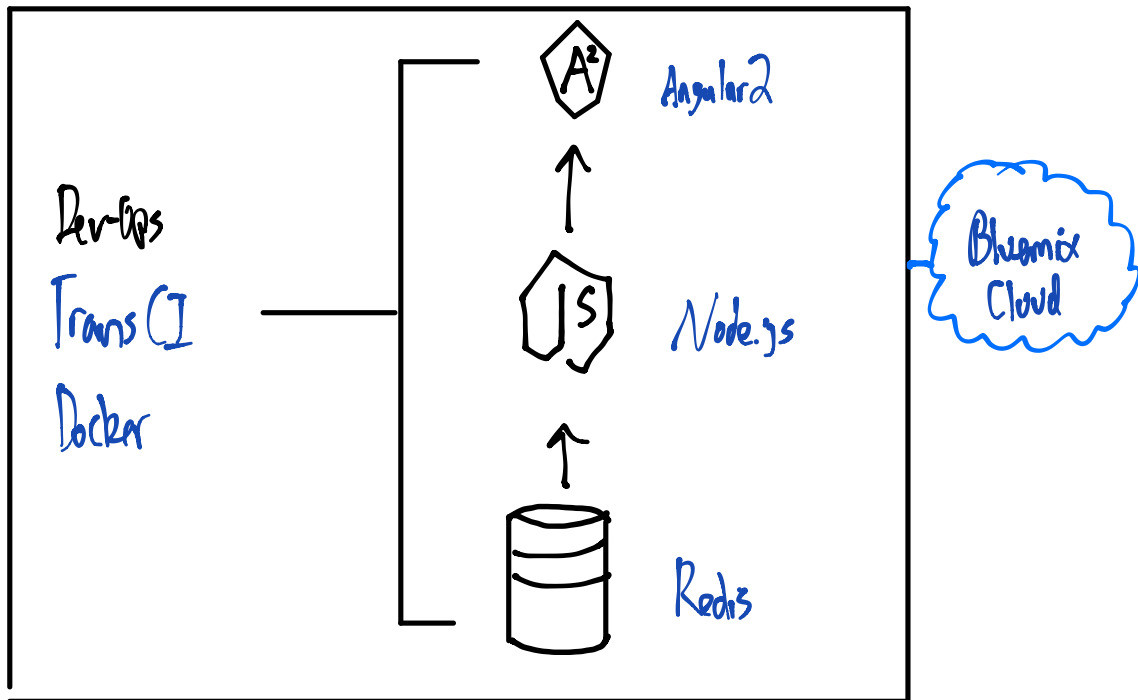


# SHPE Auction Architecture



## Redis.js

An open source, in-memory data structure storage.

Data currently stored:

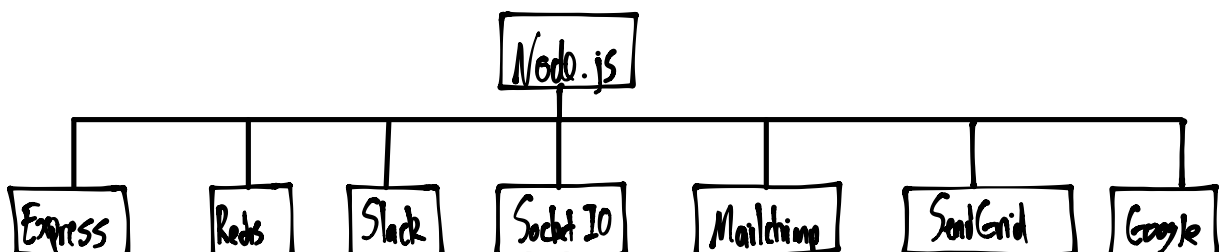
Keys

announcements, calendar, jobs, reason/number  
id, matching, geolocation, newsletter, other list

A copy of all of the data stored is in server/archdata/

## Node.js

Event-driven I/O server-side Javascript environment based on V8.



## Express

Web development framework for node.js

I exposed 4 main route controllers via express. They are located in `server/handler/routers.js`.

All front end goes to `/dist/index.html`, where Angular2 takes care of the routing.

`/authentication` - used to authenticate users

`/data` - (RUD) of all database data

`/update` - used to update certain parts of Redis d.b.

`/communication` - communicates with SendGrid, Mailchimp, and Slack

## Redis

Module used to connect to Redis instance

## Slack

Slack bot, called SHPE-BOT, was created on SHPE's slack channel. The only thing it does now is update the Google calendar.

## Socket IO

Used to control and manage chat app on the contact page.

## Mailchimp

Service brought in to subscribe users to the SHPE newsletter

## Send Grid

Service used to send emails

## Google

Currently using the Google Calendar API to retrieve all calendars from SHPE Austin

## Angular2

Angular is a development framework for building mobile and desktop applications. I also

attached webpack to make development easier

## webpack

a bundler for javascript

All of the Angular2 files are stored in the client/ directory.

To get started on Angular2, check out the "Tour of Heroes - Tutorial", to learn how to manage an Angular2 app.

## Travis CI

I attached a webhook to Travis and my GitHub. Everytime there is a commit to the shipwreck website, it automatically starts a new build.

## Docker

To ensure that the app runs OS independent, I wrote a docker file that creates a container and image for the app. More info is on the README.