine (Karadut) should be able to calculate the similarities between the vectors of the stories.	Recommendation	Similarity
R.2.1.22	Recommendation engine (Karadut) shall be able to calculate the similarities of user-taste vectors.	Recommendation	Similarity
R.2.1.23	Recommendation engine (Karadut) shall be able to calculate the similarities between user-taste vectors and story vectors.	Recommendation	Similarity
R.2.1.24	The Recommendation Engine (Karadut) shall suggest stories based on the similarities between user-taste and story vectors.	Recommendation	Similarity
R.2.1.25	Users shall be advised on the calculated similarity between their user-taste and the user-taste of other users.	Recommendation	-

Notation	Requirements	Tag 1	Tag 2
R.2.1.26	Users shall be recommended stories based on the calculated similarities between their user-taste and the vector values of the stories.	Recommendation	-
R.2.1.27	The stories recommended to users shall not include stories that they have previously liked.	Recommendation	Excluded Suggestions
R.2.1.28	Among the accounts recommended to users for follow-up, the accounts they follow shall not be included.	Recommendation	Excluded Suggestions
R.2.1.29	When a story is deleted from the Dutluk, the vector value of that story shall also be deleted from the Recommendation Engine.	Recommendation	Delete Story
R.2.2.30	The recommendation engine (Karadut) shall also be designed to process incoming requests in order.	Recommendation	Robustness
R.2.2.31	The recommendation engine(Karadut) shall be designed to queue incoming requests when any endpoint is busy.	Recommendation	Robustness
R.2.2.32	While designing and developing the Recommendation Engine (Karadut), care shall be taken to ensure that it has a modular structure.	Recommendation	Maintainability, Configurability
R.2.2.33	In the Recommendation Engine (Karadut), similar tasks shall be collected under a function and code complexity will be avoided.	Recommendation	Flexibility , Usability
R.2.2.34	Functions written in the Recommendation Engine (Karadut) shall have a description section to increase readability.	Recommendation	Documentation
R.2.2.35	In order to localize possible errors in the Recommendation Engine (Karadut), log mechanisms shall be installed in the functions and modules in order to trace where the error came from.	Recommendation	Traceability
R.2.2.36	The db reset endpoint in the Recommendation Engine(Karadut) shall be password protected.	Recommendation	Securability
R.2.2.37	Stories below a certain word shall not be recommended to users.	Recommendation	Vulnerability

Design (Software & Mockups)

UML and System Diagrams

UML Class Diagram for Model Layer:



- UML Class Diagram for Service Layer:



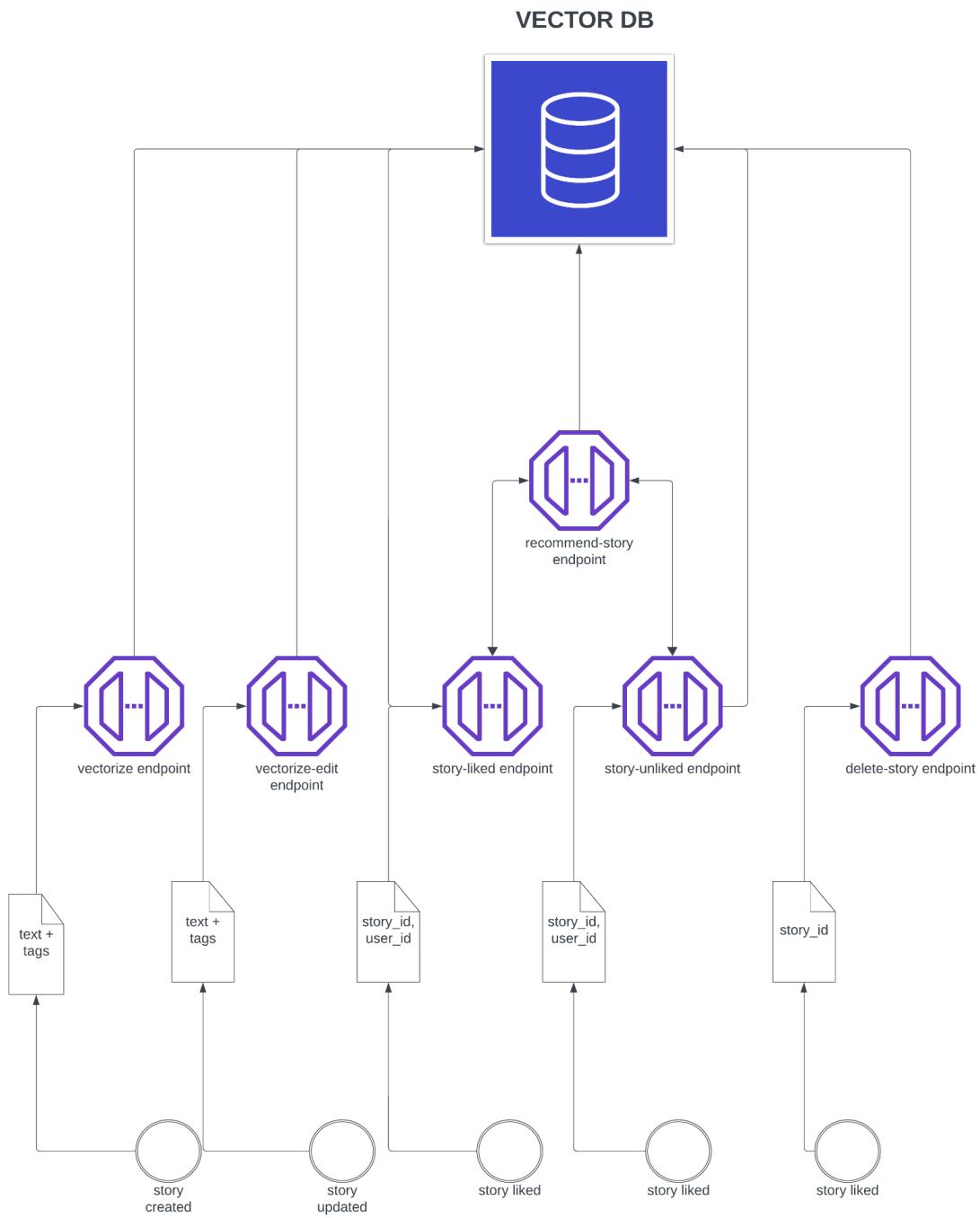
UML diagram for Controller Layer:

StoryController	
⑪ recommendationEndpointTest(HttpServletRequest)	ResponseEntity<?>
⑪ getStoryEditViewById(Long, HttpServletRequest)	ResponseEntity<?>
⑪ savedStories(HttpServletRequest)	ResponseEntity<?>
⑪ addStory(StoryEnterRequest, HttpServletRequest)	ResponseEntity<?>
⑪ deleteAllStoriesOnRecEngine(String, HttpServletRequest)	ResponseEntity<?>
⑪ findFeedStories(HttpServletRequest)	ResponseEntity<?>
⑪ saveStory(SaveRequest, HttpServletRequest)	ResponseEntity<?>
⑪ isStoryLikedByUser(Long, HttpServletRequest)	ResponseEntity<?>
⑪ searchStories(String, Integer, Double, Double, String, String, String, String, String)	ResponseEntity<?>
⑪ editStory(Long, StoryEnterRequest, HttpServletRequest)	ResponseEntity<?>
⑪ findAllStoriesFromFollowings(HttpServletRequest)	ResponseEntity<?>
⑪ timelineSearchStories(String, String, Integer, Double, Double, String, String, String)	ResponseEntity<?>
⑪ likeStory(LikeRequest, HttpServletRequest)	ResponseEntity<?>
⑪ findAllStoriesbyUserId(Long, HttpServletRequest)	ResponseEntity<?>
⑪ likedStories(HttpServletRequest)	ResponseEntity<?>
⑪ isStorySavedByUser(Long, HttpServletRequest)	ResponseEntity<?>
⑪ findRecentStories(HttpServletRequest)	ResponseEntity<?>
⑪ deleteStory(Long, HttpServletRequest)	ResponseEntity<?>
⑪ getStoryById(Long, HttpServletRequest)	ResponseEntity<?>
⑪ searchStoriesByLabel(String, HttpServletRequest)	ResponseEntity<?>
⑪ nearbyStories(Integer, Double, Double, HttpServletRequest)	ResponseEntity<?>
⑪ findAllStoriesFromUser(HttpServletRequest)	ResponseEntity<?>
⑪ sendAllStoriesToKaradut(String, HttpServletRequest)	ResponseEntity<?>
⑪ findAllStories(HttpServletRequest)	ResponseEntity<?>
⑪ savedStoriesByUser(Long, HttpServletRequest)	ResponseEntity<?>

UserController	
⑪ login(LoginRequest, HttpServletRequest, HttpServletResponse)	ResponseEntity<?>
⑪ uploadPhoto(MultipartFile, HttpServletRequest)	ResponseEntity<?>
⑪ getUserById(Long, HttpServletRequest)	ResponseEntity<?>
⑪ followUser(FollowRequest, HttpServletRequest)	ResponseEntity<?>
⑪ updateUser(UserUpdateRequest, HttpServletRequest)	ResponseEntity<?>
⑪ showTokenValidation(HttpServletRequest)	ResponseEntity<?>
⑪ findAllUsers(HttpServletRequest)	ResponseEntity<?>
⑪ logout(HttpServletRequest, HttpServletResponse)	ResponseEntity<?>
⑪ showFollowingStatus(Long, HttpServletRequest)	ResponseEntity<?>
⑪ helloWorld()	String
⑪ registerUser(RegisterRequest, HttpServletRequest)	ResponseEntity<?>
⑪ showUserProfile(HttpServletRequest)	ResponseEntity<?>

CommentController	
⑪ getByCommentId(Long, HttpServletRequest)	ResponseEntity<?>
⑪ deleteByCommentId(Long, HttpServletRequest)	ResponseEntity<?>
⑪ getCommentsByStoryId(Long, HttpServletRequest)	ResponseEntity<?>
⑪ addComment(CommentRequest, HttpServletRequest)	ResponseEntity<?>
⑪ likeComment(LikeRequest, HttpServletRequest)	ResponseEntity<?>
⑪ isCommentLiked(Long, HttpServletRequest)	ResponseEntity<?>

Recommendation Engine (Karadut) System Design



Use Cases

Mobile App Use Case

Faruk is a teacher in Bogazici University, and he learned about the app through his students and wanted to add his stories and share with everyone. When Faruk first logged in to the application, he will land on the home page where he can see recent stories that have been

added in the last 7 days and activity feed where he will see the stories of the people who he follows. When he goes through the recent stories, he can stash stories without opening to read later, or he can view a story, read it, like it and leave a comment on that story. While he views the story, he can see the title, tags, location information, the story and the like count. If he likes he can follow the user and see their stories on his activity page. After leaving the story, if he goes to the recommended page, he will see the recommended stories based on the people he is following, liked stories and basically his activities. While he goes through the application he can go to the nearby stories page where he will see the stories based on his location. Default value is 10km radius however he can change the radius from top of the page. When he continues to explore the application, he will load a timeline search page where he can search stories based on a filter that he chooses. He can choose, title, location from map, radius, decade, season, and date and the result will return the intersection of the selected values from the filter. If he goes to the search page, he can do the same thing as timeline; however, the result will return a combination of the selected values from the filter. . After discovering the application, finally he decided to add his own story to the application so he went to the home page and clicked on add story. First he enters title, and tags, then he writes his story and pictures from his gallery, then he moves on to time selection, and then finally he chooses a location from the map and enters the story. When he wants to change his profile information, he can go to the profile tab, and click on the profile icon, so that he can change his profile picture, and biography information. He can view his stories, his liked stories and his saved stories from the profile tab. He can delete his stories from my stories, unlike a liked story from a liked stories page and unsave a saved stories from saved stories.

Web App Use Case:

Faruk, a teacher at Bogazici University, logs into the storytelling app on his web browser. On the homepage, he immediately notices a QR code, which links to the mobile version of the app, providing an easy download option for users who might want to access the platform on their mobile devices.

As he explores the Story Feed page, Faruk sees a collection of recent stories that have been added along with an activity feed displaying stories from people he follows. Interested in discovering a wider range of narratives, Faruk clicks on the 'All Stories' page. Here, he finds a comprehensive library of stories shared by various users, offering him a vast array of content to explore beyond his immediate network.

While browsing through the stories, Faruk appreciates the functionality that allows him to stash stories for later reading. He engages with the content by reading, liking, and commenting on the stories, finding the web interface intuitive and user-friendly.

The 'Recommended' section catches Faruk's attention next, where he finds stories suggested based on his activities within the app. This personalized approach helps him discover stories that align with his interests.

Feeling inspired, Faruk decides to contribute his own story. The web app provides a straightforward story creation process. He types out his story, uploads pictures, and chooses a location, finding the process seamless and well-integrated within the web interface.

Lastly, Faruk explores his profile tab. The web layout allows him to easily update his profile picture and biography. He can also view his stories, his liked stories, and his saved stories. The interface provides simple options for managing his content, such as deleting stories or unliking and unsaving stories.

Through his exploration of the web version of the app, Faruk enjoys a comprehensive and engaging storytelling experience, enriched by the wide range of stories and the ease of content management provided by the platform.

Images

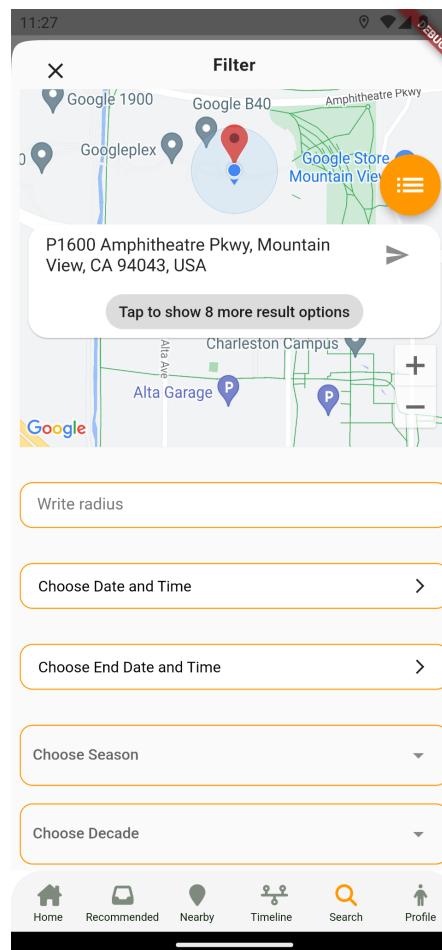
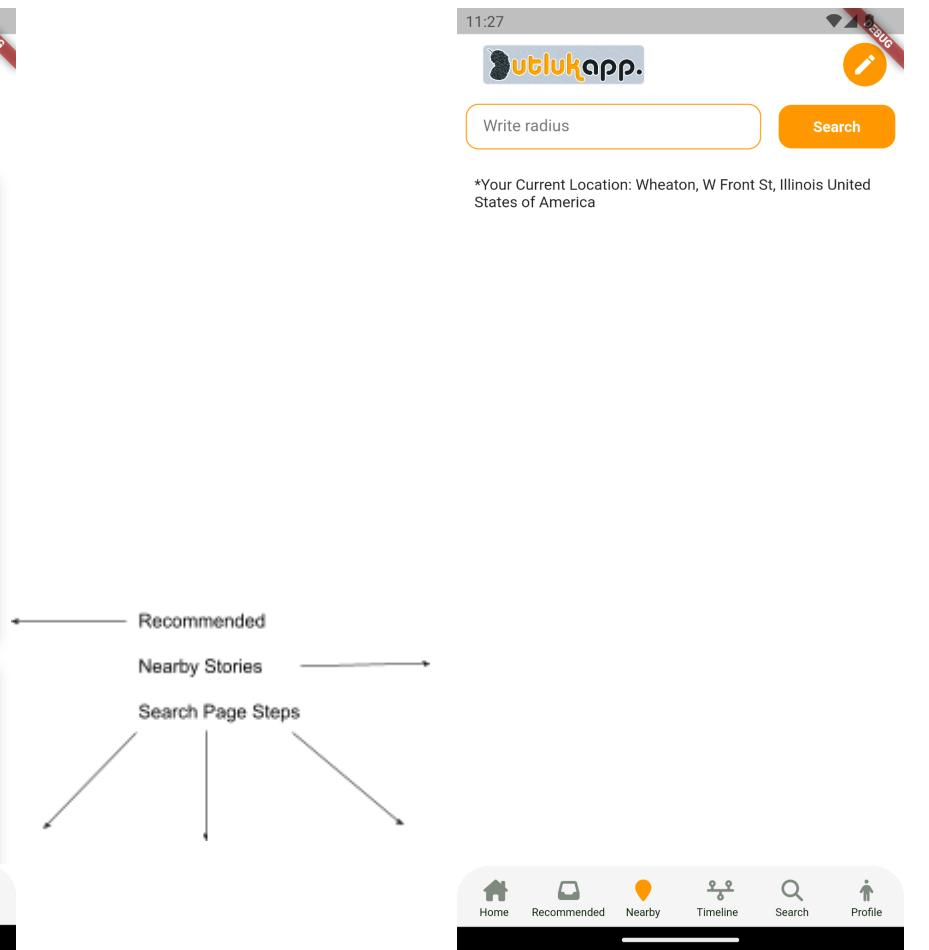
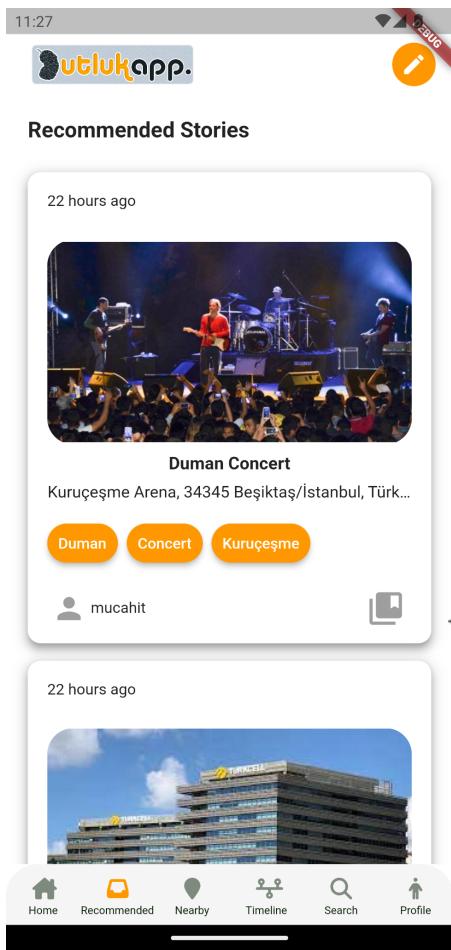
- Mobile

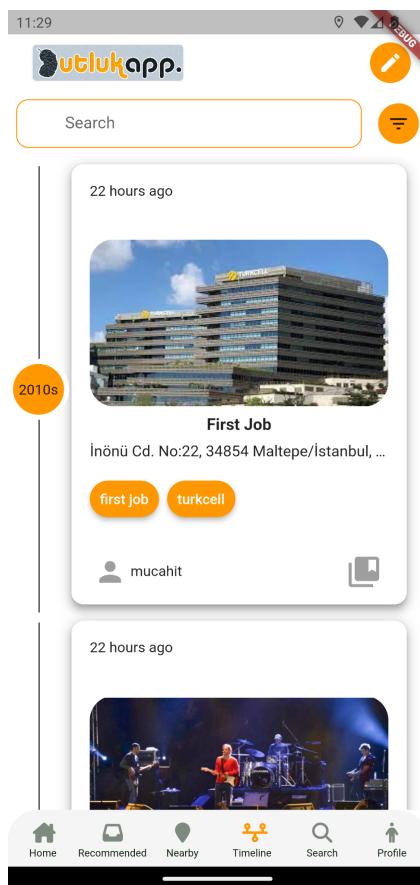
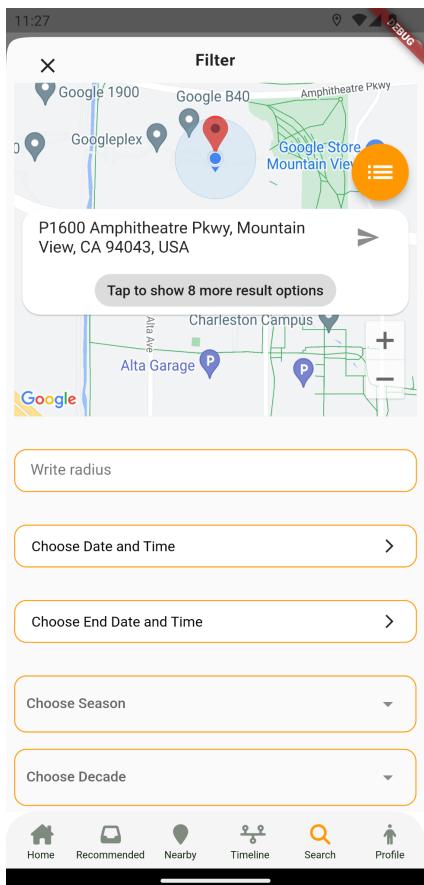
The diagram illustrates the navigation flow between the app's main sections:

- Recent Stories** (Left): Shows a concert post by Duman Concert at Kuruçeşme Arena.
- Activity Feed** (Right): Shows a job post by mucahit at First Job in İnönü Cd., Istanbul.
- Add Story Steps**: A central vertical path connecting the two main sections.
- Recent Stories** and **Activity Feed** are connected horizontally by arrows pointing towards the central **Add Story Steps**.

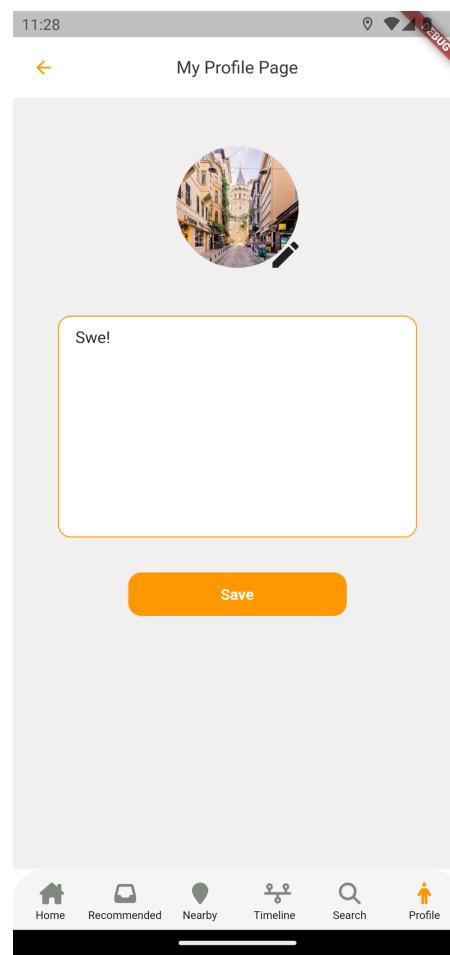
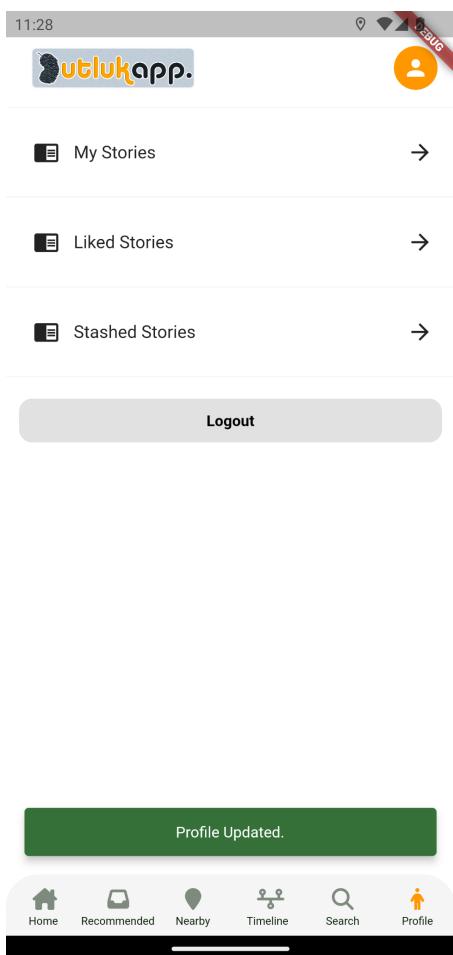
Bottom Row (ADD STORY screens):

- Left Screen (11:18):** Shows fields for "Add Title*" and "Add Tag/s (Divide with coma!)".
- Middle Screen (11:19):** Shows a dropdown for "Select Time Resolutions" with options: Exact Date, Exact Date with Time, Date Range, Decade, Decade Range, and Year.
- Right Screen (11:19):** Shows a map search interface for "Shoreline Amphitheatre" in Mountain View, CA, with location markers for Googleplex, Google Store, and Google Mountain View.

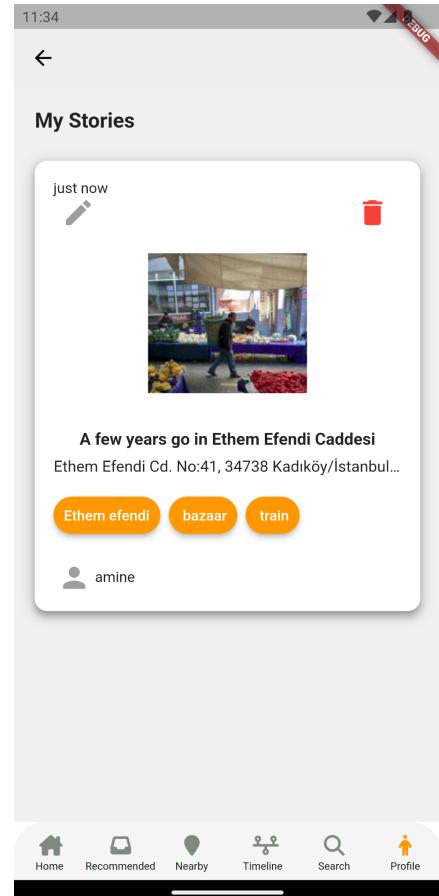
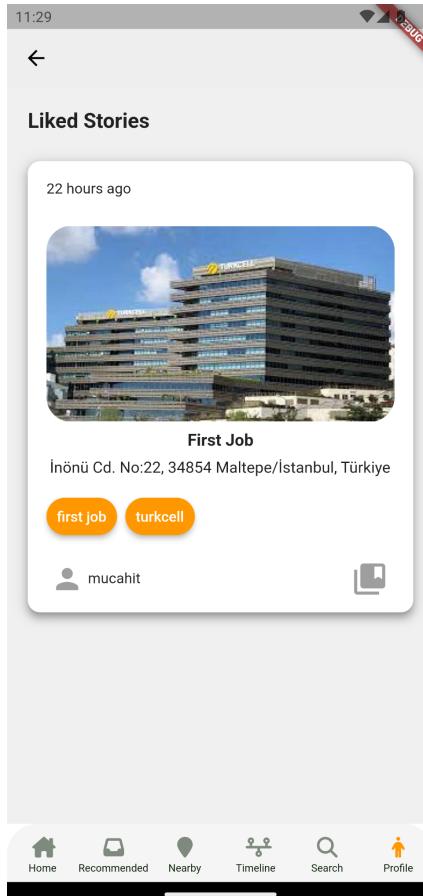
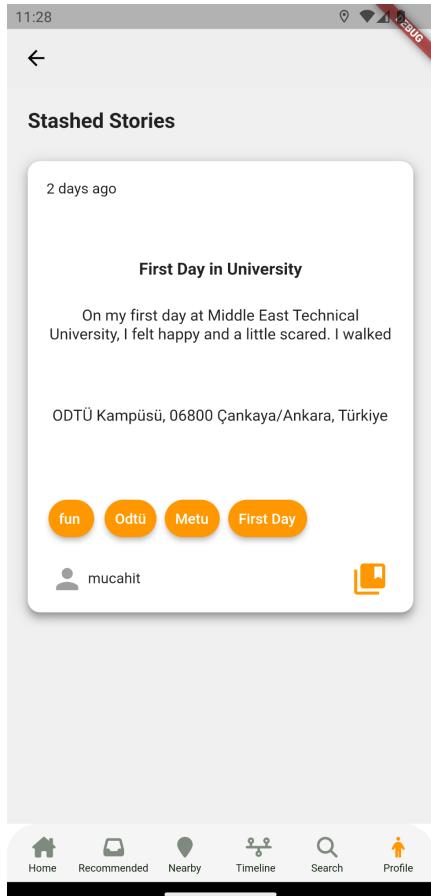




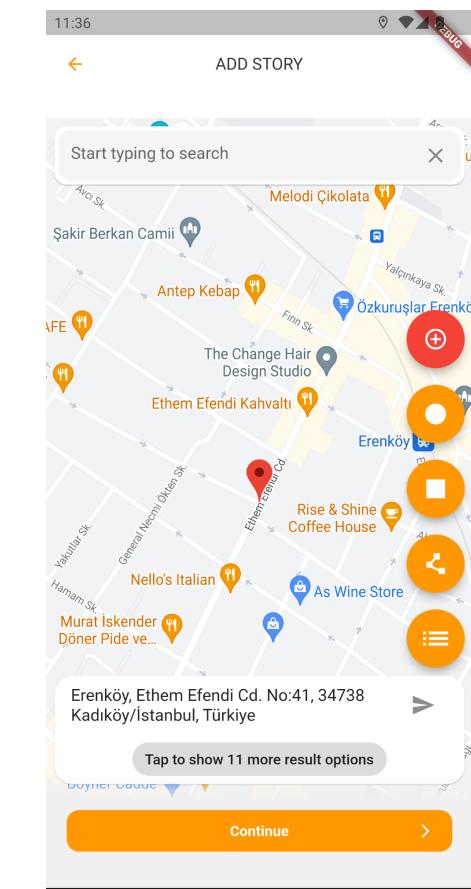
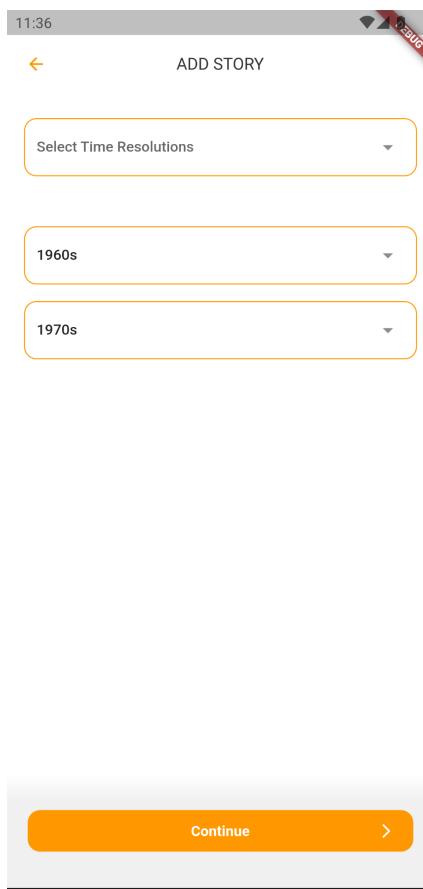
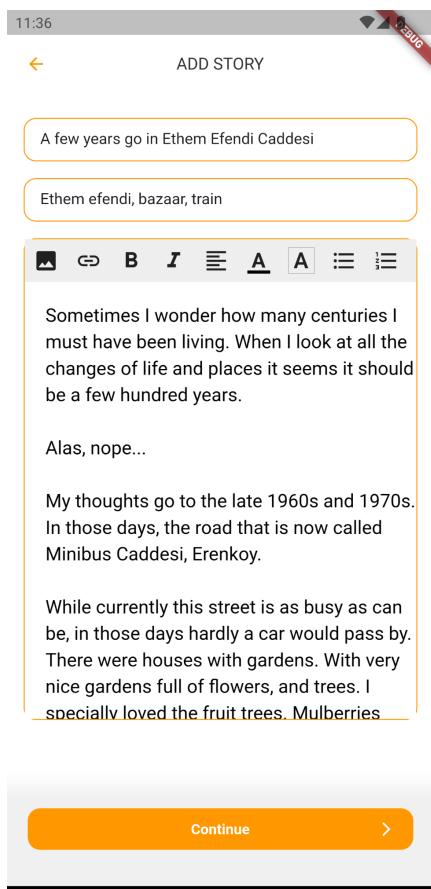
Timeline Search



Profile Page



Edit Story Steps:



Web App

- Registration Page:



Dutlukapp.

Login

Register

Register

Email:

Username:

Password:

Retype Password:

- Login Page:



Dutlukapp.

Login

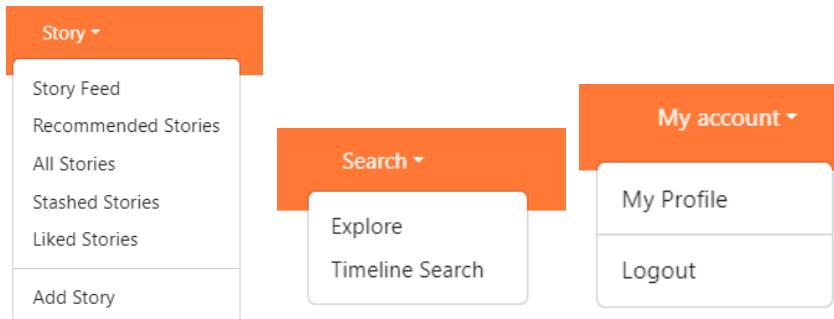
Register

Log In

Username or Email:

Password:

- Drop Menus:



- Story Card if the Author is The Current User:

 **@gorkem**
Posted: 5 minutes ago

My Childhood Summer House

📍 Sinanoba, İbrahimzade Cd. No:46, 34535 Büyükçekmece/İstanbul, Türkiye



When I was a kid, we had a summer house in Büyükçekmece. We do not call there as İstanbul. I had lot..

childhood **summer house** **Stash** **Update** **Delete** 0 ❤️ 0 🗣

In the decade of 2000s.

- Story Card if the Author is not The Current User:

 **@amine**
Posted: 15 hours ago

Grandma' House in 1990'

📍 Ortaköy, Ortaköy, 34347 Beşiktaş/İstanbul, Türkiye



Back in '90, I landed in Istanbul, ready for a grandparent reunion like no other. Their place was in...

old days **grandma** **Stash** 0 ❤️ 0 🗣

Decade: 1990s

- Story Detail Page:

The screenshot shows a story titled "First and Hard Times in Istanbul" by @maho. The story content discusses the author's first days as a labourer in Beyoğlu, mentioning long hours, fatigue, and the crowded Istiklal Street. It includes a photo of a red tram on Istiklal Street. To the right is a map of Istanbul with a red pin indicating the location of the story. Below the story is a comment from @enes.

- Comment:

Comments:

The comment section shows two comments from @enes and @gorkem. @enes commented "I can understand this story very well!" and @gorkem responded "Thank you for sharing!". There is also a placeholder for "Add Comment" and a "Submit" button.

- Story Feed Page:

The screenshot shows a story feed titled "Story Feed" by @enes. The top story is about "Beyoğlu in old Istanbul" with a photo of a busy street in the 1970s. Below it is another story from @enes. The interface includes navigation tabs for "Story", "Search", and "My account".

- Recommended Stories Page:

Dutlukapp. Story ▾ Search ▾ My account ▾

Recommended Stories

@maho Posted: 3 hours ago Recommended: 85 %

First and Hard Times in Istanbul
📍 Istiklal, 34440 Beyoğlu/İstanbul, Türkiye

The first days of a labourer in Beyoğlu: At that time, I had come from the quiet village of Adiyaman.

istanbul's dark side hard working Stash 1 ❤️ 1 ○
On the year of 2017.

@hakis Posted: 3 hours ago Recommended: 89 %

- All Stories:

Dutlukapp. Story ▾ Search ▾ My account ▾

All Stories

@maho Posted: 3 hours ago

First and Hard Times in Istanbul
📍 Istiklal, 34440 Beyoğlu/İstanbul, Türkiye

The first days of a labourer in Beyoğlu: At that time, I had come from the quiet village of Adiyaman.

istanbul's dark side hard working Stash 1 ❤️ 1 ○
On the year of 2017.

@hakis Posted: 3 hours ago

- Stashed Stories:

Dutlukapp. Story ▾ Search ▾ My account ▾

Your Stashed Stories

@enes Posted: 3 hours ago

Beyoğlu in old Istanbul
📍 Beyoğlu/İstanbul, Türkiye

The past and present of Beyoğlu: In the 1970s, Beyoğlu, located in the heart of Istanbul, was the cu.

old city days oldies but goldies Unstash 0 ❤️ 0 ○
In the decade of 1970s.

- Liked Stories:

Dutluk app. Story ▾ Search ▾ My account ▾

Stories You Liked

@enes Posted: 3 hours ago

1970's Ortaköy

Ortaköy, 34347 Beşiktaş/Istanbul, Türkiye

Once upon a time Ortaköy In the 70s, it was the heart of Istanbul, the meeting point of history and ...

old city - 1970s

In the decade of 1970s.

Stash 1 ❤ 0 ○

- Add Story Page:

Dutluk app. Story ▾ Search ▾ My account ▾

Select Location Type (You can add multiple!):

Marker Circle Polygon Polyline

Harita Uydu

Search

Locations:

Title:

Tags: + New tag

Text:

Select a time resolution which express best your story

Select Time Type ▾

Select Time Expression ▾

Add Story

- Edit Story Page:

Dutlukapp.

Story - Search - My account -

Select Location Type (You can add multiple!):

Marker Circle Polygon Polyline

Harita Uydu

Marker Circle Polygon Polyline

Search

Locations:

Marker: 1 - Sinanoba, İbrahimzade Cd. No:46, 34535 Büyükçekmece/İstanbul, Türkiye Remove

Polyline 1 - Yakuplu Mh., Dereboyu Cd No:2, 34524 Beylikdüzü/İstanbul, Türkiye - Nodes:2 Remove

Title:

Tags:

childhood summer house + New tag

Text:

When I was a kid, we had a summer house in Büyükçekmece. We do not call there as İstanbul. I had lots of friends there. Our site was cheerful but area around it was so empty. It was hard to even go to a market. We were walking 30-45 minutes for reaching a supermarket and internet cafe. Even though it was close to İstanbul, by İstanbul I mean where I live in the time being which is Bakırköy, the temperature was a couple of degrees lower. I remember watching outside temperature on car's radio. After passing the E-5's slope in Beylikdüzü (added it to the locations), the measured temperature was dropped. But that was causing snowy weather in the winter even though there were no snow in city center. There were no infrastructure for natural gas so we had fuel oiled boiler for winters. Nowadays there are natural gas and even fiber based internet. Time is changing.

Previously selected time:

In the decade of 2000s.

If you want to change the date, please select one from below.

Select a time resolution which expresses your story:

Select Time Type -

Select Time Expression -

Update Story

- Explore Stories Page:

The screenshot shows the 'Story Explore' page. At the top, there's a search bar and a 'My account' dropdown. Below the search bar is a map of Istanbul with various neighborhoods labeled. To the left of the map is a sidebar with search filters: 'Explore Query' (set to 'old Istanbul'), 'Radius (in km)' (set to 20), 'Date Type' (set to 'Select a Date Type'), 'Season' (set to 'Select a Season'), and 'Decade' (set to 'Select a Decade'). A large orange 'Explore' button is at the bottom of the sidebar.

Exploring Results

A post by user '@enes' from 3 hours ago is displayed. The title is 'Beyoglu in old Istanbul' and it includes a photo of a street scene in Beyoglu. The post has a like button and a share icon.

- Timeline Search with Results:

The screenshot shows the 'Timeline Search' page. At the top, there's a search bar and a 'My account' dropdown. Below the search bar is a map of Istanbul with a red marker indicating a specific location. To the left of the map is a sidebar with search filters: 'Radius (in km)' (set to 20), 'Use My Location' (button), 'Date Type' (set to 'Select a Date Type'), 'Season' (set to 'Select a Season'), and 'Decade' (set to 'Select a Decade'). A large orange 'Search' button is at the bottom of the sidebar.

Search Results

Three search results are shown in cards:

- Beyoglu in old Istanbul**: A photo of a street scene in Beyoglu. Description: 'The past and present of Beyoglu: In the 1970s, Beyoglu, located in the heart of Istanbul, was the cu...'. Date: [unclear].
- 1970's Ortakoy**: A photo of a riverbank scene in Ortakoy. Description: 'Once upon a time Ortakoy in the 70s, it was the heart of istanbul, the meeting point of history and ...'. Date: [unclear].
- Duman Concert**: A photo of a concert stage. Description: 'In the summer of 2015, I had the unforgettable experience of attending a Duman concert. The atmosph...'. Date: [unclear].

- Label Search Page:

The screenshot shows the 'Stories with Label: "hard working"' page. At the top, there's a search bar and a 'My account' dropdown. Below the search bar is a post by user '@maho' from 3 hours ago. The title is 'First and Hard Times in Istanbul' and it includes a photo of a busy street in Beyoglu with a red tram. Description: 'The first days of a labourer in Beyoglu: At that time, I had come from the quiet village of Adiyaman.' Tags: 'istanbul's dark side' and 'hard working'. The post has a like button (1 heart) and a share icon.

- My Profile Page:

Username: gorkem
Biography: Heyyoooooo

Photo:

Dosya Seç Dosya seçilmemi

Save photo

Biography:

Edit Biography

- Other User Profile Page:

@gorkem
Posted: 11 hours ago

Photo:

Username: maho
Biography:

Follow

maho's Stories

@maho
Posted: 3 hours ago

First and Hard Times in Istanbul

• İstiklal, 34440 Beyoğlu/İstanbul, Türkiye

Status of The Project

<i>Notation</i>	<i>Documented</i>	<i>Tested</i>	<i>Deployed</i>	<i>Completed / Not Completed</i>
R.1.2.01	✓	✓	✓	Completed
R.1.2.02	✓	✓	✓	Completed
R.1.2.03	✓	✓	✓	Completed
R.1.2.04	✓	✓	✓	Completed
R.1.1.01	✓	✓	✓	Completed
R.1.1.02	✓	✓	✓	Completed
R.1.1.03	✓	✓	✓	Completed
R.1.1.04	✓	✓	✓	Completed
R.1.1.05	✓	✓	✓	Completed
R.1.1.06	✓	✓	✓	Completed
R.1.1.07	✓	✓	✓	Completed
R.1.1.08	✓	✓	✓	Completed
R.1.1.09	✓	✓	✓	Completed
R.1.1.10	✓	✓	✓	Completed
R.1.1.11	✓	✓	✓	Completed
R.1.1.12	✓	✓	✓	Completed
R.1.1.13	✓	✓	✓	Completed
R.1.1.14	✓	✓	✓	Completed
R.1.1.15	✓	✓	✓	Completed
R.1.1.16	✓	✓	✓	Completed
R.1.1.17	✓	✓	✓	Completed
R.1.1.18	✓	✓	✓	Completed
R.1.1.19	✓	✓	✓	Completed
R.1.1.20	✓	✓	✓	Completed
R.1.1.21	✓	✓	✓	Completed
R.1.1.22	✓	✓	✓	Completed

<i>Notation</i>	<i>Documented</i>	<i>Tested</i>	<i>Deployed</i>	<i>Completed / Not Completed</i>
R.1.1.23	✓	✓	✓	Completed
R.1.1.24	✓	✓	✓	Completed
R.1.1.25	✓	✓	✓	Completed
R.1.1.26	✓	✓	✓	Completed
R.1.1.27	✓	✓	✓	Completed
R.1.1.28	✓	✓	✓	Completed
R.1.1.29	✓	✓	✓	Completed
R.1.1.30	✓	✓	✓	Completed
R.1.1.31	✓	✓	✓	Completed
R.1.1.32	✓	✓	✓	Completed
R.1.1.33	✓	✓	✓	Completed
R.1.1.34	✓	✓	✓	Completed
R.1.1.35	✓	✓	✓	Completed
R.1.1.36	✓	✓	✓	Completed
R.1.1.37	✓	✓	✓	Completed
R.1.1.38	✓	✓	✓	Completed
R.1.1.39	✓	✓	✓	Completed
R.1.1.40	✓	✓	✓	Completed
R.1.1.41	✓	✓	✓	Completed
R.1.1.42	✓	✓	✓	Completed
R.1.1.43	✓	✓	✓	Completed
R.1.1.44	✓	✓	✓	Completed
R.1.1.45	✓	✓	✓	Completed
R.1.1.46	✓	✓	✓	Completed
R.1.1.47	✓	✓	✓	Completed
R.1.1.48	✓	✓	✓	Completed
R.1.1.49	✓	✓	✓	Completed
R.1.1.50	✓	✓	✓	Completed

<i>Notation</i>	<i>Documented</i>	<i>Tested</i>	<i>Deployed</i>	<i>Completed / Not Completed</i>
R.1.1.51	✓	✓	✓	Completed
R.1.1.52	✓	✓	✓	Completed
R.1.1.53	✓	✓	✓	Completed
R.1.1.54	✓	✓	✓	Completed
R.1.1.55	✓	✓	✓	Completed
R.2.1.01	X	X	X	Not-Completed
R.2.1.02	✓	✓	✓	Completed
R.2.1.03	✓	✓	✓	Completed
R.2.1.04	✓	✓	✓	Completed
R.2.1.05	✓	✓	✓	Completed
R.2.1.06	✓	✓	✓	Completed
R.2.1.07	✓	✓	✓	Completed
R.2.1.08	✓	✓	✓	Completed
R.2.1.09	✓	✓	✓	Completed
R.2.1.10	✓	✓	✓	Completed
R.2.1.11	✓	✓	✓	Completed
R.2.1.12	✓	✓	✓	Completed
R.2.1.13	✓	✓	✓	Completed
R.2.1.14	✓	✓	✓	Completed
R.2.1.15	✓	✓	✓	Completed
R.2.1.16	✓	✓	✓	Completed
R.2.1.17	✓	✓	✓	Completed
R.2.1.18	✓	✓	✓	Completed
R.2.1.19	✓	✓	✓	Completed
R.2.1.20	✓	✓	✓	Completed
R.2.1.21	✓	✓	✓	Completed
R.2.1.22	✓	✓	✓	Completed
R.2.1.23	✓	✓	✓	Completed

<i>Notation</i>	<i>Documented</i>	<i>Tested</i>	<i>Deployed</i>	<i>Completed / Not Completed</i>
R.2.1.24	✓	✓	✓	Completed
R.2.1.25	✓	✓	✓	Completed
R.2.1.26	✓	✓	✓	Completed
R.2.1.27	✓	✓	✓	Completed
R.2.1.28	✓	✓	✓	Completed
R.2.1.29	✓	✓	✓	Completed
R.2.2.30	✓	✓	✓	Completed
R.2.2.31	✓	✓	✓	Completed
R.2.2.32	✓	✓	✓	Completed
R.2.2.33	✓	✓	✓	Completed
R.2.2.34	✓	✓	✓	Completed
R.2.2.35	✓	✓	✓	Completed
R.2.2.36	✓	✓	✓	Completed
R.2.2.37	✓	✓	✓	Completed

System Manual

Download the Word2Vec model from the following link and be sure to move this file into dutluk/dutluk_rs folder.

[WORD2VEC MODEL](#)

For Docker Desktop:

- For Windows 11 64-bit
 - Home or Pro version 21H2 or higher, or Enterprise or Education version 21H2 or higher.
- For Windows 10 64-bit
 - We recommend Home or Pro 22H2 (build 19045) or higher, or Enterprise or Education 22H2 (build 19045) or higher.
 - Minimum required is Home or Pro 21H2 (build 19044) or higher, or Enterprise or Education 21H2 (build 19044) or higher.
- WSL version 1.1.3.0 or higher is needed.
- WSL 2 feature must be enabled
- The following hardware prerequisites are required to successfully run WSL 2 on Windows 10 or Windows 11
 - 64-bit processor with Second Level Address Translation (SLAT)
 - 16GB system RAM
 - Enabled hardware virtualization in BIOS..

For Dutluk Project:

- Git has to be installed.
- Docker Desktop has to be installed.
- You need to have api keys for the external services we utilize.
- You need to have api keys for the external services we utilize.

- Your system must have at least 20GB of available storage and 16GB of RAM
- Create a file named .env in the directory dutluk/dutluk_frontend with the following content

```
POSTGRES_USER=(db username)
POSTGRES_PASSWORD=(db password)
POSTGRES_DB=(db name)
DUTLUK_DB_URL=(db url)
DB_USERNAME=(db username)
DB_PASSWORD=(db password)
REACT_APP_BACKEND_URL=http://localhost:8080
(placeholder)
REACT_APP_FRONTEND_URL=http://localhost:3000
(placeholder)
JWT_SECRET_KEY=(placeholder)
REACT_APP_GOOGLE_MAPS_API_KEY=(placeholder)
TOKEN_EXPIRATION_HOUR=(in how many hours you
want the token to expire)
IMGUR_CLIENT_ID=(imgur api key)
REC_URL=http://localhost:8000 (placeholder)
REC_ENGINE_STATUS=true (whether rec engine is
active or not)
```

- Create a file named .env in the directory dutluk/dutluk_rs with the following content:

```
PINECONE_API_KEY=(pinecone api key)
ENVIRONMENT=(placeholder)
PROJECT_INDEX=(placeholder)
```

- Finally run the following commands to build and run the application on your machine:

```
sudo su -
apt-get update
apt-get install docker-compose
apt-get install git
git clone
https://github.com/enshkn/BOUN-SWE-574-Fall-23-G
2
git checkout
cd
```

```
BOUN-SWE-574-Fall-23-G2/dutluk/dutluk_frontend/
nano .env (paste the necessary env variables
here)
cd .. (return to the dutluk/ directory)
cd dutluk_rs/
nano .env (also paste the necessary env
variables(PINECONE_API_KEY, ENVIRONMENT, PROJECT_I
NDEX here)
cd .. (return to the dutluk/ directory)
docker compose up --build -d
```

User Manual

Mobile App:

When a user first downloads the application and installs it, they will land on a login/register page. If they don't have an account, users can register via the Register page with their username, email address and a password. After registering the application, they will go to the login page and write their credentials. If their credentials are wrong, they will see a toast message explaining what went wrong. If their credentials are correct they will land on the Home page which consists of two tabs: Recent Stories and Activity Feed page. In the Recent Stories tab, users will see all the stories that have been posted in the last 7 days. In the activity page, they will see the stories based on the people who have followed. When it is their first time using the application, the Activity Feed page will be empty, but they can still view stories in the Recent Stories page. Users can like stories on the main pages where they can do so from all the bottom navigation pages. If the user wants to view the stories based on the labels they see on the stories, they simply have to click on the labels on the story card and users will see all the stories with the same label. Users can view story details in the home page by clicking on the story cards. When they enter the story detail page, they will see all the details about the stories which includes the author, like count, whether it has been liked by the user, story time information, location or locations of the story that has been taking place, labels of the story, story itself, and comment area. Users can like the stories in the story detail page and they can also leave comments on the story detail page as well. If they want they can follow the author of the story by clicking on the author's name and going to the author page. They can click on the follow button to follow the user. If they are already following the user, they can click on the unfollow button to

unfollow the user. When they follow a user, they will see the following users' stories on the activity feed. In the user profile page, users can see whether they have followed them, the user' stories, followers and followed people's. In every page where there is a story card, users can save/stash a story to read them later. On the top right corner of the home page and every other bottom navigation page, there is an add story button where users can enter a story. When a user clicks on the add story page, they will first land on a story information page where they have to enter story title, labels to the stories, write their stories and choose pictures from their gallery, after completing this page, users will continue with time resolution page where they have to choose a time resolution type such as exact date, exact date with time, exact date range, decade, decade range, year and fill the areas. After completing the time resolutions they will continue with choosing location or locations from the map. With the map, users can choose a location or multiple locations with the multiple location button. Users can also draw polylines and polygons on the map by choosing the respected buttons from the right side. If the user wants to enter a radius location, they will need to click on the circle button from the right and then enter the radius and click on save icon right next to the radius area and after that choose the location they want to. When the users complete choosing a location from the map, if there is a change they want to make, they can click on the button from the end of the right side and delete the location they want to. If the users are done with the location information, users have to click on the save button and finally add their stories. After discovering the home page, users can go to the recommended stories page from the bottom tab where they will see the stories based on their liked stories. From the bottom tab, users can go to the Nearby Stories where they will see all the stories that have taken place in their current location with a default radius of 10km. If the user wants to change the radius of coverage, they can change it via the radius text area on the tab of the Nearby Stories page. From the bottom navigation bar, users can search stories via search by or search filter. In the search filter, users can enter title, choose location from the map, choose time variants and the result will show the combination of all the stories that included the selected filter. From the bottom tab, users can go to the timeline search page where users can search stories via search by or search filter. In the timeline search filter, users can enter title, choose location from the map, choose time variants and the result will show the intersection of all the stories that included the selected filter. In the timeline search view, stories are ordered based on the decade information of the stories. In the profile tab, on top of the page there

is a profile icon where users can update their profile page, they can change their biography or profile picture. In the profile page, users can view their liked stories, stashed stories, and their own stories. In their stories under 'My stories' page, users can edit or delete their stories. When a user clicks on the edit button indicated by a pencil icon, they will see the exact page like an add story page with their story information filled. They can change whatever information they want and continue, and when they are done they can save their stories.

Web app:

When a user first launches the Dutluk web site, he/she will be faced with our main page which shows a QR image containing the logo inside. QR link redirects users to download the mobile app. On the navigation bar, register and login options are available for clicking.

Registration:

In order to access the application's features, users can register from the registration page. For that purpose, they should fill e-mail, username, password and retype password fields. System checks whether the re-typed password is the same as the password field. If they do not match, an error message pops under the navigation bar. Please note that a username or an e-mail address can be only used for once. If they already exist on the system, another error message was shown. If any of the errors are triggered and the registration was performed successfully, a success message was shown to the user and the page is redirected to the login page.

Login:

For login, a user can use either his/her email address or username. If the user identifier is not found, an error message will be shown. If the user with a specific identifier presents but the password does not match, another error message pops up. The user can access the system by giving the right credentials. After getting a success message, the user is redirected to the all stories page.

Story Feed:

Story feed page contains stories from the users followed by the logged in user. This page is accessible from the story drop list item on the navigation bar. Changing follow status will change the results seen on that page.

Follow - Unfollow Feature:

A user can follow or unfollow a profile. This interaction will change story feed results. For this purpose, a user can visit a profile by simply clicking on the author name. This will redirect the user

to the profile page of that specific user. Changing the following status will update the name of the button. If a user is already following a profile, the button will show the “unfollow” option. For details about the profile page, please refer to the related section.

Recommended Stories:

Recommendation page is accessible under the story drop list item on the navigation bar. This page contains results gathered from Karadut which is our recommendation engine. It extracts the user's taste vector depending on the interaction of the user. For detailed information about Karadut, please refer to the related section. On this page, the percentage of the vector matching with a specific story was shown on the story card. New interactions trigger Karadut and this percentage is changed accordingly. Results are shown on this page depending on this percentage in descending order.

All Stories:

All stories page is accessible under the story drop list item on the navigation bar. It will load all the stories depending on their creation date. This means most recently created stories will appear on top. Users can explore stories manually using this page.

Stashing and Unstashing a Story:

Users can stash stories for reading later or just for saving them without triggering like count. To stash a story, one should click on the stash button on the story listing card. This card is used in all of the listing pages. Clicking a stash button will change the stash button naming. The user can understand whether he or she stashed the story before or not. A stashed story's button will only show “unstash” option.

Stashed Stories:

Stashed stories page is accessible under the story drop list item on the navigation bar. This page only shows stashed stories. The user can access story details by clicking the title or change stash status on the page by clicking “unstash” button.

Liking or Unliking a Story:

Liking a story is available on the story detail page. Users can like stories which will trigger Karadut and change their taste vector accordingly. This action will also add or extract the related story from the liked stories page. To like a story, one should click on the like button on the story detail page. This page is accessible through clicking the title of a story. Clicking a like button will change the like button naming. The user can understand whether he or she liked the story before or not by looking at the current naming of the button. A liked story's button will only show an “unlike” option. Like count will be updated automatically.

Liked Stories:

Liked stories page is accessible under the story drop list item on the navigation bar. This page contains stories liked by the user. Unliking a story will extract it from the list.

Adding a Story:

Add story page is accessible both using the float button on the right bottom corner or under the story drop list item on the navigation bar. Clicking one of those will redirect the user to the page. On this page, the floating button will disappear. On the top, four location options are available with segmentation; marker, circle, polygon and polyline. Marker is the default selected one. With marker selection, when clicked on a location on the map, a marker will appear on the map and the gathered location name will be listed below. Remove option is available for every location selected. If the circle option is selected, a slider with a default value of 5 km will be shown. Resolution for the slider steed to 0.01 km. Even though the slider's maximum range is 99 km, users can increase the value by typing manually in the input field under the slider. Changing the slider will affect the value on the input field. Following selecting the radius, the clicked location on the map will be the center and radius will be the predetermined value on the input field. If the polygon is selected, a disabled approve button is shown to the user. Selecting at least 3 locations on the map enables the button and after clicking approve, the polygon is saved to the locations list below showing the first point's name. If the polyline is selected, a disabled approve button is shown to the user. Selecting at least 2 locations on the map enables the button and after clicking approve, the polyline is saved to

the locations list below showing the first point's name. A search box is located under the map to allow users to search a location on the map. At least selecting one location is required to post the story. Under the locations, the title input field is located. Following that, the tag feature is located. Tag feature allows adding a tag when clicked on a button with a dashed line. When clicked, the button turns to an input field. If the user does not write anything and press enter or click another location in the page input field turns to the button again and nothing is saved. If the user writes anything and press enter or click another location in the page, the written part is saved as a tag. Double clicking on a previously saved tag allows editing the saved value. The user can add other tags by clicking on the same button. Adding a tag is not required. Under that, the text input field which will contain the body of the story is located. In this text field, the user can edit the style of the text and add a picture or a link is also available. This is a required field. Lastly, the user sees date time picker options. For the first selection group which is time type, the user should decide if the story time is a point in time or an interval. After that, the user should select a time expression which can be moment, day, month with year, season with year, year, decade and decade with season.

Selecting

interval on the time type will enable 2 input areas. Selecting time expressions will change the requested inputs in the box. This is a required field. The user who filled the required fields can post the story successfully. If not, an error message will be popped on top.

Editing a Story:

Editing feature is available for the posted stories. If the user is the author of the story, the edit story button will appear on the card of the story. Clicking it will redirect the user to the edit story page. The values previously posted are added to the input fields and locations can be deleted and new locations can be added as described on the add story page. Previously selected time is also projected to the form and if the user does not select a new date from the picker, the previous one is kept. If a new time is selected, the old one is deleted and a new one takes its place. The other fields are as described on the add story page. Please examine the add story page for further information.

Deleting a Story:

Deleting feature is available for the posted stories. If the user is the author of the story, the delete story button will appear on the card of the story. Clicking it will delete the story and redirect the user to the same page to show an updated list.

Reading a Story:

To view a story, the user can click on the title of the story. This action will redirect him or her to the story detail page. In this page the title is at the top. On the same line the user can see likes and comments counts of the story with the time passed after its creation date. Under the title, tags are located. Clicking one of the tags will redirect to the tag search page which will show results containing the same as the clicked tag. On the same line, near the map, users can find the like button which will trigger the like feature. Under this area a verbal expression of the selected time is shown. Following that, the story body can be found. On the right side of the page, a map containing location drawings processed by the user and the locations addresses gathered are shown. At the bottom of the page, the comment section can be viewed and used. For detailed information about the comment feature, please review the comment section.

Commenting on a Story:

Commenting on a story is available on the bottom of the story detail page. Users can write comment text and post it. Posted comments are located under the story. Liking a comment is available. If the like button is filled, the user can understand he or she has already liked the comment. Clicking on a filled like icon allows the user to unlike the comment. If the user is the author of the comment, a delete icon which will delete the specific comment will be visible.

Using Label Search Feature:

For using the label search feature, the user can click one of the labels either on the story card or in the story detail page. Clicking a specific tag gives results of stories containing the same tags.

Explore Feature:

Explore feature page is accessible under the search drop list item on the navigation bar. It is designed to help users to find stories with the values they entered. It is different from search because each entered value's results will be combined and the gathered list is shown on the bottom of the page. Available inputs in this section are query, geolocation with a point, date type, season and decade. Results will be shown with story card structure.

Timeline Search Feature:

Timeline Search page is accessible under the search drop list item on the navigation bar. This part is similar to the explore page but in this feature the results are the combination of the inputs. This page also allows users to use their own geolocation if their browser allows it. Other than that the user can select a specific location and see the stories in a specific radius in chronological order. Results are presented in a carousel structure and the user can view details by simply clicking on the title of a story.

My Profile Page:

My profile page is accessible under the my account drop list item on the navigation bar. In this page users can change their profile photo and edit their biography. Please note that only .jpeg files are allowed to upload. At the bottom of the page, stories published by the user can be found in story card structure. In those cards, update and delete buttons will be present since the user is the author of all stories listed.

Other User Profiles:

By clicking an author's name, users can access their profile page. In a profile page the user can see a profile picture and biography. Users can choose to follow or unfollow the profile. For further explanation about the following feature please examine related fields. On those pages, stories published by the author are also shown in story card structure. The user can choose to stash a story by clicking on the button the related story's card.

Logout:

Logout feature is accessible under the my account drop list item on the navigation bar. Clicking the logout button redirects users to the homepage and deletes their stored id and cookie.

Recommendation:

The page that users can trigger on applications to use the recommendation engine is the Recommend Stories page.

Apart from that, all calculations made by Karadut are done in the background and automatically. These calculations and triggering mechanisms are as follows:

- When a story is created, the vector expression details of that story are automatically created and saved in the vector db as described in the Executive Work section. During the insertion process, this created vector is given the same id as the story id and the number of words accepted as tokens by the model as metadata. The triggering mechanism for this task is the creation of the story.

Vector values and token_count metadata are updated when the story of the previously created vector expression whose vector value is calculated is updated. The trigger mechanism for this task is the update of the story.

When a story is deleted from the app, the vector value of that story is deleted from the vector db. The trigger mechanism for this task is deletion of the story.

When a user likes a story, the processes that occur are divided into two. If the liked story is the first story liked by that user in the application, the vector expression value of the story is assigned to the user-taste vector of the user, the id of the user-taste vector is the same as the user id, and at the same time the metadata is kept as metadata how many stories the user has liked until then. If the liked story is not the first story that the user liked, in other words, if the user has liked a story before, the vector value of the liked story is weighted by taking into account the userWeight value with the user-taste vector and thus the user-taste vector is updated. In the case of unliking, the same process is reversed, as a corner case, if the user unlikes the last story they liked, all values in the user-taste vector are reset to zero.

When the user taste vector is updated, that is, after like and unlike operations, the story-recommend function is called by the backend. The id information of the stories that will not be recommended in the call process also comes as a parameter. The recommendation function calculates the similarities of the stories stored in the db according to the user's user vector and whose id is not included in the excluded_id by comparing their vector values with the user-vector

value, and makes a recommendation by sorting the stories with high similarity as above and returning the similarity percentages.

Karadut works asynchronously in all these operations. Each request coming to the system is first recorded and queued and directed to the relevant function according to the work status. In this way, a more robust and reliable backend structure is obtained.

Test Results(Web App)

Testing Framework and Tools

React Testing Library and Jest: Our primary tools for unit testing. React Testing Library facilitates rendering React components in a test environment, while Jest provides a comprehensive framework for writing and executing tests.

Axios Mocking: Used to mock HTTP requests, allowing us to simulate interactions with the backend.

React Router Mocking: We use mocked versions of navigation functions from react-router-dom to test navigation-related functionality without actual page transitions.

Testing Methodology

Component Isolation: Each test focuses on a single component, ensuring that tests are specific and targeted.

Mocking Dependencies: External dependencies, such as API calls and routing, are mocked. This allows us to control and test the behavior of components under various conditions.

Simulating User Interaction: Tests often involve simulating user interactions like clicks, input entry, and form submissions to ensure that components respond correctly to user actions.

Testing Asynchronous Behavior: For components that involve asynchronous operations (like API calls), tests ensure that these operations are handled properly.

Verifying Outcomes: Each test verifies that the component behaves as expected, checking things like state changes, API call parameters, and navigation actions.

Test Coverage

Our unit tests cover a broad range of functionalities within the application such as Form submissions and validation, Navigation and routing, State management and context usage, Interaction with APIs and data handling

Frontend Test Results:

All Stories Page Unit Test

```
PASS src/Test_Frontend/AllStories.test.js
  AllStories Component
    ✓ renders without crashing (100 ms)
    ✓ displays stories when API call is successful (122 ms)
    ✓ displays an error message when API call fails (111 ms)
```

Followed User Stories Unit Test

```
PASS src/Test_Frontend/FollowedUserStories.test.js
  FollowedUserStories
    ✓ renders without crashing (214 ms)
    ✓ displays stories when request succeeds (44 ms)
    ✓ displays error message when request fails (96 ms)
```

```
Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        5.114 s, estimated 11 s
```

Login Page

```
PASS src/Test_Frontend/login.test.js
  LoginComponent
    ✓ submits the login form correctly (260 ms)

Test Suites: 1 passed, 1 total
Tests:       1 passed, 1 total
Snapshots:   0 total
Time:        5.005 s
```

Profile Page

```
PASS src/Test_Frontend/profile.test.js
  Profile Component
    ✓ renders the profile component correctly (117 ms)

Test Suites: 1 passed, 1 total
Tests:       1 passed, 1 total
Snapshots:   0 total
Time:        4.834 s
```

Recommended Page

```
PASS src/Test_Frontend/Recommended.test.js
  Recommended Component
    ✓ renders without crashing (205 ms)
    ✓ displays stories when API call is successful (35 ms)
    ✓ displays an error message when API call fails (129 ms)
```

Register Page

```
PASS src/Test_Frontend/Register.test.js
  RegisterComponent
    ✓ submits the registration form correctly (294 ms)

Test Suites: 1 passed, 1 total
Tests:       1 passed, 1 total
Snapshots:   0 total
Time:        5.839 s
```

Story Detail

```
PASS src/Test_Frontend/StoryDetail.test.js (6.178 s)
  StoryDetails Component
    ✓ renders and fetches story details (323 ms)
    ✓ allows submitting a comment (139 ms)

Test Suites: 1 passed, 1 total
Tests:       2 passed, 2 total
Snapshots:   0 total
Time:        7.474 s, estimated 15 s
```

Story Search

```
PASS src/Test_Frontend/StorySearch.test.js
  StorySearch Component
    ✓ renders StorySearch component (232 ms)
    ✓ allows the user to enter a search query (43 ms)
    ✓ handles the search button click (133 ms)

Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        5.214 s
```

Timeline Search

```
PASS src/Test_Frontend/TimeLineSearch.test.js
  TimelineSearch Component
    ✓ renders without crashing (239 ms)
    ✓ handles state changes for input fields (47 ms)
    ✓ makes an API call on search and handles the response (29 ms)
    ✓ handles geolocation and sets user location (44 ms)

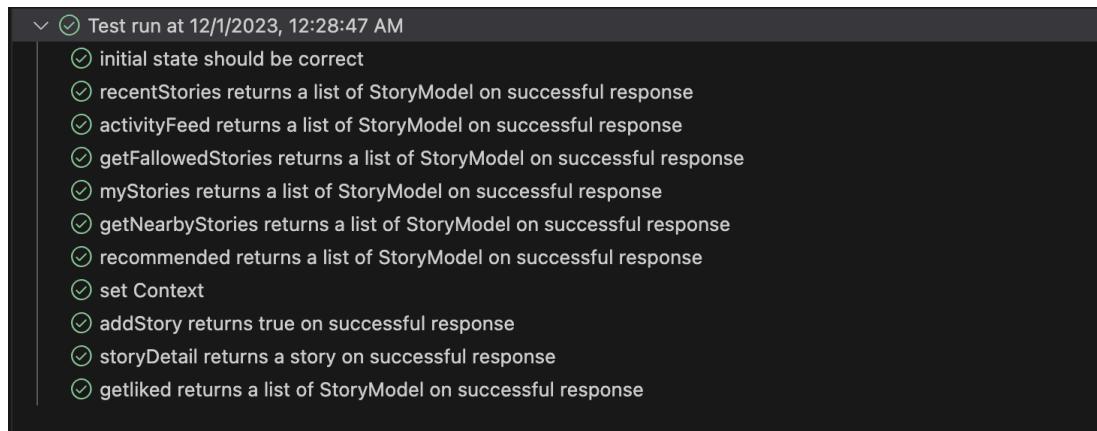
Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        6.076 s
```

Frontend Mobile Test Results

For mobile app testing is conducted through Firebase releases. We test the mobile app on our android phones and check the features functionalities.

Unit test are written with the help of Flutter Test component. For creating mock datas flutter Mockito library is used. Tests are conducted for the logic level for each functionality which they test for story level, auth level and profile level functionalities.

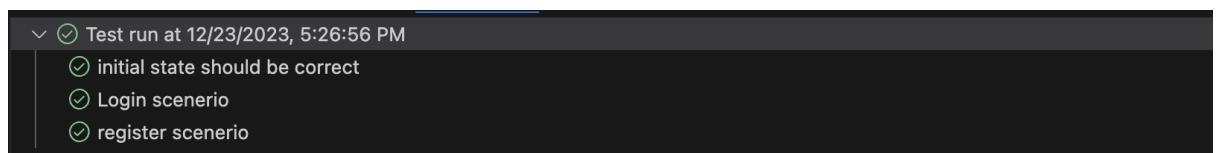
Story Level Unit Tests:



A screenshot of a terminal window displaying a list of unit test results. The results are shown in a tree-like structure with a dark background and light-colored text. The root node is a collapsed section starting with "Test run at 12/1/2023, 12:28:47 AM". Expanding this section reveals 13 individual test cases, all of which have passed, indicated by a green checkmark icon.

- ✓ Test run at 12/1/2023, 12:28:47 AM
 - ✓ initial state should be correct
 - ✓ recentStories returns a list of StoryModel on successful response
 - ✓ activityFeed returns a list of StoryModel on successful response
 - ✓ getFollowedStories returns a list of StoryModel on successful response
 - ✓ myStories returns a list of StoryModel on successful response
 - ✓ getNearbyStories returns a list of StoryModel on successful response
 - ✓ recommended returns a list of StoryModel on successful response
 - ✓ set Context
 - ✓ addStory returns true on successful response
 - ✓ storyDetail returns a story on successful response
 - ✓ getliked returns a list of StoryModel on successful response

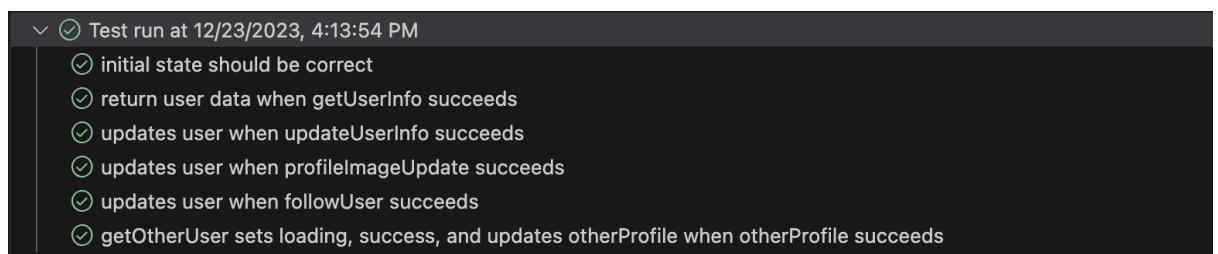
Auth Level Unit Tests:



A screenshot of a terminal window displaying a list of unit test results. The results are shown in a tree-like structure with a dark background and light-colored text. The root node is a collapsed section starting with "Test run at 12/23/2023, 5:26:56 PM". Expanding this section reveals 4 individual test cases, all of which have passed, indicated by a green checkmark icon.

- ✓ Test run at 12/23/2023, 5:26:56 PM
 - ✓ initial state should be correct
 - ✓ Login scenerio
 - ✓ register scenerio

Profile Level Unit Tests:



A screenshot of a terminal window displaying a list of unit test results. The results are shown in a tree-like structure with a dark background and light-colored text. The root node is a collapsed section starting with "Test run at 12/23/2023, 4:13:54 PM". Expanding this section reveals 8 individual test cases, all of which have passed, indicated by a green checkmark icon.

- ✓ Test run at 12/23/2023, 4:13:54 PM
 - ✓ initial state should be correct
 - ✓ return user data when getUserInfo succeeds
 - ✓ updates user when updateUserInfo succeeds
 - ✓ updates user when profileImageUpdate succeeds
 - ✓ updates user when followUser succeeds
 - ✓ getOtherUser sets loading, success, and updates otherProfile when otherProfile succeeds

Backend:

User Service:

✓ ✓ UserServiceTest	1 sec 368 ms
✓ testFindByUsernameAndPassword_userNotFound()	1 sec 146 ms
✓ testAddUser()	8 ms
✓ testFindAll()	7 ms
✓ testFindByUsernameAndPassword_validCredentials()	5 ms
✓ testFindByUserId_existingId()	7 ms
✓ testFindByUsernameAndPassword_invalidPassword()	4 ms
✓ testGenerateUserToken()	6 ms
✓ testValidateTokenizedUser()	176 ms
✓ testFindByUserId_nonexistentId()	4 ms
✓ testFindByUserToken()	5 ms

Recommendation Service:

✓ ✓ RecommendationServiceTest	985 ms
✓ likedStory_Successful()	666 ms
✓ recommendStory_Successful()	131 ms
✓ testEndpoint_WhenKaradutIsOnline()	6 ms
✓ testEndpoint_WhenKaradutIsOffline()	5 ms
✓ dislikedStory_Successful()	6 ms
✓ vectorizeRequest_Successful()	166 ms
✓ vectorizeEditRequest_Successful()	5 ms

Comment Service:

✓ ✓ CommentServiceTest	142 ms
✓ testLikeComment_NonExistingCommentId()	136 ms
✓ testLikeComment_ExistingCommentId()	4 ms
✓ testCreateComment()	2 ms

Story Service:

✓ ✓ StoryServiceTest	265 ms
✓ testSearchStoriesWithMultipleDate()	172 ms
✓ removeHtmlFormatting()	3 ms
✓ testCreateStory()	38 ms
✓ testSearchStoriesWithSingleDate()	5 ms
✓ testSearchStoriesWithQuery()	5 ms
✓ testSearchStoriesWithLocation()	6 ms
✓ testEditStory_SuccessfulEdit()	3 ms
✓ testFindFollowingStories()	7 ms
✓ testLikeStory()	5 ms
✓ testEditStory_UserMismatch()	4 ms
✓ testSearchStoriesWithDecade()	5 ms
✓ testGetStoryByStoryId()	5 ms
✓ testSearchStoriesWithSeason()	4 ms
✓ testFindAllStoriesByUserId()	3 ms

Date Service:

✓ ✓ DateServiceTest	12 ms
✓ dateToStringBasedOnFlags()	1 ms
✓ incrementDateByOneMonth()	
✓ timeAgo()	7 ms
✓ convertToStartDate()	1 ms
✓ convertToEndDate()	
✓ stringToDate()	1 ms
✓ incrementDateByOneYear()	1 ms
✓ incrementDateByOneDay()	1 ms

Integration Service:

✓ ✓ IntegrationServiceTest	61 ms
✓ testMobileCheckWithNonDartUserAgent()	59 ms
✓ testMobileCheckWithDartUserAgent()	1 ms
✓ testMobileCheckWithHttpStatusWithDartUserAgent()	1 ms

Recommendation Engine Tests:

Karadut has 6 classes, 25 custom functions used in a total of 8 endpoints. 14 of the 25 custom functions do not work with any JSON request, while the others are functions that require an external JSON request. For the 14 functions in the first group, test scenarios were written using the Python unittest library and tests were performed by specifying the expected values for each test scenario 32 test cases of these 14 functions were run. Below is a screen photo of the results of these tests.

```
Ran 32 tests in 0.006s
```

```
OK
```

```
Process finished with exit code 0
```

and for the functions in the second group, postman tests were performed and the **results were reported in the comments sections of the relevant issues**. All endpoints were also tested with postman tests. **These tests covered all the functions and modules (endpoints) in this benchmark.** All issues opened for test scenarios are presented in the table below. In each issue, the commit information of the scenario created for the test is referenced. Again, test results are included in the comment sections of the relevant issues.

issue #	Title	tags	assignee	Date	URL
487	Unit test for list_to_string function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:42:18.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/487
488	Unit test for generate_id_with_prefix function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:43:21.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/488
489	unit test for generate_ids_with_prefix function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:44:10.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/489
490	Unit tests for parse_id_with_prefix and parse_ids_with_prefix_for_lists functions	test, rec.engine-Karadut	enshkn	2023-12-25T07:45:05.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/490

issue #	Title	tags	assignee	Date	URL
491	Unit test for story_parser function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:45:54.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/491
492	Unit test for text_processor function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:46:46.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/492
493	Unit test for tokenizer function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:47:26.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/493
494	Unit test for upsert function	test, rec.engine-Karadut	enshkn	2023-12-25T07:48:12.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/494
495	Unit test for upsert_for_empty_list function	test, rec.engine-Karadut	enshkn	2023-12-25T07:49:00.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/495
496	Unit test for weighted_vectorising function	test, rec.engine-Karadut	enshkn	2023-12-25T07:49:36.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/496
497	Unit test for update_story_vector function	test, rec.engine-Karadut	enshkn	2023-12-25T07:50:15.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/497
498	Unit test for update_user_vector function	test, rec.engine-Karadut	enshkn	2023-12-25T07:50:59.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/498
499	Unit test for user_like_unlike_parser function	test, rec.engine-Karadut	enshkn	2023-12-25T07:51:34.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/499
500	Unit test for vector_fetcher function	test, rec.engine-Karadut	enshkn	2023-12-25T07:52:16.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/500
501	Unit test for story_user_vectors_fetcher function	test, rec.engine-Karadut	enshkn	2023-12-25T07:53:01.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/501
502	Unit test for single_vector_fetcher function	test, rec.engine-Karadut	enshkn	2023-12-25T07:53:48.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/502
503	Unit test for list_to_npyarray function	test, rec.engine-Karadut	enshkn	2023-12-25T07:54:28.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/503

<i>issue #</i>	<i>Title</i>	<i>tags</i>	<i>assignee</i>	<i>Date</i>	<i>URL</i>
504	Unit test for like_story_operations function	test, rec.engine-Karadut	enshkn	2023-12-25T07:55:00.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/504
505	Unit test for unlike_story_operations function	test, rec.engine-Karadut	enshkn	2023-12-25T07:55:41.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/505
506	Unit test for unlike_story_operations function	test, rec.engine-Karadut	enshkn	2023-12-25T07:56:18.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/506
507	Unit test for recommendation_parser function	test, rec.engine-Karadut	enshkn	2023-12-25T07:56:52.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/507
508	Unit test for user_recommender function	test, rec.engine-Karadut	enshkn	2023-12-25T07:57:33.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/508
509	Unit test for story_recommender function	test, rec.engine-Karadut	enshkn	2023-12-25T07:58:17.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/509
510	Unit test for create_empty_float_list function	test, rec.engine-Karadut	enshkn	2023-12-25T07:59:00.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/510
511	Unit test for token_counter function	test, rec.engine-Karadut	enshkn	2023-12-25T07:59:40.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/511

Demo Videos:

Demo videos for the project can be found here:

https://drive.google.com/drive/folders/1ijp4tsGYACBmO2CTTfH0mcEGY_s_BVU4?usp=sharing

Individual Contributions

Team Member: Mücahit Uğur

Executive Summary:

I focused on several key areas of development for the web application. My primary role was in the front-end development, where I worked on the first version of the time resolution feature. This feature was essential for the application's scheduling functionality.

Additionally, I contributed to UI enhancements, including fixing issues on the story page. This task was important for improving the user experience.

I also created unit tests for the front-end to ensure the stability and functionality of our application. This was crucial for maintaining the quality of the software.

Apart from front-end tasks, I addressed some backend issues. Specifically, I worked on enhancing the search and timeline search functions to support various date types, improving the application's overall search capability.

1. Requirements Fulfilled

1.1. Time Resolution

Req.Nu	Requirement	Status
R.1.1.20	When creating a story for the app, the time type of the story shall be determined by the user.	Done
R.1.1.21	The time dimension shall be able to point to an exact time on the timeline.	Done
R.1.1.22	The time dimension shall point to an interval on the timeline.	Done
R.1.1.23	The time dimension shall be specified as a specific moment.	Done
R.1.1.24	The time dimension shall be a specific day.	Done
R.1.1.25	The time dimension shall be able to be specified as a specific season of a specific year.	Done
R.1.1.26	The time dimension shall be able to be specified as a specific year.	Done
R.1.1.27	The time dimension shall be able to be specified as a specific decade.	Done

<i>Req.Nu</i>	<i>Requirement</i>	<i>Status</i>
R.1.1.20	When creating a story for the app, the time type of the story shall be determined by the user.	Done
R.1.1.36	All story posts shall have and date or date-time information according to the user time type preferences.	Done

Description: Users should be able to select time resolution when they create story. For this reason, time resolution is created at Add Story Page of Web app.

Issues:

[Time resolutions should be fixed for web app](#) (#84)

[Fixing Decade Selection](#) (#199)

[Exact Date Time Issue](#) (#200)

[Invalid Value Time Error](#) (#206)

Pull Request:

[end date requirement fixed , closes issue 100](#) (#158)

[Time resolution selection is added.](#) (207)

Explanation of Code

I've refactored the code to introduce a dynamic interface using conditional rendering based on a new state variable, "timeResolution". Initially, the UI had static date pickers for start/end times and selectors for season and decade. Now, I've added a "timeResolution" dropdown which determines the UI elements displayed. The rendering of the date pickers and selectors is conditional, changing based on the "timeResolution" value. This enhancement makes the UI more interactive and user-friendly, showing only relevant fields to reduce clutter.

1.2. Unit Tests for Frontend

Req.Nu	Requirement	Status
R.2.2.37	Unit test shall be done for login page.	Done
R.2.2.38	Unit test shall be done for register page.	Done
R.2.2.39	Unit test shall be done for all stories page.	Done
R.2.2.40	Unit test shall be done for profile page.	Done
R.2.2.41	Unit test shall be done for followed user stories page.	Done
R.2.2.42	Unit test shall be done for recommended page.	Done
R.2.2.43	Unit test shall be done for story detail page.	Done
R.2.2.44	Unit test shall be done for story search page.	Done
R.2.2.45	Unit test shall be done for time line search page.	Done

Description: Our application's frontend should be tested.

Issues:

[Followed User Stories Unit Test \(#593\)](#)

[All Stories Unit Test \(#579\)](#)

[Login Page Unit Test \(#445\)](#)

[Register Page Unit Test \(#447\)](#)

[Profile Page Unit Test \(#455\)](#)

[Recommended Page Unit Test \(#526\)](#)

[Story Detail Unit Test \(#527\)](#)

[Story Search \(#516\)](#)

[Timeline Search Unit Test \(#576\)](#)

Pull Request:

[Followed User Unit Test Pull Request \(#593\)](#)

[Timeline Search Unit Test Fixed Pull Request \(#583\)](#)

[All Stories and Timeline Search Unit Test Pull Request \(#580\)](#)

[Recommended Page Unit Test Pull Request \(#570\)](#)

[Story Detail Unit Test Pull Request \(#530\)](#)

[Story Search Unit Test Pull Request \(#517\)](#)

[Profile Page Unit Test Pull Request \(#456\)](#)

[Login Page Unit Test Pull Request \(#446\)](#)

[Register Page Unit Test Pull Request \(#431\)](#)

Explanation of Code

I primarily utilize React Testing Library and Jest for unit testing. I use React Testing Library to render React components in a test environment, while Jest provides me with a comprehensive framework for writing and executing tests. For mocking HTTP requests, I rely on Axios Mocking, which allows me to simulate interactions with the backend effectively. Additionally, I use mocked versions of navigation functions from react-router-dom for testing navigation-related functionality, without the need for actual page transitions.

2. Closed Issues

NO	TITLE	URL
53	Change of endpoints on react frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/53
84	Time resolutions should be fixed for web app	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/84
91	Web app frontend design fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/91
100	Required end time selection in the web app	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/100
101	liked stories page should be added to the mobile app	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/101
126	likes stories completed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/126
158	end date requirement fixed , closes issue 100	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/158
183	Fixed the margins of the form elements	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/183
184	Button Ui Fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/184
199	Fixing Decade Selection	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/199
200	Exact Date Time Issue	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/200

206	Invalid Value Time Error	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/206
207	Time resolution selection is added.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/207
210	Implement nginx on docker deployment to access the dutluk frontend without a port number	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/210
219	profilePhoto is null on login API	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/219
250	Comment like api call not working on react frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/250
251	Like API Fixed at Frontend. Closes #250	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/251
275	Timeline Search Page results should be fixed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/275
287	don't show null values in story detail	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/287
289	Don't show null values in story detail fixed.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/289
292	not show null values in story I fixed. Closes 287	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/292
297	Notifications goes under the navbar	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/297
302	navbar text color should change to white	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/302
303	change api/story/feed to api/story/recommended at Recommended.js	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/303
348	Date search enhancement for yyyy,yyyy-mm and yyyy-mm-dd	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/348
350	Add comment delete button on react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/350
377	Change private access modifiers to protected on ImageService	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/377

383	Recommendation percentage should be showed on WebApp on recommendation page	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/383
397	Send IntegrationService methods the HttpServletRequest instead of User-Agent value	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/397
408	This is register unit test for fronted	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/408
431	Register frontend unit test is done.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/431
432	Provide a /test directory for all test related files on react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/432
437	Make Karadut implementation Async on Dutluk backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/437
445	Unit Test for Login Page-Frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/445
446	login page unit test is done	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/446
447	Unit Test for Register Page for Frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/447
453	Add Story Unit Test for Frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/453
454	Unit test story front for Add Story	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/454
455	Unit Test for Profile Page for Frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/455
524	Unit Test for Story Detail for Frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/524
532	Show the createdAt field related to the time now instead of default dd/MM/yyyy HH:mm	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/532
535	Write tests for DateService	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/535

	refactor applicability check of strings on searchStoriesWithCombination and searchStoriesWithIntersection methods	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/537
537	Code refactoring for ImageService	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/538
539	Code refactoring for UserService	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/539
576	Unit Test For Timeline Search for Frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/576
579	Unit Test for All Stories Page for Frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/579
593	Followed User Stories Unit Test For Frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/593

3. Pull Requests

NUMBER	TITLE	URL
126	likes stories completed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/126
158	end date requirement fixed , closes issue 100	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/158
207	Time resolution selection is added.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/207
251	Like API Fixed at Frontend. Closes #250	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/251
289	Don't show null values in story detail fixed.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/289
292	not show null values in story l fixed. Closes 287	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/292
408	This is register unit test for fronted	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/408
431	Register frontend unit test is done.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/431
446	login page unit test is done	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/446

454	Unit test story front for Add Story	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/454
456	Profile page unit test is done for frontend. Closes #455	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/456
478	Adding Story unit test is done for frontend. Closes #453	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/478
517	Story Search Unit Test is done. Closes #516	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/517
530	Story Detail unit test is done for frontend. Closes #524	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/530
563	recommended page unit test is done for frontend. Closes #526	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/563
570	recommended_unit test is done for frontend.Closes #526	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/570
580	All Stories and Timeline Search unit test is done.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/580
583	Timeline Search Unit test is fixed.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/583
594	FollowedUserStories unit test is done for frontend.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/594

4. Commits

Commit	URL
Timeline Search Unit test is fixed.	Timeline Search Unit test is fixed.
FollowedUserStories unit test is done for frontend. Closes #593	FollowedUserStories unit test is done for frontend.
All Stories and Timeline Search unit test is done. Closes #576 and #579	All Stories and Timeline Search unit test is done.
recommended_unit test is done for frontend	recommended_unit test is done for frontend
Unit test of Backend for Date Service is done.Closes #535	Unit test of Backend for Date Service is done
Refactoring is done on User Service. Closes #539	Refactoring is done on User Service

Code quality increased. Closes #538	Code quality increased.
createdAt field now shows when the story happened in relation to the current time. Closes #532	createdAt field now shows when the story happened in relation to the current time.
Adding Story unit test is done for frontend. Closes #453	Adding Story unit test is done for frontend
Profile page unit test is done for frontend. Closes #455	Profile page unit test is done for frontend
login page unit test is done	login page unit test is done
Merge pull request #430 from enshkn/development	
Development to development react	Development to development react
karadut implementation is now working asynchronously. closes #437	karadut implementation is now working asynchronously.
test folder created and test file is put there	test folder created and test file is put there
Register frontend unit test is done.	Register frontend unit test is done
request data is sent to integration service method. closes #397	request data is sent to integration service method
access modifiers edited. closes #377	access modifiers edited
Date Search Enhancement for All Date Types closes #348	
Date Search Enhancement for All Date Types closes #348	Date Search Enhancement
not show null values in story l fixed. Closes 287	not show null values in story l fixed
null profilePhoto error is fixed Closes #219	null profilePhoto error is fixed
nginx added to fwd 3000 to 80 port number Closes #210	nginx added to fwd 3000 to 80 port number

Time resolution selection is added. Invalid time error fixed Decade selection fix. It closes issue 206, 200, 199,84	Time resolution selection is added.
end date requirement fixed , closes issue 100	End date requirement fixed
likes stories completed	likes stories completed

Also all commits can be shown from following URL:

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commits/main/?author=mucahitugur>

here is overall contribution:

Number of Commits	26
Code Added	3.412
Code Deleted	1.703

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/graphs/contributors>

5. Reviewed Commits and Pull Requests

TITLE	URL
Liked stories page on WebAapp	Liked stories page on WebAapp
Comments now return with the "x time ago" field	Comments now return with the "x time ago" field

In our group project, I reviewed the codes submitted by my teammates, Hasan Deniz Doğan and Görkem Kuyucu.

Hasan Deniz Doğan's pull request was titled "Comments now return with the 'x time ago' field." This feature was designed to show the elapsed time since a comment was made in a user-friendly format. After a thorough review, I found Hasan Deniz's code to be well-written and effective. It accurately provided the time information without any need for further improvement. The code was clean, efficient, and fit perfectly with our project's requirements.

Turning to Görkem Kuyucu's submission, which involved the addition of a "Liked Stories" page, I initially ran his code locally for testing. However, I encountered a mistake in the execution. To address this, I reached out to Görkem, and we arranged a meeting to discuss the issue. During our meeting, we were able to identify the cause of the problem and resolve it effectively. After fixing the issue, I thoroughly reviewed his code and found it to be well-designed. The "Liked Stories" page he developed was a valuable addition, enhancing the application's user experience. Görkem's code, once the initial hiccup was resolved, was clean, efficient, and well-integrated with our project.

The process of code review in our team was a positive experience. It not only helped in maintaining a high standard for our project's code but also fostered a collaborative and supportive environment among us. Each of us benefited from the feedback and insights shared, leading to a more robust and well-rounded project.

6. Documentation

I consistently attended our weekly team meetings and meticulously wrote meeting notes. These notes were essential for capturing key discussions and decisions, providing a reference for the team to keep track of our progress and commitments. I wrote 3 meeting notes. Here is Wiki Link:[Wiki Meeting Notes](#)

In addition to the meeting notes, I played a role in writing various sections of our progress reports and final reports. My contributions included detailing the functionality of our web application, specifically focusing on the testing processes. I outlined the strategies we used, the methodologies we employed, and the results of our tests. This documentation was crucial as it not only recorded our successes and challenges in testing but also provided insights for future improvements.

I also took on the responsibility of documenting the overall project overview in our final report. Another part of my documentation work involved detailing the use cases of our web application. In this section, I described a scenario in which the app could be utilized, focusing

on the interactions between users and the system. This was particularly important in understanding the practical applications of our app and how it serves the users' needs.

7. Challenges

One of the primary challenges I encountered during this project was the need to adapt to new programming languages and frameworks. In the previous semester, my development work was primarily centered around Django. This familiarity with Django had initially provided me with a comfortable development environment. However, this semester presented a significant shift in my technical skill set requirements.

The transition to using React and Java Spring was both a challenging and enriching experience. React, a JavaScript library for building user interfaces, introduced me to a new paradigm of front-end development. It required a shift in thinking from the server-side, template-driven approach of Django to a more dynamic, component-based architecture. This shift was not just in terms of language syntax, but also in understanding the underlying principles of React, such as its virtual DOM and unidirectional data flow.

8. Demo

In this project, our frontend development was complemented by an intensive focus on unit testing using Jest. This task, especially new to me, involved a deep dive into Jest's testing framework. The challenge was not just in learning Jest but in applying it to effectively validate the complex functionalities of our React application.

Testing Complex Functionalities

We emphasized testing intricate user interactions and robust state management. The tests were designed to mimic real user behaviors, ensuring that every component reacted as intended. We also tackled the challenges of asynchronous operations, ensuring that our application managed server responses and data fetching seamlessly. Another critical aspect was ensuring that each component rendered correctly under different scenarios, maintaining a consistent and error-free user experience.

Team Member: S. Tevfik Özbilgin

Responsibility Description

As a React Frontend Developer on the project, my responsibility was playing a pivotal role in shaping the overall success of the web application, and keep it consistent with the new developing mobile application. My goal was to enhance the functionality and design the user experience, ensuring that it provides the requirements and expectations of the user.

1. UI/UX Enhancement:

- a. Recognizing the expectations were higher than our aspects, I took part in addressing application conditions with the new requirements and communicated with Groupmates.
- b. Adopted AntD and minimized the use of Bootstrap to create responsive design framework on every page.

2. Comprehensive Frontend Touch

- a. Nearly touched to every page of the frontend, implementing a series of enhancements and components.
- b. Focused on the appearance and the usability of search and stories introducing new design elements, and more optimized layout and user interaction, as well as with a high quality code.

3. Feature Enhancements

- a. Transforming of story detail page remained not completed but mostly changed into a better user experience
- b. Story Search pages have now much more better implementation.
- c. Contributed to story list components, and card layouts to be more appealing and user friendly

4. Bug Fixing

- a. Throughout the project we met many bugs and fixed to reach a better application. So maintained a better user experience and satisfaction.

Executive Summary

As being a part of frontend development team for this project, my goal was to maximize the overall user experience and functionality of the Web Application side. I recognized that the backend met SWE573 requirements but lacked in UI/UX and additional SWE574 necessities, therefore I took on the challenge of addressing these gaps comprehensively about React UI side.

Although many people use Bootstrap, also this project adopted it earlier, I strategically used Ant Design (AntD) and minimized the use of Bootstrap. The aim of this decision is to contribute a more streamlined design across every page of the application.

I almost touched every page on the frontend, implemented a series of enhancements to various components. I focused on the usability of map-related features. Although I did not implemented Google Map tool directly, like circles, polylines, or polygons, my effort was about to improve how these maps can be controlled on the page. I introduced new buttons, and design elements, for the optimization of layout and user interaction, to create more visually pleasing experience with that geographical data. Each page needed thoughtful improvements, especially in Story Search and Story Detail pages. Here I especially improved the quality and the usability of the Story Search page, but Story Detail page remained with limited changes.

One another importance was story list components and story cards. We made brainstorming and decisions with Web Frontend Team, since that directly reflects the effect of the stories it carries. The design choices improved the information accessibility and presentation.

My efforts also extended to fixing of many bugs, and improving the consistency of the design, In example, ensuring the displays of comment features, card components, button positions, and found out right places for them.

Knowing that a user friendly layout plays a crucial role for maintaining high levels of user engagement and satisfaction, I focused on optimizing screen real estate, shared our thought with other team mates, and maintained this satisfaction.

My role as a Frontend Developer was encompassing, involving enhancements across every page of the Web Application. Addressing UI/UX deficiencies, introducing new features, and providing a consistent design, my aim was to create an application which not only met the user expectations, also an application that is exceeding it.

Related Requirements

Id		Requirement	Section	Branch
R.2.1.05		Each user should be able to see in their recommended feed the stories related to the following users' stories labels, locations, dates.	Recommendation	-
R.1.1.07		Users shall edit their profile after registering the app while the app is published.	Login-Register-Logout	Personel Info
R.1.1.08		When a user registers,she/he will be redirected to the home page.	Login-Register-Logout	Routing
R.1.1.11		If a user enters the wrong email or password, "incorrect password" error shall be thrown	Login-Register-Logout	Login
R.1.1.13		Stories shall be created only and only by the app users.	Create Story	User
R.1.1.15		Only users with "be on session" can create a story.	Create Story	User
R.1.1.16		When creating a story to the app, the title of the story shall be requested from the user.	Create Story	Title
R.1.1.17		When creating a story to the app, the text content of the story shall be requested from the user.	Create Story	Text Content
R.1.1.19		When creating a story to the app, the location(s) of the story shall be requested from the user.	Create Story	Location
R.1.1.28		Users shall be able to give location information to the stories they will create.	Create Story	Location
R.1.1.29		Users shall be able to assign tags to the stories they create.	Create Story	Tags
R.1.1.30		In cases where there is more than one tag, the app shall be suitable for entering more than one tag.	Create Story	Tags
R.1.1.31		In cases where there is more than one location information, the app shall be suitable for entering more than one location information.	Create Story	Location
R.1.1.32		All story posts shall be owned by only and only one user.	Story Piece	User

R.1.1.33		All story posts shall have only and only one title.	Story Piece	Title
R.1.1.35		All story posts shall have at least one location (multiple locations allowed).	Story Piece	Location
R.1.1.36		All story posts shall have and date or date-time information according to the user time type preferences.	Story Piece	Time Resolution
R.1.1.37		The user shall be able to unfollow the users they have followed	Story Piece	Unfollow
R.1.1.38		The user shall be able to follow other users	Story Piece	Follow
R.1.1.40		Users shall be able to comment on the stories created and published on the app.	Story Piece	Comment
R.1.1.41		Users and guests shall be able to search for a specific keyword on the app page.	Story Piece	Search
R.1.1.43		There shall be a delete feature where a user can delete his/her specific story.	Story Piece	Delete
R.1.1.44		There shall be an edit feature to edit a user's specific story.	Story Piece	Edit
R.1.1.45		A user shall be able to delete a story that belongs to him/her and only him/her.	Story Piece	Delete
R.1.1.46		A user must be able to edit a story that belongs to him/her and only him/her.	Story Piece	Edit
R.1.1.49		The user shall only be able to delete comments that he or she has created.	Story Piece	Comment
R.1.1.51		The users shall be able to add personal info on their profile.	Profile	Personel Info
R.1.1.53		The app shall have the feature of selecting a location as the center, then specifying an area by entering radius information and filtering the stories in this area.	Search	Location
R.1.1.54		There shall be a feature to search for stories that take place before or after a certain date.	Search	Date
R.1.1.55		There shall be a feature to search for stories that take place before or after a certain date-time.	Search	Date-Time

Related Issues

Issue No	Title
2	Customize Existing Issues
4	Decide on which project to choose

8	Decide on the requirements
9	Create the storyboard
70	Recommended page should be added to the web application
71	Timeline feature should be added to web application
78	Add new features to the app bar in web app
89	Timeline Feature should be added to the web app
91	Web app frontend design fixes
146	Adding search box to Google Maps
273	All button on the WebApp should have same design
276	Tag component view needed to be uploaded in all the WebApp
277	Slider for radius on WebApp
308	Enhancements for the Add Story Page
418	Prooving Recommendation Functionality to Customer
441	Developments for new time picker
549	Search Story Page Layout and Form Enhancement
550	Search Story page new required enhancements are implemented
551	Story Details Page Layout and UI Enhancement
577	Correction of story explore form defaultly using 0 (zero) as a date time picking value
578	Exploration should start with 1930's

Related Commits

Title
Merge branch 'development-react' into development-react-tevfik
Merge pull request #595 from enshkn/578-exploration-should-start-with-1930s
Update StorySearch.js
Merge pull request #587 from enshkn/577-correction-of-story-explore-form-defaultly-using-0-zero-as-a-date-time-picking-value
Merge pull request #582 from enshkn/Story-Exploration-Page-Layout
StorySearch Bug Fix.js

Documentation Contributions

In the documentation of the project, contributed with writing and assisting with various aspects of project documentation. My responsibilities in this field can said to be:

- Actively participating in meeting and classes, and took detailed meeting notes
- Summarizing discussions and decisions taken
- Ensuring the project documentation especially for web application parts
- Taking parts in preparing reports, ensuring accurate and detailed documentation, also give feedbacks about it.
- collaborating with team members to compile comprehensive project documentation
- Collaborating in preparation of milestone presentations, showcasing the progress
- Ensuring clear communication, updating labels on relevant issues
- Provided feedbacks in meetings
- Alerted the team aboutt deficiencies and bugs
- Actively participating in gaining customer feedback in presentations

Demo

Since my responsibility is about the UI/UX, my contributions are more about the use and display of the pages below, many issues like bug fixing and page layouts have been implemented. Most of the bugs and alignments we have talked have now implemented on the code.

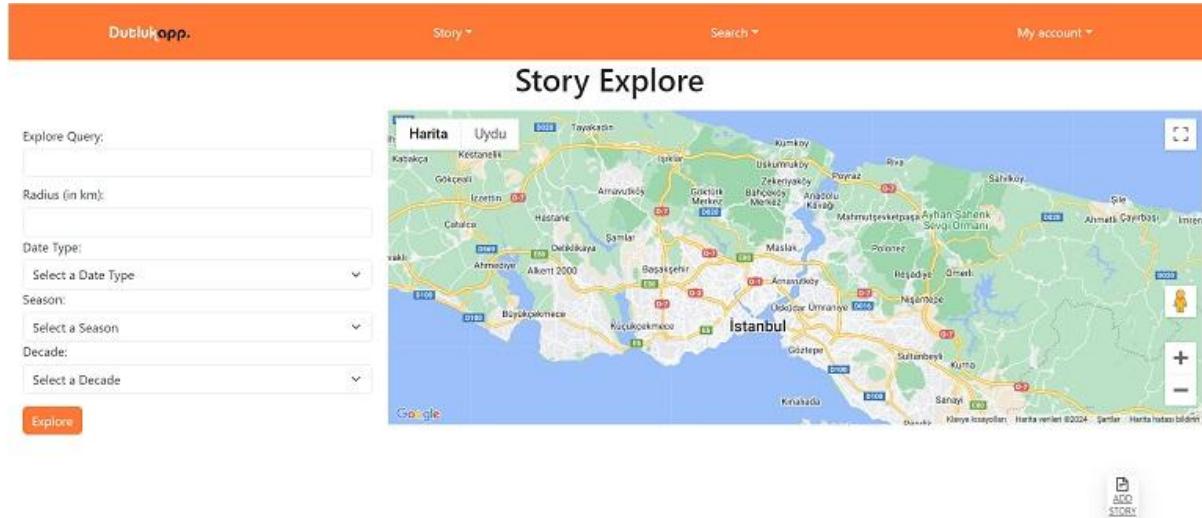


Image 1: Exploration Page Layout

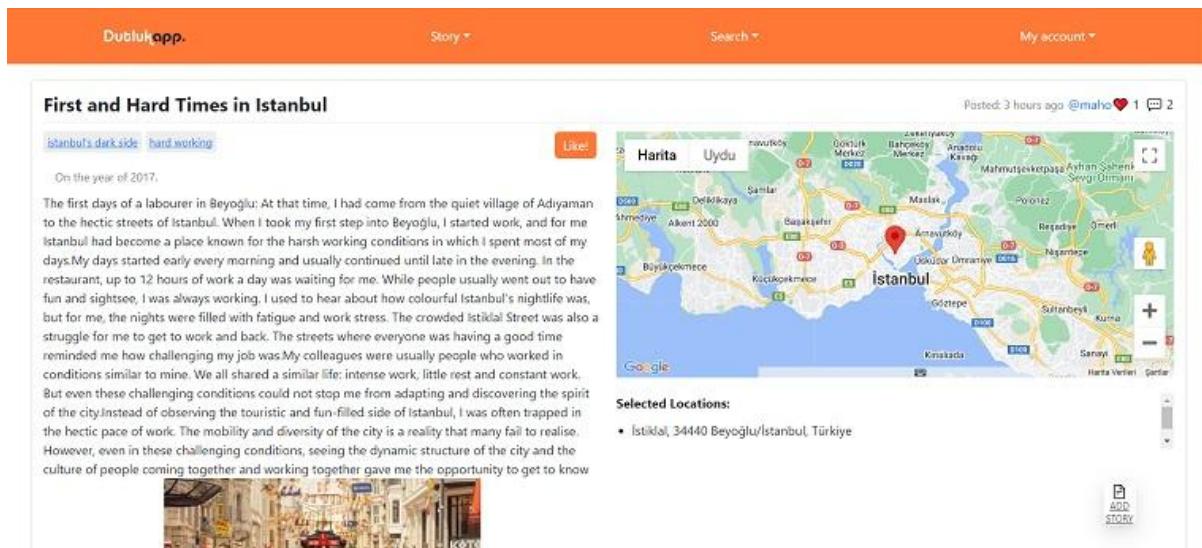


Image 2: Story Detail Page Layout

Challenges

Throughout the development, and being a React Frontend Developer for the webb application, I have faced with many challenges needs careful consideration and deriving strategic solutions. One significant challenge was about managing time resolutions. The team was very confused with it, and especially in the edit Story feature it became very complex, we brainstormed about the challenge, and overcome all the problems about the development side. One another challenge I faced was about the management of the project. Contributing the project in a timely manner was a hard issue and active communication within the team overcame it. The challenges I faced in this project is a reflection what a frontend developer can face, and I successfully navigated that challenges. Strategic solutions and effective communication contributed to the overall success of the project.

Pull Requests

PR No	Title
294	Slider for Radius in Search Page is Completed
306	Development react mapslider is added
307	Development react addstory enhancement
319	Development
550	Search Story page new required enhancements are implemented
582	Story exploration page layout
587	577 correction of story explore form defaultly using 0 zero as a date time picking value
595	Story explorations now starts from 1930's
596	Implementation of Explore Stories page is completed

Team Member: Enes Hakan İBİL

Responsibility Description

Within the scope of the project, I became the member of the backend team responsible for the recommendation engine. In this context, it was my responsibility to develop, dockerize, test, prepare the documentation, and issue the requirements of the recommendation engine system. I carried out the development and updating processes of Karadut in this way from the very beginning, and when the system was ready to launch, we carried out the system integration together with my backend teammate Deniz.

After the second milestone, Karadut was up and running, after this stage, while I was developing Karadut on the one hand, I took on the frontend tasks because there was a need for improvements on the frontend side and time was running out. In this context, I designed the new Date-Time picker component, which I thought would maximize time coverage. After designing this component consisting of 9 sub-components, I made it suitable for the existing backend structure and integrated it into the system. Apart from that, I improved the UI views of some pages in the web application.

Thanks to the variables that come with the new Date-Time picker, I developed a function for a form of expression that I think can better express the date-time information of the stories. The final version and bugs of this function were corrected by my teammate Deniz.

Executive Summary

The improvements I made within the scope of the project can be analyzed under 5 main headings, these are the improvements belonging to the recommendation engine and the tests belonging to the recommendation engine, the improvements I made for the frontend, the improvements I made for the backend and the work I did for the documentation. Since I carry out the system developments and tests belonging to Recommendation from a single hand, the part belonging to the recommendation engine in the executive work section in the team evaluation section has been transferred here.

Recommendation Engine Developments

In order for the recommendation engine implemented within the scope of the project to become its current form, I have carried out a research process. In this process, the recommendation systems used today were examined and the methods they use were investigated. During this research, it was determined that recommendation systems are basically divided into two as content-based filtering and collaborative filtering. Considering the content of the project, a recommendation system to be developed with the content-based filtering method was considered to be more suitable for the project, and the research was deepened in this direction. At this stage, it was seen that there are multiple methods used in recommendation systems, especially for entities containing text. These methods, which are the continuation of each other in the historical process, are basically TF-IDF, Count Vector and the last one is Word2Vec models, which is the most advanced and have the ability to semantically make sense of a word. With the motivation to use an up-to-date approach and to ensure maximum semantic coverage and thus to develop a powerful recommendation engine, the Word2Vec method was developed.

After it was decided to use the Word2vec model, the need for a model that could process the words in the stories emerged. Training a high performance model requires high computational power and a rich data set. For this reason, it was considered more logical to use a pre-trained model and it was decided to use Google's model, which was trained with 100 billion words and converted 300 words into 300-dimensional vectors.

First of all, tests were performed with this model and its performance was intuitively evaluated. At this point, the stories written on similar topics were first vectorised with the help of the model and how similar they are to each other was calculated numerically with cosine similarity calculation and then these similarities were examined.

The processes described above were completed until the first milestone. After the first milestone, the recommendation engine development process started. In the process until the second milestone, the requirements for the recommendation engine were finalized and the development process was carried out accordingly. After the main line was established in the Karadut's development process, since it will be integrated into the existing backend structure as an external service, the existing backend structure was reviewed and it was decided at which

points it should be connected. At this point, it was a necessity to review the existing backend codes. After these reviews and development processes were completed, the integration process with the backend was completed and user tests were performed. As such, a working recommendation engine was delivered in the second milestone.

After the second milestone, a number of additional developments were necessary. Firstly, due to the high computational load due to the structure of Karadut, it was seen that it was necessary to work asynchronously while processing requests. Otherwise, it will not be able to meet multiple requests coming at the same time and the system will crash. For this reason, the existing architecture has been completely converted to asynchronous structure. In the following weeks, performance tests were performed on sample stories. In tests with a dataset of 10 stories, some changes were made in the weights used in vector calculation and the optimum value was tried to be achieved. During the performance presentations, another weakness of Karadut was revealed, since each word has a vector value, a story with a single or meaningless word in the application can be recommended to users. In order to eliminate this weakness, a number of additional features have been added to Karadut, so that the minimum number of words that the story to be suggested can be determined by the administrator.

Recommendation Engine Tests

With this form, the Karadut has been finalized. Karadut, which successfully completed the user tests, was then subjected to unit tests. From the beginning of the development process, the whole system was developed in a modular structure in accordance with good software practices in accordance with the requirement, which is also expressed as a non-functional requirement, and using exception-handling to facilitate the detection of bugs that may occur. In this way, Karadut has 6 classes, 25 custom functions, which are used in a total of 8 endpoints. 14 of the 25 custom functions do not work with any json request, while the others are functions that need a json request from outside. For the 14 functions in the first group, test scenarios were written using the python unittest library, and tests were performed by specifying the expected values for each test scenario, and postman tests were performed for the functions in the second group, and the results were specified in the comment sections of the relevant issues. All endpoints were also tested with postman tests. With them all functions and modules (endpoints) in this Karadut have been tested.

Frontend Developments

The developments I made in the frontend part can be listed as the UI improvements of Login, Register, Search pages and the design and visual design of the new Date time picker component. In the UI improvements of the pages, I updated the existing view using Bootstrap. For the design of the Date Time picker component, I carried out a more comprehensive work as follows;

The old date time picker component did not cover some cases of a story's time expression. Therefore, it needed some improvements. For this purpose, I developed a new component consisting of 9 sub-components, moment, day, month with year, season with year, year, decade, decade+season and their expression within a range, which changes its appearance according to the selected options and thus aims to increase UX. Then I integrated the flag mechanism that the backend needs when processing time objects into this component. I designed this component modularly so that it can be used wherever it is needed and modularly so that the statuses needed can be added and removed. Then we completed the integration and user tests with my backend team mate Deniz.

Backend Developments

With the integration of the new date time picker component, it was possible to simplify the time expressions that appear in the stories and express them verbally. With the motivation that this would allow improvements on the UX and UI side, I designed a verbalExpression function that is processed according to the data from the date time picker. I transferred this function in its raw form to my team mate Deniz. With his finalisation of the function and the elimination of bugs, we gained the ability to represent it with verbal expressions that vary according to the way they are expressed. At this point, after delivering the raw version of the function, we performed user tests and code reviews together with my team mate Deniz.

Documentation Works

- I wrote 5 of the meeting reports from the weekly meetings held on a regular basis.
- I wrote the parts of the milestone reports that are relevant to my part.
- In Milestone 1, I collected customer feedback and transferred them to the Wiki page.
- I wrote the specified requirements.
- I created the Glossary section and kept the parts related to my responsibility up to date.
- I wrote the rules to be followed while creating the requirements.
- I made a suggestion on how the notational expressions of the requirements should be, and I wrote it after it was accepted in the group.

Weekly Meeting Reports

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Meeting-Notes#meeting-notes-29122023>

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Meeting-Notes#meeting-notes-22122023>

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Meeting-Notes#meeting-notes-15122023>

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Meeting-Notes#meeting-notes-20112023>

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Meeting-Notes#meeting-notes-17112023>

Milestone Customer Feedbacks

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Milestone-Reports#milestone-1>

Requirements Related Works

Glossary:

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Project-Requirements#glossary>

Preparation of Requirements:

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Project-Requirements#preparation-of-requirements>

Preparation of Notation:

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Project-Requirements#requirements-notation>

Related Requirements

<i>Req.Nu</i>	<i>Requirement</i>	<i>TAG 1</i>	<i>TAG 2</i>
R.1.1.20	When creating a story for the app, the time type of the story shall be determined by the user.	Create Story	Time Resolution
R.1.1.21	The time dimension shall be able to point to an exact time on the timeline.	Create Story	Time Resolution
R.1.1.22	The time dimension shall point to an interval on the timeline.	Create Story	Time Resolution
R.1.1.23	The time dimension shall be specified as a specific moment.	Create Story	Time Resolution
R.1.1.24	The time dimension shall be a specific day.	Create Story	Time Resolution
R.1.1.25	The time dimension shall be able to be specified as a specific season of a specific year.	Create Story	Time Resolution
R.1.1.26	The time dimension shall be able to be specified as a specific year.	Create Story	Time Resolution
R.1.1.27	The time dimension shall be able to be specified as a specific decade.	Create Story	Time Resolution
R.1.1.36	All story posts shall have and date or date-time information according to the user time type preferences.	Story Piece	Time Resolution
R.2.1.05	Each user should be able to see in their recommended feed the stories related to the followed users' stories labels, locations, dates.	Recommendation	-
R.2.1.06	The recommendation engine (Karadut) model shall be designed to use the word2vec method.	Recommendation	Model
R.2.1.07	The recommendation engine (Karadut) shall be able to semantically evaluate the title, body and tags entered by the user while creating stories.	Recommendation	Semantic Word
R.2.1.08	The desired weights shall be given to the text and title parts, which are semantically evaluated in the recommendation engine (Karadut).	Recommendation	Weight
R.2.1.09	For each story created in Dutluk, the vector expression of that story shall be calculated with the help of the model.	Recommendation	-
R.2.1.10	When at least one of the title, text, tags values of a story is changed, the vector value of the story shall be recalculated.	Recommendation	Update

Req.Nu	Requirement	TAG 1	TAG 2
R.1.1.20	When creating a story for the app, the time type of the story shall be determined by the user.	Create Story	Time Resolution
R.2.1.11	Vector values calculated with the help of the model for each story in Dutluk shall be recorded in the database.	Recommendation	Database
R.2.1.12	The vector expression of each story shall have the same id as the id of the story.	Recommendation	Id
R.2.1.13	When a user who has never liked a story before likes one of the stories in Dutluk, the equivalent of the vector expression of the story he/she likes shall be defined to that user as user-taste.	Recommendation	User-taste
R.2.1.14	When a user who has already liked a story in Dutluk likes another story, the user-taste of that user shall be updated according to the vector of the story.	Recommendation	User-taste
R.2.1.15	When a user who has previously liked a story in Dutluk unlikes a story, the user-taste of that user shall be updated according to the story's vector.	Recommendation	User-taste
R.2.1.16	In user-taste update processes, the number of stories that the user has liked so far should be taken into account and this value shall be expressed as user-weight.	Recommendation	Like
R.2.1.17	In user-taste update processes, the user-weight value shall be taken into account in the process between the vector of the favourite story and the ready user-taste vector.	Recommendation	Like
R.2.1.18	When the user's user-weight is 0, all values in the user-taste vector shall be reset to zero.	Recommendation	User-taste
R.2.1.19	The user-taste vector shall be updated after each like and unlike operation.	Recommendation	Update
R.2.1.20	There shall be a user-taste vector for each user and this vector must have the same id as the user id.	Recommendation	User-taste
R.2.1.21	The recommendation engine (Karadut) should be able to calculate the similarities between the vectors of the stories.	Recommendation	Similarity
R.2.1.22	Recommendation engine (Karadut) shall be able to calculate the similarities of user-taste vectors.	Recommendation	Similarity
R.2.1.23	Recommendation engine (Karadut) shall be able to calculate the similarities between user-taste vectors and story vectors.	Recommendation	Similarity
R.2.1.24	The Recommendation Engine (Karadut) shall suggest stories based on the similarities between user-taste and story vectors.	Recommendation	Similarity

Req.Nu	Requirement	TAG 1	TAG 2
R.1.1.20	When creating a story for the app, the time type of the story shall be determined by the user.	Create Story	Time Resolution
R.2.1.25	Users shall be advised on the calculated similarity between their user-taste and the user-taste of other users.	Recommendation	-
R.2.1.26	Users shall be recommended stories based on the calculated similarities between their user-taste and the vector values of the stories.	Recommendation	-
R.2.1.27	The stories recommended to users shall not include stories that they have previously liked.	Recommendation	Excluded Suggestions
R.2.1.28	Among the accounts recommended to users for follow-up, the accounts they follow shall not be included.	Recommendation	Excluded Suggestions
R.2.1.29	When a story is deleted from the Dutluk, the vector value of that story shall also be deleted from the Recommendation Engine.	Recommendation	Delete Story
R.2.2.30	The recommendation engine (Karadut) shall also be designed to process incoming requests in order.	Recommendation	Robustness
R.2.2.31	The recommendation engine(Karadut) shall be designed to queue incoming requests when any endpoint is busy.	Recommendation	Robustness
R.2.2.32	While designing and developing the Recommendation Engine (Karadut), care shall be taken to ensure that it has a modular structure.	Recommendation	Maintainability, Configurability
R.2.2.33	In the Recommendation Engine (Karadut), similar tasks shall be collected under a function and code complexity will be avoided.	Recommendation	Flexibility , Usability
R.2.2.34	Functions written in the Recommendation Engine (Karadut) shall have a description section to increase readability.	Recommendation	Documentation
R.2.2.35	In order to localize possible errors in the Recommendation Engine (Karadut), log mechanisms shall be installed in the functions and modules in order to trace where the error came from.	Recommendation	Traceability
R.2.2.36	The db reset endpoint in the Recommendation Engine(Karadut) shall be password protected.	Recommendation	Securability
R.2.2.37	Stories below a certain word shall not be recommended to users. aaa	Recommendation	Vulnerability

Related Issues

#	Title	Tags	Assign	Date	URL
11	Recommendation Structure Search	documentation, task, search	enshkn	2023-10-09T18:54:00.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/11
16	Recommendation System Design and Implementation	documentation, task, design	enshkn	2023-10-12T15:53:26.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/16
28	Create draft requirements about the new feature - Activity Feed	documentation, design	enshkn	2023-10-15T17:16:27.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/28
29	Create new requirements about the new feature - Detailed Story Search	documentation, design	enshkn	2023-10-15T17:17:33.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/29
31	Create a wiki page for Requirements.	documentation	enshkn	2023-10-15T17:22:57.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/31
32	Glossary section will be added bottom of the Requirements	documentation	enshkn	2023-10-15T17:30:31.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/32
33	Create a Preparation of Requirements Page under the Requirements Wiki Page.	documentation	enshkn	2023-10-15T17:34:47.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/33
37	Create Milestones of the Project	task	enshkn	2023-10-16T07:55:12.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/37
58	Add existing requirements to the project Wiki Page	documentation	enshkn	2023-10-20T15:44:34.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/58
59	Add Glossary Section to the Project Wiki Page.	documentation	enshkn	2023-10-20T15:45:46.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/59
60	Add Requirements Notation Section To The Project Wiki Page.	documentation	enshkn	2023-10-20T15:47:19.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/60
83	Create Miletstone report page.	documentation	enshkn	2023-10-31T11:48:39.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/83
130	Create a folder for Recommendation Engine.	backend	enshkn	2023-11-06T18:00:17.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/130
147	Create a backend server inside the dutluk_rs folder for recommendation.	backend	enshkn	2023-11-11T17:20:27.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/147
148	Development	backend	enshkn	2023-11-11T17:33:25.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/148
149	Vectorizing function will be added to Reccommendation Engine.	backend	enshkn	2023-11-11T17:54:44.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/149

#	Title	Tags	Assign	Date	URL
150	NLP pre processing tools will be implemented to Recommendation Engine.	backend	enshkn	2023-11-11T17:55:48.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/150
151	Prevent Word Embedding model to push to development branch.	bug, backend	enshkn	2023-11-11T18:23:10.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/151
152	Add Uvicorn to RE	backend	enshkn	2023-11-13T07:10:09.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/152
153	Add similarity function to RE.	backend, task	enshkn	2023-11-13T07:19:19.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/153
154	Add vector similarity function to RE.	backend, task, design, feature	enshkn	2023-11-13T07:43:07.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/154
156	Change the timezone to "Europe/Istanbul"	bug, enhancement, backend, commit needed	enshkn	2023-11-17T17:18:36.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/156
202	Create RE - Story Vectorize Function	backend, design, feature	enshkn	2023-11-22T09:35:39.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/202
203	Create functions for RE that computes Stories Similarity	backend, design, feature	enshkn	2023-11-22T09:40:03.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/203
204	Adjusting the Vectorized Story Format for Mathematical Computation.	backend, feature	enshkn	2023-11-22T09:43:32.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/204
205	Create user-taste, liked-story's mathematical functions to create them.	backend, design, feature	enshkn	2023-11-22T09:52:51.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/205
212	Add another Function to RE which creates lower degree dimension vector for stories	backend, feature	enshkn	2023-11-24T07:21:49.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/212
217	Mitigating the Vector Database for RE	backend, task, high priority, design	enshkn	2023-11-27T08:28:20.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/217
231	Refactor Vectorize function for simpler view	enhancement, backend, commit needed	enshkn	2023-11-28T10:04:23.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/231
233	Create a Edit endpoint to vectorize updated stories	backend, high priority, commit needed, feature	enshkn	2023-11-28T13:08:35.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/233
234	Implement a endpoint to invoke when a user liked a story to create user-taste vector.	backend, high priority, commit needed, feature	enshkn	2023-11-28T13:23:13.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/234

#	Title	Tags	Assign	Date	URL
235	Create a RE endpoint for unlike action to update user-taste vector.	backend, high priority, commit needed, design, feature	enshkn	2023-11-28T15:50:41.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/235
237	Refactor story-like and story-unlike functions.	enhancement, backend, commit needed	enshkn	2023-11-28T16:41:12.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/237
238	Np Array Size Bug when Merging text and tag vectors	bug, backend, high priority	enshkn	2023-11-28T17:26:31.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/238
239	Create Recommendation endpoint for stories	backend, task, high priority, commit needed, design, feature	enshkn	2023-11-28T17:58:16.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/239
240	Create recommendation endpoint for user recommendation.	backend, task, high priority, commit needed, design, feature	enshkn	2023-11-28T18:00:48.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/240
246	Refactor recommendation-story function.	enhancement, backend, commit needed	enshkn	2023-11-29T06:09:38.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/246
247	Refactor recommendation-user function.	enhancement, backend, commit needed	enshkn	2023-11-29T06:10:18.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/247
256	Change RE Story class to update tags entity class from string to list.	enhancement, backend, task, commit needed	enshkn	2023-11-30T06:45:23.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/256
257	Create a new function in the cf which receives list and gives string for tags entity.	enhancement, backend, commit needed	enshkn	2023-11-30T06:47:45.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/257
264	Create serialisation & deserialisation functions to process incoming/outgoing ids to prevent id conflict.	backend, task, high priority, commit needed, feature	enshkn	2023-11-30T07:37:08.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/264
265	Update all endpoints with suitable prefix functions to apply new type of id.	enhancement, backend, high priority, commit needed	enshkn	2023-11-30T09:29:06.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/265
269	Create Dockerfile for RE.	backend, task, high priority, commit needed	enshkn	2023-11-30T10:08:00.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/269

#	Title	Tags	Assign	Date	URL
274	Webapp Datetime picker enhancement	enhancement, frontend, commit needed, design, react, webApp	enshkn	2023-11-30T20:31:59.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/274
293	Solve tokenization bug in the RE	bug, enhancement, backend, high priority, backend-recommendation	enshkn	2023-12-02T11:58:13.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/293
296	Create a story for Milestone-2 Presenatation.	documentation	enshkn	2023-12-02T16:46:54.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/296
300	like/unlike matrix vector multiplication conflict	bug, task, commit needed, backend-recommendation	enshkn	2023-12-02T19:53:03.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/300
301	user is not created with story-liked endpoint on rec engine	bug, task, commit needed, backend-recommendation	enshkn	2023-12-02T19:54:18.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/301
327	UI enhancement for Login-Register pages.	enhancement, frontend, task, react	enshkn	2023-12-06T08:03:04.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/327
328	UI enhancement for Story-search page	enhancement, frontend, commit needed, react, webApp	enshkn	2023-12-06T08:26:40.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/328
336	#327 issue.	enhancement, frontend	enshkn	2023-12-07T18:28:49.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/336
337	Associated with issue #327	enhancement, frontend	enshkn	2023-12-07T20:50:29.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/337
364	Improve the forms of story-search page to achieve better UI.	frontend, react, webApp, feature	enshkn	2023-12-13T09:17:37.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/364
365	story search page UI enhancements are done associated to issue #364	enhancement, frontend	enshkn	2023-12-13T09:19:08.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/365
366	Change triggering mechanism at story-search page.	bug, frontend, task, commit needed	enshkn	2023-12-13T10:53:54.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/366
369	Development react	enhancement, frontend	enshkn	2023-12-14T09:41:35.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/369

#	Title	Tags	Assign	Date	URL
370	Enhance the UI in the story-add page.	enhancement, frontend	enshkn	2023-12-14T10:14:09.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/370
371	Build an Asynchronous architecture for Karadut to process multiple requests with queues.	enhancement, backend, task, commit needed, design, feature	enshkn	2023-12-14T10:50:12.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/371
372	Update story-unliked endpoint for the corner case when userWeight==0.	bug, enhancement, backend, task, high priority, rec.engine-Karadut	enshkn	2023-12-14T11:20:01.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/372
373	Update story-liked endpoint for the corner case when userWeight==1 (first liking interaction).	backend, task, high priority, backend-recommendation, rec.engine-Karadut	enshkn	2023-12-14T11:30:29.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/373
374	Endpoints and Functions refactoring-reviewing before building async architecture.	backend, task, commit needed, backend-recommendation, rec.engine-Karadut	enshkn	2023-12-14T14:13:56.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/374
375	Create delete-story endpoint .	backend, task, high priority, commit needed, backend-recommendation	enshkn	2023-12-14T14:15:40.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/375
385	Create async endpoint for vectorize endpoint.	high priority, commit needed, design, feature, backend-recommendation, rec.engine-Karadut	enshkn	2023-12-15T06:29:35.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/385
387	Create async endpoint for vectorize-edit endpoint.	task, high priority, commit needed, design, feature, backend-recommendation, rec.engine-Karadut	enshkn	2023-12-15T06:30:38.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/387
388	Create async endpoint for story-liked endpoint.	backend, high priority, commit needed, rec.engine-Karadut	enshkn	2023-12-15T06:31:37.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/388

#	Title	Tags	Assign	Date	URL
389	Create async endpoint for story-unliked endpoint.	backend, high priority, commit needed, rec.engine-Karadut	enshkn	2023-12-15T06:32:23.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/389
390	Create async endpoint for story-recommend endpoint.	enhancement, high priority, commit needed	enshkn	2023-12-15T06:33:21.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/390
391	Create async endpoint for user-recommend endpoint.	backend, high priority, commit needed, backend-recommendation, rec.engine-Karadut	enshkn	2023-12-15T06:34:12.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/391
392	Create async endpoint for delete-story endpoint.	enhancement, backend, high priority, rec.engine-Karadut	enshkn	2023-12-15T06:35:08.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/392
394	Create an endpoint to delete all vector in the db.	backend, task, commit needed, backend-recommendation, rec.engine-Karadut	enshkn	2023-12-15T07:38:53.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/394
423	Design new data / datetime picker.	frontend, design, webApp, feature	enshkn	2023-12-19T06:07:24.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/423
424	Create timeType dropdown menu component as a subcomponent of DateTimePicker	frontend, commit needed, webApp	enshkn	2023-12-19T06:22:04.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/424
425	Create timeExpression dropdown menu component as a subcomponent of DateTimePicker	frontend, commit needed, react, webApp	enshkn	2023-12-19T06:24:06.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/425
426	Create MomentPicker and integrate the super component with its logic.	frontend, task, commit needed, design, webApp, feature	enshkn	2023-12-19T08:35:19.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/426
427	Create DayPicker and integrate the super component with its logic.	enhancement, frontend, webApp, feature	enshkn	2023-12-19T08:45:55.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/427

#	Title	Tags	Assign	Date	URL
433	Create MonthPicker component and integrate the super component with its logic.	frontend, high priority, design, react, webApp	enshkn	2023-12-20T09:34:07.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/433
434	Create SeasonPicker and integrate the super component with its logic.	frontend, task, commit needed, design, webApp	enshkn	2023-12-20T09:45:00.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/434
435	Create YearPicker and integrate the super component with its logic.	frontend, commit needed, react, webApp	enshkn	2023-12-20T09:58:16.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/435
438	Create DecadePicker and integrate the super component with its logic	frontend, commit needed, react, webApp	enshkn	2023-12-20T12:11:24.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/438
440	Create DecadeSeasonPicker and integrate the super component with its logic	frontend, commit needed, design, react, feature	enshkn	2023-12-20T13:23:30.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/440
457	Dev react date picker final integration to story add page.	frontend, task, high priority, react	enshkn	2023-12-23T12:06:49.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/457
484	Prevent Recommendation short story to users.	backend, high priority, rec.engine-Karadut	enshkn	2023-12-25T06:45:11.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/484
485	Karadut Integration to Development Branch.	backend, rec.engine-Karadut	enshkn	2023-12-25T07:06:19.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/485
486	Karadut Integration to Development Branch.	backend, rec.engine-Karadut	enshkn	2023-12-25T07:22:33.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/486
487	Unit test for list_to_string function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:42:18.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/487
488	Unit test for generate_id_with_prefix function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:43:21.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/488
489	unit test for generate_ids_with_prefix function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:44:10.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/489
490	Unit tests for parse_id_with_prefix and parse_ids_with_prefix_for_lists functions	test, rec.engine-Karadut	enshkn	2023-12-25T07:45:05.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/490
491	Unit test for story_parser function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:45:54.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/491
492	Unit test for text_processor function.	test, rec.engine-Karadut	enshkn	2023-12-25T07:46:46.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/492

#	Title	Tags	Assign	Date	URL
493	Unit test for tokenizer function.	test, rec.engine-Karadut	enshkn	2023-12-25T07: 47:26.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/493
494	Unit test for upsert function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 48:12.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/494
495	Unit test for upsert_for_empty_list function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 49:00.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/495
496	Unit test for weighted_vectorising function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 49:36.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/496
497	Unit test for update_story_vector function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 50:15.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/497
498	Unit test for update_user_vector function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 50:59.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/498
499	Unit test for user_like_unlike_parser function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 51:34.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/499
500	Unit test for vector_fetcher function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 52:16.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/500
501	Unit test for story_user_vectors_fetcher function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 53:01.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/501
502	Unit test for single_vector_fetcher function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 53:48.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/502
503	Unit test for list_to_npyarray function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 54:28.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/503
504	Unit test for like_story_operations function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 55:00.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/504
505	Unit test for unlike_story_operations function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 55:41.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/505
506	Unit test for unlike_story_operations function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 56:18.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/506
507	Unit test for recommendation_parser function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 56:52.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/507
508	Unit test for user_recommender function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 57:33.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/508
509	Unit test for story_recommender function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 58:17.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/509
510	Unit test for create_empty_float_list function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 59:00.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/510

#	<i>Title</i>	<i>Tags</i>	<i>Assign</i>	<i>Date</i>	<i>URL</i>
511	Unit test for token_counter function	test, rec.engine-Karadut	enshkn	2023-12-25T07: 59:40.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/511
565	Dev react date picker final UI enhancements.	enhancement, frontend, react, webApp	enshkn	2023-12-30T11: 59:01.000Z	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/565

Related Commits

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
unit tests are done, #510, #506	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/122e0e2958b978df211ade9f0dca91889098802e
token_counter function's tests are done , #511	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0bd91bb27f588c2a2d98db69415f7c0a8de77338
recommendation_parser function's tests are done , #507	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/35bcd2d55b34204745dc097944d95c42e7589fd
unlike_story__operations function's tests are done , #505	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/81ea51c20e3c3632ccf6699755a5f1896910bb3e
story_like_operations function's tests are done , #504	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3d5526615a54006a15435b6778131dc20087a36f
weighted_vectorising function's tests are done , #503	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2a872294f3249605d4f3ff2c7f580c7ab8b02957
weighted_vectorising function's tests are done , #496	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1a342b7264c697ca32a0565e19b9c894c9e41f5c
tokenizer function's tests are done , #493	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5e4232d0881637f040941f2873591451144fd076
text_processor function's tests are done , #492	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c6cd92b5ee419e92b5d67af3fc3bb8b50e78909a
generate_ids_with_prefix function's tests are done , #490	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/344c77475057d1c20865c1767758f5895d8a8e84
generate_ids_with_prefix function's tests are done , #490	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/11c82c75e13ea2cac8dabfd1b68efe3d0c35d1a
generate_ids_with_prefix function's tests are done , #489	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e58a5f3c88d8dfdcec485f91f788410ae1787510

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
generate_id_with_prefix function's tests are done, #488	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8ad4e8de20fd236abf997ae4904a6d802c8afda6
list_to_string function test is done, #484	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/66b054f1c050fa75d09c4bab8d6c661bfb051a0
token counter function is implemented, #484	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6323732d5fa8fcfcc92f0f489dafc41131ff6058
min token count logic is implemented to Karadut and tested, #484	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/efe512a2c90f09280efcf6cb36504ef1b88ddc8
token_count function is implemented, #484	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e5254ea4aa7f8813704550ac6944e0ce6021299a
season bug is resolved #457	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5f0dc947e65ac511628cb432c26404e5f3b0be2a
season bugs are resolved, #457	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f92f168d937bf4e562555b390a14b57dd29a525a
decade will start from 1940s #457	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/04114539b9b955697c358d49bb60b88bc16ca32d
flags bugs and timeEndStamp bugs are resolved	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3f6ccfb095b4e84f718d200f320d9a83deed344
decade bug is resolved #457	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7af0e6f22a91d3b949a7fca0494baed84f46fd0a
flag bugs are resolved #457	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0ee9996769e2dfabe4d3599b710c7b34e5290589
new time picker component bugs which are related to decade, season and timestamps are resolved, #457	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6e7f5aac26a3b218bc33ca2ef3410c0fdbfb00c4
season and decade bugs are resolved #457	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4a323e4bb58cb12adcc57c0d965329475e93138c

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
#423 decade fields are fixed	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f446978468efefdf510d1b747d991b7ae1771e8a
endHourFlag and endDateFlag are added to react component	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/427ae584149b236c4379b1a51a3b57fc49e75c05
new DateTimePicker is integrated to add story page #423	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/57e29ca402bb539de3dc7f91cf3c0be22ce9b46a
DatTimePicker is ready for using, this component is transfering necessary fields to parent and child componenets seamlessly, use case will be added to repo, associated with #423	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/65643546bff0aea7003d48532717853122dca658
getDecadeRangeStart function is implemented, associated with the issue #438 and #423	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9e36c6b19d88763d1b81e14a1cdc254f43161bf5
decade picker is implemented , associated with the issue #438	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/22e4bee946106e7572065b08a90889b338211f75
decade picker is initialized	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3bf07afa9822b74bb327bd09bde147f99b0006b9
season function and season picker is implemented, #423 and #434	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9409c0ca56801fcc3bfcb18e2683e20a648ba57
yearStart and yearEnd formatter functions are created #435	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/04c5d91fdef0b52b0131292fe927c9fd2d3e6331
year picker is created #435	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/92e5c312922a09a58cdbb7a53dba4daafab2ca15
season picker is created, associated with #434	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9f4f37a4c60bed26993d914c6e6ada85325a8809
monthEndFormatter is created and tested, associated with the issue #433	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c72fff9e297cefad2dc8072615f110d4a395f09a
month picker is initialized and monthstart formatter is created, associated with #433	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/82a1bfdcbcfe11af341f0b33b4920a2aedb514ea9

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
day picker is initialized, associated with the issue #427	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/23b4b2facc15872425e80d32e6e18493daad2982
moment picker and reference logic of DateTimePicker is initialized, associated with the issue #426	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/cb35c5f7b7664b098096e6e781b3cfca247811c0
switch structure is created	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/79c1a225734fc3af84fc3595c8103c2224857e5
TimeExpression component is created associated with #425	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a3efc6c4623b78cbc53abef81625698a3768fb49
timeType dropdown menu is created, associated with the issue #424	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/352f4b8cd6c21b5efc255f31521534ce83890cce
time picker component is initialized	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c9a78ca3bff5b65e729486f03253107b28f9a6a4
Merge pull request #415 from enshkn/development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9aac3590eb24b081f1f3fa1ebb99d4b7450794f3
Development for delete all endpoint integration to reach karadut engine		
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/517eb8171d0850e6990a15bdfb97d71b522df5fb
delete-all-story endpoint is created, associated with the issue #394	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/215921a472c023cf2cda776af3c4337268227dd7
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/46be35f799314eaf5a917ca2e6dafa02366d130
async endpoint for delete-story endpoint is created, associated with the issue #392	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/64f33fc822ffda05f6e6cb7d8fdf1f2adba954c
async endpoints for recommend-user, recommend-story endpoints are created, associated with the issues #390 and #391	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4b7acc74d8d29f89e06bae4f34bf2d74c781d060
async endpoint for story-unliked endpoint is created, associated with the issue #389	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c0dfcb4aec55b6aebfb7769b63780e3659baa59c

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
async endpoint for story-liked endpoint is created, associated with the issue #388	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1a61e9644aa4e9825f6ee8810b7d357cb7523b8c
async endpoint for vectorize-edit endpoint is created, ass.the issue #387	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6d25fdf79e53ebdb90c2d3e33365016f6cdde813
async endpoint for vectorize endpoint is created, ass.the issue #385	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d86674457f0624d4bb98c3add92037b2b2b8d688
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a41cec0996ad7aa444c94ca7379e3cef21352757
all endpoints are reviewed and unnecessary prints statements are clered,this commit is associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f6042c4d6d72801a0f661dc16030a7b19afe6dfd
create_empty_float_list, story_and_user_recommender, recommendation_parser functions are reviewed, this commit is associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1f9d1a6dd38735b6c201ba1b9af54b0400d3a173
like_story_operations and unlike_story_operations functions are reviewed, this commit is associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/214090d1f6dc2f1f318aa7b9da3fa8768400b40
single_vector_fetcher, list_to_narray functions are reviewed, this commit is associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2e315977c330c4c0dd2eb44d69816b087a636449
story_user_vector_fetcher, vector_fetcher, user_like_unlike_parser functions are reviewed, this commit is associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/156a2952188c147ee68a9c7cd48e8123b0c0e35c
update_user_vector, update_story_vector functions are reviewed, this commit is associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/380707063fa04ddb8740e06ff7944865a50dab7d
upsert_for_empty_list, story_parser functions are reviewed, this commit is associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/84cf59e42d23e3b2dbd1cb7dcde958527a2dedc
parse_id_with_prefix, generate id_with_prefix, list_to_string functions are reviewed, this commit is associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/871ac5ab0b5e3955908082b509e3c43c37f7daa9
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/797e511aae4e8d3d88e97a6fcda17b11ca4f2b14

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
text_processor, tokenizer, weighted_vectorising, upsert functions are reviewed associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d135c4e3effcf94511e89747b94f64867bfd3740
story_parser, list_to_string, generate_id_with_prefix functions are reviewed and wrapped, associated with the issue #374	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2614c871cabcd777700df66d43aed467ec3d5d7
delete-story endpoint is initialized associated with the issue #375	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5d4680b8579cf7469145c124248898254f6935d7
corner case for Karadut endpoint story-unliked when userWeight==1 is solved this issue is associated with #373	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3027488fa13cb4552b60984cae028880d3d9138f
corner case for Karadut endpoint story-liked when userWeight==0 is solved and async architecture is initialized this commit is associated with issue #371 and #372	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a7d5d5bb2540bc5780a481c78be333a917d22c1c
bug associated with #366 is solved	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6014b631c31d766fa1be0420e1b2b279f698a0c
story search page UI enhancements are done associated to issue #364	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6b03410b1502f690e3b7183ac5f086092615df52
login and register pages alignment issues are solved associated to issue #327	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7fbe32bfd3f3469d63632eb24986d6489eee8978
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/425984f176217bb531440578b305514760bc885a
when user_weight == 0 case is solved for story-unliked case associated with the issue#301	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9075bb499025a65ee7af0bf084eeaad407f43e80
when user_weight < 2 case is solved associated to issue #301	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7d52230cf3d4f3ec1d334fc5b599a939200bea0fa
story liked interaction conflict is solved	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7b87edff3a3c3ec0f9d2cd4981c073da0822a5b1
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/48728a3f95cc2cac0bac81060bce2d7b5d7bf874

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
previous commit is cancelled	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/85973c5cb07c658e90efbc94604761691aee988f
issue #293 related bug is solved for vectorize-edit function	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/fa338cc0a3c234b5149af9d87336ee6bf1b9f8b8
issue #293 related bug is solved for vectorize function	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4ead9fbe2721dc85bf47736438902e1e98368c5b
the bug issue #293 related is found, text_vectors and tag_returns return empty if there is no valid token	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f7661559a43c480224176037150065ffd3f5ff2c
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d14c4ae46a3f2bb6462eaac7b42db2f6fdf1f313
Dockerfile is created and tested according the issue #269	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e2519fc0dbfe041b69a5c3e79df3236891008516
user-recommend endpoint is updated, this commit is related to the issue #265	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/16f3252448df6831a9285192bdf6d37e21d4f4c8
story-recommend endpoint is updated, parse_ids_with_prefix function bugs is detected then solved, this commit is related to the issue #265	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/25e09bf6ad7a43191726f63897be15d50a0bde30
story-unliked endpoint is updated according to the issue #265	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/323ef4f4cf6de3cc631ffcedb2f684fce6505c5b
story-liked endpoint is updated according to the issue #265	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a8529694ae382b471303ba01ce92cc3af7b0aa34
vectorize-edit endpoint is updated according to issue #265	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/fef1dd18158237584a19d4356b059610f5d9f6a9
vectorize function is updated according to issue #265	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2aa943e1571628cc77d7763734c48e40d4237545
deserialazation function for ids lists is creted	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/45705757cd9e9d34396ab4cd479c674af0e2d498

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
deserialization function for ids is created	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/960810efeebefb018de61819671677dd4623b44
serialization function for ids is created	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/028f9bac0e927de8dc7230ad0f910cd7cbeb8acd
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b4c03d1bdd6ef826e0f68f3600bfae50c1b228e3
list to string function created and implemented to vectorize functions, related to issue #257	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/06f58d8622bdc04f8b6d78b497a39229519077c4
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6e8f16ec9ca196f531ec77371aa060c0e43589b
requirements.txt has added	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/fe8ebd803eb79332530f9caf18f0c2d366f2db3b
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ad640a2fd08b2fa29348551f6126a97940db3a30
recommend_user function is refactored	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/fb2f3def65201d7783a14c805f5dc8d43fdd96a7
recommend_story function is refactored	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f20f0cd360bf3022de1010f45c5a2adc418a0c19
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/490c1e43ed4b8e8c1020f9a81199714afe52352a
recommend-user function is implemeted	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/090ed8d281flbc907fdc45b93f3b5d82325fc9e4f
recommend-story function is implemented	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2b5e6e13b1c6bb592d8e6209e30db0d5c0dd6691
text and tag vector merging bug is fixed, app initiler is refactored	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/dfd25fb3c20d29f6f0fd52d782f596a3b919012

Commit Message	Committer	URL
like_story_operations and unlike_story_operations are implemented and refactoring for story-liked, story-unliked functions are done	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/fb5528beb9f61b28a6f6b50dbb3e11bf48ac8c17
story_user_vectors_fetcher function is implemented for refactoring	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/45bdf5aba2cb7bd878c44bddbabda3dc61d5f6fa
data:user_like_unlike_parser function is implemented	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1cf6f5a53e3fedc595c17c2c88c8af4154a7635
story unliked functions is added and matrix operation bug is fixed with the uptaded userWeight assumption	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0a38944786cae0e4e9f2e16922e98965967e81c0
story-liked function is implemented and seen working fine	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8e3a934ce0f707750ae670a95df8f40f65271a2a
story vector and user vector is succesfully parsed and seen that they are obtained with the python list type	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f6a730ce9ab37ec74db1bd45124ce4335dc6b3d7
draft story-liked function is implemented	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/10985f4288d4a03194dc9895a797834bf4594fb
text&vector similarity and vector pca functions is not necessary to use for now so they are deleted	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f2f9f38cad960fc5a3f9847e67e205ddc6a5e944
vectorize-edit function is implemented, when a story change this function invoked and compute the new vector and update it	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/30b7af057a1fb0827380d463df379d7989374079
new feature is added, now we can decide the weights of tags and text seperately	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/95c6f4da4627e640376e08da83649ebf99869871
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/002bc105022bdb15d157c620a5bdc86d6ab0320
vectorize function is refactored	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5297617303659f1da82e177b6f46f62e412c4fa6
tokenizer functions bug is solved	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6529d2349f69548e0e0c8e7561d2cce0daf86bee

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
two functions have added for refactoring purposes	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4c32abf0595cebcbb173ba42c541187ee7aa6428
two functions have added for refactoring purposes	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e0b6c85fb62eaacba60a3580bef3bf7517ad924b
vectorized funcion is updated according to the issue #226	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e8127fe2f5fe6ed2e02d9ed88e2d0a254ed4a03d
pinecone is initialized	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/25e0d0847208b514ec7fd5f3c68b3da5c3ede0fe
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0a6cb25a19f708a0b787ea9aafbe04fc2166d73
new vectorize function which implement PCA to 300 dimensional vector to reduce the dimension 10 is implemented with the endpoint vectorize-pca	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8eec2642e98d8b8eb70934e5b53294aa61a87c3d
story created pseudo function is created	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ceb02f08369c71baafc7dfe2712adc2b7ddc019b
Merge remote-tracking branch 'origin/development' into development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/12a021785c2a74dc038fcdf5cd50afd3b62208b36
recommendation class is initialized and storyLiked, storyUnliked functions pseudo code is implemented	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4fc3e870d9953319d0e6de4ce829e7120706eb51
Update README.md	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a974f84710c772529401b024dbd3ca8cd6936d4e
Update README.md	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7db1b15df5cdb596f7447702092cc85fdfa87c63
issue #156 Change the timezone to "Europe/Istanbul" has done	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/848c68ee86b9d7cf6cf6d3d4681a6a0325ede05b
vector-similarity function is updated and tested	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9c81c46bff6de65114afc86ff248df4956202475

<i>Commit Message</i>	<i>Committer</i>	<i>URL</i>
vector similarity function is implemented.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4602415ba8e79e057f53ec3fd7cc71d77f1211ae
text_similarity function is updated	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/97b6617082941ae0fc7d309e54bd57ac64833387
similarity function initialized	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b7801ef902dcff95d1ec2df72d076eefba7ce0d7
uvicorn is implemented.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/588410277f74ca4669a6443620f27341c714ea23
text pre processing techniques are added	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7cee34f5dcae64c115d9066166102be9d0bd707a
vectorizing function has implemented.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/80e891eb08b8245ae747aa0ac80aedba159c083
FastAPI server initialized	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e06095c15c6bc2824ae02f009d2633e158c92bcd
rs server is created.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7b1ddc9da36c5eeda48ccca4593ad2bf9f8feabd
Merge pull request #129 from enshkn/development	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/197fdad0705faf036502cfb9e2edb896c03c7134
Liked stories api added for mobile Closes #127	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f82119417c429f878d619c6c6ecdf206da9596df
test commit for rs folder	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9c8181786ffbb1fff0d4886f5754dde528a04369
RS folder is created	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9c8181786ffbb1fff0d4886f5754dde528a04369

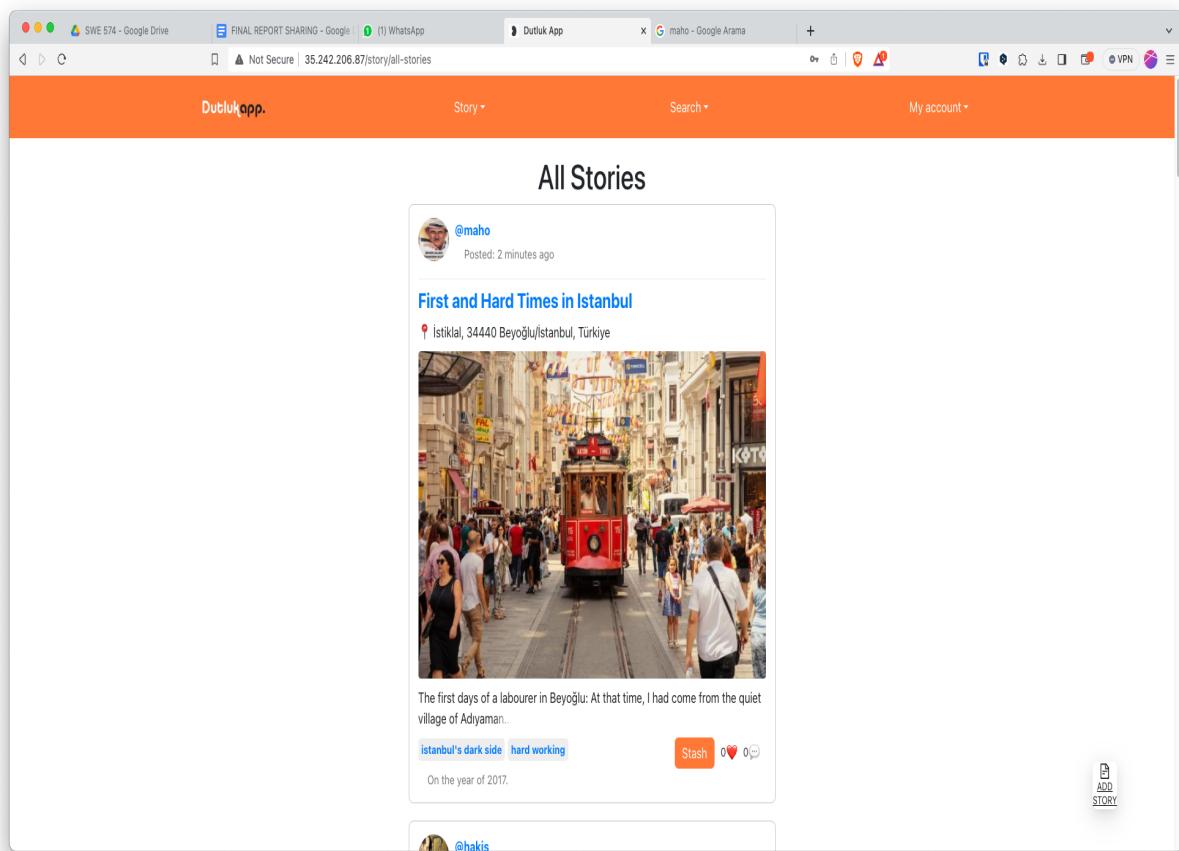
here is overall contribution:

Number of Commits	136
Code Added	4.757
Code Deleted	1.374

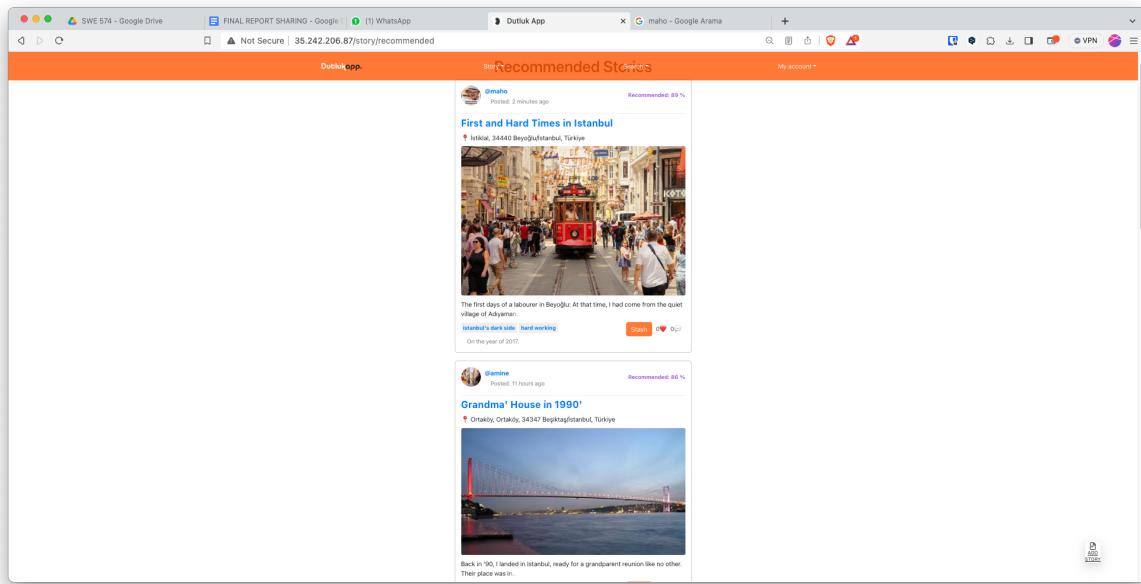
Demo

The working logic of Black Mulberry is explained in detail in the executive work section. The part where users can experience and try the performance of blackberry is tried to be conveyed through an example below.

For example, let's assume that a user has registered to the application and has not liked any stories yet, in this case, the stories he will see on the recommended stories page will be the stories created in the last seven days by default.



After the user likes a story, we can see that the recommendation page has changed and the values are shown as a percentage next to the recommended stories.



Challenges

Implementation Related Challenges

Although it is not exactly called as a difficulty, I tried to develop the recommendation engine in a modular structure as much as possible, to pour every function that makes sense into custom functions and to localize the error as soon as possible against a possible bug by adding exception-handling methods to these functions. Since the recommendation engine has a common backend structure that integrates with the application backend, I also made extra effort to be compatible with the application backend. I can say that I also saw the benefits of this method I followed during development, I was able to intervene very quickly in the emerging bugs and since I localized the problem, I was able to solve the errors without damaging the working parts of the system.

Management Related Challenges

I tried to use a clean and simple language as much as possible both in the documentation of my code developments and in the meeting reports, milestone reports, issue messages, commit messages, pull request descriptions and comments on GitHub Wiki. I tried to apply these principles even in the issues I opened for myself. I saw the benefit of this as follows: For

example, in an issue I opened for myself, I explained how to do it as if I would not do the work myself, and I observed that I could work much cleaner and more efficiently during development. Besides, I tried to increase readability by adding docstring to all functions.

Code Quality and Development Principles

I have tried to apply some good development practices in all the codes I have developed, these are using exception-handling, using doc-string, designing code in modular structure, using meaningful function and parameter names. Below there is an example of them.

```
def story_parser(data: Story):
    """
        Parses story attributes and returns them as a tuple containing text,
        ids, tags, and type.

    Returns:
        - tuple: A tuple containing vector_text, vector_ids, vector_tags,
        and vector_type.

    This method is assumed to be part of Story class, where it retrieves
    specific attributes:
        - self.text: The text attribute of the story.
        - self.ids: The ids attribute of the story.
        - self.tags: The tags attribute of the story.
        - self.type: The type attribute of the story.

    Note: The method assumes these attributes exist within the class
    instance.
    """

    try:
        vector_text = data.text
        vector_ids = data.ids
        vector_tags = data.tags
        vector_type = data.type

        return vector_text, vector_ids, vector_tags, vector_type

    except Exception as e:
        print(f"Error occurred at story_parser function: {e}")
        # Re-raise the exception to propagate it further if needed
        raise
```

Code Reviews

I carried out most of my code review activities with my teammate Deniz from the backend team. To list these:

- The review process of the codes of the Story service for the integration of Karadut with Dutluk backendi,
- Specifically, review processes of backend functions of story-liked, story-unliked, story-created, story-updated, story-deleted.
- For designing corner cases for Recommendation Engine (user's Review processes of functions that process time items during the integration of DateTimePicker component,
- After the integration of the DateTimePicker component, the review processes of the verbal time expression generating function can be counted.

To give examples of concrete outputs obtained as a result of code reviews;

- For example, the situation where a user makes his first like in the Dutluk application, the situation of removing the like from the only story he likes while the number of stories he likes is one, creating a request to add a number of attributes that Karadut needs for weighting capability when updating the user-vector to the backend structure.
- While reviewing the backend codes that process the DateTimePicker component, the timeType and timeExpression attributes that are desired to be added to the Story model can be counted.

Others

After the second milestone, two performance reports of Karadut were prepared, with these performance reports and feedbacks, some weaknesses of Karadut were identified and eliminated (suggesting stories with fewer words), and the text-tags weighting ratios were also changed and the optimum value was tried to be achieved. The pdfs of the reports are available in the section of the Recommendation Page on the Wiki page and the link is shared below.

Pull Requests

<i>Number</i>	<i>Title</i>	<i>Body</i>	<i>Assignee</i>	<i>URL</i>
336	UI enhancements on Login and Register Pages with Bootstrap.	The css files are changed to aligns forms to center both vertically and horizontally	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/336
337	UI enhancements on Login and Register Pages with Bootstrap related with #337	The css files are changed to aligns forms to center both vertically and horizontally	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/337
365	story search page UI enhancements are done associated to issue #364	Story-search page UI enhancements are done.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/365
369	Development react	Story-search page UI enhancements.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/369
457	Dev react date picker final integration to story add page.	I integrated the new selector to add a story page, tested the flag mechanism and the returned datetime objects. I also observed that the story was registered in the local backend. I am creating a PR to do user tests.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/457
485	Karadut Integration to Development Branch.	I have done development on Karadut, what a pity that I was working on react branch. For now all commits are related to Karadut. Please merge with Development branch, then I can easily checkout to development branch.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/485

<i>Number</i>	<i>Title</i>	<i>Body</i>	<i>Assignee</i>	<i>URL</i>
486	Karadut Integration to Development Branch.	I have done development on Karadut, what a pity that I was working on react branch. For now all commits are related to Karadut. Please merge with Development branch, then I can easily checkout to development branch.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/486
565	Dev react date picker final UI enhancements.	With this PR, the UI improvements of the Date Time Picker component have been completed, the bootstrap library has been used to be compatible with the previous UI improvements. In addition, the start date is prevented from being sent as a date after the end date, and a warning should be returned to the user if the start date is entered after the end date on the UI side.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/565
575	Merging all commits to make the project up to date.	It is opened to transfer all the developments to the development branch. So we can do our user tests on the current project.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/575
623	To solve Recommendation Engine Bug in Upsert Function	The token_count variable was causing conflicts in the story-like operation, so a separate upsert function was written for it.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/623
624	recommendation engine liking story bug.	The token_count variable was causing conflicts in the story-like operation, so a separate upsert function was written for it.	enshkn	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/624

Team Member: Aminenur Dağlarcüler

Responsibility Description:

I was responsible for development of the mobile application. I have developed the mobile app entirely from creating the mockups and developing the application. Every mobile app functionality such as login, register, add story with rich text area that enables users to add pictures, various time resolutions, and a map that allows users to choose location or locations with various drawing features, edit story, like story, stash story, view activity feed page, recent activities page, search nearby stories, search stories with filter that includes map, timeline search with filter that includes map, follow users, update profile bio and picture, delete stories, view my stories, view liked stories, view stashed stories. I have developed the mobile app from the scratch and implemented all the features and bug fixes related to the mobile application side. Also, in order to implement map to choose locations, I had to develop a custom package that I specifically adjusted for our needs in this project because there were no flutter package that includes all of our requirements. Other than the mobile app development, I also tested and reviewed the backend developments from Swagger and code.

Executive Summary:

- Mobile App Development
- Testing and reviewing frontend/backend development
- Creating UI/UX design of the mobile app
- Planning the mobile app development

Related Requirements:

Req.Nu	Requirement	Tag 1	Tag 2
R.1.2.02	The Dutluk platform shall be published as a mobile app.	General	Mobile
R.1.2.03	The Dutluk platform shall be available both for ios and android.	General	Mobile
R.1.2.04	The platform shall be published in English	General	Language
R.1.1.01	The homepage shall have a sign-up feature where guests can create an account to be a user of the platform.	General	Register
R.1.1.02	The homepage shall have a log-in feature where users can access the app.	General	Login
R.1.1.03	Users shall be able to sign up with their email and their password.	Login-Register-Logout	Register
R.1.1.04	The username shall be created during registration.	Login-Register-Logout	Username
R.1.1.05	Each username shall be unique.	Login-Register-Logout	Username
R.1.1.06	Each mail address shall be unique.	Login-Register-Logout	Mail Address
R.1.1.07	Users shall be able to edit their profile bio, and user photo after registering the app.	Login-Register-Logout	Personal Info

R.1.1.08	When users register, they will be redirected to the login page.	Login-Register-Logout	Routing
R.1.1.09	Users shall be able to login the app with their credentials.	Login-Register-Logout	Login
R.1.1.10	Users shall be able to log out to leave the session.	Login-Register-Logout	Logout
R.1.1.11	If a user enters the wrong email, username or password, "incorrect identifier or password" error shall be thrown.	Login-Register-Logout	Login
R.1.1.12	A user shall not be able to enter the application a second time while in session in the system.	Login-Register-Logout	User
R.1.1.13	Stories shall be created only and only by the app users.	Create Story	User
R.1.1.14	Each user shall be able to create any number of stories.	Create Story	Quote
R.1.1.15	Only users with "be on session" can create a story.	Create Story	User
R.1.1.16	When creating a story to the app, the title of the story shall be requested from the user.	Create Story	Title
R.1.1.17	When creating a story to the app, the text content of the story shall be requested from the user.	Create Story	Text Content
R.1.1.18	When creating a story to the app, the image(s) of the story shall be requested from the user.	Create Story	Image
R.1.1.19	When creating a story to the app, the location(s) of the story shall be requested from the user.	Create Story	Location
R.1.1.20	When creating a story for the app, the time type of the story shall be determined by the user.	Create Story	Time Resolution
R.1.1.21	The time dimension shall be able to point to an exact time on the timeline.	Create Story	Time Resolution
R.1.1.22	The time dimension shall point to an interval on the timeline.	Create Story	Time Resolution
R.1.1.23	The time dimension shall be specified as a specific moment.	Create Story	Time Resolution
R.1.1.24	The time dimension shall be a specific day.	Create Story	Time Resolution
R.1.1.25	The time dimension shall be able to be specified as a specific season of a specific year.	Create Story	Time Resolution
R.1.1.26	The time dimension shall be able to be specified as a specific year.	Create Story	Time Resolution
R.1.1.27	The time dimension shall be able to be specified as a specific decade.	Create Story	Time Resolution
R.1.1.28	Users shall be able to give location information to the stories they will create.	Create Story	Location
R.1.1.29	Users shall be able to assign tags to the stories they create.	Create Story	Tags
R.1.1.30	In cases where there is more than one tag, the app shall be suitable for entering more than one tag.	Create Story	Tags

R.1.1.31	In cases where there is more than one location information, the app shall be suitable for entering more than one location information.	Create Story	Location
R.1.1.32	All story posts shall be owned by only and only one user.	Story Piece	User
R.1.1.33	All story posts shall have only and only one title.	Story Piece	Title
R.1.1.34	All story posts shall have a text content (any length). location, and date information	Story Piece	Text Content
R.1.1.35	All story posts shall have at least one location (multiple locations allowed).	Story Piece	Location
R.1.1.36	All story posts shall have and date or date-time information according to the user time type preferences.	Story Piece	Time Resolution
R.1.1.37	The user shall be able to unfollow the users they have followed	Story Piece	Unfollow
R.1.1.38	The user shall be able to follow other users	Story Piece	Follow
R.1.1.39	Users shall be able to like other users' stories	Story Piece	Like
R.1.1.40	Users shall be able to comment on the stories created and published on the app.	Story Piece	Comment
R.1.1.41	Users and guests shall be able to search for a specific keyword on the app page.	Story Piece	Search
R.1.1.42	There shall be an "add story" feature on a user's page.	Story Piece	Create
R.1.1.43	There shall be a delete feature where a user can delete his/her specific story.	Story Piece	Delete
R.1.1.44	There shall be an edit feature to edit a user's specific story.	Story Piece	Edit
R.1.1.45	A user shall be able to delete a story that belongs to him/her and only him/her.	Story Piece	Delete
R.1.1.46	A user must be able to edit a story that belongs to him/her and only him/her.	Story Piece	Edit
R.1.1.47	Only users with "be on session" can comment on a story.	Story Piece	Comment
R.1.1.48	Only users with "be on session" can like a story.	Story Piece	Like
R.1.1.49	The user shall only be able to delete comments that he or she has created.	Story Piece	Comment
R.1.1.50	The users shall be able to upload their profile picture.	Profile	Picture
R.1.1.51	The users shall be able to add personnel info on their profile.	Profile	Personnel Info
R.1.1.52	The app shall have the ability to select a specific location and search for stories that take place in that location.	Search	Location
R.1.1.53	The app shall have the feature of selecting a location as the centre, then specifying an area by entering radius information and filtering the stories in this area.	Search	Location
R.1.1.54	There shall be a feature to search for stories that take place before or after a certain date.	Search	Date
R.1.1.55	There shall be a feature to search for stories that take place before or after a certain date-time.	Search	Date-Time
R.2.1.01	Each user should be able to see in their activity feed when a user in their follow list likes a story and who liked it.	Search	Location
R.2.1.02	Users should be able to see the stories that take place in a location in chronological order on a single screen.	Search	Location

R.2.1.03	Users should be able to increase or decrease the story selection areas by adding distance information when searching based on location.	Search	Time
R.2.1.04	Users should be able to add a date-time filter to the stories they filter by searching based on location and distance.	Search	Time

Related Issues:

Issue No	Title	Body	Creator	Label	Link
7	Transfer meeting notes to the Wiki	We should transfer our meeting notes for the 02/10/2023 under Wiki page.	amineglr	documentation	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/7
8	Decide on the requirements	We should decide and finalize the requirements of this project.	amineglr	documentation	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/8
9	Create the storyboard	We should create the mockup storyboard with new features and real data	amineglr	documentation, design	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/9
10	create the mobile app	Create and initialize the mobile application	amineglr	frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/10
11	Recommendation Structure Search	Decide on how to structure the recommendation future	amineglr	documentation, task, search	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/11
14	Initialize frontend	Add mobile application to the github	amineglr	task	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/14
17	Response Model Format	@hdenizdogan Could you reformat the response model for api/story/all endpoint as <pre>{ "status": 200, "success": true, "message": "success", "entity": { "id": 2, "title": "title", "text": "text", ... } }</pre>	amineglr	backend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/17
18	Add Swagger Implementation	@hdenizdogan Could you implement swagger for the api?	amineglr	enhancement, backend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/18
19	Activity Feed Endpoint	@hdenizdogan Could you create and endpoint for Home page activity-feed? I know that we	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/19

		don't have the logic finalized yet, but I need it to finish the another issue(issue #20).			
20	Front End Home Page Design	Front End Home Page Design and Api Connection. It includes storyModel, UserModel, StoryCard widget and home page design.	amineglr	frontend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/20
21	Recommended Endpoint	@hdenizdоган Could you create an endpoint for recommended stories as well?	amineglr	backend, task	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/21
22	homePage design and api connection	HomePage design and api connection. Includes story model ,user model , Stroy Card and profile page.	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/22
23	Mockup Design of the project	Add figma mockup design of the mobile application.	amineglr	documentation, design	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/23
26	Token inside User Model	@hdenizdоган Could you add token inside the user response?	amineglr	enhancement, backend, task, high priority	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/26
34	Token expiration date	@hdenizdоган Could you make the token expiration date as a parameter so that we can change it from .env?	amineglr	backend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/34
35	CheckUser Endpoint	@hdenizdоган Could you create an endpoint for autologin? I need a checkUser endpoint that I send the token to, and the endpoint returns the user if exists.	amineglr	backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/35
40	Fe 2	Login and signup pages	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/40
41	Divide mobile and web api services	@hdenizdоган Could you devide mobile and web api services as api/mobile and api/web?	amineglr	backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/41
46	Story Detail Ui and Api Connection	Mobile app: Story details ui design and api connection.	amineglr	frontend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/46
47	story detail page	Story Details Page	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/47
50	Mobile App logout	Add logout function to the mobile app	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/50
52	logout feature	closes issue #50	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/52
54	Development front		amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/54
55	Development front		amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/55
56	Development		amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/56

					Fall-23-G2/pull/56
68	Add story	add story initial	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/68
69	Validation check should be added to the web application add story page	If the user doesn't fill out all the necessary information while adding a story, we should somehow inform the user about the required fields. It could be turning the border of the fields to the red or etc.	amineglr	bug, frontend, commit needed, react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/69
70	Recommended page should be added to the web application	The new feature which shows the user the recommended stories should be implemented to the web application.	amineglr	frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/70
71	Timeline feature should be added to web application	Timeline feature should be added to the web application	amineglr	enhancement, frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/71
72	Add story navigation	In the web application, after the user adds a story we should navigate to the home page not profile page.	amineglr	bug, frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/72
73	Nearby Stories page should be added to the web app	Nearby Stories page should be added to the web app. This is a new feature that shows the user the stories near by the user's exact location.	amineglr	frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/73
74	Nearby Stories endpoint should be created	We should create an endpoint for the nearby stories feature. The endpoint could send current location lang and lat values and the endpoint could return all the stories nearby up to 5 or 10 km as a descending start time order.	amineglr	backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/74
76	base64 conversion to the img url	We should somehow convert base64 to URL for easy photo upload while adding stories.	amineglr	bug, backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/76
78	Add new features to the app bar in web app	We should add recommended page and timeline page to the app bar of the web app.	amineglr	enhancement, frontend, commit needed, react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/78
79	add story complete	add story feature is added closes issue #61	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/79
80	Development mobile	development recent changes -> add story #79	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/80

81	Development	development to main recent changes -> add story	amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/81
82	Development mobile		amineglr		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/82
84	Time resolutions should be fixed for web app	When a user adds a story we should restrict the user about time resolutions. For example, they could only enter a time range or decade and season, not both.	amineglr	bug, frontend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/84
85	Time resolutions should be fixed for mobile app	When a user adds a story we should restrict the user about time resolutions. For example, they could only enter a time range or decade and season, not both.	amineglr	bug, frontend, commit needed, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/85
86	Edit story option should be added to the web app	If a user wants to edit their story, we should be able to give the opportunity to edit.	amineglr	enhancement, frontend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/86
87	Edit story feature for the mobile app	If a user wants to edit their story, we should be able to give the opportunity to edit.	amineglr	enhancement, frontend, commit needed, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/87
88	Adding remove location to add story page	While the user adds a location to the story we should enable the user to delete the chosen location.	amineglr	enhancement, frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/88
89	Timeline Feature should be added to the web app	Timeline feature would be like a advanced search that enables user to choose different properties of a story and list them as a timeline.	amineglr	duplicate, wontfix, frontend, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/89
90	Timeline feature for mobile app	Timeline feature would be like a advanced search that enables user to choose different properties of a story and list them as a timeline.	amineglr	frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/90
91	Web app frontend design fixes	We should make design of the web app to be consistent to the mobile app design. This includes tabbar color changes and adding the new pages, making the story card component to be more pleasant.	amineglr	enhancement, frontend, commit needed, design, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/91

92	Don't show empty properties -> web app	If a user didn't choose a season or decade while adding a story, we shouldn't show these properties after adding the story.	amineglr	bug, frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/92
93	show region in the map	While adding a story we should enable the user to choose region from the map.	amineglr	enhancement, frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/93
94	Image resize	Images added to stories should be shown on the page within predetermined limits regardless of their size. User interface and experience should be optimized by adjusting the size.	amineglr	bug, frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/94
95	Restrict shown stories	In the Story Feed section, instead of all stories, the entities to be shown should be limited by imposing a certain restriction (such as stories created in the last 7 days). This issue might need some enhancement in the backend endpoint as well. We might add a new point for all stories that pulls only recent stories for a predetermined time period.	amineglr	bug, backend, frontend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/95
97	Write unit test for mobile app	write unit test for completed features	amineglr	enhancement, frontend, mobile, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/97
98	near by stories feature for mobile app	we should create a feature that shows stories based on your current location	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/98
99	near by stories feature for web app	we should create a feature that shows stories based on your current location	amineglr	duplicate, enhancement, frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/99
100	Required end time selection in the web app	while adding a story user has to enter an endtime, we should fix this and remove the requirement	amineglr	bug, frontend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/100
101	liked stories page should be added to the mobile app	liked stories page should be added to the mobile app	amineglr	frontend, commit needed, feature,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/101

				mobile	
102	all stories page should be added to the mobile app	all stories page should be added to the mobile app	amineglr	enhancement, wontfix, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/102
103	choose multiple location in the mobile app	Enable user to choose multiple locations in the mobile app	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/103
104	Search by Tag in Web App	We should add a feature where a user clicks on a tag and lists all the stories with the same tag.	amineglr	enhancement, frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/104
105	Search by Tag in Mobile App	We should add a feature where a user clicks on a tag and lists all the stories with the same tag.	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/105
106	Recommended page should be added to the mobile app	The recommended page should be added to the mobile app.	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/106
107	Search feature should be implemented to the pages	Nearby stories, all stories, and recommended stories pages should have a search bar feature on top of the page.	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/107
108	my stories page for mobile app	my stories page for mobile app	amineglr	frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/108
109	Edit story function in backend	We should add an edit story function endpoint.	amineglr	enhancement, backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/109
110	add search location from map	We should add search location from map functionality while adding a	amineglr	enhancement, frontend,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/110

	functionality for web app	story to the web app		commit needed, react, webApp, feature	
111	add multiple location function to mobile app	add multiple location function to mobile app	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/111
112	add delete location function while adding story	add delete location function while adding story	amineglr	frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/112
113	add delete story function to the mobile app	add delete story function the the mobile app under my stories page	amineglr	frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/113
114	add story fixes	add story fixes, my stories delete function	amineglr	mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/114
115	Development	backend and front mobile fixes	amineglr	backend, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/115
116	favorite feature for mobile app	add favorite feature for stories in the mobile app	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/116
117	liked stories endpoint	Could you create an endpoint for liked stories?	amineglr	enhancement, backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/117
118	add liked stories to the User Model	Could you add liked stories to the User model as well?	amineglr	enhancement, backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/118
120	show story locations on map	show locations of the story on a map in story details page	amineglr	enhancement, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/120
121	add new tabs to the mobile app	Add new tabs Recommended, Nearby, and Timeline tabs to the mobile app	amineglr	enhancement, frontend, commit needed, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/121
127	add liked stories	Could you add liked stories	amineglr	backend,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/127

	endpoint to the mobile api	endpoint to the mobile API?		commit needed	Fall-23-G2/issues/127
128	add comment to the stories for mobile app	add comment to the stories for mobile app	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/128
131	Add poly lines, polygons and circles to the mobile app	Add polyline, polygon and circle drawing to the map.	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/131
132	modify the Location Model	Location model should include isCircle, isPolyline, isPolygon and isPoint variable for us to differentiate location types. These variables could be integer and for example if the value of iscircle = 1 this means that there is a circle location and these points belongs to the first circle location.	amineglr	enhancement, backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/132
136	add circleRadius to the LocationModel	Could you add circleRadius variable to the LocationModel so that we can store the circle radius if the user pick a circle from the map while adding a story?	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/136
138	Development mobile	favorite the stories, add multiple locations to the maps, add polyline,polygon and circle tp the map, display the regions and multiple location in story detail, liked stories page, new tabs are added. Endtime not displaying correct issue is fixed.	amineglr	bug, frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/138
139	Profile Page for mobile app	Profile Page should be created for mobile app	amineglr	frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/139
140	follow feature for the mobile app	Follow feature should be added to the mobile app. If a user goes to other users profile they should be able to follow them.	amineglr	frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/140

141	add recent stories page to the mobile app	for the home view we should add recent stories page.	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/141
159	Development mobile	Recent stories tab is added to the home page, comments functionality is added to the story details page, bug related to password visibility in login and register page is fixed.	amineglr	mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/159
167	Image resize configuration on backend side	For images to be shown resized with a fixed value, we need some configurations.	amineglr	enhancement, backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/167
181	Show several locations for a point in map	In map, we should show several locations from most detail to general while adding a story.	amineglr	enhancement, frontend, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/181
182	Centerin the selected locations in map	Center the location in map while viewing the locations of the story.	amineglr	enhancement, frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/182
183	Fixed the margins of the form elements	Form elements of the story card, add story page should be fixed. We should add some margins and other UI fixes	amineglr	bug, frontend, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/183
184	Button Ui Fixes	In general, we should update button class.	amineglr	enhancement, frontend, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/184
185	Unhandled Exceptions	We should leave any unhandled exception. We should give some response to the user about what went wrong. We need to show system error logs to the user.	amineglr	frontend, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/185
186	Edit story button in not working	Edit story button is not working.	amineglr	bug, duplicate, frontend, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/186
187	user/profile api return null	api/user/profile endpoint is returning null.	amineglr	bug, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/187
188	Edit story locations	after editing a story locations are	amineglr	bug, frontend,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/188

	showing null	showing null		react, webApp	Fall-23-G2/issues/188
189	Edit story not showing old locations	Edit story is not showing locations of the story.	amineglr	bug, frontend, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/189
190	navigation bar fixes	We can add my stories page under profile tab in the navigation bar.	amineglr	enhancement, frontend, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/190
191	Profile Update for mobile app	Add profile update feature for the mobile app	amineglr	frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/191
192	closes #191	Profile update fixes, endpoint changes	amineglr	frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/192
193	Return full user model in story/id endpoint	Could you return full user model including followers, following and stories parameters in story/id endpoint?	amineglr	wontfix, backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/193
194	Development mobile	Profile update bug fixes and profile follow feature for the mobile app are added. Refresh Indicator for home page is added. Launcher icon and launcher name is changed.	amineglr	frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/194
195	add refresh to the home page	We should add refresh page functionality for home page so that if there are new stories users can refresh the page and see the stories.	amineglr	enhancement, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/195
196	change launcher icon and launcher name	In the home page of the mobile phone, we should change the launcher icon and launcher name	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/196
214	near by stories feature for mobile app #98	Nearby Stories page is implemented. Please review!	amineglr	frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/214
216	Recommended page added to the mobile app #106	Recommended page is added to the mobile app. Please Review	amineglr	frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/216
218	Token Expression Check	In order to check if the token is expired or not we need an endpoint like checktoken that returns the status of the token.	amineglr	enhancement, backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/218

220	add like count to the home page story card	In the main pages, we should be able to see the story like count in the story card.	amineglr	enhancement, frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/220
221	profile pic upload and view in mobile profile	In the profile page we should be able to upload profile pictures and view them.	amineglr	enhancement, frontend, commit needed, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/221
222	Logout fixes	We should implement checktoken in the splash so that if the token expired we should lead them to the login page.	amineglr	enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/222
223	#222 Logout fixes	Checktoken in the splash view is added. Comment card fixes is implemented.	amineglr	bug, enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/223
224	profile pic upload and view in mobile profile #221	Profile pic upload and view feature added.	amineglr	enhancement, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/224
225	add profile pic info in story detail	While viewing the comments, I need profile pic info as well as other user infos.	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/225
232	Get comments endpoint	We need an endpoint to get comments on the story. It will return the comment model model as usual.	amineglr	enhancement, backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/232
241	delete comments functionality	Delete comments functionality should be added for the mobile app	amineglr	enhancement, frontend, commit needed, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/241
242	add favorite bug	Add favorite functionality is not properly working. Additionally, we should be able like the stories from the main pages like home, recommended, nearby. Also we should be able to see the like count of the stories from the main pages as well.	amineglr	bug, enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/242
244	Add fromuser endpoint	In order to see the stories of user we need an endpoint like fromuser/userid.	amineglr	enhancement, backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/244
245	Add save stories endpoint	Users can save stories from the main page. In order to add this feature we	amineglr	enhancement, backend,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/245

		need an endpoint saveStories that will store the saved stories of user		commit needed, feature	
248	Saved stories endpoint	In order to view the saved stories, we need an endpoint.	amineglr	enhancement, backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/248
252	Endpoints return 500 internal server error	Some endpoints like: story/liked, story/nearby are returning internal server error.	amineglr	bug, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/252
266	search endpoint null check	If the search parameters are null server is returning error.	amineglr	bug, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/266
267	search endpoint 'No story found'	If there is no story based on request query, endpoint returning 'No story found'. However, frontend expects a list. Could you remove this string and just return an empty list.	amineglr	bug, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/267
268	Timeline endpoint	We need an endpoint for timeline search.	amineglr	backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/268
270	story/liked endpoint error	story/liked endpoint returning internal server error.	amineglr	bug, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/270
272	Development mobile	add favorite bug fix, search page is added, timeline page is added. Please review!	amineglr	bug, backend, frontend, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/272
279	story unit test implemented Write unit test for mobile app #97	unit test for story related functions.	amineglr	frontend, mobile, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/279
280	change color of the mobile app	Change main color to orange	amineglr	enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/280
281	saved stories endpoint returning error.	saved stories endpoint returning error.	amineglr	bug, backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/281
282	add radius parametre for the nearby Stories	add radius parameter for the nearby Stories, if there is no entry it will show 10 km by default.	amineglr	enhancement, frontend, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/282
283	story detail show map location on map	story detail show map location on map	amineglr	frontend, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/283

284	Development mobile	Story Unit test, change the color of app, search by tag, add favorite bug, small UI fixes.	amineglr	bug, frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/284
286	add start hour and end hour parametre story model	add start hour and end hour parametre story model	amineglr	frontend, commit needed, react, webApp, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/286
287	don't show null values in story detail	don't show null values in story detail in web app	amineglr	enhancement, frontend, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/287
290	saved stories page and save story functionality	in the main pages we could be able to save stories and view them later.	amineglr	enhancement, frontend, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/290
295	Development mobile	Saved stories page and save story functionality is added. Related bugs are fixed.	amineglr	bug, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/295
298	change feed endpoint to recommended	api/story/feed could be named recommended. It would be more understandable. If there is no recommended stories we could return recent stories.	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/298
305	Development mobile	add start hour and end hour parametre story model, add scroll to the add story text field, recommended API name change, profile page bug fix.	amineglr	bug, enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/305
313	Loading animation and logos change.	Add loading animation on splash screen and change the current logos to the new ones.	amineglr	enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/313
314	#313	Loading animation added and logos changed.	amineglr	enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/314
321	Story Card Ui Fixes	Dont show the empty image logo to big, we can make it smaller, or hide the logo at all.	amineglr	enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/321
322	Timeline filter is not opening	Timeline filter is not opening, and not showing current location.	amineglr	bug, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/322
323	Story detail elements ui fix	Story detail elements like location tile and time resolution tile take up big place. We can make those areas smaller.	amineglr	enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/323
324	Show current location on nearby page	Show current location on nearby page	amineglr	enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/324

325	Timeline page ui fix	Timeline page ui fix	amineglr	enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/325
326	Development mobile	Story Card Ui fixes, Timeline filter is not opening bug fix, story detail elements resize, show current location on nearby page, timeline page UI fix	amineglr	mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/326
338	Return images as a List<String>	In order to get rid of text parse in story card, it would be great if you could return image links as a string list.	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/338
339	comment place gray box issue	There is a grey box issue on the story detail page comment area.	amineglr	bug, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/339
340	#339	Grey box issue on the comment area is fixed.	amineglr	bug, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/340
342	Return decade information for timeline search	Return decade information for timeline search	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/342
345	add story, following and follower Info on user/id endpoint	add story, following and follower Info on user/id endpoint. We should add story id and title fields, following and follower id and username fields.	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/345
346	Delete comment endpoint	We need an endpoint to delete comments.	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/346
347	add decade logic to date field for timeline search	add decade logic to date field for timeline search	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/347
351	adjust frontend according to the storyListResponse	Backend had some changes to improve the response time, frontend should handle this adjustments.	amineglr	enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/351
352	Backend login response bug	Response got stuck on false, we should check what went wrong there.	amineglr	bug, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/352
353	#351	Adjustments for new backend response	amineglr	enhancement, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/353
354	decade range	In order to add start decade and end decade for stories, we should add these properties to the story modal. After that we should implement this to the frontend as well.	amineglr	enhancement, backend, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/354
357	Add full story model for my stories	In order to lead the user to the edit page, I need full story model	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/357

		specifications.			
358	Decade information is not returning for timeline and search endpoints	Decade information is not returning for timeline and search endpoints	amineglr	bug, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/358
359	add created date inside story card	add created date inside story card	amineglr	enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/359
360	change api key for mobile	change api key for mobile	amineglr	enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/360
367	Edit location issue	While editing a story locations duplicates. I believe, it is because it assigns a new id to the old location. Could you find a solution for that.	amineglr	bug, frontend, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/367
376	Development mobile	change api key for mobile, display login error messages, edit story feature for mobile, add created date inside the story card, enable search season and decade by a dropdown menu features are added.	amineglr	enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/376
379	return first hundred character for story card display	In order to show more information about the story, it would be great if you could return first 100 character of the story text.	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/379
396	return start hour, end hour, date flags for from user endpoint	return start hour, end hour, date flags for from user endpoint	amineglr	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/396
421	add first 100 character to the story card	If there is no images in the story we shouldn't display the default image, instead we should add first 100 characters to the story card.	amineglr	enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/421
422	add refresh page for recommended page	add refresh page for recommended page to update the page.	amineglr	enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/422
428	End decade not returning correctly	The start decade and end decade return the same even though we send them separately.	amineglr	bug, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/428
439	Development mobile	Add profile picture of the user to the story details on the app, delete comments functionality added, recommendation percentage added to the recommendation page, edit story bug fix, add first 100 character to the story card if there are no image, add refresh page functionality to the recommendation page, decade range and year time resolutions are added to the add story, edit story and story display.	amineglr	bug, enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/439

458	Profile level unit test	Write unit test for profile level.	amineglr	mobile, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/458
459	auth level unit test	Write unit test for auth level	amineglr	mobile, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/459
460	story detail map is not showing	Story detail page has a map view and right now it is not working.	amineglr	bug, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/460
461	Development mobile	time resolution fixes, unit tests, time type and time expression	amineglr	mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/461
513	Check for empty locations	While adding a story location field could not be empty. So we need a check while adding a story.	amineglr	enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/513
520	Development mobile	I put check for empty locations, and added verbal expression to the story detail page.	amineglr	enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/520
555	#552, #553, #554	Made Ui enhancements and bug fix for story detail map view.	amineglr	bug, enhancement, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/555

Pull Request:

NUMBER	TITLE	BODY	USER	URL
22	homePage design and api connection	HomePage design and api connection. Includes story model ,user model , Stroy Card and profile page.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/22
40	Fe 2	Login and signup pages	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/40
47	story detail page	Story Details Page	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/47
52	logout feature	closes issue #50	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/52
54	Development front		amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/54
55	Development front		amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/55
56	Development		amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/56
68	Add story	add story initial	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/68
79	add story complete	add story feature is added closes issue #61	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/79

80	Development mobile	development recent changes -> add story #79	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/80
81	Development	development to main recent changes -> add story	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/81
82	Development mobile		amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/82
114	add story fixes	add story fixes, my stories delete function	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/114
115	Development	backend and front mobile fixes	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/115
138	Development mobile	favorite the stories, add multiple locations to the maps, add polyline,polygon and circle tp the map, display the regions and multiple location in story detail, liked stories page, new tabs are added. Endtime not displaying correct issue is fixed.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/138
159	Development mobile	Recent stories tab is added to the home page, comments functionality is added to the story details page, bug related to password visibility in login and register page is fixed.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/159
192	closes #191	Profile update fixes, endpoint changes	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/192
194	Development mobile	Profile update bug fixes and profile follow feature for the mobile app are added. Refresh Indicator for home page is added. Launcher icon and launcher name is changed.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/194
214	near by stories feature for mobile app #98	Nearby Stories page is implemented. Please review!	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/214
216	Recommended page added to the mobile app #106	Recommended page is added to the mobile app. Please Review	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/216
223	#222 Logout fixes	Checktoken in the splash view is added. Comment card fixes is implemented.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/223
224	profile pic upload and view in mobile profile #221	Profile pic upload and view feature added.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/224
272	Development mobile	add favorite bug fix, search page is added, timeline page Is added. Please review!	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/272
279	story unit test	unit test for story related functions.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/279

	implemented Write unit test for mobile app #97			Fall-23-G2/pull/279
284	Development mobile	Story Unit test, change the color of app, search by tag, add favorite bug, small UI fixes.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/284
295	Development mobile	Saved stories page and save story functionality is added. Related bugs are fixed.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/295
305	Development mobile	add start hour and end hour parametre story model, add scroll to the add story text field, recommended API name change, profile page bug fix.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/305
314	#313	Loading animation added and logos changed.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/314
326	Development mobile	Story Card Ui fixes, Timeline filter is not opening bug fix, story detail elements resize, show current location on nearby page, timeline page UI fix	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/326
340	#339	Grey box issue on the comment area is fixed.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/340
353	#351	Adjustments for new backend response	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/353
376	Development mobile	change api key for mobile, display login error messages, edit story feature for mobile, add created date inside the story card, enable search season and decade by a dropdown menu features are added.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/376
439	Development mobile	Add profile picture of the user to the story details on the app, delete comments functionality added, recommendation percentage added to the recommendation page, edit story bug fix, add first 100 character to the story card if there are no image, add refresh page functionality to the recommendation page, decade range and year time resolutions are added to the add story, edit story and story display.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/439
461	Development mobile	time resolution fixes, unit tests, time type and time expression	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/461
520	Development mobile	I put check for empty locations, and added verbal expression to the story detail	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/520

		page.		
555	#552, #553, #554	Made UI enhancements and bug fix for story detail map view.	amineglr	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/555

Documentation:

I have contributed to write milestone 1 and 2 reports, I created the outline for both of the reports and wrote the requirements, deliverables, all the parts related to the mobile application developments and individual contributions parts.

- https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/blob/main/reports/m1_group2.md
- https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/blob/main/reports/m2_group2.md
- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Meeting-Notes#meeting-notes-13112023>

Test:

Unit test of all the mobile app developments are conducted by me. Here are the related issues and commits of unit test that I have written:

- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/459>
- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/458>
- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/97>
- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/27092200a51bf8ea9e21292987c560f06e10ac3c>
- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/dbcee8f261167e2867775f80cff4f011bb2352e5>
- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f7ead118686c15a505cc54e3ba7484ea80679dc5>

Here is the test coverage results:



Explain the Code:

I used Flutter to develop the mobile application, which uses dart language. Project structure is divided into different levels as domain, presentation, application, core and common. Domain level has the models and repositories, presentation level has the view pages, application level has the logic side of the project, common level has the commonly used structures, core level has the essential implementation of the project. Unit tests of the project has been developed with Flutter Test library for the application and domain levels which basically encapsulates all the functions that project has. Here is the link of the issues that has assigned to me for developin the mobile application and writing unit test:

https://docs.google.com/spreadsheets/d/1K1SPH_aQaWOjWy9ND6yJ880832qHKuoPhh6cQ7gQbU/edit#gid=288124960, and here is the link of the all the commits that I have pushed: https://docs.google.com/spreadsheets/d/1K1SPH_aQaWOjWy9ND6yJ880832qHKuoPhh6cQ7gQbU/edit#gid=15382287.

Here is my overall contribution to the project:

Number of Commits	97
Code Added	261,293
Code Deleted	391,858

Demo: Here is the link of the demo video of the features I have developed:

<https://drive.google.com/drive/folders/1ijp4tsGYhttps://drive.google.com/drive/folders/1ijp4tsG>

[YACBmO2CTTfH0mcEGY_s_BVU4?usp=sharing](#)
[ACBmO2CTTfH0mcEGY_s_BVU4?usp=s](#)
haring

Challenges: Add story and edit story feature of the mobile app had some challenges for me. First of all, there were no flutter package that supports all the necessary features for us, so I had to developed a flutter package based on our needs. I needed to implement drawing features of the map such as drawing polylines, polygons, and circles and adding multiple location points. I also had to implement making changes on the map such as deleting the location or choosing different map drawing tools. Other than map related issues, time resolutions part was a little bit tricky for edit story features, because there are a lot of time variations and finding out which time resolution is originally selected needed a strong structure.

There were also some problems with the management of the group. Some members of the group didn't contribute the project and didn't finish their job in a timely matter which created operational problems. We addressed the issues and tried to solve them with communication however some problems continued until the end of the project.

Code Review: I have mostly reviewed the backend code which was developed by my teammate Hasan Deniz Doğan, and I reviewed them from the pull requests and before merging the development I tested them on Swagger and the mobile application and then I merged or requested changes. Here is the link for all the pull requests I have merged and contributed:

https://docs.google.com/spreadsheets/d/1K1SPh_aQaWOjWy9ND6yJ880832qHKuoPhh6cQ7g_QbU/edit#gid=1913153176. Most of the time newly developed backend code was because of the new features that we as a frontend members requested, so after I implement the feature on my side, I integrated the backend side and if everything is alright which means that it tested and works as we expected then Deniz created the pull request and I merged the code after reviewing it.

Team Member: Mustafa Görkem KUYUCU

Responsibility Description:

I started as a support for the frontend part of the project. I installed Flutter to help with the mobile part. But since WebApp needed more attention, I continued by improving React code. During the project, I tried to highlight the remaining parts of the application, and alerted the related teams about the deficiencies and bugs. Also overviewed the issues, tried to connect relevant ones together, updated labels accordingly and tipped off the owner if the issue is duplicate.

Executive Summary:

I attended almost all of the team meetings and classes, actively providing feedback on the subjects. Some of the meeting notes written by me during the project. Also overviewed the issues, tried to connect relevant ones together, updated labels accordingly and tipped off the owner if the issue is duplicate, tried to highlight the remaining parts of the application, and alerted the related teams about the deficiencies and bugs. Plus, I contributed to the M1 presentation as a co-presentation preparer and as a presenter. For the M2 presentation, I only contributed to presentation planning and customer feedback note taking. After getting customer feedback during the M2 presentation, I reminded the team to give customer expectations (like recommendation engine functionality) in the following weeks. For that purpose, we performed another small presentation for Karadut and gathered new feedback from the customer (#418). For the M3 report, I wrote the user manual and deliverables of the parts related to WebApp. I also tried to get the team's opinion on design related matters and if they are not aligning, raised the subject to the customer. I also opened some issues related with bugs noticed from me and for some bugs, I only alerted the developer and let them open the related issues. I tried to make the design align across the pages on webApp and with the mobile app. I sent a little unit test for the backend too. I kept active communication with the backend team and other developer on the frontend and tried to solve the matters even if one of the developers could not provide the needed feature. For example, for the update(edit) story feature, the newly developed date time picker could not show the fetched value preselected so I talked with its developer but changing it can take too much time. So after brainstorming, we solved the issue by adding a blank+null check on the backend side. In the new solution, the backend is not changing the date if it is not selected. Related subject can be examined in #545. I added detailed explanations with the related labels to my issues. All the history can be gathered about the development processes. If there were any conflicts in my pull requests, I solved them in the merge editor and left a clean code to the reviewer. Lastly, I reviewed some of the pull requests and approved merges.

With all things considered, my contribution metrics can be found below.

Lines of Code for M2	4,680 ++ 1,257 --
Closed Issue Count	64
Opened Issue Count	49

Pull Request	27
Commit Count	85

Reference links for the contributions:

- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/graphs/contributors>
- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues?q=is%3Aissue+assignee%3Agorkemkuyucu+>
- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues?q=is%3Aissue+author%3Agorkemkuyucu+>
- <https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pulls?q=is%3Apr+author%3Agorkemkuyucu+>

Addressed Requirements

1. Story Related Requirements

<i>Notation</i>	<i>Requirements</i>	<i>Tag 1</i>	<i>Tag 2</i>
R.1.1.19	When creating a story to the app, the location(s) of the story shall be requested from the user.	Create Story	Location
R.1.1.28	Users shall be able to give location information to the stories they will create.	Create Story	Location
R.1.1.31	In cases where there is more than one location information, the app shall be suitable for entering more than one location information.	Create Story	Location
R.1.1.29	Users shall be able to assign tags to the stories they create.	Create Story	Tags
R.1.1.30	In cases where there is more than one tag, the app shall be suitable for entering more than one tag.	Create Story	Tags
R.1.1.17	When creating a story to the app, the text content of the story shall be requested from the user.	Create Story	Text Content
R.1.1.16	When creating a story to the app, the title of the story shall be requested from the user.	Create Story	Title
R.1.1.13	Stories shall be created only and only by the app users.	Create Story	User
R.1.1.15	Only users with "be on session" can create a story.	Create Story	User
R.1.1.40	Users shall be able to comment on the stories created and published on the app.	Story Piece	Comment
R.1.1.49	The user shall only be able to delete comments that he or she has created.	Story Piece	Comment
R.1.1.43	There shall be a delete feature where a user can delete his/her specific story.	Story Piece	Delete
R.1.1.45	A user shall be able to delete a story that belongs to him/her and only him/her.	Story Piece	Delete
R.1.1.44	There shall be an edit feature to edit a user's specific story.	Story Piece	Edit
R.1.1.46	A user must be able to edit a story that belongs to him/her and only him/her.	Story Piece	Edit
R.1.1.38	The user shall be able to follow other users	Story Piece	Follow
R.1.1.35	All story posts shall have at least one location (multiple locations allowed).	Story Piece	Location
R.1.1.41	Users and guests shall be able to search for a specific keyword on the app page.	Story Piece	Search

R.1.1.34	All story posts shall have a text content (any length), location, and date information	Story Piece	Text Content
R.1.1.36	All story posts shall have and date or date-time information according to the user time type preferences.	Story Piece	Time Resolution
R.1.1.33	All story posts shall have only and only one title.	Story Piece	Title
R.1.1.37	The user shall be able to unfollow the users they have followed	Story Piece	Unfollow
R.1.1.32	All story posts shall be owned by only and only one user.	Story Piece	User

Description: This part contains the requirements I contributed directly or indirectly (enhanced) on the WebApp related to stories.

Issues: #601, #561, #514, #462, #443, #416, #412, #398, #311, #309, #303, #286, #189, #188, #186, #180, #161, #88, #86, #73

Pull Requests: #155, #165, #198, #211, #213, #291, #463, #464, #480, #543, #574, #586, #598, #600

Explanation: Since there are lots of items, related pull requests are written in () to avoid confusion.

Follow feature loading state fix(#543), like feature loading state fix(#543), remove location enhancement on add story and edit story pages(#165), screen real estate enhancement including location UI enhancement on add story and edit story(#464), adding slider component to the circle(#480), creating and finalizing edit story(#155, #198, #291, #598), label search related to feature introduced and finalized(#165), tag feature introduced and finalized(#165, #255), adding message component for enhancing messages UI(#211, #213), save(stash) story feature initializing and finalizing(#463), comment UI enhancement(#574), comment like status loading fix(#574), adding verbalExpression feature(#586), liked stories page addition(#600), edit and save feature name updates(#561)

2. General - Account and Recommendation Related Requirements

Notation	Requirements	Tag 1	Tag 2
R.1.2.04	The platform shall be published in English	General	Language
R.1.1.11	If a user enters the wrong email or password, "incorrect password" error shall be thrown	Login-Register-Logout	Login
R.1.1.07	Users shall edit their profile after registering the app while the app is published.	Login-Register-Logout	Personel Info
R.1.1.08	When a user registers,she/he will be redirected to the home page.	Login-Register-Logout	Routing
R.1.1.51	The users shall be able to add personal info on their profile.	Profile	Personel Info
R.2.1.05	Each user should be able to see in their recommended feed the stories related to the following users' stories labels, locations, dates.	Recommendation	-

R.2.1.25	Users shall be advised on the calculated similarity between their user-taste and the user-taste of other users.	Recommendation	-
R.2.1.26	Users shall be recommended stories based on the calculated similarities between their user-taste and the vector values of the stories.	Recommendation	-

Description: This part contains the requirements I contributed directly or indirectly (enhanced) on the WebApp about general, account and recommendation.

Issues:

Related to account: #215, #443, #518, #601

Related to recommendation: # 349, # 311, # 303, # 70

Pull Requests:

Related to account: #474, #255, #548, #602

Related to recommendation: # 145, # 417, # 312

Explanation:

General: All the pages and enhancements are developed and comments on the code are written in English

Account: False error messages bug on the profile page was solved, user's stories are putted on the profile page, author's stories are putted on their profile page, User page screen real estate arrangement, following button bug is solved and the arranged to change its status according to gathered information from backend.
 Recommendation: Recommended stories page was created, its endpoint was changed when the endpoint was ready on the backend, its loading bug was fixed. Additionally, percentage is gathered from the backend and printed on the story card on recommended page.

3. Search Related Requirements

Notation	Requirements	Tag 1	Tag 2
R.1.1.54	There shall be a feature to search for stories that take place before or after a certain date.	Search	Date
R.1.1.55	There shall be a feature to search for stories that take place before or after a certain date-time.	Search	Date-Time
R.1.1.52	The app shall have the ability to select a specific location and search for stories that take place in that location.	Search	Location
R.1.1.53	The app shall have the feature of selecting a location as the center, then specifying an area by entering radius information and filtering the stories in this area.	Search	Location
R.2.1.02	Users should be able to see the stories that take place in a location in chronological order on a single screen.	Search	Location
R.2.1.03	Users should be able to increase or decrease the story selection areas by adding distance information when searching based on location.	Search	Location

R.2.1.04	Users should be able to add a date-time filter to the stories they filter by searching based on location and distance.	Search	Time
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Description: This part contains the requirements I contributed directly or indirectly (enhanced) on the WebApp related to stories.

Issues: #71, #521, #254

Pull Requests: #145, 165

Explanation: Timeline search page is created, tag search feature is created, search page wording changed.

Closed Issues:

No	Title	URL
4	Decide on which project to choose	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/4
8	Decide on the requirements	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/8
9	Create the storyboard	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/9
53	Change of endpoints on react frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/53
70	Recommended page should be added to the web application	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/70
71	Timeline feature should be added to web application	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/71
73	Nearby Stories page should be added to the web app	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/73
78	Add new features to the app bar in web app	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/78
86	Edit story option should be added to the web app	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/86
88	Adding remove location to add story page	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/88
91	Web app frontend design fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/91
104	Search by Tag in Web App	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/104

161	Edit story button should be added	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/161
180	Edit story button is bugged	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/180
185	Unhandled Exceptions	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/185
186	Edit story button in not working	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/186
188	Edit story locations showing null	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/188
189	Edit story not showing old locations	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/189
190	navigation bar fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/190
215	False error message while uploading profile picture	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/215
243	Changing WebApp's main colors to align with the mobile app	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/243
250	Comment like api call not working on react frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/250
254	Tag enhancement on the WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/254
273	All button on the WebApp should have same design	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/273
277	Slider for radius on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/277
278	Simplify location usage on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/278
286	add start hour and end hour parameter story model	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/286
297	Notifications goes under the navbar	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/297
302	navbar text color should change to white	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/302
303	change api/story/feed to api/story/recommended at Recommended.js	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/303
309	Integrate save Story same as like option	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/309

310	Arrage alignment design on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/310
311	Recommended Stories page is not loading	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/311
318	QR integration to the webapp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/318
349	Write Unit tests for RecommendationService	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/349
350	Add comment delete button on react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/350
363	New components delivery to frontend team	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/363
383	Recommendation percentage should be showed on WebApp on recommendation page	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/383
398	Show Saved stories of users on react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/398
399	Add Save button for the List pages	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/399
404	Add profile photo to the comment on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/404
405	Navbar login control takes too much time on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/405
412	StoryList pages can't be reached on development-react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/412
416	Remove formatDate for storyList.js	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/416
418	Prooving Recommendation Functionality to Customer	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/418
443	Implement My Stories content to My Profile page	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/443
450	Navbar Text Color Change on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/450
462	Calling Difference of StoryList Causing Error	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/462
482	Like and Unlike Check Fix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/482
512	Adding Floating Button to WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/512

514	Add verbalExpression field to the single and multiple story views on React	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/514
518	Follow and Unfollow Check Bug Fix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/518
521	Changing wording of search to explore on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/521
522	Navbar Regrouping on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/522
534	"You liked the comment" message for unliking comment	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/534
545	EditStory Page Enhancements and Fixes on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/545
547	Centering headers on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/547
561	Change Name of Save Story Feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/561
597	EditStory Bug Fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/597
599	LikedStories Page Addition on WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/599
601	View user stories on that user's profile page	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/601

Pull Requests:

No	Title	URL
145	Development react2	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/145
155	Edit Story page is created	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/155
165	Development react2	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/165
198	Edit button navigation bug is fixed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/198
211	185 unhandled exceptions	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/211
213	Message types are aligned and shown to user related to #185	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/213

255	Development UI alignment and enhancements	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/255
291	EditStory location bug is fixed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/291
312	Development UI alignment and enhancements	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/312
406	navbar loading speed increased	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/406
417	383 recommendation percentage	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/417
463	Save Story Feature on React	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/463
464	Location usage enhancement	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/464
474	443 merging my stories into my profile page	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/474
480	Slider Addition for WebApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/480
543	General UI Enhancements and Bug Fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/543
548	Button Design, UserPage Enhancement and Header Alignment	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/548
574	Comment UI enhancement and bug fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/574
586	UI enhancements and Feature Implementation	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/586
598	545 and 597 Edit story update and Fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/598
600	Liked stories page on WebAapp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/600
602	601 loading from user stories in their profile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/602

Commits:

No	Commit Message	URL
1	fixing api endpoints closes #53	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9b30b579edb446fc930982317db17bef424390b9

	Merge branch 'development' of https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2 into development	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d3c3518f9776fdb6381c0d6628966a4a00d0540 den
2	3 Navbar update related with #78	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d2b8fb9b81a76555ff3cb5a658444b2c59857573
4	recommended page have been created closes #70	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0765c08a386132cf2145ca0876e9a848e767a905
5	Timeline search page is created related with #71	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/766e9353fee5a536ad0fbafb1d12c4325cadfad8
6	Deleting unnecessary comment	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/071da876d78e3a9df852c7301a3c435b1b443b82
7	Edit Story page is created closes #86	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/695c1b17a522af9386d33662478929478b971218
8	Merge pull request #157 from enshkn/development	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/965e048cfcc4fd18d766a19234d7734d4faa0c86
9	Development	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7710c3736f306f0f348159d14389fa056d29b1aa
10	Adding edit button is done closes #161	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/87d2b616a80652a60caa1e3db28a49c0c70f4bd5
11	unnecessary comments writtten during dev. deleted	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/50588fc7fe54a4b56d55e73f75d93df168c7d5e1
12	Remove location(s) closes #88	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/50588fc7fe54a4b56d55e73f75d93df168c7d5e1
13	Label routing is done related to #104	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/23bc8c0a743a501cdee03980cb162958facd08a4
14	LabelSearch component is created closes #104	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/de5fde293368549e1e5a4cbe96e67a7630c0a6ab
15	changing all labels to links related to #104	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d33d3e55abd846eb538e72535a53164dbdbb0aca
16	Color change - closes #243	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1c2742efc49c10b654d3ac8db37cf4b394e7d3a2
17	Message types are aligned+shown to user closes#185	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e999223e330375911d2100ca41b55bfc1c691a5e
18	Bug fixed: uploading profile picture closes #215	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a1a802ba262e722c1416dacd5211c03835b826a0
19	Navbar change closes #190 and related with #91	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ef61dc7f056175a0bcef982ebcd1a62abc4778e7
		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/256887c348657fdbcc6cce40179bf3030cc51a9a

20	Tag feature enhancement closes #254	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0fa74397409f50ea3c1a24e5caf64b80e15e240f
21	Package updates for pull request #255	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/59a1a915643e73845a2a979609c0e787632bfa4b
22	Getting user location button added closes #73	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8edd51d68593cefd2d337405da34513195b1bc66
23	Merge branch 'development' of https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2 into development	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f600c6ae63fc5452c9e61ae4c018f62b79de151
24	EditStory locations bug is fixed closes #189	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8a627066bbf0754bab0b2264b13296750e5c42a6
25	Merge remote-tracking branch 'origin/development' into development-react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f8b7fa9cfbe5d4833bb381b071de3e5a400d681b
26	Navbar link color change closes #302	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/804ffc2fb6c685ad8f91e254da7a767d77229210
27	Recommended endpoint change closes#303	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/afc4ae26639f90cccb5b0abf7a9022eadc2ccda4
28	Page orders closes #310	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0b9c024e5e1f60b545a1b2ec64c02c81f49169cd
29	Recommended page loading bug fixed closed #311	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/340696e8dc24d8bb7ce82b83e17c5122263d12da
30	Qr integration closes #318	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/50108dc0b4dbf8a7522d55f3c39a4c0d86a12e98
31	Recommendation Service unit tests added closes #349	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ce5ad74c027c2a246fc53eb6222a9a67312f41da
32	Merge pull request #410 from enshkn/dev-react-card-enhancement	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5687d11068371fde74ae530bf0548110ab809566
33	Dev react card enhancement	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5687d11068371fde74ae530bf0548110ab809566
34	Recommendation Percentage added related to #383	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4f86209db39843d0529ada309b56b430e1e760b4
35	Recommendation perc Correction related to #383	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7d9c4fa2f384681834a07f3b4c4bee6ad53e9ccb
36	Recommendation prec fixes #383	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ceda72cc3dea81fde79ea8d9dd0558789576be70
37	Typo fix and alignment for #383	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/14cfcac63cd5feca88e3f36bfce5ebe652fc1d64
38	Navbar color bug fix closes #450	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ef7ecd0841e32e17d1b6d480e878d6d024a370af

38	Adding save story to routing #309	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b0efd87a334f72e66bf2f3d80f451ac3edb7b4cf
39	Add saved stories page to navigation bar #398	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f39e7108a8eeaa62b88de2ba91475ac6d9efa3f67
40	Creating saved stories page related to #398	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/cd6d7bc628bcd144a47d9613ad5711171d83ed1b
41	Calling story list bug fixed closes #462	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/04c460f42545e5ea0cece16e63b60f865642a04e
42	Adding message component for save button #399	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/01c5cc95de20e12f5018110653bd8f2a6806a532
43	Fetching save data of the story related to #399	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e8212a8a2e7e8e188b0b41ba389b5a7d4f7643b2
44	Adding save button closes #399	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/116f962bceab03250bfe720e689867a478aa6aaa
45	Component Layout refinement	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4d485ce56bf47eb5dff25164dfb04b948407b963
46	Location usage enhancement closes #278	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/dbaa81ba6695cd7fb0708f83450522c66cd771e4
47	Photo upload false error fix closes #215	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/eec76841588527b1c8703723b67ce86184d22bfd
48	Merge branch 'development-react' of https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2 into development-react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/bc2cc19b311e2f40bf6ec0627b4dc70e6c977350
	Merge pull request #465 from enshkn/development-react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7a9f5ece62a8124cc9bb3eb97e129d0ea298ed7e
49	Development react merging into development	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/70157f1edce3d2cb9d5eb97cbc00ebf51465aeaa
50	Extracting format date closes #416	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0c0988ad0f5ebb45feb13b02f07ff1d58b25a0a7
51	Extracting MyStories from the routing related to #443	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/86d54cf12300e957ff6cf5ec0755c7b0a88e19b7
52	Adding MyStories component to MyProfile page related to #443	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c5b99d87fac408049b2e15b969a10ff52c244367
53	Centering MyStory header related to #443	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/248b2417f77e6e10ce0051f5125d23148644d0ee
54	Adding slider on WebApp closes #277	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/62118c866a4a8e7c11f0a4ea998a153c6861c4e4
55	Radius unit change to km related with #277	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/62118c866a4a8e7c11f0a4ea998a153c6861c4e4

56	Like-unlike fetch fix closes #482	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c894cebd10a626832b144c3034c1bfd39f5fef3
57	Floating Button for add story related to #512	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/aa77e554d8a27917c965007391c730b227f4f9d9
	Merge pull request #483 from enshkn/development	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d26fb0420edc05a8a5d2f807b32a859ebfb3f1
58	Backend developments from development to dev-react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3654935fb3796e93f5009a9934d5e686dd8c515c
59	Follow fetch bug fix closes #518	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a4284f2a8c61f99c122a0835f372f0d272189b6a
60	Changing Search wording to explore closes #521	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6fb2768c989597f194c9f64c2664ac1de3f20a93
61	Removing unused imports	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/13026ae4839b90cd76725ede6309e63807a740a8
62	Navbar group organization closes #522	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5152cca75c345f1294fb18c3d37a9a7c58ff9733
63	EditStory updates and fixes (not finished) related to #545	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/df645bb1a07c29fc1d2a8d1eb5baefa4ca9f0dd5
64	Button UI alignment related with #273	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3161fbe7909d991a7510501f74103e502d2311a7
65	Button+Screen real estate and ui anhancement on userPage #273	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/395842cab44086cc93ca411fb0ab9a80f9fa7b99
66	Header centering closes #547	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/dcc1f8561440589b0809cb765f6305cbc0ca13a1
67	Merge branch 'development-react' into development-react-gorkem	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c53828426a071a67d869d8962c5b297c26416145
68	Comment UI enhancement and profile pic addition closes #404	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0b1e1a26bc05be58c269331f7a086a0760aba2e2
69	Creating new component for comment listing related with #534	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1a7712fd0b1697788160aa693aa34fbbdb64cd
70	Calling comment list component fixes and closes #534	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/bf6103359eebf3dc5527c04caf91dc7ff45636ec
71	Terminal error fixes related to #534	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4e57f2da50168b4fc32960d8cd3b0f02aeceee9d
72	Deleted comment is not extracted fix related to #534	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9e9e85e54b11d6ba1e411722e541816a59df3c7f
73	Showing prev selected time related to #545	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0b5841206f111e640287afb5261c57f4804afb3a
74	Showing verbal expression closes+ adding missing new files+ UI fix #514	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0b5841206f111e640287afb5261c57f4804afb3a

75	Cancelling time requirement related to #545	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/865c3d231e2dc5c1b1b2cc72ab914d9de6984b6e
76	Changing feature name from "save" to "stash" closes #561	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/81f2f1bb809168c6fb6c0d3d03f17a5a84efbb44
77	Updating the browserlist solved the problem faced on #594	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/eb5e1692abb47a8e0fcce8f87e2143b6d3dbfc27
	Merge pull request #594 from enshkn/Timeline-Search-Unit-Test	
78	FollowedUserStories unit test is done for frontend. Closes #593	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/06241ed4f47efbf31e2adca88540602ebb0a7f48
79	Extracting previous date fields from fetched data related to #597	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4259299a1e7ac6337149c374766a65b0a7d0ce4c
80	Setting default circle radius to 5km+adding location to fetched data related to #597	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0fd1ecbc5ef80d6bc107da3f9c26c25caeda5557
81	Circle radius fix related to #597	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3442bae41fecbf6b4b07a6160089695cfa4e3359
82	Marker bug fix and adding another validation for sending invalidLocations related to #597	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1c50af53da4a029e3ca5050a3e675b7b92106cfa
83	Merge branch 'development-react' into 545-EditStory-Update-and-Fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1841b4439876adc36c02ebbdb1b7b84bc716c769
84	Edit name change related to #598	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d455d19fc493943fc770a8b36b1ad3ce052ff126
85	Merge branch '545-EditStory-Update-and-Fixes' of https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2 into 545-EditStory-Update-and-Fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/66e6e8c0abdfdd9a2c6573d9b71d72e1d75e29f2
86	Liked stories page is added and routing is arranged accordingly closes #599	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e60334536c4e8aeda3789628de0817ce4f8c0ad5
87	Loading stories from the related profile's user is completed closes #601	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8c1b1259e8d82c1e995110d26d802634483f1dfd
88	Wording fixes	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/47bb35256cbc4a292807aff3184273541d3e901e
89	Addint username of the profile to the header related to #601	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ba2ea34622a004a6bab54d6b01b4477885714acf
90	Adding createdAt date to the comment component related to comment on #603	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6ed9dcc516443efa8886fd9634c82f76f051fe53
91	QR update with the final mobile app release related to comment on #603	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2c776ea4a3c732a8bc2f150d4dfc7554e037ae22
92	Linking labels to the labelSearch feature was added for all labels related to comment on #603	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/26567ef9ff3896da933e5330170b75c633208ad9

93	Button alignment UI fix will be merged on #584	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7ac4119bc6caf90091eff66244c8f839c0a7471
94	Merge branch 'development-react' into 584-storydetail-page-update-on-webapp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1058eaaadd6935477175e64a94ccf12ce0e2c5da
95	Merge pull request #603 from enshkn/584-storydetail-page-update-on-webapp (UI enhacement considering screen real estate and fixes) 584 storydetail page update on webapp (along with label search fix, UI fixes). Screen real estate the customer mentioned about on M2 was handled with this merge.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d3227b9153b2a4744947cae5eb90993e318c6513

Reviewed Pull Requests:

I added my comments on the PR as a comment so i could not find every PR i reviewed. Here are some significant examples I reviewed.

PR #603

Title: 584 storydetail page update on webapp

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/603>

This pull request contains enhancement on timeline search, explore and story detail pages. I noticed some problems and got in contact with Gökalp. He fixed the relevant parts accordingly. One of our peers, Deniz was requested adding another enhancement on the comment card in story detail page. I added the explanation as a comment, handled the request and referred to the pull request on the commit. After reviewing and testing the code further, I noticed some of the functionality was lost and contacted with Gökalp again. As we agreed on the work sharing, I handled those fixes and referred to same pull request on the commits. One of them caused a conflict and I solved it in the merge editor and successfully merged the code.

PR #594

Title: FollowedUserStories unit test is done for frontend. Closes #593

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/594>

In this pull request I reviewed the code written by Mücahit. While trying to test the newly implemented code I faced a problem. I talked with him but we could not find the problem at that time. After some research, I understood that the problem was caused by my local configuration. Running "npx update-browserslist-db@latest" solved the issue, tests were completed successfully. I send the commit related to updated .json files in the same pull request. I also shared the screenshots showing successful completion of the relevant test. Following that, the merge was completed successfully.

PR #410

Title: Dev react card enhancement #410

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/410>

In this code, I reviewed Gökalp's code. Committed code was containing customer feedback changes. I controlled it accordingly and saw no problem. I shared the results of my review in a comment in the pull request and merged it successfully.

Documentation

I overviewed the issues, tried to connect relevant ones together, updated labels accordingly and tipped off the owner if the issue is duplicate, tried to highlight the remaining parts of the application, and alerted the related teams about the deficiencies and bugs. I tried to make it easy to keep track of the issues by that. Here is an example for those issues.

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/99>

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/176>

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/209>

We divided team fields on the milestone 1 and 2 reports. I contributed the fields owned by me. Reports can be viewed using:

https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/blob/main/reports/m1_group2.md

https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/blob/main/reports/m2_group2.md

In the milestone 3 report, I wrote the user manual for the web front end and added all the user manuals (including written by my peers too) to the wiki. You can examine it using the link:

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/User-Manual>

Some of the meeting notes written by me during the project.

Meeting notes:

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Meeting-Notes#meeting-notes-27102023>

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Meeting-Notes#meeting-notes-23102023>

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/wiki/Meeting-Notes#meeting-notes-13102023>

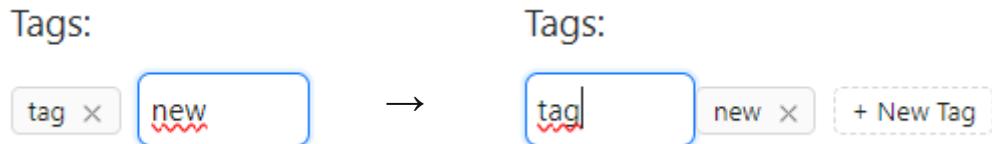
Demo

It is hard to select the most changeling and complicated functionality that I have implemented. Thus, I want to mention two: update (edit) story page and tag feature. Edit story page is written under the challenges title.

For the tag feature, I used a component from Ant Design. Previously, tags were gathered in an input field and separated by a comma. My new implemented feature allows adding a tag when clicked on a button with a dashed line if it is not clicked. When clicked, the button turns to an input field. If you do not write anything and press enter or click another location in the page input field turns to the button again and nothing is saved. If you write anything and press enter or click another location in the page, the written part is saved as a tag. Double clicking on a previously saved tag allows editing the saved value. You can add other tags by clicking on the same button.

Screenshots related to tag feature:





Challenges

There were many challenges faced during development of this project. It is hard to address them all but I can give examples. Please examine them below:

- Implementation Related Challenge Example:

I took action at the beginning of the project to start the edit story page and created this page with the same features as the add story page. It was difficult to place the fetched data in the relevant input fields, especially for location and date. I had to spend extra effort for this, but I overcame this problem with debugging. Following this, we received feedback to improve the add story page and the work on this page started. However, since we had to be shaped according to customer feedback about the date time picker, the finalization of this page was delayed until last weeks. Following this, I had to change the whole page again to support the same features and to work on pulling, editing and reposting data from the same models. In the meantime, I had some problems because some data was saved differently. I coordinated with the backend team to fix the bug I discovered during this time. I was able to overcome the problems in the location part again with debugging, but I couldn't solve the datepicker, so I asked for support. However, since the recently developed datepicker does not support the loading of the previous value and there is very little time left, I looked for different solutions in this section. Thanks to the brainstorming we did with Hasan Deniz, we managed to overcome this problem by setting the old value to be shown and if a value is not selected and sent in the datetime picker, the old time data is not deleted in the backend part and we were able to create a fully functional edit story page. You can review #545 related to the subject. Since the edit story page could be completed late, I had to wait for the Unit test, but my friend Mücahit Uğur made an extra effort and completed it on time.

- Managing Related Challenges

Since I'm working in a job, time management was a challenge for me. I tried to attend all the lessons and deliver the expected fully. Since I have no background on programming, I had to allocate much more time. My job requires my physical presence and that makes it harder to find spare time during daytime. But thanks to my teammates, I think that I handled this process and finished it successfully.

Team Member: Hasan Deniz Doğan

Responsibility Description

For the project Dutluk, I was the main contributor of the backend system that handled the requests from both web page and the mobile app. The backend has to be aligned with the customer needs, easy and precise integration with the requests coming from frontend and the app, maintainable features with proper addressing on SOLID principles of object oriented programming. I was also responsible for how to implement features, and what should be our approach for the software requirements. I handled most of the new features in the backend and provided insights on how to integrate with the API's I have created. I was also responsible for the DevOps side for the development environment and this was a good decision as I was able to discover the bugs and fix them easily. Even though I didn't push many commits for the frontend, I reviewed most of those pull requests by creating test scripts and making sure the project is working as intended. The same goes for the mobile development pull requests as with an Android device and the handler of the development environment, the same advantage goes for the mobile part as well. I have also integrated "Karadut", our recommendation engine with many many discussions with Enes Hakan to ensure the best approach in terms of technicality and customer needs.

Executive Summary

My contributions to the project can be divided into 4 aspects.

- 1- Karadut integration to backend
- 2- Handle development environment on GCP
- 3- Development on backend
- 4- Serving, testing and reviewing frontend/mobile features

1- Recommendation Engine Integration:

What we needed from the Karadut was basically which stories we should recommend to the user. This is carried out by sending the data of all the stories created (title, tags and text content) to Karadut for it to calculate what that story is about. The trigger for users to see recommendation results is clicking the like button. When the users like a story, this action is immediately reported to Karadut and the recommended story id list is created for that user.

Karadut then sends this list and the recommendation percentages to dutluk backend and the user can view the recommendation percentage in the Recommended Stories page. Karadut is also triggered when a user dislikes that story which re-arranges the recommended story list for that user. In the case of no story being liked, Recommended Stories shows the recent stories created within 7 days.

2- Handle Development Environment On GCP:

The development environment contained all the data from the previous and current implementations so all this data enabled us to find universal solutions to our problems. The mobile application was directly linked to this endpoint which enabled us to handle cross tests. Whenever a feature was needed, or a bug had to be fixed, I was able to implement the solution locally first and immediately update the project on the cloud server. This way Amine and I were able to implement the features easily. Also branch changes were sometimes necessary to test the pull requests. I switched branches to test the new frontend implementations and reviewed their code accordingly.

3-Development on backend:

On the backend, I served as the main contributor for implementing features, bug fixes, tweaking API's to frontend and mobile needs. What we implemented first is to meet the API specs for the mobile API responses. I have implemented a service called Integration Service with the help of my teammate Amine to check where the request is coming from and send the response based on it which made the process so much easier. The photos for the user profile and story content was saved as base64 data which was an increase of payload. Instead of base64, I parse the photos and send them to Imgur and it returns me a link for that and I write that data to the story. Some of the data formatting was done on the frontend like the date formatting. By the use of flags and Date Service implementation, I was able to get the date as the user entered and viewed it accordingly. I have also enhanced the search API to show better results and cover different date types. Edit story feature is also handled with a delicate logic for optimum efficiency. I have also integrated verbal expression, the verbal field for the date value, the logic of which is created by Enes Hakan. I have also added flags for the location entries to view the patterns accordingly. For the timeline search and optimization of the API's, I have created custom response classes for the models to only send the needed data. I have tried to keep the business logic on the service layer as much as possible for universal communication with the frontend and the mobile app. Also, I have written unit tests for my service layer which can be found on the Unit Tests section above. Please note that I was using

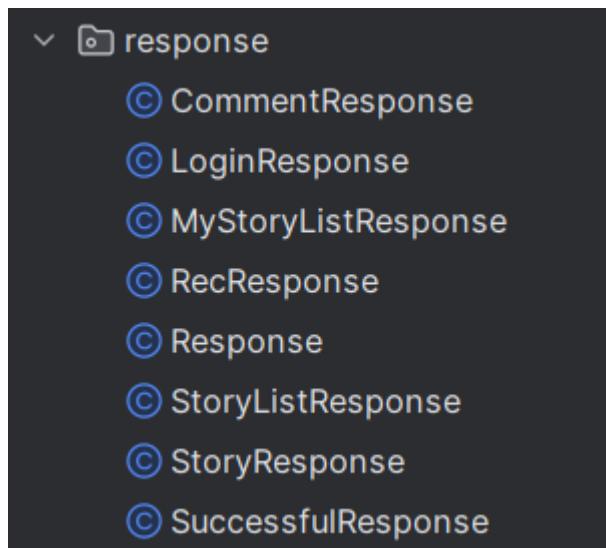
the MVC design pattern for the implementation of this project and the methods I have written can be found on the UML diagrams with their inputs and outputs.

4- Serving, testing and reviewing frontend/mobile features

As stated before, most of the coding work was handled by the frontend team however, I was able to provide insights to assist and navigate the team to implement new features, fix recently discovered bugs and solve code related errors. I conducted my tests with switching branches on both local PC and cloud server. If all goes as expected I approved the pull requests. Otherwise, I expect the assignee to fix their code and mention me on the pull request and then I conduct my tests all over again.

Challenges:

- One of the challenges I faced was creating the response classes for the stories. I had to divide them into lists and detailed views and I had to constantly communicate with the frontend and mobile team to find an optimized solution. In terms of story dates and some simple calculations are all handled by the backend which makes implementation easier for everyone. Here is my custom response classes:



- Here is the date formatter to ensure getting exactly what the user provided:

```
public static String dateToStringBasedOnFlags(Date date, Integer hourFlag, Integer dateFlag) {
    if(date == null){
        return null;
    }
    SimpleDateFormat formatter;
    if (hourFlag == null || hourFlag == -1 || hourFlag == 1) {
        formatter = new SimpleDateFormat(pattern: "dd/MM/yyyy HH:mm");
    } else {
        if(dateFlag == null){
            formatter = new SimpleDateFormat(pattern: "dd/MM/yyyy");
        }
        else{
            if(dateFlag == 1){
                formatter = new SimpleDateFormat(pattern: "yyyy");
            }
            else if (dateFlag == 2) {
                formatter = new SimpleDateFormat(pattern: "MM/yyyy");
            }
            else{
                formatter = new SimpleDateFormat(pattern: "dd/MM/yyyy");
            }
        }
    }
    formatter.setTimeZone(TimeZone.getTimeZone(ID: "Europe/Istanbul"));
    return formatter.format(date);
}
```

- Here is the constructor for the Story List Response:

```

public StoryListResponse(Story story) {
    this.id = story.getId();
    this.createdAt = timeAgo(story.getCreatedAt());
    this.picture = extractFirstImageLink(story.getText());
    this.text = getSubstring(story.getText());
    this.title = story.getTitle();
    this.labels = story.getLabels();
    this.user = story.getUser();
    this.commentSize = story.getComments().size();
    this.likeSize = story.getLikes().size();
    this.savedBy = story.getSavedBy();
    this.locations = story.getLocations();
    this.startTimeStamp = dateToStringBasedOnFlags(
        story.getStartTimeStamp(),
        story.getStartHourFlag(),
        story.getStartDateFlag());
    this.endTimeStamp = dateToStringBasedOnFlags(
        story.getEndTimeStamp(),
        story.getEndHourFlag(),
        story.getEndDateFlag());
    this.season = story.getSeason();
    this.endSeason = story.getEndSeason();
    this.decade = getDecadeStringByStartTimeStamp(story);
    this.endDecade = getEndDecadeStringByEndTimeStamp(story);
    this.percentage = story.getPercentage();
    this.verbalExpression = generateVerbalExpression(story);
}

```

- Karadut implementation had to be made in a conditional manner with an environmental variable (REC_ENGINE_STATUS) for the frontend team to conduct their implementations without the need of an external entity. The implementation for this is as follows:

```

public class RecommendationService {
    @Value("${REC_URL}")
    private URI recUrl;

    @Autowired
    UserService userService;

    @Value("${REC_ENGINE_STATUS}")
    boolean recEngineStatus;
}

```

- To have an inclusive search feature, I parse the decade value from the dates provided by the user and vice versa, only for the search pattern which can be seen here:

```

public static String getDecadeStringByStartTimeStamp(Story story) {
    Calendar calendar = Calendar.getInstance();
    if(story.getDecade() == null && story.getStartTimeStamp() != null){
        calendar.setTime(story.getStartTimeStamp());
        int year = calendar.get(Calendar.YEAR);
        int decadeStart = year - (year % 10);
        return decadeStart + "s";
    }
    return story.getDecade();
}

```

```

public static Date convertToDate(String decadeString) throws ParseException {

    int decade = Integer.parseInt(decadeString.substring(0, 4));
    Calendar calendar = Calendar.getInstance();
    calendar.set(Calendar.YEAR, decade);
    calendar.set(Calendar.MONTH, Calendar.JANUARY);
    calendar.set(Calendar.DAY_OF_MONTH, 1);
    calendar.set(Calendar.HOUR_OF_DAY, 0);
    calendar.set(Calendar.MINUTE, 0);
    calendar.set(Calendar.SECOND, 0);
    calendar.set(Calendar.MILLISECOND, 0);

    return calendar.getTime();
}

```

- To have a time value based on the current date to show when comments and stories are created, this method is implemented on the constructor level for the custom response classes:

```

public static String timeAgo(Date date) {
    ZoneId istanbulZone = ZoneId.of( zoneId: "Europe/Istanbul");
    LocalDateTime now = LocalDateTime.now(istanbulZone);
    LocalDateTime createdAt = LocalDateTime.ofInstant(date.toInstant(), istanbulZone);

    long years = ChronoUnit.YEARS.between(createdAt, now);
    long months = ChronoUnit.MONTHS.between(createdAt, now);
    long days = ChronoUnit.DAYS.between(createdAt, now);
    long hours = ChronoUnit.HOURS.between(createdAt, now);
    long minutes = ChronoUnit.MINUTES.between(createdAt, now);

    if (years > 0) return years + " year" + (years > 1 ? "s" : "") + " ago";
    else if (months > 0) return months + " month" + (months > 1 ? "s" : "") + " ago";
    else if (days > 0) return days + " day" + (days > 1 ? "s" : "") + " ago";
    else if (hours > 0) return hours + " hour" + (hours > 1 ? "s" : "") + " ago";
    else if (minutes > 0) return minutes + " minute" + (minutes > 1 ? "s" : "") + " ago";
    else return "just now";
}

```

- To ensure both https and http connection can be made via cookies, I have modified the logic here:

```

if (request.getRequestURL().toString().contains("https://")) {
    response.setHeader( s: "Set-Cookie", s1: "Bearer="
        + token +
        "; Path=/api; SameSite=None; Secure");
} else {
    Cookie cookie = new Cookie( name: "Bearer", token);
    cookie.setPath("/api");
    response.addCookie(cookie);
}

```

- As we couldn't get the cookie editing done by the backend for the mobile, I send the token on the custom user response class and I have created a separate API to check the validity of the written token:

```

@GetMapping("/isValidToken")
public ResponseEntity<?> showTokenValidation(HttpServletRequest request){
    return IntegrationService.mobileCheck(request, userService.validateTokenByRequest(request));
}

```

1 usage 👤 Hasan Deniz Dogan

```

public LoginResponse(User user, String token) {
    this.id = user.getId();
    this.email = user.getEmail();
    this.username = user.getUsername();
    this.profilePhoto = user.getProfilePhoto();
    this.biography = user.getBiography();
    this.stories = user.getStories();
    this.likedStories = user.getLikedStories();
    this.savedStories = user.getSavedStories();
    this.recommendedStoriesMap = user.getRecommendedStoriesMap();
    this.followers = user.getFollowers();
    this.following = user.getFollowing();
    this.token = token;
}

```

- For the edit story feature, the frontend team needed the raw story model, which I have provided with the editview/id API:

```

@GetMapping("/editView/{id}")
public ResponseEntity<?> getStoryEditViewById(@PathVariable Long id, HttpServletRequest request)
    User user = userService.validateTokenizedUser(request);
    Story foundStory = storyService.getStoryByStoryIdWithPercentage(id, user);
    if (foundStory != null) {
        return IntegrationService.mobileCheck(request, foundStory);
    }
    return ResponseEntity.notFound().build();
}

```

- To test the connection between Karadut and Dutluk backend a separate API can be called which tests the endpoint:

```
@GetMapping("/karadutStatusCheck")
public ResponseEntity<?> recommendationEndpointTest(HttpServletRequest request){
    return IntegrationService.mobileCheck(request, recService.testEndpoint());
}
```

- In the case of errors or db resets on Karadut side, dutluk backend can remove all the likes of stories and send all the story data it contains manually if the developer wishes by these API's:

```
✉ Hasan Deniz Dogan
@GetMapping("/removeAllStoryLikes")
public ResponseEntity<?> removeAllStoryLikes(HttpServletRequest request) {
    return IntegrationService.mobileCheck(request, storyService.removeAllLikesFromStories());
}
```

```
✉ Hasan Deniz Dogan
@GetMapping("/send/allToKaradut/{password}")
public ResponseEntity<?> sendAllStoriesToKaradut(@PathVariable String password,
                                                HttpServletRequest request) {
    return IntegrationService.mobileCheck(request, storyService.sendBatchofStories(password));
}
```

- For the regular search which is called explore, has the logic combination to for its results, timeline search however, has the logic intersection:

```
@GetMapping("/search")
public ResponseEntity<?> searchStories(
    @RequestParam(required = false) String query,
    @RequestParam(required = false) Integer radius,
    @RequestParam(required = false) Double latitude,
    @RequestParam(required = false) Double longitude,
    @RequestParam(required = false) String startTimeStamp,
    @RequestParam(required = false) String endTimeStamp,
    @RequestParam(required = false) String decade,
    @RequestParam(required = false) String endDecade,
    @RequestParam(required = false) String season,
    @RequestParam(required = false) String endSeason,
    HttpServletRequest request) throws ParseException {
    List<Story> storyList = storyService.searchStoriesWithCombination(
        query,
        radius,
        latitude,
        longitude,
        startTimeStamp,
        endTimeStamp,
        decade,
        endDecade,
        season,
        endSeason);
    List<StoryListResponse> storyListResponse = storyListAsStoryListResponse(storyList);
    return IntegrationService.mobileCheck(request, storyListResponse);
```

```
@GetMapping("/search/timeline")
public ResponseEntity<?> timelineSearchStories(
    @RequestParam(required = false) String title,
    @RequestParam(required = false) String labels,
    @RequestParam(required = false) Integer radius,
    @RequestParam(required = false) Double latitude,
    @RequestParam(required = false) Double longitude,
    @RequestParam(required = false) String startTimeStamp,
    @RequestParam(required = false) String endTimeStamp,
    @RequestParam(required = false) String decade,
    @RequestParam(required = false) String endDecade,
    @RequestParam(required = false) String season,
    @RequestParam(required = false) String endSeason,
    HttpServletRequest request) throws ParseException {
    List<Story> storyList = storyService.searchStoriesWithIntersection(
        title,
        labels,
        radius,
        latitude,
        longitude,
        startTimeStamp,
        endTimeStamp,
        decade,
        endDecade,
        season,
        endSeason);
}
```

- Custom request classes had to be made to meet the expectations of the frontend, mobile and Karadut requests:



Related Requirements:

<i>Requirement Number</i>	<i>Requirement</i>	<i>Tag 1</i>	<i>Tag 2</i>
R.1.2.01	The Dutluk platform shall be published as a web app.	General	Web
R.1.1.03	Users shall be able to sign up with their email and their password.	Login-Register-Logout	Register
R.1.1.04	The username shall be created during registration.	Login-Register-Logout	Username
R.1.1.05	Each username shall be unique.	Login-Register-Logout	Username
R.1.1.06	Each mail address shall be unique.	Login-Register-Logout	Mail Address
R.1.1.07	Users shall be able to edit their profile bio, and user photo after registering the app.	Login-Register-Logout	Personal Info
R.1.1.09	Users shall be able to login the app with their credentials.	Login-Register-Logout	Login
R.1.1.10	Users shall be able to log out to leave the session.	Login-Register-Logout	Logout
R.1.1.11	If a user enters the wrong email, username or password, "incorrect identifier or password" error shall be thrown.	Login-Register-Logout	Login
R.1.1.12	A user shall not be able to enter the application a second time while in session in the system.	Login-Register-Logout	User

R.1.1.13	Stories shall be created only and only by the app users.	Create Story	User
R.1.1.14	Each user shall be able to create any number of stories.	Create Story	Quote
R.1.1.15	Only users with "be on session" can create a story.	Create Story	User
R.1.1.16	When creating a story to the app, the title of the story shall be requested from the user.	Create Story	Title
R.1.1.17	When creating a story to the app, the text content of the story shall be requested from the user.	Create Story	Text Content
R.1.1.18	When creating a story to the app, the image(s) of the story shall be requested from the user.	Create Story	Image
R.1.1.19	When creating a story to the app, the location(s) of the story shall be requested from the user.	Create Story	Location
R.1.1.20	When creating a story for the app, the time type of the story shall be determined by the user.	Create Story	Time Resolution
R.1.1.21	The time dimension shall be able to point to an exact time on the timeline.	Create Story	Time Resolution
R.1.1.22	The time dimension shall point to an interval on the timeline.	Create Story	Time Resolution
R.1.1.23	The time dimension shall be specified as a specific moment.	Create Story	Time Resolution
R.1.1.24	The time dimension shall be a specific day.	Create Story	Time Resolution
R.1.1.25	The time dimension shall be able to be specified as a specific season of a specific year.	Create Story	Time Resolution
R.1.1.26	The time dimension shall be able to be specified as a specific year.	Create Story	Time Resolution
R.1.1.27	The time dimension shall be able to be specified as a specific decade.	Create Story	Time Resolution
R.1.1.28	Users shall be able to give location information to the stories they will create.	Create Story	Location
R.1.1.29	Users shall be able to assign tags to the stories they create.	Create Story	Tags
R.1.1.30	In cases where there is more than one tag, the app shall be suitable for entering more than one tag.	Create Story	Tags
R.1.1.31	In cases where there is more than one location information, the app shall be suitable for entering more than one location information.	Create Story	Location
R.1.1.32	All story posts shall be owned by only and only one user.	Story Piece	User
R.1.1.33	All story posts shall have only and only one title.	Story Piece	Title
R.1.1.34	All story posts shall have a text content (any length). location, and date information	Story Piece	Text Content
R.1.1.35	All story posts shall have at least one location (multiple locations allowed).	Story Piece	Location
R.1.1.36	All story posts shall have and date or date-time information according to the user time type preferences.	Story Piece	Time Resolution

R.1.1.37	The user shall be able to unfollow the users they have followed	Story Piece	Unfollow
R.1.1.38	The user shall be able to follow other users	Story Piece	Follow
R.1.1.39	Users shall be able to like other users' stories	Story Piece	Like
R.1.1.40	Users shall be able to comment on the stories created and published on the app.	Story Piece	Comment
R.1.1.41	Users and guests shall be able to search for a specific keyword on the app page.	Story Piece	Search
R.1.1.42	There shall be an "add story" feature on a user's page.	Story Piece	Create
R.1.1.43	There shall be a delete feature where a user can delete his/her specific story.	Story Piece	Delete
R.1.1.44	There shall be an edit feature to edit a user's specific story.	Story Piece	Edit
R.1.1.45	A user shall be able to delete a story that belongs to him/her and only him/her.	Story Piece	Delete
R.1.1.46	A user must be able to edit a story that belongs to him/her and only him/her.	Story Piece	Edit
R.1.1.47	Only users with "be on session" can comment on a story.	Story Piece	Comment
R.1.1.48	Only users with "be on session" can like a story.	Story Piece	Like
R.1.1.49	The user shall only be able to delete comments that he or she has created.	Story Piece	Comment
R.1.1.50	The users shall be able to upload their profile picture.	Profile	Picture
R.1.1.51	The users shall be able to add personnel info on their profile.	Profile	Personnel Info
R.1.1.52	The app shall have the ability to select a specific location and search for stories that take place in that location.	Search	Location
R.1.1.53	The app shall have the feature of selecting a location as the centre, then specifying an area by entering radius information and filtering the stories in this area.	Search	Location
R.1.1.54	There shall be a feature to search for stories that take place before or after a certain date.	Search	Date
R.1.1.55	There shall be a feature to search for stories that take place before or after a certain date-time.	Search	Date-Time
R.2.1.01	Each user should be able to see in their activity feed when a user in their follow list likes a story and who liked it.	Activity Feed	-
R.2.1.02	Users should be able to see the stories that take place in a location in chronological order on a single screen.	Search	Location
R.2.1.03	Users should be able to increase or decrease the story selection areas by adding distance information when searching based on location.	Search	Location
R.2.1.04	Users should be able to add a date-time filter to the stories they filter by searching based on location and distance.	Search	Time

R.2.1.05	Each user should be able to see in their recommended feed the stories related to the followed users' stories labels, locations, dates.	Recommendation	-
R.2.1.07	The recommendation engine (Karadut) shall be able to semantically evaluate the title, body and tags entered by the user while creating stories.	Recommendation	Semantic Word
R.2.1.11	Vector values calculated with the help of the model for each story in Dutluk shall be recorded in the database.	Recommendation	Database
R.2.1.13	When a user who has never liked a story before likes one of the stories in Dutluk, the equivalent of the vector expression of the story he/she likes shall be defined to that user as user-taste.	Recommendation	User-taste
R.2.1.14	When a user who has already liked a story in Dutluk likes another story, the user-taste of that user shall be updated according to the vector of the story.	Recommendation	User-taste
R.2.1.15	When a user who has previously liked a story in Dutluk unlikes a story, the user-taste of that user shall be updated according to the story's vector.	Recommendation	User-taste
R.2.1.19	The user-taste vector shall be updated after each like and unlike operation.	Recommendation	Update
R.2.1.29	When a story is deleted from the Dutluk, the vector value of that story shall also be deleted from the Recommendation Engine.	Recommendation	Delete Story

Related Issues:

Issue No	Title	Description	Creator	Label	Link
4	Decide on which project to choose	We have to decide which project we have to build on based on the capability of our individual projects.	hdenizdogan	good first issue	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/4
5	Add all the group members to the project		hdenizdogan	task	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/5
6	Create a kanban board on github	Research on kanban board for github is needed.	hdenizdogan	task	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/6
12	Copying the project dutluk to our repository	Hello @enshkn , can you upload this project dutluk to the repo? here's the link: [dutluk](https://github.com/hdenizdogan/SWE-53-Spring-2023/)	hdenizdogan	backend, task	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/12

15	Create a Backend branch		hdenizdogan	backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/15
16	Recommendation System Design and Implementation		hdenizdogan	documentation, task, design	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/16
25	Be-1	New development from the frontend team has been completed. Pls confirm	hdenizdogan		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/25
27	Merge pull request #25 from enshkn/BE-1	Merging from BE-1. can you take a look? @amineglr	hdenizdogan		https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/27
30	iOS and Android builds for the project	Hello @amineglr , is it possible to create builds for the said platforms? Also, can we create a testflight and/or firebase project to upload/download the related builds? Feel free to assign other people if they can be helpful.	hdenizdogan	question, frontend, search	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/30
36	Be-1	Please review my pull request and the issues I have closed.	hdenizdogan	enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/36
42	Return the frontend of Dutluk to the repository	My idea is that I will return the dutluk_frontend directory to the BE-1 branch first. Later on I will send a pull request to development. Please note that the docker-compose.yml and .env file directory also will be altered. Please check accordingly when getting the system up and running. @amineglr @mucahitugur @gokalpayaz @enshkn @TevfikOzbilgin @ugursevcan @gorkemkuyucu	hdenizdogan	frontend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/42
43	Typo in the comment like API's	Endpoints have to be edited.	hdenizdogan	backend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/43
44	Date Time Development	Time also should be added to the add story function.	hdenizdogan	backend, frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/44
45	Be-1 pull request to return web frontend to the project	I have added the web frontend project back into this branch. Also I have revised the date&time model for the backend and revised the frontend project to meet with the date requirements	hdenizdogan	backend, frontend, task	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/45

		however, I couldn't able to manage React project to send the hour and minute information to the backend. That definitely needs assistance from the frontend team. Please confirm that this pull request doesn't cause any problem and accept it.			
48	Create react only branch	development-react	hdenizdogan	frontend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/48
49	Remove token field from user	The development is ready. Please confirm you don't need the token field on user model anymore. @amineglr	hdenizdogan	wontfix, backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/49
53	Change of endpoints on react frontend	On the react project, the endpoints are written like this "http://\${process.env.REACT_APP_BACKEND_URL}:8080/api/user/profile" but all endpoints should be like this in order to ensure parametric endpoints. "\${process.env.REACT_APP_BACKEND_URL}/api/user/profile" . Please update all endpoints based on this example on the development-react branch. @gokalpayaz pls follow this issue so that the ci/cd parameters can be written accordingly.	hdenizdogan	frontend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/53
57	package jsons added	package jsons added	hdenizdogan	frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/57
61	Add story feature implementation to mobile	The add story api for the mobile is ready. @amineglr Your assistance is needed on developing the story adding page in the mobile app.	hdenizdogan	frontend, task, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/61
62	Development branch to main	Frontend endpoints have been modified to meet both Azure and Amazon endpoint requirements.	hdenizdogan	frontend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/62
63	Search function is not working with the date input	Model has to be updated along with the services and the controllers.	hdenizdogan	bug, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/63
64	Add story date format	date format should be	hdenizdogan	frontend,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/64

	change	changed from yyyy/mm/dd to yyyy-mm-dd HH:mm.		commit needed	WE-574-Fall-23-G2/issues/64
65	cookie doesn't work on fullstack ec2 instance	no token value discovered.	hdenizdogan	bug, backend, commit needed	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/issues/65
66	date has been fixed but extra help needed #64	fixed	hdenizdogan		https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/66
67	Development on date time	Date time is now available on dutluk. Please approve	hdenizdogan		https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/67
75	Development on redundant @CrossOrigin annotation removal	Please approve the latest code cleanup	hdenizdogan	backend, webApp	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/75
77	Retrieve stories in a descending order for all story apis	Story get requests have to be called in descending order of stories.	hdenizdogan	backend	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/issues/77
96	unit test revision	we should be able to pass the tests now.	hdenizdogan	backend	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/96
11	Development on the said 9 issues		hdenizdogan	enhancement, backend, frontend, commit needed, feature	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/119
12	search by location is not 4 working		hdenizdogan	bug, backend, commit needed	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/issues/124
12	Search by location 5 function fixed Closes #124		hdenizdogan	bug, backend	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/125
12	Liked stories api added for 9 mobile Closes #127		hdenizdogan	backend, feature	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/129
13	Location model modified 3 with 4 integer fields	isCircle,isPolyline,isPolygon,isPoint Closes #132	hdenizdogan	enhancement, backend, webApp, feature	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/133
13	/recent api created which shows the stories created since 7 days ago 4 descending Closes #95	New api called /recent has been introduced. It provides the stories created at 7 days to now in descending order. Pls approve.	hdenizdogan	enhancement, backend	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/134
13	Incorrect endTimeStamp given during story creation on the mobile app	Some stories have an incorrect end date like "0002-11-30 00:00".	hdenizdogan	bug, frontend, commit needed, mobile	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/issues/135
13	7 circleRadius field added	circleRadius field added. Pls approve.	hdenizdogan	backend	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/137
14	Development on cors config	The project works on the same origin however I couldn't check the cross origin. Please test it and if it works approve the pull request. @gokalpayaz	hdenizdogan	backend	https://github.com/enshkn/BOUN-S WE-574-Fall-23-G2/pull/142

14 3	Development on cors config and cookie issues	We expect the project to work on both http and https.	hdenizdogan	bug, enhancement, backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/143
15 6	Change the timezone to "Europe/Istanbul"	On the @JsonFormat annotations for the date values of startTimeStamp,endTimeStamp and createdAt have to be edited into "@JsonFormat(pattern = "yyyy-MM-dd HH:mm", timezone = "Europe/Istanbul")" in the classes StoryCreateRequest, StoryEditRequest(/request directory) and Story(/model directory) classes.	hdenizdogan	bug, enhancement, backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/156
15 7	Development		hdenizdogan	backend, frontend, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/157
16 0	Amplify Decade search	decade search should also include start and end timestamps.	hdenizdogan	enhancement, backend, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/160
16 3	Create a new API that handles search by labels	Based on Issue #104 , a new get request api with the endpoint "/api/story/search/label" has to be created.	hdenizdogan	enhancement, backend, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/163
16 4	search by label api created Closes #163	New API created for label search. Please review	hdenizdogan	enhancement, backend, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/164
17 2	Development imagesizing	Base .css added as part of code refactoring.	hdenizdogan	frontend, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/172
17 4	Remove env variable need of frontend by using navigate() instead of window.redirection.href tag	On react all window.redirection.href must be changed to navigate	hdenizdogan	bug, frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/174
17 9	Dev api integration	Duplicate API's have been removed. Please review.	hdenizdogan	bug, enhancement, backend, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/179
18 0	Edit story button is bugged	Edit button not working on My Stories page.	hdenizdogan	bug, frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/180
19 7	Development	New api integration, UI fixes, Edit Story functionality	hdenizdogan	enhancement, backend, frontend, task, Automation, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/197
20	navbar isn't updating on	A new approach for login	hdenizdogan	bug, frontend,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/198

8	login	check is needed		commit needed, react, webApp	WE-574-Fall-23-G2/issues/208
21	Implement nginx on docker deployment to access the dutluk frontend without a port 0 number	A reverse proxy from 3000 to port 80 might be beneficial. This way we can access the frontend like `http://1.2.3.4` instead of `http://1.2.3.4:3000`.	hdenizdogan	enhancement, frontend, commit needed, Automation, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/210
21	False error message while uploading profile picture	The profile picture is updated however an error is shown to the user even though the process has been completed successfully.	hdenizdogan	bug, frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/215
21	profilePhoto is null on login API	Login API has to checked on Controller level.	hdenizdogan	bug, backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/219
22	move createdAt to BaseEntity	All classes should have createdAt field.	hdenizdogan	enhancement, backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/227
22	remove redundant formatDate on react	date formatting is handled on the backend	hdenizdogan	frontend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/228
22	formatDate removed Closes #228	I have removed the redundant formatDate as it is now handled on backend	hdenizdogan	enhancement, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/229
23	Add startHourFlag and EndHourFlag	@gokalpayaz @mucahitugur @amineglr @gorkemkuyucu please note that this flag I will add to the story model will be beneficial if the user provides the hour and minute data to the date, the frontend should send the flag as 1. If the user provides only the day, month and year, then the flag should be 0.	hdenizdogan	enhancement, backend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/230
24	Sort all story get endpoints to send stories order by id descending	All story endpoints including search are expected to send the data in id desc order.	hdenizdogan	backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/249
25	Comment like api call not working on react frontend	Please change the api endpoint to `/api/comment/like` from `/api/comment/like/`	hdenizdogan	bug, frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/250
29	Notifications goes under the navbar	![image](https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/assets/83790733/1f4e64fe-20dd-484b-aeb3-609e640f7a05)	hdenizdogan	bug, frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/297

		this is what i see on the development branch. can you fix this?			
30 0	like/unlike matrix vector multiplication conflict	when a user likes a story for the first time the userWeight is sent as 1 however when that user dislikes it, as the userWeight is 0 it gives an error.	hdenizdogan	bug, task, commit needed, backend-recommendation	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/300
30 1	user is not created with story-liked endpoint on rec engine	when a user tries to like a story before adding a story it gives an error on rec engine side.	hdenizdogan	bug, task, commit needed, backend-recommendation	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/301
30 2	navbar text color should change to white	navbar text color should be white for better ui experience.	hdenizdogan	frontend, commit needed, design, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/302
30 3	change api/story/feed to api/story/recommended at Recommended.js	based on #298 the api endpoint has been changed on backend side. please apply it to react frontend as well.	hdenizdogan	enhancement, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/303
30 4	create isSavedByUser and isLikedByUser endpoints	this will enable users to see whether they have liked and saved the stories or not	hdenizdogan	enhancement, backend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/304
30 9	Integrate save Story same as like option	Users now are able to stack and view their saved stories. Please enable react to use this functionality. It works similar to like story. Additional info can be found on swagger.	hdenizdogan	enhancement, frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/309
31 5	startTimeStamp and endTimeStamp should be in dd/MM/yyyy format		hdenizdogan	bug, backend, task, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/315
31 6	hide the hour and minutes if no hour and minute added		hdenizdogan	bug, backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/316
32 0	When a location is clicked on Search page the pin can't be removed	The pin has to be removed similar to AddStory.js	hdenizdogan	bug, frontend, task, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/320
32 9	Exception handling for Login&Register API		hdenizdogan	enhancement, backend, task, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/329
33 0	Write Unit test for IntegrationService		hdenizdogan	backend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/330
33	Display the response		hdenizdogan	bug,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/331

1	body of Login and Register API when 404 is thrown on mobile app			enhancement, commit needed, feature, mobile	WE-574-Fall-23-G2/issues/331
33 3 2	Display the response body of Login and Register API when 404 is thrown on react	The person that will handle this issue should create a new branch from `development-react` and then send the pull request to that branch.	hdenizdogan	bug, enhancement, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/332
33 3	Logged in navbar is visible even though Logout is clicked on react		hdenizdogan	bug, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/333
33 4	Send Date format as dd/MM/yyyy HH:mm from backend		hdenizdogan	bug, enhancement, backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/334
33 5	Optimize every story listing API	As @gokalpayaz mentioned, the backend should only send the required fields via these APIs. If the model below for all story lists (/saved, /recommended, /recent, /liked, /following, /all) is suitable, please let me know @gokalpayaz @enshkn and @amineglr so that I can get started:	hdenizdogan	enhancement, backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/335
34 1	Add multiple date options to be sent to backend	Frontend team should follow the direction: dd/MM/yyyy HH:mm -> hourFlag = 1 dd/MM/yyyy -> hourFlag = 0, start or endDateFlag = 3 MM/yyyy -> hourFlag = 0, start or endDateFlag = 2 yyyy -> hourFlag = 0, start or endDateFlag = 1 I will be implementing the viewing of the date value.	hdenizdogan	enhancement, backend, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/341
34 3	Add profile picture of the user to the story details on the app	Also check for the story card too. Maybe we can implement it there as well. @amineglr	hdenizdogan	enhancement, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/343
34 4	Combine search results to return StoryListResponse instead of Story model		hdenizdogan	enhancement, backend, task, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/344
34 8	Date search enhancement for yyyy,yyyy-mm and	search and timeline search should support these said date types.	hdenizdogan	enhancement, backend, task, commit needed,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/348

	yyyy-mm-dd			webApp	
34	Write Unit tests for RecommendationService		hdenizdogan	backend, high priority, commit needed, Automation, webApp, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/349
35	Add comment delete button on react	pull the id of the user from api/user/profile and if it matches, show a "delete" button for that comment. Also when the button is clicked send a get request to api/comment/delete and send the comment id as the path variable to delete the comment.	hdenizdogan	frontend, task, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/350
36	Move search logic to service layer	timeline, search and label search should be moved to the service layer.	hdenizdogan	backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/361
36	For mobile, enable search season and decade by a dropdown menu on search and timeline search	Seasons : winter,spring,summer,fall Decades: from 1940s to 2020s (2020s included)	hdenizdogan	enhancement, task, commit needed, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/368
37	Change private access modifiers to protected on ImageService		hdenizdogan	backend, commit needed, webApp, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/377
37	Customize fromUser API to meet date requirements	the date should be "dd/MM/yyyy HH:mm" for start and endtimestamps.	hdenizdogan	bug, backend, task, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/378
38	Integration with karadut for delete story endpoint		hdenizdogan	enhancement, backend, commit needed, rec.engine-Karadut	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/386
39	Trigger karadut to return recommended stories also during recommended stories endpoint called		hdenizdogan	enhancement, backend, commit needed, rec.engine-Karadut	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/393
39	return raw story model for edit story functionality	it should be reachable on api/story/editView/id	hdenizdogan	enhancement, backend, commit needed, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/395
39	Send IntegrationService methods the HttpServletRequest instead of User-Agent value	the method should be called with (request,entity) instead of (request.userAgentValue, entity) for code readability.	hdenizdogan	backend, commit needed, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/397
39	Show Saved stories of users on react	Users are able save stories "for later" via api/story/save API.	hdenizdogan	frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/398

		api/story/saved API returns the results of saved stories. The page should be similar to the liked stories.			
39	Add Save button for the List pages	Save button should be added on List views of Stories except for MyStories. the save API(api/story/save) works as the same as like API but the button for save should be on the Story List views, not on StoryDetails.	hdenizdogan	frontend, task, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/399
40	Add dots to imply there is rest of the story for the list responses	The addition of dots are necessary to enhance UX.	hdenizdogan	enhancement, backend, task, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/400
41	Update on the backend to align with the frontend team	Updated backend is crucial for the development-react branch so I have checked the commits and they only consist of the related backend developments.	hdenizdogan	backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/411
41	StoryList pages can't be reached on development-react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5687d11068371fde74ae530bf0548110ab809566 It might be relevant to this commit. Can you check? @gorkemkuyucu	hdenizdogan	bug, frontend, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/412
41	Integrate delete all endpoint for easier testing	/delete-all endpoint should be called with a password value.	hdenizdogan	enhancement, backend, commit needed, webApp, rec.engine-Karadut	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/414
41	Development for delete all endpoint integration to reach karadut engine	development-react needs this endpoint to be reachable.	hdenizdogan	enhancement, backend, backend-recommendation, rec.engine-Karadut	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/415
41	Remove formatDate for storyList.js	This seems redundant as backend already handles this.	hdenizdogan	bug, frontend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/416
41	Check deletion for the story id's coming from Karadut		hdenizdogan	bug, enhancement, backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/419

42	story id's coming from karadut now checked for deletion. Closes #419	story id's are now checked and if they don't exist, they are not added to the recommendedStoriesMap on user model.	hdenizdogan	enhancement, backend, webApp, backend-recommendation	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/420
42	Development react to development for recent react updates	Some updates were done and checked on this branch. the backend is aligned so the new updates are necessary on dev branch.	hdenizdogan	frontend, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/429
43	Development to 0 development react	The bug #428 should also be fixed on dev-react branch. Please review.	hdenizdogan	backend, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/430
43	Provide a /test directory for all test related files on 2 react	Please add the test files to the `/test` directory.	hdenizdogan	task, commit needed, react, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/432
43	Use a Date picker component for search and timeline search on 6 mobile	The datepicker component should cover the cases dd/MM/yyyy, MM/yyyy and yyyy. Also note that the convention for sending the date value as yyyy-MM-dd, yyyy-MM and yyyy.	hdenizdogan	enhancement, task, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/436
43	Make Karadut implementation Async on 7 Dutluk backend	Story creation,edition,like and dislike implementations to send the relevant data to Karadut should run asynchronously for data sending.	hdenizdogan	enhancement, backend, commit needed, webApp, backend-recommendation	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/437
44	Implement My Stories content to My Profile 3 page	Users' stories should be reachable on My Profile page instead of a separate web page.	hdenizdogan	enhancement, frontend, commit needed, react, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/443
44	Implement endSeason 4 for the backend	endseason field should be added to story model, singular and multiple story responses.	hdenizdogan	enhancement, backend, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/444
44	Optimize api/user/login 8 API response	Use loginResponse instead of raw User model.	hdenizdogan	enhancement, backend, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/448
44	Change similarity value 9 to integer on backend	The value should be integer instead of string.	hdenizdogan	bug, backend, task, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/449
46	Development react	Add story and save stories for later feature	hdenizdogan	frontend, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/465

		added. Pls review.			
46	Add endSeason values to 8 the Story List Responses	end season values should be sent on the list responses of stories.	hdenizdogan	backend, task, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/468
47	Add default photo to the 6 user model	`'https://i.imgur.com/l7f0YKp.png` this should be the default photo ![profile_pic](https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/assets/83790733/e45d384a-086f-4cb1-9b99-00921eaf8fc3)	hdenizdogan	enhancement, backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/476
47	Show profile photo on 7 fromUser API	/api/story/fromUser API should return the profile photo.	hdenizdogan	enhancement, backend, task, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/477
47	Handle the bug on 9 extractImageLinks shown on SonarCloud	the method should return the first image link with an if bracket, not a while loop.	hdenizdogan	bug, backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/479
48	Backend developments 3 from development to dev-react	verbalExpression, timeType and timeExpression fields added to the backend, similarity percentage field is now integer, default profile photo added. rest are mobile developments.	hdenizdogan	enhancement, backend, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/483
51	Add verbalExpression 5 field to the single and multiple story views on Mobile	verbalExpression field is a string where we contain all the date values in a verbose sentence. What we expect from the mobile app is that if the verbalExpression field is not null, return the date fields as is. In the case of verbalExpression is not null, only the verbalExpression field should be visible to the user. The reason why is that we don't lose the functionality through this transition of date fields viewing.	hdenizdogan	enhancement, task, commit needed, feature, mobile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/515
52	Development to main 3	Mobile implementation for this month, login/register exception handling, backend and frontend unit tests, single story and story list	hdenizdogan	enhancement, backend, frontend, task, high priority, react, webApp, feature, mobile,	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/523

		responses, multiple date capability, async implementation of Karadut, date field enhancements including UI fixes.		test, backend-recommendation, rec.engine-Karadut	
52	add a default verbalExpression for testing purposes	A placeholder value should be added for verbalExpression until the relevant logic is implemented.	hdenizdogan	backend, commit needed, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/528
52	Create verbalExpression in runtime and delete the redundant field from the database	As the verbal expression may change because of editing, it is redundant to keep it in the database.	hdenizdogan	backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/529
53	remove timeType and timeExpression fields from the single and list story views	It is concluded that those fields are not necessary for the viewing perspective. They will still be available on editView.	hdenizdogan	backend, task, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/531
53	Show the createdAt field related to the time now instead of default dd/MM/yyyy HH:mm	createdAt field should show the relation to the current time.	hdenizdogan	enhancement, backend, task, commit needed, webApp, feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/532
53	search/label page should be aligned with the storyList card view	![image](https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/assets/83790733/f047ed15-2807-4b93-9e2a-17b91f707c9f) This page isn't aligned with our story card convention. Your assistance is requested. @gokalpayaz	hdenizdogan	bug, frontend, task, commit needed, react, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/533
53	Write tests for DateService	Date Service class needs unit tests. Please write unit tests for the related methods. @mucahitugur	hdenizdogan	backend, commit needed, webApp, test	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/535
53	Fix singular minute,day,month,year viewing for createdAt field	timeAgo method may return the singular date expressions wrong. Additional check on singularity is needed.	hdenizdogan	bug, backend, commit needed, webApp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/536
53	refactor applicability check of strings on searchStoriesWithCombination and searchStoriesWithIntersection methods	null, empty and blank checks are all boilerplate code. It can be refactored into a boolean method and can be called from there.	hdenizdogan	backend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/537
53	Code refactoring for ImageService	ImageService has some warnings which can be accessed via IDE. Code quality has to be increased.	hdenizdogan	backend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/538

53	Code refactoring for 9 UserService	Refactoring has to be done on this service.	hdenizdogan	backend, task, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/539
55	Enable batch add all 7 stories to the karadut from backend	All stories should be able to be sent to Karadut by an external API.	hdenizdogan	enhancement, backend, commit needed, rec.engine-Kara dut	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/557
56	Correction on 2 verbalExpression method needed	The values are wrong for year and month parsing. Note that the value of dates can be 'dd/MM/yyyy' 'HH:mm', 'dd/MM/yyyy', 'MM/yyyy', 'yyyy'. subString process should be handled by the dateService.	hdenizdogan	bug, backend, commit needed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/562

Related Pull Requests:

NUMBER	TITLE	BODY	USER	URL
25	Be-1	New development from the frontend team has been completed. Pls confirm	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/25
27	Merge pull request #25 from enshkn/BE-1	Merging from BE-1. can you take a look? @amineglr	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/27
36	Be-1	Please review my pull request and the issues I have closed.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/36
45	Be-1 pull request to return web frontend to the project	I have added the web frontend project back into this branch. Also I have revised the date&time model for the backend and revised the frontend project to meet with the date requirements however, I couldn't able to manage React project to send the hour and minute information to the backend. That definitely needs assistance from the frontend team. Please confirm that this pull request doesn't cause any problem and accept it.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/45
57	package jsons added	package jsons added	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/57
62	Development branch to main	Frontend endpoints have been modified to meet both Azure and Amazon endpoint requirements.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/62
66	date has been fixed but extra help needed #64	fixed	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/66
67	Development on date time	Date time is now available on dutluk. Please approve	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/67

	Development on redundant @CrossOrigin annotation removal	Please approve the latest code cleanup	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/75
96	unit test revision	we should be able to pass the tests now.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/96
119	Development on the said issues		hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/119
125	Search by location function fixed Closes #124		hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/125
129	Liked stories api added for mobile Closes #127		hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/129
133	Location model modified with 4 integer fields	isCircle,isPolyline,isPolygon,isPoint Closes #132	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/133
134	/recent api created which shows the stories created since 7 days ago descending Closes #95	New api called /recent has been introduced. It provides the stories created at 7 days to now in descending order. Pls approve.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/134
137	circleRadius field added	circleRadius field added. Pls approve.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/137
142	Development on cors config	The project works on the same origin however I couldn't check the cross origin. Please test it and if it works approve the pull request. @gokalpayaz	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/142
143	Development on cors config and cookie issues	We expect the project to work on both http and https.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/143
157	Development		hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/157
164	search by label api created Closes #163	New API created for label search. Please review	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/164
172	Development imagesizing	Base .css added as part of code refactoring.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/172
179	Dev api integration	Duplicate API's have been removed. Please review.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/179
197	Development	New api integration, UI fixes, Edit Story functionality	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/197
229	formatDate removed Closes #228	I have removed the redundant formatDate as it is now handled on backend	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/229
411	Update on the backend to align with the frontend	Updated backend is crucial for the development-react branch so I have checked the commits and they only	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/411

	team	consist of the related backend developments.		
415	Development for delete all endpoint integration to reach karadut engine	development-react needs this endpoint to be reachable.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/415
420	story id's coming from karadut now checked for deletion. Closes #419	story id's are now checked and if they don't exist, they are not added to the recommendedStoriesMap on user model.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/420
429	Development react to development for recent react updates	Some updates were done and checked on this branch. the backend is aligned so the new updates are necessary on dev branch.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/429
430	Development to development react	The bug #428 should also be fixed on dev-react branch. Please review.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/430
465	Development react	Add story and save stories for later feature added. Pls review.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/465
483	Backend developments from development to dev-react	verbalExpression, timeType and timeExpression fields added to the backend, similarity percentage field is now integer, default profile photo added. rest are mobile developments.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/483
523	Development to main	Mobile implementation for this month, login/register exception handling, backend and frontend unit tests, single story and story list responses, multiple date capability, async implementation of Karadut, date field enhancements including UI fixes.	hdenizdogan	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/523

Here is my overall contribution:

Number of Commits	336
Code Added	70.817
Code Deleted	55.522

<https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/graphs/contributors>

Team Member: Gökulp Ayaz

Responsibility Description

In this project I have contributed to a couple of different aspects. Initially i was in backend and automation subteams. But then i have joined the frontend team as there was more help needed.

I voluntarily choose to handle automation related tasks due to my existing professional experience on the topic. One of the first responsibilities i took were creating the cloud resources: web app applications (frontend/backend test/prod), databases with their servers, APMs and SonarQube analysis. I also build CI/CD pipelines for all of the four applications. These pipelines were used to build test and deploy the application. I have completed these tasks within the first weeks. This has provided us with a strong foundation that we can build on.

After i provided the CI/CD related tasks i have moved to aid backend tasks. Our backend was more mature compared to other aspects of our application and there was enough personnel to handle backend development needs. Therefore my contributions to backend was relatively limited. Nevertheless, I have made important contributions to backend in the rather tricky topics like CORS (Cross Origin Resource Sharing), CSRF(Cross Site Request Forgery). I was able to provide support to these kinds of topics thanks to my existing web backend development experience.

Frontend development is not my strongest suite but I have opted to join frontend team as it was one of areas of our application that needs contribution. Admittedly, i had some getting used to but then i have closed many tasks, enhanced many pages, implemented new features, improved code reuse, improved code efficiency. All of these tasks i will be explaining in the upcoming sections.

Executive Summary

The things i made within the scope of the project can be categorized under three main sections and one minor section: implementation of automation (CI/CD), frontend development, backend development and documentation. Documentation wise my contribution was rather small, therefore i won't be explaining it in a different chapter. I have prepared system manual and posted it in our Wiki page.

CI/CD

In the realm of automation, I have successfully established four distinct pipelines, developed four web applications, and set up a database server hosting two databases. Among these, two web applications and one database serve testing purposes, while the remainder are designated for production use.

The activation of the pipelines is contingent on specific branch commits: two are triggered by commits to the development branch, and two respond to commits to the main branch. Each set comprises a

front-end and a back-end workflow. The front-end processes encompass logging into DockerHub, building the front-end image with GitHub-stored secret variables, pushing this image to DockerHub, and deploying it to the Azure Web Application. The back-end workflows, on the other hand, involve setting up Java, installing Maven packages, building the back-end application, conducting Sonarqube analysis, logging into DockerHub, building the back-end image using GitHub secrets, pushing this to DockerHub, and ultimately deploying it to Azure Web Application.

These workflows are designed to cease operation if any job within them fails. For instance, if the Sonarcloud quality gate is not met, deployment is aborted.

The database server is an Azure-based PostgreSQL server, which is zone redundant and maintains a 7-day data retention period. It hosts both databases, sharing resources of 1 vCore and 2GiB of memory.

Each web application is allocated 1 GB of memory, shared vCPU, and 1 GB of integrated storage. As they are non-scalable in their current state, each operates a single instance. Being part of a free tier service, these instances shut down after an hour of inactivity, but can be reactivated within a few minutes upon receiving a request.

Additionally, I have incorporated Azure's Application Insights as an APM tool. This enables performance monitoring for each application endpoint, tracking of errors along with their stack traces, and assessment of user engagement.

The implementation of these systems and tools is pivotal. They ensure efficient and automated deployment processes, enhance the reliability and security of applications, and provide valuable insights into performance and user interaction. This not only streamlines development and operational workflows but also significantly boosts the overall efficiency and responsiveness of the services offered.

By integrating these systems early in the development process, I was able to identify and address performance bottlenecks promptly. This proactive approach allowed for continuous monitoring and fine-tuning, leading to significant enhancements in application efficiency and responsiveness.

The automated pipelines facilitated streamlined and error-free deployments. Because they were set up from the outset, I could ensure that each code commit seamlessly transitioned through stages of development, testing, and production, reducing the time and effort typically associated with manual deployments.

The implementation of Azure Application Insights and other monitoring tools early in the development phase provided deep insights into application behavior. This enabled us to quickly pinpoint and resolve errors, often before they impacted the end-user experience.

The use of automated testing and deployment pipelines, combined with the continuous monitoring of application performance, significantly enhanced the overall quality of the applications. By identifying issues early and often, I was able to maintain a high standard of quality throughout the development lifecycle.

In summary, the early development and implementation of these automation and monitoring tools have been crucial in ensuring high performance, streamlined processes, and robust application quality, while also laying a solid foundation for future growth.

Frontend Development

In my role as a front-end developer for the project, I made pivotal contributions that significantly enhanced both the functionality and user experience of the application. The application was strong on backend side but rather weak on the frontend side. Functionality wise, it was meeting SWE573 requirements but it wasn't providing required UI/UX or meeting the additional necessities for SWE574. My main focus in frontend development was to fix these issues.

First thing I did was to utilize Bootstrap which wasn't done before. Also utilized base css for improved code reuse.

I dedicated considerable time to enhancing map functionalities and the user interface. I implemented additional map tools, including circles, polylines, and polygons, alongside the standard markers. This expanded the application's interactivity and user engagement with geographic data. I have also made map-related improvements including centering the map around selected locations and displaying previous locations, which greatly enhanced the navigational experience.

I improved the StoryDetail Page, ensuring a more engaging and interactive user interface by integrating a carousel feature on the timeline page. This not only made the application more visually appealing but also facilitated easier navigation and story browsing for users.

I developed a story list component utilizing card layouts, markedly improving the UI/UX. This design choice streamlined the presentation of information, making it more accessible and visually appealing.

I recognized the need for more efficient search capabilities and responded by adding year and month filters. This development was critical in enabling users to locate stories more precisely and quickly, improving the overall usability of the application.

Addressing performance issues was another key aspect of my role. By optimizing profile requests (shut down by half), I significantly reduced loading times, leading to a smoother and more responsive user experience. This was particularly important as it directly impacted user satisfaction and engagement with the application.

In terms of user interface elements, I fixed numerous bugs and improved the design. For example, I made sure that like and comment counts were accurately displayed on the card components, and ensured the visibility and functionality of edit and delete buttons. These changes were crucial in maintaining a consistent and intuitive interface, which is essential for user retention and ease of use.

My work also extended to the implementation of new time pickers and improved story navigation. These enhancements not only added to the aesthetic appeal of the application but also made it more user-friendly, allowing users to interact with the application in a more intuitive and efficient manner.

I also focused on optimizing screen real estate across various pages, ensuring a more efficient and user-friendly layout, crucial for maintaining user engagement and satisfaction in a web application.

Through these various contributions, I aimed to create a web application that was not only visually appealing and consistent in its design but also highly functional and user-friendly. My focus was always on improving the user experience, as I believe that the success of an application lies in its ability to meet and exceed user expectations in terms of both functionality and design.

Backend Development

My backend contributions, though more focused due to the mature state of our project's backend, were crucial in tackling specific, complex challenges. I focused on implementing and enhancing security protocols, particularly CORS (Cross Origin Resource Sharing) and CSRF (Cross Site Request Forgery). This was particularly challenging as our backend and frontend were hosted on different domains, necessitating a nuanced approach to manage cross-origin requests. My experience in web backend development was instrumental in this aspect, ensuring secure communication between these domains and safeguarding our application against sophisticated web threats. My efforts made it possible to host our application the way we do while ensuring best security practices.

The Related Requirements

Req.Nu	Requirement	TAG 1	TAG 2
R.1.2.01	The Dutluk platform shall be published as a web app.	General	Web
R.1.1.08	When users register, they will be redirected to the login page.	Login-Register-Logout	Routing
R.1.1.09	Users shall be able to login the app with their credentials.	Login-Register-Logout	Login

R.1.1.10	Users shall be able to log out to leave the session.	Login-Register-Logout	Logout
R.1.1.11	If a user enters the wrong email, username or password, "incorrect identifier or password" error shall be thrown.	Login-Register-Logout	Login
R.1.1.12	A user shall not be able to enter the application a second time while in session in the system.	Login-Register-Logout	User
R.1.1.13	Stories shall be created only and only by the app users.	Create Story	User
R.1.1.15	Only users with "be on session" can create a story.	Create Story	User
R.1.1.16	When creating a story to the app, the title of the story shall be requested from the user.	Create Story	Title
R.1.1.18	When creating a story to the app, the image(s) of the story shall be requested from the user.	Create Story	Image
R.1.1.19	When creating a story to the app, the location(s) of the story shall be requested from the user.	Create Story	Location
R.1.1.20	When creating a story for the app, the time type of the story shall be determined by the user.	Create Story	Time Resolution
R.1.1.21	The time dimension shall be able to point to an exact time on the timeline.	Create Story	Time Resolution
R.1.1.22	The time dimension shall point to an interval on the timeline.	Create Story	Time Resolution
R.1.1.23	The time dimension shall be specified as a specific moment.	Create Story	Time Resolution
R.1.1.24	The time dimension shall be a specific day.	Create Story	Time Resolution
R.1.1.25	The time dimension shall be able to be specified as a specific season of a specific year.	Create Story	Time Resolution
R.1.1.26	The time dimension shall be able to be specified as a specific year.	Create Story	Time Resolution
R.1.1.27	The time dimension shall be able to be specified as a specific decade.	Create Story	Time Resolution
R.1.1.28	Users shall be able to give location information to the stories they will create.	Create Story	Location

R.1.1.29	Users shall be able to assign tags to the stories they create.	Create Story	Tags
R.1.1.31	In cases where there is more than one location information, the app shall be suitable for entering more than one location information.	Create Story	Location
R.1.1.33	All story posts shall have only and only one title.	Story Piece	Title
R.1.1.34	All story posts shall have a text content (any length). location, and date information	Story Piece	Text Content
R.1.1.35	All story posts shall have at least one location (multiple locations allowed).	Story Piece	Location
R.1.1.36	All story posts shall have and date or date-time information according to the user time type preferences.	Story Piece	Time Resolution
R.1.1.39	Users shall be able to like other users' stories	Story Piece	Like
R.1.1.40	Users shall be able to comment on the stories created and published on the app.	Story Piece	Comment
R.1.1.42	There shall be an "add story" feature on a user's page.	Story Piece	Create
R.1.1.43	There shall be a delete feature where a user can delete his/her specific story.	Story Piece	Delete
R.1.1.44	There shall be an edit feature to edit a user's specific story.	Story Piece	Edit
R.1.1.45	A user shall be able to delete a story that belongs to him/her and only him/her.	Story Piece	Delete
R.1.1.46	A user must be able to edit a story that belongs to him/her and only him/her.	Story Piece	Edit
R.1.1.47	Only users with "be on session" can comment on a story.	Story Piece	Comment
R.1.1.48	Only users with "be on session" can like a story.	Story Piece	Like
R.1.1.49	The user shall only be able to delete comments that he or she has created.	Story Piece	Comment
R.1.1.52	The app shall have the ability to select a specific location and search for stories that take place in that location.	Search	Location
R.1.1.53	The app shall have the feature of selecting a location as the centre, then specifying an area by entering radius information and filtering the stories in this area.	Search	Location
R.1.1.54	There shall be a feature to search for stories that take place before or after a certain date.	Search	Date

R.1.1.55	There shall be a feature to search for stories that take place before or after a certain date-time.	Search	Date-Time
R.2.1.01	Each user should be able to see in their activity feed when a user in their follow list likes a story and who liked it.	Activity Feed	-
R.2.1.02	Users should be able to see the stories that take place in a location in chronological order on a single screen.	Search	Location
R.2.1.03	Users should be able to increase or decrease the story selection areas by adding distance information when searching based on location.	Search	Location
R.2.1.04	Users should be able to add a date-time filter to the stories they filter by searching based on location and distance.	Search	Time

The Related Issues

#	Title	Status	Creation Date	URL
2	Customize Existing Issues	closed	2023-10-09 16:42:28	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/2
4	Decide on which project to choose	closed	2023-10-09 16:44:19	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/4
8	Decide on the requirements	closed	2023-10-09 18:17:27	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/8
9	Create the storyboard	closed	2023-10-09 18:18:18	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/9
13	Implement CI/CD pipeline	closed	2023-10-10 13:58:49	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/13
38	Implement SonarQube Analyze to development pipeline	closed	2023-10-16 16:11:01	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/38
39	Replace backend deploy by zip with deploy by image	closed	2023-10-16 19:39:25	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/39
51	implement pipeline for nodejs frontend	closed	2023-10-19 15:44:59	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/51
69	Validation check should be added to the web application add story page	closed	2023-10-27 17:33:45	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/69
72	Add story navigation	closed	2023-10-27 17:37:51	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/72
74	Nearby Stories endpoint should be created	closed	2023-10-27 17:44:14	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/74

92	Don't show empty properties -> web app	closed	2023-10-31 12:36:54	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/92
93	show region in the map	closed	2023-10-31 12:42:18	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/93
94	Image resize	closed	2023-10-31 12:45:03	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/94
110	add search location from map functionality for web app	closed	2023-11-03 13:33:48	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/110
111	add multiple location function to mobile app	closed	2023-11-03 13:45:15	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/111
112	add delete location function while adding story	closed	2023-11-03 13:46:56	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/112
113	add delete story function to the mobile app	closed	2023-11-03 13:48:11	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/113
122	Alter sonarcloud quality gate	closed	2023-11-04 14:15:54	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/122
123	Both prod and test web app are using the same database	closed	2023-11-04 15:44:05	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/123
170	Create a component for listing stories	closed	2023-11-20 10:20:22	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/170
174	Remove env variable need of frontend by using navigate() instead of window.redirection.href tag	closed	2023-11-20 14:25:49	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/174
181	Show several locations for a point in map	closed	2023-11-20 17:16:04	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/181
182	Centerin the selected locations in map	closed	2023-11-20 17:18:08	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/182
209	Null location names after editing a story	closed	2023-11-22 21:33:31	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/209
215	False error message while uploading profile picture	closed	2023-11-27 07:48:47	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/215
250	Comment like api call not working on react frontend	closed	2023-11-29 10:38:26	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/250
283	story detail show map location on map	closed	2023-12-01 16:01:57	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/283
297	Notifications goes under the navbar	closed	2023-12-02 18:17:46	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/297
302	navbar text color should change to white	closed	2023-12-02 20:01:58	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/302

303	change api/story/feed to api/story/recommended at Recommended.js	closed	2023-12-02 20:08:04	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/303
320	When a location is clicked on Search page the pin can't be removed	closed	2023-12-04 13:12:30	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/320
332	Display the response body of Login and Register API when 404 is thrown on react	closed	2023-12-06 12:52:28	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/332
350	Add comment delete button on react	closed	2023-12-10 16:56:40	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/350
355	Card Component Enhancement on WebApp	closed	2023-12-11 18:28:03	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/355
356	Adding Card Component to Search Results on WebApp	closed	2023-12-11 18:31:42	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/356
362	Attributes to add for backend about new time picker component.	closed	2023-12-13 08:21:11	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/362
363	New components delivery to frontend team	closed	2023-12-13 08:24:01	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/363
418	Prooving Recommendation Functionality to Customer	closed	2023-12-18 15:52:08	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/418
441	Developments for new time picker.	closed	2023-12-20 17:09:23	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/441
466	Delete Button is not showing on MyStories Page on WebApp	closed	2023-12-24 09:04:40	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/466
467	Like and Text Fields on MyStories Page on WebApp	closed	2023-12-24 09:21:10	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/467
471	edit button is not showing on pages on webapp	closed	2023-12-24 13:09:46	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/471
475	Integration of new search filters to timeline search	closed	2023-12-24 15:04:19	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/475
481	Like and Comment numbers are not loaded to card component on WebApp	closed	2023-12-24 21:50:56	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/481
533	search/label page should be aligned with the storyList card view	closed	2023-12-27 08:41:30	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/533
541	profile request on every page makes the application very unusable.	closed	2023-12-27 20:05:47	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/541
556	carousel implementation to timeline page	closed	2023-12-29 18:53:17	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/556
573	Adding year+month search functionality	closed	2023-12-30 20:44:27	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/573

584	StoryDetail Page Update on WebApp	closed	2023-12-31 14:06:18	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/issues/584
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The Related Commits

Date	Commit Message	URL
2023-10-1 5 10:49:12	CI/CD pipelines created with build and deploy steps	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a742d84ecadf22a309e739da4c21b2fd5620dd09
2023-10-1 5 10:55:37	workflow directory updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/84344f60513035e0149d2be6d3c8eef1ca70a3a3
2023-10-1 5 11:01:24	development pipeline secret variable key updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f7236188da15616914804815e770d53cd8ad1cef
2023-10-1 5 12:36:34	development pipeline app name updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/eff9e8b2f7d4526ea41ff63d5db22a4d2610f58f
2023-10-1 6 19:59:12	replace zip with docker	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/48b0a6cade1afabd2d73766a0aa2725c707a770d
2023-10-1 6 20:10:33	created a new dockerfile with tests	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/525903b12226981d50f0dca240df5bd87cdc8fd3
2023-10-1 6 20:13:09	updated dockerfile context	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ba99074e832d7ac530599f201aff68d191878c38
2023-10-1 6 20:16:09	change dockerfile name format	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/13cd61e3750acf5d44ae4371814388a94797aed6
2023-10-1 6 20:19:59	use dockerfile with no tests for deployment pipeline	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/cb6da6bd059d40fbfa092346d382e1910dc12a3e
2023-10-1 6 20:56:39	replaced zip based dev deployment with image based	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f79f60e21ac15e918eccae2897cfb152a7736dea
2023-10-1 6 20:56:39	replaced zip based dev deployment with image based	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5e88fbef90b6ca72669270cf30ac70a6ff15c50c
2023-10-1 6 21:21:13	Dockerfile relative location updated for main be pipeline	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d154c5718d965750da41e4f1e360815e79532ed7

2023-10-1 6 22:01:11	updated pom for sonarqube cloud	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8eb719f619ea5a46e7dd7b6664a916ad836d962e
2023-10-1 6 22:01:11	updated pom for sonarqube cloud	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8f4ab57af80bcf8c051f951c0c99e9d004d6af7f
2023-10-1 6 22:23:42	Development pipeline updated for sonarqube	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5df454de2f0a37a7abc2e962c6b2848b665cb2f6
2023-10-1 6 22:27:36	Prod pipeline updated for sonarqube	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a79e106cc028b16cc14757a57212256abf0e6f7a
2023-10-1 6 22:29:14	Merge branch 'main' of https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/19ef3e5efccf9a75e49c05578e0b9d93df57e008
2023-10-1 9 16:15:53	dev pipeline updated to build both fe&be	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/edc4c5d7e495df597493d2977279af62f53aa628
2023-10-1 9 16:15:53	dev pipeline updated to build both fe&be	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1605fd2a9f0198ae64fd7f615ff45ab3dbb8adfc
2023-10-1 9 16:33:49	initial dockerfile for frontend pipeline dockerfile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/32624f8c9bff93912e6ef1ed1dc55a275e8b4cfa
2023-10-1 9 16:40:23	Update fe development pipeline dockerfile path	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9e11cd66a4bef7a5612df6ce5218ea7a3d52df85
2023-10-1 9 16:53:32	install command for npm serve	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8bec7e716eb0e180e07d46e9505966125f38c253
2023-10-1 9 17:31:28	main pipeline frontend dockerfile path updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3ce06c981785a9eac31c0c5c0a4936edb9c37c03
2023-10-1 9 17:38:18	gitignore node modules and build files	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/823852e7647538ed667496d2d282e7150184c2e5
2023-10-1 9 17:42:50	build dockerfile added for prod frontend pipeline	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1cdd3618425fcbb430b6b20b1f90064ce0f9d9b5
2023-10-2 1 11:11:02	Delete .github/workflows/development_Dutluk-test.yml	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/78557d4f537f1b147714726ff2f094ecd6006a7d
2023-10-2 1 11:12:28	Delete .github/workflows/development_Dutluk-test.yml	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b6861cc2ed08c6e516df32c8eb1d51e82cc5b58b

2023-10-2 3 15:14:52	Development pipeline updated to get backend url from secrets	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/687341c1955913cd4660ab15636546b6c6a5a941
2023-10-2 3 15:22:15	update frontend dockerfile which was mistakenly updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6ecc8099daa6d6a3a4d2afe27e2ef0f592e3b92
2023-10-2 3 15:36:44	added arg declaration to dockerfile	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9aedbb510d628d044b8d5b6b0c8c515bb776335b
2023-10-2 3 16:35:32	additional env vars added for fe pipelines	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2dff8385173f6f549aa17a4e690ecc64fce6ac0d
2023-11-04 14:21:42	Update README.md	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b127f20fa4cd23f8940d9ff7a2862a74265a2a35
2023-11-10 15:47:46	Merge pull request #142 from enshkn/development-cors-config Development on cors config	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d411e37b42516e944d5e146f670ec7135d47e94c
2023-11-10 16:03:48	Merge pull request #143 from enshkn/development Development on cors config and cookie issues	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f79004341a02d2a699b14f79acf4721ff94deb90
2023-11-13 14:48:57	navigate to home page after login	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4142f3698503dc14e5dfe610d5747e0fea31ad0d
2023-11-13 15:05:34	temp removal of dutluk_rs	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/44f4183c345101a780d46ecf706d341a27bbe262
2023-11-13 15:08:30	Revert "temp removal of dutluk_rs" This reverts commit 44f4183c345101a780d46ecf706d341a27bbe262.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1c514372bb20e265c5c87aed3924cfb2170fcc7
2023-11-13 16:16:12	Revert "navigate to home page after login" This reverts commit 4142f3698503dc14e5dfe610d5747e0fea31ad0d.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3307363c9089fb55cfcc7e2a4f7e0191eedf9fc
2023-11-13 16:29:13	navigate to home page after new story	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/693b6ee937305f592e6ca3b6cbf08e94685241f
2023-11-19 19:02:31	image size regularization	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ab1c77506ad16c9f82766ee8ae9743272dba7e4a

2023-11-20 07:47:27	base css implemented	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/35fc8464e772b42f983491659ca06b2a9a26062b
2023-11-20 08:51:41	unusued props removed from allstories	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6129ed95fb2817a9cf23419457daec6759d1017d
2023-11-20 08:54:10	mystroies.js removed hide unused props	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2a283dfac3ff817d31d70be955f18b88193a7924
2023-11-20 08:56:05	recommended.js removed hide unused props	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/31f531b9b6604b9f45b8d66074b6a34a776c1d73
2023-11-20 08:58:19	followedUserStories.js removed hide unused props	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ef1be01ceaa36ee9cc146d244e7cd68054d5f3de
2023-11-20 08:58:28	LabelSearch.js removed hide unused props	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7046666f181fe5a8c311c7023a3f194cbfc9c8c6
2023-11-20 10:18:58	Merge pull request #169 from enshkn/development_hide_unused_props Development hide unused props	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2fd5c47eaff103f06bc18a7d771eb197db82da8c
2023-11-20 10:30:45	StoryList component created to improve code reuse	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/59dbba96870989d08cdabbebc786b14541b9c5b1
2023-11-20 10:48:09	StoryList childrens invisible -fix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/46a76c96686e70e809d4a4a1bc81a13a2b578ab6
2023-11-20 10:50:17	Recomended stories typo fix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/95c8ccf337746684c0f6615e13b4ee130b553691
2023-11-20 11:10:30	Form validation for add story implemented	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/49f58fed171719bc8759975ccfddc10e4b885048
2023-11-20 13:26:18	Merge pull request #172 from enshkn/development_imagesizing Development imagesizing	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b64fe3299454765b39b4753c9ec25750313d4ec4
2023-11-20 14:08:53	search location feature added for add story	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/abe82a1a56bb5fb69783f93f991301bf01b6bf50
2023-11-20 16:17:55	navigations are updated with useNavgiate	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1227014d399e878abd36bf0688addc1897c3fccb

2023-11-20 17:44:44	googlemaps tools implemented for additional selection tools	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/818f680be6ce03902d67f7c34fcf097f1dd3f01e
2023-11-21 07:48:44	Polygon and polyline shown on map	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ea02f3f9209a5df5ad8b25ff9032ffdbce903710
2023-11-21 08:21:13	Update the way markers shown	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a6538575df54ab81fba6704d6bfda08a675bdc1b
2023-11-21 11:06:42	map bootstrap icons added	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/cddb91d1d022f014970e859a12f3e33bf1a80393
2023-11-21 13:12:31	story object body updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ea057f0bc35040d398d073af198b29d4120c330e
2023-11-21 13:12:59	removed obsolete methods from AddStory.js	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b4385083d12cd023f9c8123b4f8b4e59c6786d0d
2023-11-21 13:34:13	text location added to all maring types	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4f3bfdeeeb5ff1a2dc6af9acc173adda9eb727c9
2023-11-21 13:58:01	PolyLines are not added-bugfix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/60969f2f93610398cba2999824a456cf489d3774
2023-11-21 14:18:49	Map circle with radius implemented	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b28f5480de7cdf78fd8942afb4b865bf7c0fc8f9
2023-11-21 14:46:23	Changable Radius implemented	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b73c60c873472d3edadd6150aaab79acb808d685
2023-11-21 14:55:24	Update location validation	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1532ededef1927d599fb7a7c1ee49b6aa8019f1d9
2023-11-21 14:58:06	addStory.js variable naming -refactoring	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7bf52fc340aa1204b5e837d03e1861a1cbf1fc97
2023-11-21 18:11:54	list all types of locations	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/6317357073f68c8575e6f842a7e4fe10cb27a5fe
2023-11-21 19:02:28	location display format update	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ee1fb86dd33fcf82cdcef1ab8f74eeb1ca3290f7
2023-11-21 19:32:48	Remove button updated with bootstrap	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2dc37e5ae743c438e29430639f2a6eafd9b01826

2023-11-21 19:43:37	location variables changed to marker for convention	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/eda7ccdc9751c6ecba71bed2702f8605778b8c6
2023-12-0 1 16:14:28	Merge pull request #285 from enshkn/development Development	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d0e4de77d4d144092fa774de20466bd79e15fb4c
2023-12-0 1 16:40:16	map is centered at the first market coordinates	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d728a71c0a56681acf082a9bd3abf4448caf7a86
2023-12-0 1 16:52:18	Merge branch 'main' into development	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8151afb070b9ed43c9836729d8ebf21bc7c30684
2023-12-0 1 18:10:44	markers and circles are now shown in story details	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9804825c6091defaa6b645c6688b38047007eeaa
2023-12-0 1 18:19:46	Polylines are now shown on story details	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1bb47304b17c3a23855a503be6b18563ee4a412e
2023-12-0 1 18:40:29	polygons are also visible at story details	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9da46f79c94e16882f26bc14e2ddb109f83b8464
2023-12-0 1 20:21:49	Merge pull request #288 from enshkn/283-story-detail-show-map-location-on-map 283 story detail show map location on map	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/4028179e6474da8941e7725545193d53a8080787
2023-12-0 2 19:51:21	notification location fix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3b4829218c5eae22da76d370796c48176f8d58d3
2023-12-0 3 14:45:00	Merge pull request #312 from enshkn/development---UI-alignment-and-enhancements Development UI alignment and enhancements	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/027973b6d9eb9918b9a5c2e128806b260beafea6
2023-12-0 3 14:45:26	Merge pull request #317 from enshkn/development-react Development react	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d87bbe2e3e0664afb4a197f7ab87560e9adacacd
2023-12-0 3 15:08:46	temp disable edit button in mystories.js	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1a645e884d801b7d1c8b9dfe05db1a47fb08c8f3
2023-12-1 5 19:25:54	storyList updated layout (initial)	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c01cb6e8c1016f867efd133eca0a0942c03eb343

2023-12-1 5 19:26:05	fading out text	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2e74d7399f2cf22d861c9a87e9a2a8700e89ecf8
2023-12-1 5 19:33:01	user profile section added to story list	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5afc76fe0d6be29575a6af17bdc24e113be192ea
2023-12-1 5 19:58:13	remove unusued css for storylist	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3a899440e6ad1ffbc092ec5e04d6f4004f11986
2023-12-1 5 19:58:59	css adjustment for text fading	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2a886ae9e40fd1b5d9532bed533f38175db4e703
2023-12-1 5 20:08:54	Show location on story list	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0b6ccba725551d0a46a2b4f8b2cb2a8d8ee74318
2023-12-1 5 20:10:54	initial formatting for dates in storylist	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/89cf62085999c4204b209f05de31106f80f62fad
2023-12-1 7 18:28:14	Update existing storydetail buttons with bootstrap	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c8618e0b0d4119d8980d0184383ab55409ad4ccd
2023-12-1 7 18:47:40	comment section visual updates (story details)	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/380e1ba6cb0e64c5f97f0e48f84aa37ea415ed9b
2023-12-1 7 19:16:45	functional story comment delete feature	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a955e2ef69110fc0c46cbba61dd4633efbddbb1
2023-12-1 7 19:35:14	save current user when user logged in	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5ec13f69e722a28e91f67b0aaade7383b96482ce7
2023-12-1 7 19:42:51	delete user log from ss when user logs off	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/838a637019f10622964e7965ba606d50832bbd17
2023-12-1 7 19:56:36	currentUser key changed to currentUserd to eliminate conf.	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/725f3ad40ab88b3501094793eddcdaf7b1e7382
2023-12-1 7 20:00:20	conditional comment delete display	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/af3f5cb50d09bf7d824bb7a4016bfac3d6ede89c
2023-12-1 7 20:02:15	comment like typo fix (story details)	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d047f9c38c9d7d1dbe76cc4b7530d3be9cbc2208
2023-12-1 7 21:05:24	Merge pull request #411 from enshkn/development	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a7074a1ec1da65b569e39164f999819246bcde9a

	Update on the backend to align with the frontend team	
2023-12-1 8 08:34:24	login.js updated error handling in fe	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3f0af0f7217c481a515177dc5d7cd071984a9a64
2023-12-1 8 08:34:34	register.js updated error handling in fe	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/452edd11c26acd8063c5e83c4f193c27b69b5296
2023-12-1 8 14:35:31	login message implemented	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/fb6369b22e40AAF7afa72b6d744f501fdb7631dc
	Merge pull request #420 from enshkn/development	
2023-12-1 8 17:11:18	story id's coming from karadut now checked for deletion. Closes #419	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c7aa402ca2444eb7783ab5865ff586378d6475b0
2023-12-2 4 12:02:07	StorySearch pin removal	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ea0621142d9cc23444d8f51ec0dd81142e4df379
2023-12-2 4 12:02:20	TimelineSearch pin removal	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c21fe5f55e3d415f0eadb26347878b16547b1482
2023-12-2 4 12:24:16	StoryList delete action if author	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/96293e16c1676fb3cecd60f765127f7fc1baf9ac
2023-12-2 4 13:04:15	Story delete handling code implemented	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a010306a933f49deae4a11ec82649cb3b35bebbc
2023-12-2 4 13:11:49	uncompleted story edit logic is removed from mystoies	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2115fda818a79c59e5b0230331b0a9f91774345b
2023-12-2 4 13:19:36	add edit button logic to storylist	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8adb433a38311092ba584394521a1db052353fa7
2023-12-2 4 13:19:53	story list button interaction margin update	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ba8d65f03d4879d6081734d2801b4a473b946cec
2023-12-2 4 13:34:43	story search display stories with storylist	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1241ebc3537e3bb894f20f2d78fe036b2be79c54
2023-12-2 4 14:21:40	mystories specific preparse story.text	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/dd7dfa73c84fb447b533d0a48df945f88adb8a35

2023-12-2 4 14:43:32	Merge branch 'development-react' into 356-adding-card-component-to-search-results-on-webapp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/14c5e3b44ddf7175a85b0c5452c270eb0be697c0
2023-12-2 7 19:44:29	StoryList component injected to labelsearch	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ba58be00be41c914e558c54297cb7ba0d3a340b0
2023-12-2 7 19:59:52	Like count not shown bug fix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1ab7a332b466ff9b3c900ac944c7c5b5539d9beb
2023-12-2 7 20:33:04	avoid requesting /profile on every page	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/cca6c7066929c00646d6c7f294eed84f3361be44
2023-12-2 7 21:44:06	comment count show bug fix -fe side	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/cba59da9e4be3702c7721554b9edd73808bf7ce8
2023-12-2 9 19:30:42	Timeline search elements updated with story search form elements	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d85184418e2cc1f9942e9b1a03d63f4d6dce07b3
2023-12-2 9 20:03:53	timeline search html tidiness update	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/edf4d4bc4db935e7452a9038b99a974f8fd86383
2023-12-2 9 20:58:56	timeline search unintended request bug fix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/bacac8dc91d12ed82e1b3f6f286917577393a6b4
2023-12-2 9 20:59:35	timeline wrong endpoint bug fix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3a7fb789ae324c912e5df2e508f03dc114d96a09
2023-12-2 9 21:00:08	timeline html form update	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8bffedd97f82e984f1eb26e59a7be6b7ffecc4ac
2023-12-2 9 21:04:01	Story search updated with modern input elements	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/e9a45a041bcc4827caa7bd2f57e361708b1bb8b4
2023-12-3 0 13:05:19	Timeline search minor changes from gorkem	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d3bdb6b5967b64b44500fa518df6c7ca53f5b766
2023-12-3 0 13:06:35	Merge branch 'development-react' into integration-of-new-time-pickers-to-timeline-search-2	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/bf6883f3a554ab879cab13b43047b79c24bd302
2023-12-3 0 13:35:10	ehakan's timeline component imported	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1e1ac5bada62c24d5e1338407c1cf06bc9f7a4cf
2023-12-3 0 13:50:17	timeline search component initial integration	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/355ecf722c5f3877df4228055dc52f94f23dc4b1

2023-12-3 0 14:03:22	timeline component swipe updates	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/8aea4bcf264684fd74ce87a6e0bcb9d2b13c7998
2023-12-3 0 14:04:38	timeline carousel integrated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/501efad21f22effa1423e49f410f80f020c76150
2023-12-3 0 14:14:54	placeholder images for stories wo a photo	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/96a2dc577c163c614ac7af89678fcf777dcc5670
2023-12-3 0 15:04:01	Merge branch 'development-react' into 556-carousel-implementation-to-timeline-page	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3f025a0e5ff6d8ba50875a4c40f86e0b6f98425d
2023-12-3 0 21:23:24	StorySearch month-year search feautre implemented	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/80e8db828bb5320ea579ecdeb499f6991a2160fb
2023-12-3 0 21:23:24	StorySearch month-year search feautre implemented	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/dcf5e50e02ea80e4ceddb3ce17f83e1918ba27a9
2023-12-3 0 21:24:26	storySeach allignemnt update	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a29f17983e07785a050aa6511570bcf258ffc11c
2023-12-3 0 21:24:26	storySeach allignemnt update	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/46d8e5b5aa36176f789ba1a2180eaa60e18acce9
2023-12-3 0 22:03:52	story search montyear input validation	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a030e70f9c4e8e42169f714c92ff37cb0b43f93b
2023-12-3 0 22:15:48	different states for absolute-month	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/3b9087e1f2d666f99571493a749684f76ec645b7
2023-12-3 0 22:16:59	story search minor validation update	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/7c5bb9a14d4d86ce79c5469de545aa965fbe8dae
2023-12-3 1 12:29:18	yearmonth inconsistent state update bug fix	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/9bc8fed675ef6a52d9e70576fbf4e46b02e079e4
2023-12-3 1 13:23:18	month-year payload format updated to match backend	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/906e8e716e37b01903a84850e8e0a3daa503b4bf
2024-01-0 1 17:33:47	timeline search map and search tools are sidebyside	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/b41a3e996b9a802ad043c2fc0997179db971ddd8
2024-01-0 1 17:41:47	Timeline search results moved below search and map	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/d2b59c5d059c1f47d9b2a56088617a608c5acc60

2024-01-0 1 17:42:03	timeline cards are clickable	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/65a1ed27329ef31d8a7c1af2359fb730e61f26fb
2024-01-0 1 17:51:51	timeline seach search tools-map portions are updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/67f41018d1b13d9a7f6ecd8b34ec3cb6b9640fb
2024-01-0 1 17:52:18	timeline component unused dummy variables removed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ffe664cdc37d1d8e86b3c57165767ee581b54d18
2024-01-0 1 17:56:13	Merge branch 'development-react' into 584-storydetail-page-update-on-webapp	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/c427537fb146c0b899b82b11e982350d497e7a27
2024-01-0 1 18:06:03	timeline search map and form ratio	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/0a0fe4ba3a7f1cee4a6e1f5adfaa0cd9244d044b
2024-01-0 1 18:15:25	storysearch page form and map is sidebyside	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a4274958216db95217c156c1cbb5b81fcfbb4195
2024-01-0 1 18:21:21	story explore title arragment	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/066ad83be8940bec611538f5cc9ab9069a781d7f
2024-01-0 1 18:54:42	storydetail css implemented	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/955dbff6706dbbf7f1dc9031c5806f4901fbc9d
2024-01-0 1 19:09:01	storysearch map mpagin updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/1e2daa6d2979345e8f7d14e89e848000d2bf02d8
2024-01-0 1 19:09:42	initial story detail update	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a380d6811cc2cf0df2a396084f43069c10de5bf0
2024-01-0 1 19:21:15	Story details labels and date added	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a376f9502c36db709f7ca0ada80a46bc9bb6ab34
2024-01-0 1 20:05:59	add selected locations	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/35785e2e805500ae476258303f204dbff523c7f2
2024-01-0 1 20:17:26	story details like story added	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/ae050187a59a7efbadae47bb43b8471d9ef7bc7
2024-01-0 1 20:35:10	Selected location display updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/77fdddc9a201aa37f8d3ce7a49b7e7bb64336c9
2024-01-0 1 20:48:55	Story Details comment section updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/38e66bf4cbc8835d7bb58b8bce1fd5e796a8a5ee

2024-01-01 20:51:39	StoryDetails tags format update	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/055447568339e34cd565179770db9b92700591a8
2024-01-01 20:52:14	obsolete storyDetails code removed	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/37122c400e1c79abec8e4330ef7cc442ac7dbfd9
2024-01-01 21:00:30	Map minimum size adjusted	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/f16950f0f60d86b20b9db276dd27450b5afca9db
2024-01-01 21:00:44	Comment body size adjusted to match new comment window	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/5669813ada20de6d034539905ca20efacd9c504a
2024-01-01 21:29:29	posted label updated	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/20c0add6135ca03da9884ecaccdf00cd4f62950e
2024-01-01 21:30:45	timeline search results title centered	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/a75fd83c111c22c0fd655d76c2a9e61cbc865742
2024-01-01 22:31:34	Merge pull request #608 from enshkn/development-backend Login issue for https connections	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/649e18ba74f25ed5c269b62e47c8c68685e9b6a2
2024-01-01 23:13:09	Merge pull request #610 from enshkn/development-backend login issue fixed again. Closes #607	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/commit/2663a397f54db68d9f3fcce74f920b7ed3e0105b

The Related Pull Requests

#	Title	Status	Creation Date	URL
24	Implement CI/CD pipeline #13	closed	2023-10-15 12:46:31	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/24
166	image size regularization	closed	2023-11-19 20:40:52	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/166
168	base css implemented	closed	2023-11-20 07:49:23	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/168
169	Development hide unused props	closed	2023-11-20 09:00:15	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/169

171	StoryList component created to improve code reuse	closed	2023-11-20 10:31:31	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/171
173	search location feature added for add story	closed	2023-11-20 14:10:58	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/173
175	Form validation for add story implemented	closed	2023-11-20 15:01:47	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/175
177	navigations are updated with useNavgiate	closed	2023-11-20 16:20:07	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/177
201	Development map tools	closed	2023-11-21 19:50:52	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/201
285	Development	closed	2023-12-01 16:13:39	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/285
288	283 story detail show map location on map	closed	2023-12-01 18:47:01	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/288
299	notification location fix	closed	2023-12-02 19:52:40	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/299
317	Development react	closed	2023-12-03 14:37:13	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/317
319	Development	closed	2023-12-03 15:10:50	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/319
401	355 card component enhancement on webapp	closed	2023-12-17 18:01:38	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/401
402	355 card component enhancement on webapp	closed	2023-12-17 18:38:46	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/402
403	355 card component enhancement on webapp	closed	2023-12-17 18:42:15	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/403
407	350 add comment delete button on react	closed	2023-12-17 20:05:00	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/407
409	Dev react add comment delete button	closed	2023-12-17 20:21:18	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/409
410	Dev react card enhancement	closed	2023-12-17 20:24:47	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/410

413	332 display the response body of login and register api when 404 is thrown on react	closed	2023-12-18 08:36:57	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/413
469	320 when a location is clicked on search page the pin cant be removed	closed	2023-12-24 12:04:30	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/469
470	466 delete button is not showing on mystories page on webapp	closed	2023-12-24 13:06:46	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/470
472	471 edit button is not showing on pages on webapp	closed	2023-12-24 13:22:38	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/472
473	356 adding card component to search results on webapp	closed	2023-12-24 14:29:51	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/473
540	StoryList component injected to labelsearch	closed	2023-12-27 19:46:07	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/540
542	541 profile request on every page makes the application very unusable	closed	2023-12-27 20:36:15	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/542
558	475 integration of new time pickers to timeline search	closed	2023-12-29 20:32:24	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/558
559	Integration of new time pickers to timeline search 2	closed	2023-12-29 21:06:40	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/559
560	481 like and comment numbers are not loaded to card component on webapp	closed	2023-12-29 21:22:11	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/560

571	556 carousel implementation to timeline page	closed	2023-12-30 14:20:11	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/571
581	573 adding year+month search functionality	closed	2023-12-31 12:30:51	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/581
585	main backend needs to have commits from development	closed	2023-12-31 14:09:13	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/585
588	Dev react date picker final	closed	2023-12-31 15:12:20	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/588
589	Development react -test pr	closed	2023-12-31 15:13:53	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/589
591	573 adding year+month search functionality	closed	2023-12-31 15:27:35	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/591
603	584 storydetail page update on webapp	closed	2024-01-01 21:12:56	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/603
609	Development react	closed	2024-01-01 22:38:02	https://github.com/enshkn/BOUN-SWE-574-Fall-23-G2/pull/609

Demo

My most complicated tasks were about implementing CI/CD pipeline yet they are not easy to visualize here. Therefore I will be describing my implementation of map tools.

Base project had a map tool but its capabilities were limited. It only allowed using markers as location identifiers. I have added radius, polyline and polygon options. I have added search functionality and then listed all of the locations with the option to delete. Please note that I have implemented these features but other contributions were made to this component. These contributions were about updating the way some of the buttons look.

Implementing the map tools were particularly challenging for me due to little experience with JavaScript. Especially with polygon and polyline features, I had to implement additional logic to save the locations in memory until the user decided that location was complete. Since I have implemented the improved map feature I also developed other map features like centering the map around the location,

showing the previous location selections etc. on other pages.

Select Location Type (You can add multiple!):

Marker Circle Polygon Polyline

Please select points and approve after finished **Approve**

Map Satellite

Search

Locations:

Marker: 1 - 4WGG+59 Eyüp Sultan/İstanbul, Türkiye **Remove**

Circle 1 - İncirköy, Sucuoğlu Sk. No:25, 34800 Beykoz/İstanbul, Türkiye (Radius:5000m) **Remove**

Polygon 1 - Yıldıztabya, Kaynar Sk. No:41, 34240 Gaziosmanpaşa/İstanbul, Türkiye - Nodes:3 **Remove**

Polyline 1 - Mehmet Akif, Serap Sk. No:4, 34307 Küçükçekmece/İstanbul, Türkiye - Nodes:3 **Remove**

Challenges

Implementation Related Challenges

Implementing the CI/CD pipeline with GitHub Actions for deployment on Azure Web App posed several challenges for me. One significant area was mastering GitHub Actions & Secrets, a process I was unfamiliar with. Thankfully I had professional experience with using Azure DevOps pipelines which

helped me a lot. Additionally, configuring the workflow for automated builds and deployments required precision, especially since we used different build processes for development on AWS and GCP. This necessitated specialized code like Docker Compose and Dockerfile, adding complexity. Managing dependencies, environment configurations, and troubleshooting issues like failed builds or deployment errors also demanded a comprehensive understanding of GitHub Actions and Azure environments.

Management Related Challenges

In this student project, without a designated manager, we all faced challenges in team collaboration. Some team members had varying levels of coding proficiency, which required patience and collaborative effort to ensure everyone was contributing effectively. Additionally, the issue of uneven participation needed to be addressed. We managed these challenges by fostering a supportive environment where everyone could learn and contribute, and by openly communicating to ensure all team members were engaged and aligned with the project's objectives.

Code Reviews

I have made multiple code reviews. Most of the pull requests i reviewed was formed by Deniz from backend team and Görkem from frontend team. To list these:

- Pull requests from development (our pre prod branch) to main. These are large pull requests where everything intended were present and nothing more.
- Pull requests from backend on service updates specifically related to CORS and CSRF settings.
- Pull requests from frontend team where implement new search functionalities
- Pull requests from frontend team where we enhance the way our pages work (timeline search, regular search etc.)

Output from code review results:

- There were cases where the code was not performing as expected. For example, CORS were particularly to tricky to implement due to the fact that we use both GCP and Azure Web Apps and web apps run on differents domains. I worked closely with Deniz in this topics and reviewed each others code. After a couple of iterations we were able to come up with the code that was working.

- Screen real estate was another area where we went back and forth with our code reviews. It was almost always a new idea where we could further improve our screen real estate. We have reviewed each other's code with Görkem on this topic and finally came up with a code that satisfies us both.