David Galvez

Engineering Journal

9/17/13

Today we met up with Kyle Cheung. I’m glad to know that much of the project has already been started and handled appropriately. The basic database functionality and client program sound like they are working, though he mentioned not having finished the “friend” feature since there was no way to test several of its features with a proper server up. Our present focus seems to on security and the phone apps.

9/21/13

The general group consensus seems to be that working on a web app instead of a direct app for iOS and Android would be a better idea as it both saves time and can be potentially easier to keep secure. Honestly not knowledgeable in that area so I’ll take their word for it, though I want improve by the end of the year there. I have installed all the components required on the Ubuntu side of things and I am just waiting. It occurs to me in next meeting to make sure to get that server up and everything else so I can quit wasting time. By the end of Friday, this team will be running at all full speed.

9/24/2013

It is now 1:30 in the morning and I have just been given the code to upload to the host of my choice. I shall choose Github due to the fact that I am both familiar with it and because it is incredibly flexible. It will also serve as an easy way for Dr. Bohner to view our progress whenever he chooses. Under the repository name csse497-artifact-library we will be keeping the code and documents. For now, the code base upload can wait, I’m going to go back to sleep.

10/6/13

It has been a while since I have a made an entry in this. Luckily, things are finally going to be picking up as the last item we’ve had to get over was the server and it has been set up. There are two major components to the security of it right now, denyhosts and vuurmuur.

Denyhosts works by kicking people out who have failed to login three times. It’s a rudimentary means of security but works well enough. The other one is vuurmuur, which can open and close ports to the computer. That is a tad more complicated as we really don’t want to lock ourselves out of our own server, so we have decided to get Darryl’s help on the matter. Due to the fact that he is (luckily) returning to Rose tomorrow, we should be able to talk with him in a timely manner.

And it’s a bit humorous to find if we had done this a week earlier, we would have been likely be stuck running in circles looking for a vuurmuur savvy person to help us with setting it up. Additionally, Joe Lee has been made into our main server manager of the team since he seems to be excited to work with it and preemptively taking charge on that front. Hey, that’s fine by me, one less person that will need extra pushing to move back into working speed.

----Weirdly, several logs are missing here, find them later---

10/18/13

Joe and I took a look at the database today. Between it and the graphic interface, I can only assume that the entire connection between the Ruby on Rails and MangoDB is rather flimsy at best and requires that we set it up properly each time to see the results correctly. This certainly explains why Elmer was so concerned about the whole Ruby on Rails thing.

Other than that, the database appears to work as expected, obnoxious road bump or not.

10/20/13

Further review of the database and everything around has made me realize it sanitizes nothing that's input into it. I'll need to look into common sanitizing practices so no one can easily sign up as a table breaker and cause everything to fall apart in seconds.