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# Praktische Aufgabenstellung: Eric Haneder

## Front End: Design und Graphic User Interface

### Beginning

To start with designing user interfaces (= front end), a design must be agreed with the client which suits the client and is realizable for us. The front end is the most important part for the user, because it includes everything the user can see and interact with. I discussed this topic with the client and we came to a conclusion

Here is an abstract picture, how the user interfaces should look like:

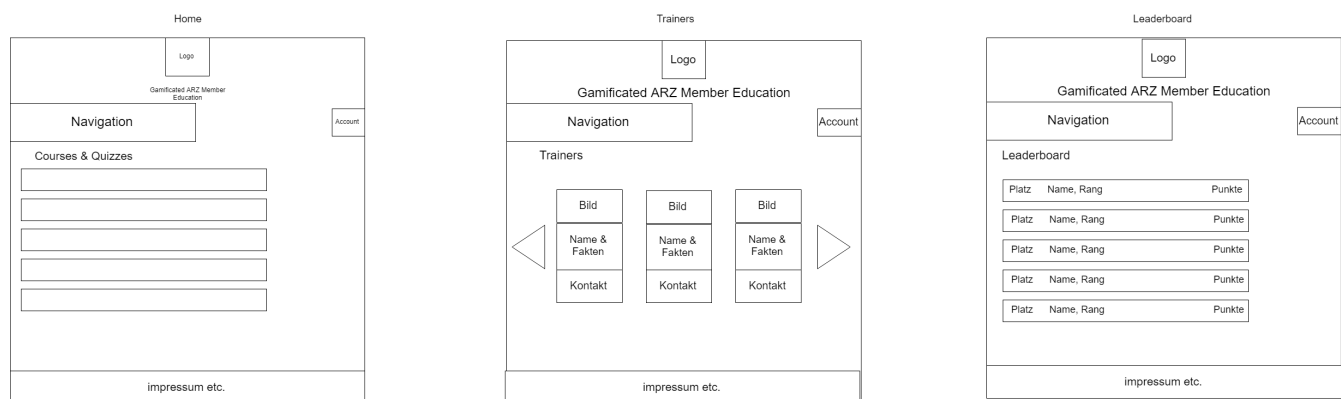


Figure 1. User interfaces

After the design was agreed upon, the programming of the interfaces could begin.

### Fundamentals

Um eine Website zu programmieren, benötigt man ein Menge an umfangreichen Wissen. Man muss html, javascript und css beherrschen. Darüber hinaus sollte man auch wissen, wie aus dem Code eine fertige Seite erzeugt wird, und wie Requests vom User ausgewertet und darauf geantwortet werden kann. To program a website, you need a lot of extensive knowledge. You have to know HTML, Javascript and CSS. In addition, you should also know how a finished page is generated from the code you programmed and how requests from the user can be evaluated and responded to.

### JSF

Java Server Faces (JSF) is a programming framework for the development of graphical user interfaces (GUIs). JSF is a part of the web-technologies of *Java Enterprise Edition* (Java EE). The following graphic shows the architecture of JSF:

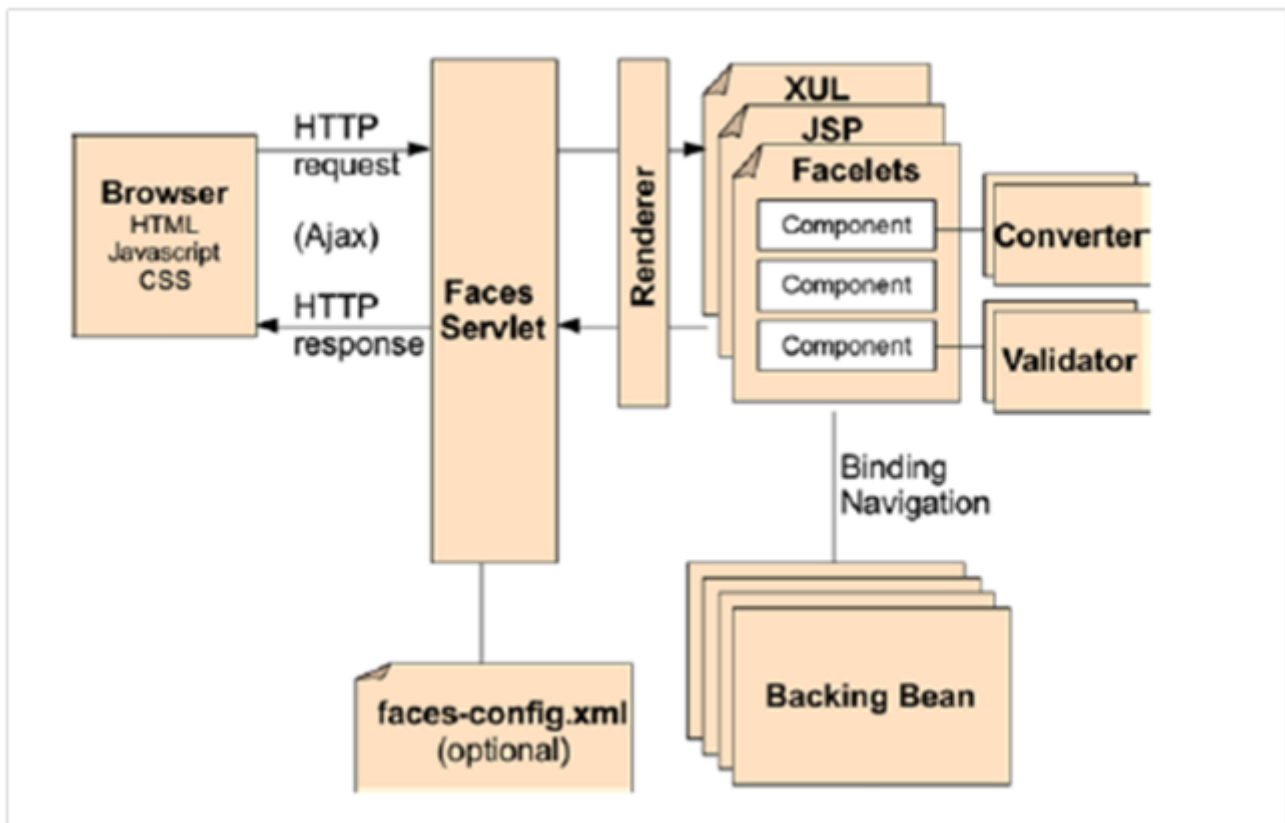


Figure 2. JSF architecture

## Browser

The Browser is there, to display the websites to the user. Through the browser, users can navigate through the interfaces, make requests to the server and get a response back.

## Faces Servlet

The Faces Servlet handles user interactions that may lead to changes in the data structure (back end) or on the user interfaces (front end). It can be seen as a controller between the front end and the back end. Every request runs through the Faces Servlet which takes action accordingly. It can optionally be configured by a *faces-config.xml* file.

## Renderer

The Renderers are responsible for displaying a component and translating a user's input into the component property values.

## Converter

Converters convert a component's value (Integer, Boolean, etc.) to and from markup values (String).

## Validators

Validators are responsible for ensuring that the value entered by a user is valid.

## Backing Beans

The business logic is made in backing beans, which also control the navigation between pages.

## Facelets

Facelets describes the language in which JSF files are written (XHTML). Every page has certain

components which will be displayed by the browser with the help of renderers.

(vgl. Goncalves A. (2013). *Beginning Java EE 7*. Apress.)

## HTML

Hypertext Markup Language (HTML) is the common used language for building web pages. A HTML page is a text document (with a .html or .htm extension) used by browsers to present text and graphics. A web page is made of content, tags to change some aspects of the content, and external objects such as images, videos, JavaScript, or CSS files.

*Sample HTML code*

```
<html>
  <head>
    <title>My Webpage</title>
  </head>
  <body>
    <h1>This is my webpage</h1>
    <p>
      I hope you like it.
    </p>
    <a href="www.google.at">Link to Google</a>
  </body>
</html>
```



You can notice several tags in this code (such as <body> or <p>). Every tag has its own purpose, attributes and must be closed. Href is an attribute of the a-tag.

XHTML is just a validated version of html. This means, that there are certain rules, a html-page has to follow, to be valid. XHTML pages have a .xhtml extension.

Some of the rules are the following:

- All tags must be closed. (so no <br>, <hr>, ...)
- All tags are lowercase.
- Attributes appear between single or double quotes (<table border="0"> instead of <table border = 0>)
- There must be a strict structure with <html>, <head> and <body> tags.

## CSS

Cascading Style Sheets (CSS) is a styling language used to describe the presentation of a document written in html or xhtml. CSS is used to define colors, fonts layouts, and other aspects of document presentation. It allows separation of a document's content (written in XHTML) from its presentation (written in CSS). To embed a .css file in your html or xhtml page, use the <link> tag. (e.g. <link rel="stylesheet" type="text/css" ?

```
p {  
    font-size: 10px;  
}  
h1 {  
    color: red;  
    font-style: italic;  
}
```

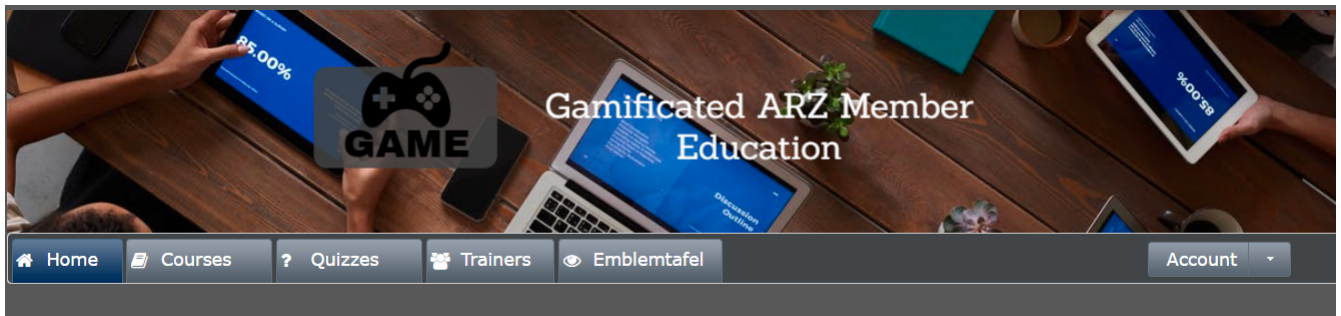
## Getting Started

### Creating a project structure

To start with a project like this, you need a clean project structure. The project structure has been automatically created with Maven. Our project is "Open Source", that means it is available online for free. That includes our whole project structure and all of the files used to create the website. The complete GAME project can be viewed under: <https://github.com/game-admin/game>

### Creating a layout

To simplify the creation of the UIs, I prepared a layout which serves every page as a template. This layout is realised in "mainlyaout.xhtml". It constructs the picture at the the top of every file with the headline, the menubar and a little picture in the footer.



This page is not displayed directly to the user, but rather represents a template for all user interfaces. Other pages can define this page as a template and then adopt its content. By using `<ui:insert>` in the template file, you can give the template clients the possibility to define the content of this tag themselves with `<ui:define>`. This is shown in any of the actual user interfaces.

The menubar is constructed on another file called "menubar.xhtml". It is used to navigate through the platform. Furthermore, the menubar file is very unique, because it is not used directly in every file, but is displayed on every page. This is due to all of the pages using the mainlayout file as a template. It is include in the mainlayout file with the `<ui:include>` tag:

```
<ui:include src="./faces/menubar.xhtml"></ui:include>
```

The menubar is created by usind the `<p:tabMenu>` tag of the Primefaces library. It is very

convenient to create a menubar with this tag.

*menubar.xhtml*

```
<p:tabMenu style="width:100%">
  <p:menuItem value="Home" outcome="index.xhtml" style="width:5em"
icon="fa fa-home">
  </p:menuItem>
  <p:menuItem value="Courses" outcome="courses.xhtml" style="width
:7em" icon="fa fa-book">
  </p:menuItem>
  <p:menuItem value="Quizzes" outcome="quizzes.xhtml" style="width
:7em" icon="fa fa-question">
  </p:menuItem>
  <p:menuItem value="Trainers" outcome="trainers.xhtml" style="
width:6em" icon="fa fa-users">
  </p:menuItem>
  <p:menuItem value="Emblemtafel" outcome="leaderboard.xhtml" style="
="width:8em" icon="fa fa-eye">
  </p:menuItem>
</p:tabMenu>
```

The "Logout" button on the far left is done with the `<p:splitButton>` tag. It is placed in the menubar with CSS.

*menubar.xhtml*

```
<p:splitButton id="basic" value="Account" action="index.html">
  <p:menuItem value="Quizzes" action="quizzes.xhtml"/>
  <p:menuItem value="Courses" action="courses.xhtml"/>
  <p:separator/>
  <p:menuItem value="Logout" url="http://www.google.com"/>
</p:splitButton>
```

I had to separate the menubar from the mainlayout, because of interferences with the formulars.

## User-Interfaces

User Interfaces describe everything, the user can use to communicate with the application. Die UIs liegen hier unter `src/main/webapp/faces`.

The index-page is the standard page the browser will run, if you enter a website. On this page, the user should get an overview about his statistics, and he should be able to navigate to other pages. The structure of the index-page is pretty simple. All data of the current user is fetched from the database and displayed. The trainee can look at his nickname, score, progress and emblems. Furthermore, a little description of the GAME-site is displayed. From here on, the trainee can check out some courses, take quizzes, look at trainers or visit the emblemboard.

The data is displayed via expression language. Here is an example:

```
#{traineeController.getTraineesByID("1").get(0).nickname}
```

## Courses-page

The Courses-page should display a list of courses the trainee can go through. These courses can be mandatory to complete Quizzes.

*courses.xhtml*

```
<p:dataTable var="kurs" value="#{kursController.kurse}">
  <p:column headerText="Titel">
    <h:outputText value="#{kurs.titel}"></h:outputText>
  </p:column>
  <p:column headerText="Beschreibung">
    <h:outputText value="#{kurs.beschreibung}"></h:outputText>
  </p:column>
  <p:column>
    <h:form>
      <!--<p:commandButton
action="{kursController.takeKurs(kurs.kursID)}" value="Take Course!"  >
      </p:commandButton>      -->
      <!--<h:commandLink
action="{kursController.kursbean.find(kurs.kursID).getLink()}" value="Take
Course!"></h:commandLink-->
      <h:commandLink action=
"https://www.tutorialspoint.com/java/index.htm" value="Take Course!"></h:commandLink>
    </h:form>
  </p:column>
</p:dataTable>
```

The Primefaces tag `<p:dataTable>` takes a list and knows how to display its content through the columns. It is the equivalent to the `<table>` tag of html, but with some extra functions and style modifications. Here, I put in a list of courses. Every course in the list has a title, description and a link which is displayed in separated columns.

The `<p:commandButton>` invokes the `takeKurs`-method when pressed. In this method, a link of the selected course is returned. The `<h:commandLink>` is linked to the URL of the course. By clicking on it, the user is redirected to the site of the course.

This is how the courses interface looks like:

Home

Courses

Quizzes

Trainers

Emblemtafel

Account

Kurse

Hier kannst du Kurse nehmen, die dich auf die Quizzes vorbereiten.

Nachdem du dir einen Kurs angeschaut hast, wird das jeweilige Quiz freigeschalten!

Titel	Beschreibung	
Start-Kurs	Dieser Kurs ist der erste Kurs der abgelegt werden muss. Er erklärt dir die Basics von Java.	Take Course!
Object & Classes	In diesem Kurs geht es um Objekte und Klassen die in Java sehr wichtig sind. Der Kurs erklärt dir die Grundlagen, die du über dieses Thema wisse musst.	Take Course!
Constructors	Das ist ein Kurs über die Konstruktoren in Java. Konstruktoren sind wichtig um ordentlich mit Objekten und Klassen arbeiten zu können.	Take Course!

## Quiz pages

The quiz pages include a interface, where every takeable quiz is displayed, two pages for taking a quiz and a page where the results are shown. Every quiz has its own emblem, which can be won if they quiz is taken succesfully. This means the user has to has at least half of the questions right.

*quizzes.xhtml*

```

<p:dataTable var="quiz" value="#{quizController.quizzes}">
  <p:column headerText="Titel" rendered=
    "#{quizController.isTakeable(quiz.QID, &quot;1&quot;)}">
    <h:outputText value="#{quiz.titel}"></h:outputText>
  </p:column>
  <p:column headerText="Beschreibung" rendered=
    "#{quizController.isTakeable(quiz.QID, &quot;1&quot;)}">
    <h:outputText value="#{quiz.beschreibung}"></h:outputText>
  </p:column>
  <p:column rendered="#{quizController.isTakeable(quiz.QID, &quot;1&quot;)}"
">
    <h:form>
      <h:commandButton action="
        #{quizController.quizUebergabe(quiz.QID)}" value="Take Quiz!" >
      </h:commandButton>
    </h:form>
  </p:column>
</p:dataTable>

```

Here, `<p:dataTable>` is used again, this time to show all available quizzes. It gets a list of quizzes and displays a quiz whether or not it is takeable. This is evaluated in the `isTakeable`-method in the `QuizController` Bean.

This is how it looks like, when the user has not fulfilled the requirements to take a quiz:



Home

Courses

Quizzes

Trainers

Emblemtafel

Account

## Quizzes

Hier kannst du ein Quiz deiner Wahl absolvieren.

Anhand dem Titel und der Beschreibung kannst du dir ausmalen, in welche Richtung das Quiz gehen wird.

Falls du ein Quiz nicht nehmen kannst, musst du noch eine Voraussetzung dafür erfüllen.

Dir wird in diesem Fall mitgeteilt, was du noch erfüllen musst.

Titel	Beschreibung	
Start	Quiz about the general knowledge of Java	Take Quiz!

In this picture below, the trainee has met all the requirements needed to take the other two quizzes. The second quiz requires the first first quiz to be completed succesfully and the third quiz requires the second quiz.

Quizzes

Hier kannst du ein Quiz deiner Wahl absolvieren.

Anhand dem Titel und der Beschreibung kannst du dir ausmalen, in welche Richtung das Quiz gehen wird.

Falls du ein Quiz nicht nehmen kannst, musst du noch eine Voraussetzung dafür erfüllen.

Dir wird in diesem Fall mitgeteilt, was du noch erfüllen musst.

Titel	Beschreibung	
Start	Quiz über das generelle Wissen über Java.	Take Quiz!
Objekte, Klassen & Konstruktoren	Das ist ein Quiz über eine Grundlage in Java. Die Objekte & Klassen und deren Konstruktoren.	Take Quiz!
Datentypen	Das ist ein Quiz über die verschiedenen Datentypen in Java. Dies verschafft dir einen guten Überblick über die Typen und hilft dir sie besser anwenden/verstehen zu können	Take Quiz!

By clicking on the <p:commandButton>, the user can take the quiz.

```

<ui:repeat var="frage" value="#{quizController.fragemodell}">
  <div class="question">
    <h:outputLabel for="radio" value="#{frage.frage}"></h:outputLabel>
    <div class="answer">
      <p:selectOneRadio id="radio" value="#{frage.selectedAnswer}"
layout="grid" required="true" unselectable="true" columns="1">
        <f:selectItem itemValue="#{frage.antworten.get(0)}" itemLabel
="#{frage.antworten.get(0)}"></f:selectItem>
        <f:selectItem itemValue="#{frage.antworten.get(1)}" itemLabel
="#{frage.antworten.get(1)}"></f:selectItem>
        <f:selectItem itemValue="#{frage.antworten.get(2)}" itemLabel
="#{frage.antworten.get(2)}"></f:selectItem>
        <f:selectItem itemValue="#{frage.antworten.get(3)}" itemLabel
="#{frage.antworten.get(3)}"></f:selectItem>
      </p:selectOneRadio>
      <br/>
    </div>
  </div>
</ui:repeat>

```

This is the page for taking singlechoice-quizzes. The questions are repeatedly displayed by the `<ui:repeat>` tag. This tag runs through a given list, and displays the wanted data. The answers are displayed with the `<p:selectOneRadio>`, which renders a set of buttons based on the data you set with `<f:selectItem>`.

## Java Learning Quiz!

Für jede richtig beantwortete Frage bekommst du 10 Punkte!  
Es ist immer nur eine Antwort richtig!



Wenn du alle Fragen richtig beantwortest, bekommst du dieses Emblem:

What are advantages of Java?

- ☐ Flawless
- ☐ Platform Independent
- ☐ Only compatible with Windows
- ☐ only compatible with Linux

What is written after a line of code?

- ☐ "."
- ☐ "{ or } "
- ☐ ";"

What is a feature of Java?

- ☐ High graphical visualisation
- ☐ Dynamic
- ☐ Platform Dependant
- ☐ Insecure

Check Answers

By clicking on the "Check Answers" button, the trainee is redirected to the results page.

The page for taking multiplechoice quizzes looks almost the same, except for the buttons. I used `<p:selectBooleanCheckbox>` tags here, because they can be used for multiplechoice purposes. Each of these buttons must be bound to a Boolean property.

# Java Learning Quiz!

Für jede richtig beantwortete Frage bekommst du 10 Punkte!  
Es können mehrere Antworten richtig sein!



Wenn du alle Fragen richtig beantwortest, bekommst du dieses Emblem:

How many primitive datatypes exist in Java?

- 6 ☐
- 7 ☐
- 8 ☒
- 9 ☐

What is/are a data type in Java?

- int ☒
- double ☒
- String ☒
- text ☐

The results page is responsible for displaying the results of the quiz taken by the trainee. The trainee is able to see how many questions he/she answered right, how many points he/she won and which questions he/she answered incorrectly. Furthermore, the user sees which answers is right for every question. If the question is green and checked, the user answered correctly. If the question is red with a X at the end, the user answered incorrectly.

## Results

Du hast 8/10 Fragen richtig beantwortet!

Damit bekommst du 80 Punkte!

Die von dir richtig/falsch beantworteten Fragen siehst du hier mit den richtigen Antworten:

**What concept of the following is Java supporting? ✓**

Multiple Inheritance  
Classes&Methods  
Functions  
None of the above

**Which things do objects include? ✗**

Classes  
only state  
only behaviour  
state and behaviour

**What is not a variable type which classes can contain? ✓**

Global  
Local  
Class  
Instance

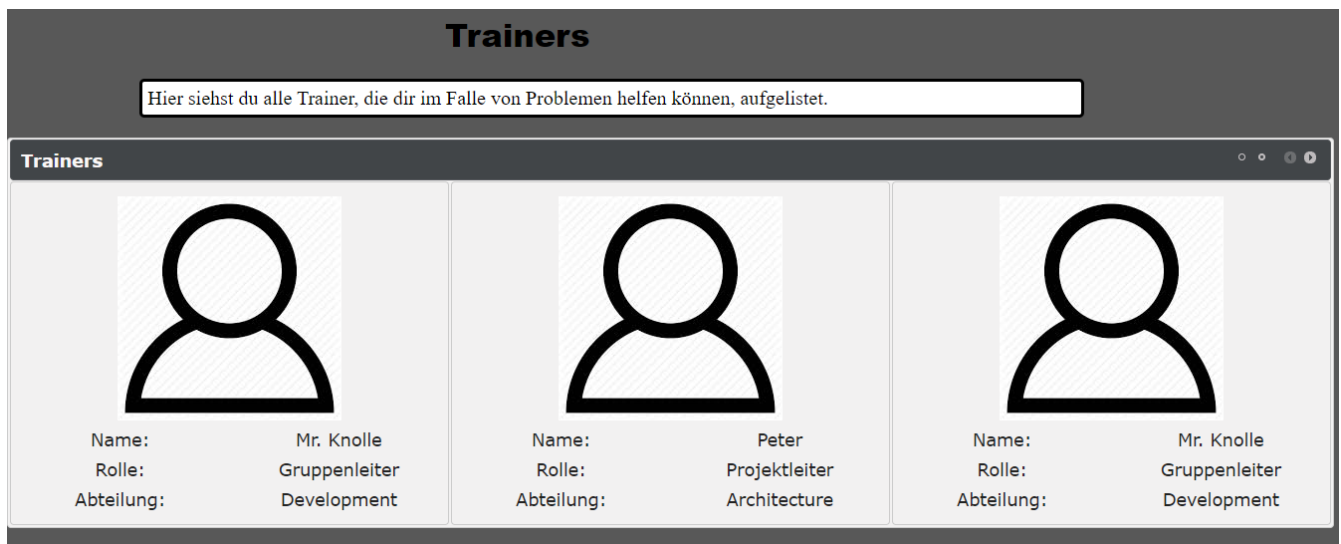
## Trainer page

The Trainers page should display all the trainers associated with the GAME platform. The trainees can contact these trainers if they need help.

*trainers.xhtml*

```
<p:carousel value="#{trainerController.trainers}" headerText="Trainers"
var="trainer" itemStyle="text-align:center" responsive="true">
    <p:panelGrid columns="2" style="width:100%;margin:10px 0px"
columnClasses="label,value" layout="grid" styleClass="ui-panelgrid-blank">
        <f:facet name="header">
            <p:graphicImage library="img" name="trainer.jpg"/>
        </f:facet>
        <h:outputText value="Name:" />
        <h:outputText value="#{trainer.name}" />
        <h:outputText value="Rolle:" />
        <h:outputText value="#{trainer.role}" />
        <h:outputText value="Abteilung:" />
        <h:outputText value="#{trainer.branch}" />
    </p:panelGrid>
</p:carousel>
```

Here I used a primefaces tag called `<p:carousel>`. This tag is used to create a carousel. The `<p:panelGrid>` tag is used to display data in a grid. The `<p:graphicImage>` is just like the JSF tag `<h:graphicImage>`. `<h:outputText>` is used to display text, with the function to call a Backing Bean. For easier explanation here is a picture:



## Emblemboard

The emblemboard page is used to display all the trainees with their names, nicknames, branches and Icons they got. You should be able to sort them by their names.

```

<p:dataTable var="trainee" value="#{traineeController.trainees}">
  <p:column headerText="Name">
    <h:outputText value="#{trainee.vorname}"></h:outputText>
    <h:outputText value="#{trainee.nachname}"></h:outputText>
  </p:column>



  <p:column headerText="Nickname">
    <h:outputText value="#{trainee.nickname}"></h:outputText>
  </p:column>

  <p:column headerText="Abteilung">
    <h:outputText value="#{trainee.abteilung}"></h:outputText>
  </p:column>

  <p:column headerText="Embleme">
    <h:graphicImage value="data:image/png;base64,#{trainee.embleme}"
  ></h:graphicImage>
  </p:column>
</p:dataTable>

```

Here, the `<p:dataTable>` tag is used once again. This time it displays all the trainees with their emblems for the other trainees to see. Users can compare each other and are able to check out how the other users are doing.

Emblematafel			
Hier siehst du eine Auflistung aller Trainees, mit ihren Nicknames und ihren Emblemen.			
Name	Nickname	Abteilung	Embleme
Eric Haneder	ericbeni	Softwareentwicklung	
Alex Saliger	SaAlexX_1010	Hausmeister	
Alexander Wurst	wursti	Front-End Development	
Jan Binder	Syreax	Projektmanagement	

## Java classes

Java Classes contain business logic that are needed for the application. For example, if you want to display data on a page, you have to fetch data. This is done with Java files. To be more specific, Java classes which communicate with pages are called *Backing Beans*.

Backing Beans are identified by their `@Named` annotations. Furthermore, every bean has to have a scope annotated. An example for this is the `TrainerController` class I programmed.

```
@Named
@ViewScoped
public class TrainerController implements Serializable {

    private List<Trainer> trainers;

    private Trainer selectedTrainer;

    @Inject ①
    private TrainerService service;

    @PostConstruct
    public void init() {
        trainers = service.createTrainers(6);
    }

    //Getters & Setters
}
```

① Here, the TrainerService class is injected via the Java EE Dependency Injection System. This way, we can use everything from the injected Class, without the need of calling a constructor. The TrainerService generates a list of trainers to be displayed by the trainers page.

The TrainerController class is used to display all the trainers on the trainers.xhtml page. The list of trainees is used in the <p:carousel> tag.

Another class I developed is the TraineeController. This class is used to display all the trainees on the emblemboard. It looks quite similar to the TrainerController. The only difference is that the data is created by the TraineeEJB class.

The last class I programmed, is the biggest one. It is called QuizController.java and it handles all of the interactions regarding the quizzes. This means it is responsible for forwarding the trainee from the quizzes page to the takquiz page, and from the takequiz page to the results page. Furthermore, it evaluates if a trainee meets all the requirements to take a quiz and it evaluates the results of a taken quiz.

## Quiz Classes

```

public void evaluateScoreMultiple() {
    List<Integer> falsche = new ArrayList<>();
    int richtige=0;
    for(int i=0; i<fragemodell.size(); i++ ) {
        List<Integer> indexrichtig = fragemodell.get(i).indexrichtig;
        for(int z=0; z<4; z++) {
            if(indexrichtig.get(z) == 1 && !fragemodell.get(i).buttons[z] ||
indexrichtig.get(z) == 0 && fragemodell.get(i).buttons[z]) {
                falsche.add(i);
                z=999;
            } else {
                richtige++;
            }
        }
        if(richtige==4) {
            score+=10;
            ricounter++;
            falsche.add(9999);
        }
        richtige = 0;
    }
    checkResults(falsche);
}

```

This method is used to evaluate the results of a MultipleChoice-Quiz. Each button is bound to a boolean-wert of the buttons[]. Every Question is checked, if every button matches the right answers. The user only gets points, if he answers the question correctly.



```

public void evaluateScoreRadio() {
    List<Integer> falsche = new ArrayList<>();
    //fragemodell = creator.createModell(qid);
    int indexri=0;
    for(int i=0; i<fragemodell.size(); i++) {
        for(int j=0; j<fragemodell.get(i).indexrichtig.size(); j++) {
            if(fragemodell.get(i).indexrichtig.get(j) == 1)
                indexri = j;
        }
        if(fragemodell.get(i).selectedAnswer.equals(fragemodell.get(i).antworten
.get(indexri))) {
            score+=10;
            ricounter++;
            falsche.add(9999);
        } else {
            falsche.add(i);
        }
    }
    checkResults(falsche);
}

```

Here, the singlechoice-quizzes get evaluated. This is much easier, because the radiobuttons function differently than the normal buttons. Every set of radiobuttons is bound to one value (selectedAnswer). We only need to check if the selected Answer matches the correct Answer.

```

public void checkResults(List<Integer> falsche) {
    results = new ArrayList<>();
    for(int i=0; i<fragemodell.size(); i++) {
        List<Integer> indexrichtig = fragemodell.get(i).indexrichtig;
        if(falsche.get(i) == i) {
            results.add(new Results(fragemodell.get(i).frage, fragemodell.get(i)
            .antworten, indexrichtig, true));
        } else {
            results.add(new Results(fragemodell.get(i).frage, fragemodell.get(i)
            .antworten, indexrichtig, false));
        }
    }
    trainee = traineebean.find("1");
    trainee.setProgress(trainee.getProgress()+score);
    traineebean.update(trainee);
    List<Quizbeantwortung> list = quizbeantw.findByQIDAndMITID(qid, "1");
    list.get(0).setErreichtePunkte(score);
    if(score > fragemodell.size()*10/2) {
        list.get(0).setIstbestanden(true);
    }
    quizbeantw.update(list.get(0));
}

```

In *checkResults*, a *Results-List* is generated. This list is used to display the results on the results.xhtml page.

The QuizController is used to handle everything surrounding the action of taking a quiz. It is responsible for displaying the content on the quizzes-, takequiz- and results-page. It will forward the user from the quizzes page to the takequizpage, where he/she can take the quiz. By clicking on the Submit button, the user is forwarded to the results-site, where their results are shown.