**Installation Guide**

Developed for CSCI3428 Software Engineering

@ SMU

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**Introduction:** Mi’kmaq are indigenous people who are among the original inhabitants in the Atlantic Provinces of Canada. However, the Mi’kmaq language is on the verge of extinction. Hence, to keep the language alive and to teach Mi’kmaq language to as many children as possible, this software has been developed. The language will be taught in an interactive way. There will be story told though choices of different levels which will ultimately sum up to the whole story at the end. In this way, users will be able to learn as many words as possible and be immersed in the proper enunciation of the language.

**Section 1: Specific Requirements:**

Software must be tailored to be an educational resource that promotes learning of Mi’kmaw language. Although elements of the English language are permitted, the focus should be learning Mi’kmaw language and promoting the culture. Final components of the software are to reside on SMU servers with access provided to the client.

**Section 2: File Structure**

**Project website ref A**: http://ugdev.cs.smu.ca/~j\_boyd/public\_html/

**Section 2.1: HTML files**

HTML files are located at the following locations:

Main Page:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/index.html>

Story Pages:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/Pages/chap2page1.html>

End Page:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/Pages/chap2-end-.html>

Form Page:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/OnlineMongoClient2.html>

**Section 2.2: CSS files**

CSS files are located at the following locations:

Main CSS for all pages except end:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/CSS/styles.css>

End page CSS:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/CSS/styles-end.css>

**Section 2.3: Javascript files**

Javascript files are located at the following locations:

Jquery:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/Scripts/jquery-1.1.1.min.js>

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/Scripts/jquery.mobile-1.4.5.min.js>

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/Scripts/jquery.mobile-1.4.5.min.map>

<http://ugdev.cs.smu.ca/~j_boyd/public_html/jquery-3.4.1.min.js>

Main javascript:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/Scripts/index.js>

Photo rotation for last page:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/Scripts/photoRotation.js>

Form javascript:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/OnlineMongoClient2.js>

**Section 2.4: NodeJS files**

NodeJS files are located at the following locations:

Server used while in development

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/Scripts/P4Server.js>

Server updated to connect to MongoDB

<http://ugdev.cs.smu.ca/~j_boyd/public_html/OnlineMongo2.js>

**Section 2.5: MongoDB files**

MongoDB is hosted on locally on UGDEV. Access through mongo client:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/>

**Section 3: Quick Start Reference**

Step1: bring up NodeJS Server connected to mongoDB up

Log into account j\_boyd and navigate to following file structure:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/>

**commands:**

cd public\_html //this is root directory on the public domain

npm install mongo //this installs mongo (for mongodb)

npm install express //this installs express (for nodejs)

npm install express-fileupload //this installs express-fileupload (to upload files)

nohup node OnlineMongo2.js & //this starts the server

Verify server active (should show OnlineMongo2.js in list, else view nohup.out):

**commands:**

ps aux | grep node //this shows nodes running on UGDEV

Step2: bring up NodeJS Server connected during development up

Log into account j\_boyd and navigate to following file structure:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/public_html/Scripts/>

**commands:**

cd public\_html/public\_html/Scripts

npm install express //this installs express (for nodejs)

nohup node P4Server.js & //this starts the server

Verify server active (should show P4Server.js in list, else view nohup.out):

**commands:**

ps aux | grep node //this shows nodes running on UGDEV

Step3: verify page loading properly

Navigate to:

<http://ugdev.cs.smu.ca/~j_boyd/public_html/>

Page should load. Click central button. Select 2nd story (this should load images from NodeJS server). If images shown, software should be accessible as intended.

**Section 4: Troubleshooting**

Unable to view <http://ugdev.cs.smu.ca/~j_boyd/public_html/>

Ensure site is accessing through http: and not https:

If http and still not accessible, contact support

UGDEV server may be unreachable.

Went to 2nd story but there are no images showing:

NodeJS server not connecting/running. Refer to Section3: Step2.