

Bern University of Applied Sciences | BFH



Department of Engineering and Information Technology

Project2 (Module BTI7302) 19/20

Report on management system for:

"Academy of the handsome men and beautiful woman(BEA)" web application

author: Kristina SHIRYAGINA (kristina.shiryagina@bfh.ch)

supervisor: Prof.Dr Olivier BIBERSTEIN (cccc.cccc@bfh.ch)

January 5, 2020

Contents

1 Abstract	3
2 Main section	3
2.1 Vision	3
2.1.1 Introduction	3
2.1.2 Future system	4
2.1.3 Problem Statement	5
2.1.4 Stakeholder Summary	5
2.1.5 Objective of the project	5

2.1.6	Product Overview	5
2.1.7	Summary of System Features	6
2.1.8	Summary of Future Features	6
2.1.9	User Summary	7
2.2	Software development methodology	7
2.2.1	Agile development, Scrum.	7
2.3	Feasibility	9
2.3.1	Technical Feasibility	9
2.3.2	Financial Feasibility	9
2.3.3	Resource and Time Feasibility	9
2.4	Analysis	10
2.4.1	Domain model	10
2.4.2	Product Backlog	12
2.5	Design	14
2.5.1	System Sequence Diagrams	14
2.5.2	Interface viewpoint	15
2.6	Implementation	19
2.6.1	Why Spring Boot And Angular ?	23
2.6.2	Description of the deployment procedure.	24
2.7	Integration and System testing	24
3	Conclusion and future work	25
3.0.1	Summary	25
3.0.2	Interpretation	25
3.0.3	Outlook	26
4	Project planning	26
4.1	Meetings calendar	26
4.2	Spring Backlog	28
4.2.1	Protocol	29

1 Abstract

/**The abstract may not be what you write first, as it might be easiest to summarize your whole paper after it's been completed. You could draft it from your outline, but you'll want to double-check later that you have included the most important points from your article and that there's nothing in the abstract that you decided not to include in your report., max 250 words*/

The purpose of this research was to produce a part of E-learning management system that could provide everything needed for partially automated E-learning system. Using the scrum developing process, we have divided the development into five phases. Those were analysis, architecture of the application, design, implementation, testing. Analysis phase was done by finding user stories, making domain model and different analyses. The architecture of application was done by deciding what we will use for architecture of this application , by researching of modern technologies.The designing phase used Unified Modelling Language (UML), and implementation phase used Java language with Spring Boot framework for backend, Angular Framework with TypeScript , html, css, for frontend. Then, testing used different tests and questionnaire as user acceptance test. In the end, this research could produce a Part of Learning Management System (LMS) namely Online Learning System. It can helps participants to find learning materials for the course they want to do,monitor, and assess their learning progress through the quiz , order an online exam with a teacher, see his evaluation. It can be very useful for lecturers to make online tutorials, to upload different learning files, to make online exams. And it can be very useful for administrators , who manage different information of this online education application.

2 Main section

2.1 Vision

2.1.1 Introduction

/** The introduction gives the reader the necessary background info. can include: -a description of purpose and objective -a statement of the problem -background info -a review of previous work -an indication of the scope and limitations of study -an outline of material presented in the rest of report */

E-learning is an education via the Internet, network, or standalone computer. E-learning is basically the network- enabled convey of skills and knowledge. E-learning refers to using electronic applications and processes to learn. E-learning includes all forms of electronically supported learning and teaching. The information and communication systems, whether networked learning or not, serve as specific media to implement the learning process. This often involves both out-of-classroom and in-classroom educational experiences via technology, even as advances continue in regard to devices and curriculum. E-learning is the computer and network-enabled transfer of skills and knowl-

edge. E-learning applications and processes include Web-based learning, computer-based learning, virtual education opportunities and digital collaboration.

E-learning systems contain both Learning Management System and Course management system. It can be self-pace or instructor-led and includes media in the form of text, image, animation, streaming video and audio. It is commonly thought that new technologies can make a big difference in education. Efficient acquisition, storage, transfer, retrieval, application, and visualization of knowledge often distinguish successful organizations from the unsuccessful ones. The ability to obtain, assimilate, and apply the right knowledge effectively will become a key skill in the next century. Learning is the key to achieving our full potential.

With the rapid change in all types of working environments, there is a constant need to rapidly train and retrain people in new technologies, products, and services found within the environment.

2.1.2 Future system

As the head of information system for Online academy we are tasked with developing a part of new Online Management System. As the idea of online education is getting more popular day by day.

The proposed software product (Online Beauty academy) is an online education system. The system will be used for online-education, to download lectures, conducting online quizzes, course registration, exam reservation, managing results. The system must be right protected.

This product let persons who have interest to study beauty , who want to make them self more beautiful to do it.Our product includes different online courses. There are beauty-course , beauty-instructor course and other future courses. Each course will have topics and lessons for each topic. The context of lessons are text, video-tutorials, etc. If participant want to get a certificate he shall do exams.

Online Exams.

This application will establish a network between the lecturers and participants. Academia enter the questions they want in the exam. These questions are displayed as a test to the eligible participant. The answers enter by the participant are then evaluated and their score is calculated and saved. This score then can be accessed by the Academy to evaluate the performance of participants. Exam details.

Each topic will have small exam(quizzes). Making exams the participant will collect a points. The sum of all point for all small exams are 30% of final grade. After making all small exams participant will be able to make a final exam that has weight 70% of final grade. The participant must make a reservation for final interactive exam with lecturers. He has to choose the available Date for this exam.

The application has an administrator who keeps an eye on the overall functioning of the system.

2.1.3 Problem Statement

Now academies are running various programs as full time courses. The academy timing sometimes make it difficult to study for person who are doing some jobs. The online education would help such person who live far away from education institutes. The other problem is that the current online management system doesn't have the needed flexibility and is not modern enough. The capabilities are limited. Online management system is effective, reduce time and cost in courses and exam management process.

2.1.4 Stakeholder Summary

Similar to other technology applications, the success of online-learning is dependent on the extent to which it satisfies the needs and addresses the concerns of its stakeholders.

- Participant: use the system to register for the course or exam, view information.
- Instructors: they could give ideas on the solution for the system's development and improvement.
- Administrator: manage the system after it is built.
- Education Institutions
- Content Providers
- Development team: include all software engineers, business analysts, system analysts, system designers, implementer, testers, QA, and project management. They are tasked to build the system.
- Employers

2.1.5 Objective of the project

E-Learning represents an innovative shift in the field of learning, providing rapid access to specific knowledge and information. It offers online instruction that can be delivered anytime and anywhere through a wide range of electronic learning solutions such as Web-based course ware, online discussion groups, live virtual classes, video and audio streaming, Web chat, online simulations, and virtual mentoring. E-Learning enables organizations to transcend distance and other organizational gaps by providing a cohesive virtual learning environment. Developing and deploying effective E-Learning programs may require products and services supplied by a variety of vendors, leaving one to connect the dots. One way to start is to define the goals of the desired learning solution.

2.1.6 Product Overview

/**Think of questions a customer might ask Always include the details: dimensions, size, materials, etc. Tell the story of your product to make it feel unique Make text easy to scan and read quickly Add testimonials and social proof Optimize product descriptions

for SEO too.who, what, where, when, why and how before writing. */
This section provides a high-level overview of the BEA(Beautiful academy) features for various types of roles.

.Our user can easily register his self for courses he likes and follow the program of this course.Each course has topics and lessons for each topic. The context of lessons are text, video-tutorials, etc.

The user can test himself with mini exams. The user can also choose a final exam with lecturer.Our academy gives possibility to have a certificate. For this the user have to make all required exams for course and if he passed es well he will become a certificate from our academy.

This application is also very useful for lecturers.The lecturer can use this system for upload a content of courses, topics, lessons.The lecturer can make online tutorials for participants. He can gives an online exams. He can make evaluation. He can prepare content of quizzes needed for mini exams.

The administrator can create, change, delete, update and control information about courses, lectures, users, date and time, etc.

2.1.7 Summary of System Features

- Online registration.
- Log in.
- Manage User information.
- Manage Offering Courses.
- Manage Lecturer information.
- Course registration.
- Exam registration.

2.1.8 Summary of Future Features

- Access the system as lecturer
- Manage Financial Activities.
- Uploading course content.
- Course evaluation.
- Downloading course content.
- Video conferencing.
- Info service.
- Information library.

2.1.9 User Summary

2.2 Software development methodology

The establishment and use of sound engineering principles in order to obtain economically developed software that is reliable and works efficiently on real machines is called software engineering.

Software engineering is the discipline whose aim is:

1. Production of quality software
2. software that is delivered on time
3. cost within the budget
4. satisfies all requirements.

Software process is the way in which we produce the software. Apart from hiring smart, knowledgeable engineers and buying the latest development tools, effective software development process is also needed, so that engineers can systematically use the best technical and managerial practices to successfully complete their projects.

A **Software life cycle** is the series of identifiable stages that a software product undergoes during its lifetime .A software life cycle model is a descriptive and diagrammatic representation of the software life cycle .A life cycle model represents all the activities required to make a software product transit through its life cycle phases .It also captures the order in which these activities are to be taken .

2.2.1 Agile development, Scrum.

Scrum was in the center of developing process. As scrum projects make progress in a series of “sprints”, we have divided the whole process into 4 sprints. Product was first analysed, designed , then code and tested during the sprint.

Scrum Roles

- Scrum Master – Prof.Dr. Olivier Biberstein
- Developer – Kristina Shiryagina

Artifacts

- Product Backlog
- Sprint Backlog

Meetings have included :

- Product/release planning
- Sprint planning
- Weekly Scrum
- Sprint review
- Sprint retrospective

Scrum Meetings

Each meeting between developer and scrum master was made of several steps, that were repeated each time:

- Attendance: all
- Product Owner presents Product Backlog

with all relevant user stories with their priority

- Discussions and clarifications if needed
- Results:

Prioritized Product Backlog

- Specifies what to build
- Final decision by the Master
- Vision, high level architecture, most important non-functional requirements

Release planning (if product is to be delivered in releases):

- Select and prioritize items of Product Backlog for the next Release Backlog

Our developments steps	
Phase	Processes
Initiate	In this phase we've created project vision, priorities Product Backlog and conduct release planning
Analysis	Functionalities (user stories, use cases), Domain model. In this phase we have made different analyses, First we have made User stories, then we have found the concept classes and made a domain model.
Architecture of the application	
Design	In this phase we have created System sequence diagrams, Sequence diagrams, Design class diagrams. These diagrams are very important to make implementation.
Implementation	For Implementation we have chosen the Spring Framework for backend and Angular Framework for frontend.
Testing	For test our application we have used : Unit test,
III	113
JJJ	234
KKK	345

Table 1: Caption2

2.3 Feasibility

2.3.1 Technical Feasibility

This project is a web-based application. The main technologies and tools:

- HTML
- CSS
- TYPESCRIPT 3.5.3
- FREE MAKER(ftl)
- Java 1.8
- SPRING-BOOT
- @angular/cli 8.3.20
- @angular/material 7.3.7
- PostgreSQL 11.2
- INTELIJ IDEA 2018.3.5
- GIT 2.20.1.windows.1
- GIFFY(DIAGRAM DRAWING TOOL)
- LATEX 3.14159265-2.6-0.99999 (TeX Live 2019/dev/Debian)

2.3.2 Financial Feasibility

Being a web application BEA will have a hosting cost.

2.3.3 Resource and Time Feasibility

- Laptop (programming device)
- Hosting
- Programming tools

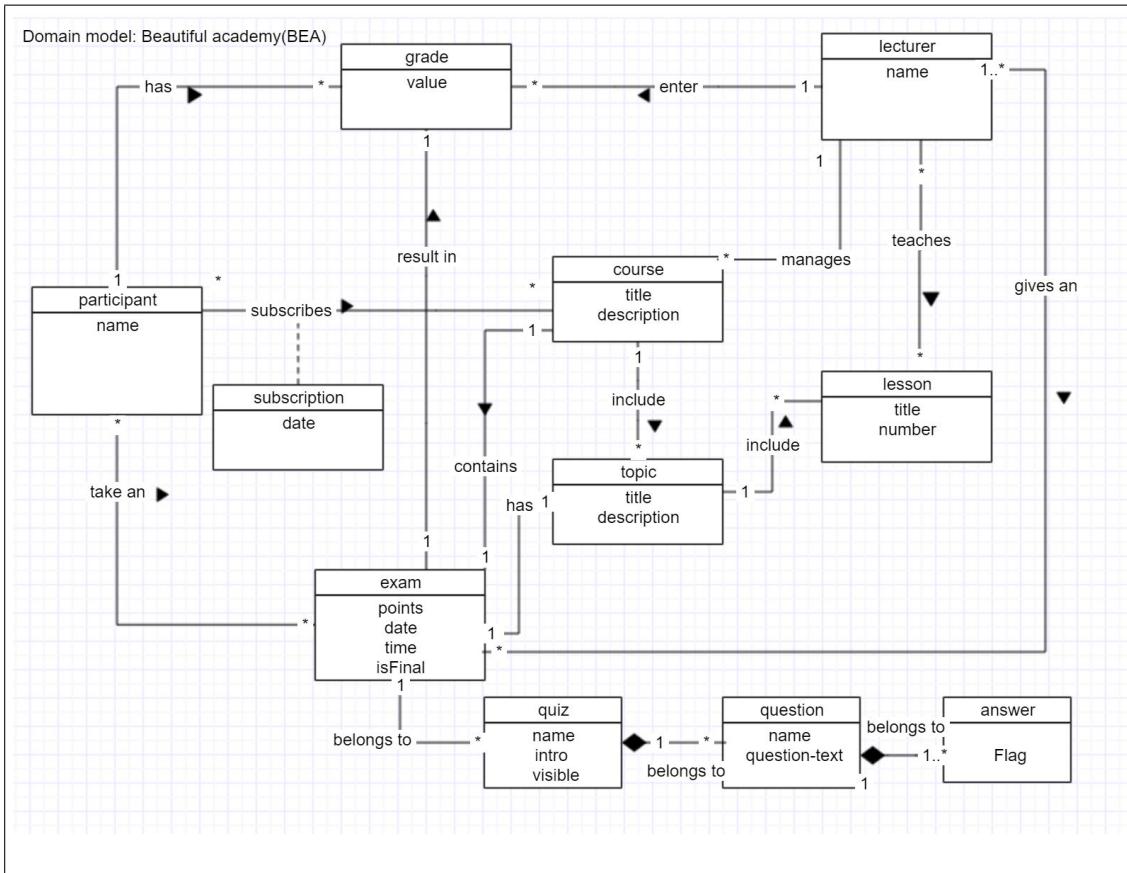


Figure 1: This is a Domain model for Beautiful academy(BEA)

2.4 Analysis

2.4.1 Domain model

This document describes the domain model of the Beautiful Academy BEA. It introduces the most important concepts and the associations among them. It also introduces the respective multiplicities.

Concept Classes

Concept class **Participant** models a person who is taking the courses.

Concept class **Lecturer** models a person who is teaching and give an exam for the participant.

Concept class **Course** models the main courses that offer application.

Concept class **Grade** models the grades of a participant.

Concept class **Topic** models the sub course of the course.

Concept class **Lesson** models a set of lessons that contains each topic.

Concept class **Exam** models a exam that can be taken by participant.

Concept class Subscription models a subscription, that has a date when participant is subscribed.

Concept class Quiz models a quiz that belongs to exam.

Concept class Question models a question that belong to quiz.

Concept class Answer models a possible answer to questions.

Associations

Association take an between Participant and Exam denotes the fact that Participant can make many exams, hence (*) multiplicity, and (*) multiplicity at the Exam side means that the Exam can be done by many Participants.

Association has between Participant and Evaluation denotes the fact that Participant can get zero or more Evaluations, hence multiplicity (0..*), and (1)multiplicity at the Participant side means that each Participant has its own set of Evaluation.

Association subscribes between Participant and Course denotes the fact that zero or more Participant can be entered to the Course depending of the number of participant, hence multiplicity(*), and each Participant can be subscribed to zero more courses, hence multiplicity(*)

Association result in between Exam and Evaluation denotes the fact that each exam has it's own unique evaluation, hence multiplicity 1, and 1 multiplicity at the evaluation side means that each evaluation belongs to unique exam.

Association has between Exam and Topic denotes the fact that each topic has it's unique an intermediate exam.

Association contains between Exam and Course denotes the fact that each exam belongs to it unique course , and each course has it own unique final exam.

Association include between Course and Topic denotes the fact that course has many topics, hence multiplicity (*), and each topic belongs to exactly one course, hence multiplicity (*).

Association include between Topic and Lesson denotes the fact that topic has many lessons, hence multiplicity (*), and each lesson belongs to exactly one topic, hence multiplicity (*).

Association teaches between Lecturer and Lesson denote the fact that Lecturer can teaches zero or more lessons, hence multiplicity (*), and each lesson can have zero or more lecturer, hence multiplicity (*).

Association gives an between Lecturer and Exam denotes the fact that Lecturer can give zero or more exam, hence multiplicity (*), and each exam can be done by 1 or more lecturer, hence multiplicity (1..*).

Association enter between the Lecturer and Evaluation denotes the fact that each lecturer can enter zero or more evaluations, hence multiplicity (*), and evaluation can be entered by exactly one lecturer, hence multiplicity (1).

Association manages between the Lecturer and Course denotes the fact that each lecturer can manage zero or more courses, hence multiplicity (*), and each course can be manage by exactly one lecturer, hence multiplicity (1).

Association belongs to between Quiz and Exam denotes the fact that each Quiz be-

longs to exactly one exam, hence multiplicity (1), and each exam can have zero or more quizzes, hence multiplicity(0..*).

Association belongs to between Quiz and Question denotes the fact that each Question belongs to exactly one Quiz, hence multiplicity (1), and each Quiz can have zero or more questions, hence multiplicity(0..*).

Association belongs to between Question and Answers denotes the fact that each Answer belongs to exactly one Question, hence multiplicity (1), and each exam can have one or more answer, hence multiplicity(1..*).

2.4.2 Product Backlog

The product backlog is a list of user stories which is used to implement the product vision. It is sorted according to the priority of the user stories according to the product owner. The priority of these stories will be modified during the process of the project.

BUILD Backend WITH SPRING BOOT

Before starting with spring boot, it was clear for me about spring boot that spring boot does not provides any extra features on functionality on top of spring framework. Rather, it provides unlimited defaults configurations and useful conventions to create a stand-alone, production grade web applications in no time.

Spring Boot is the starting point for building all Spring-based applications. Spring Boot is designed to get you up and running as quickly as possible, with minimal upfront configuration of Spring.

- Get started in seconds using Spring Initializer
- Build anything: REST API, WebSocket, web, streaming, tasks, and more
- Simplified security
- Rich support for SQL and NoSQL
- Embedded runtime support: Tomcat, Jetty, and Undertow
- Developer productivity tools such as Live Reload and Auto Restart
- Curated dependencies that ju

id	Story name	Story description
1.0	Log in	As a user, I want to be able to login into the system with my credential (username, password). Success: The user is logged in and can use the functionality of the system. Failure: An error message is displayed: “Wrong username or password, please try again!”.
2.0	List courses	As a Participant I want to list courses I’m entitled to subscribe such that I can perform a subscription.
3.0	View information	As a Participant, I want to see the information about the courses.
4.0	List results	As a Participant, I want to see my marks of the already finished courses and topics.
5.0	View schedule	As a Participant or a Lecturer I want to be able to get a schedule showing the time and place of available exams.
6.0	Exam reservation	As a Participant, I want to be able to select an exam (there are different data on an exam). Success: A participant has selected exam. Failure: An error message is displayed “This date is already reserved, please take another date for your final exam”.
7.0	Cancellation of exam	As a Participant, I want to be able to cancel the exam registration. Success: A message “You have successfully deleted your exam registration” Failure: An error message ”The period of availability of deleting registration is expired, please take a contact to the administration”.
8.0	Personal information	As a Participant or a lecturer I want to see my page with my personal information . Success: The participant can see his page with all the information it has. Failure: We are sorry, this page is on reconstruction , you can access it after 12 hours.
9.0	Manage course	As a System Administrator, I want to be able to change the information on a course . Success: An Administrator can manage the data of courses, participants, exams. Failure:
10.0	List participants and corresponding courses	As a lecturer, I want to see a list of participants with courses that they have . Success: A Lecturer can see the list with all the data he needs. Failure:

Table 2: Product Backlog

2.5 Design

2.5.1 System Sequence Diagrams

Use case "Log in"

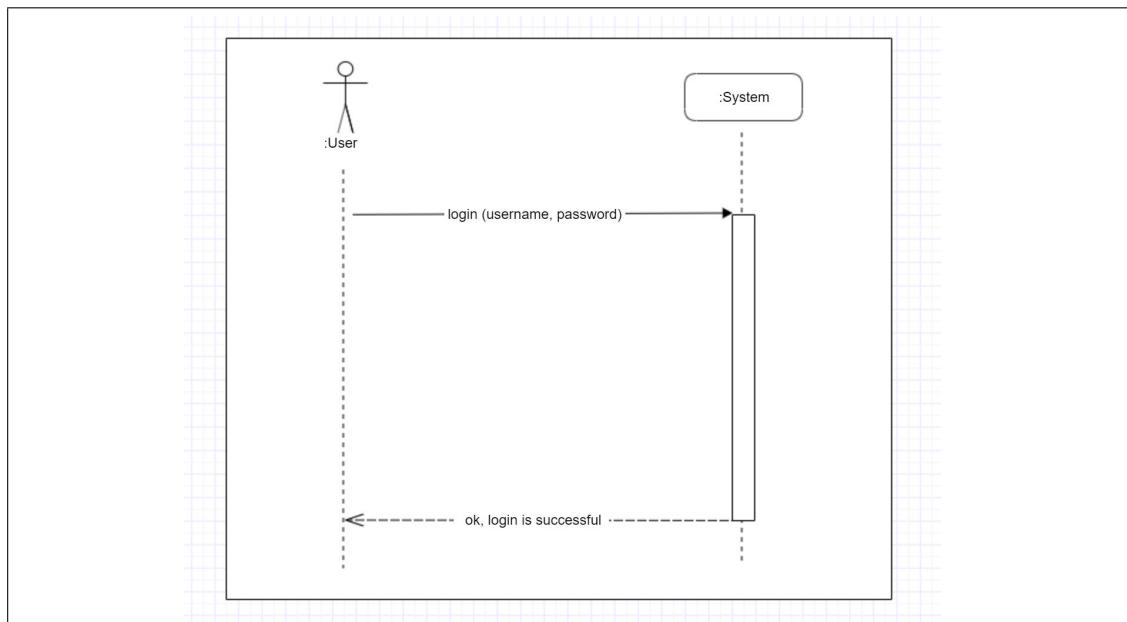


Figure 2: ssd for login

Use case "Registration"

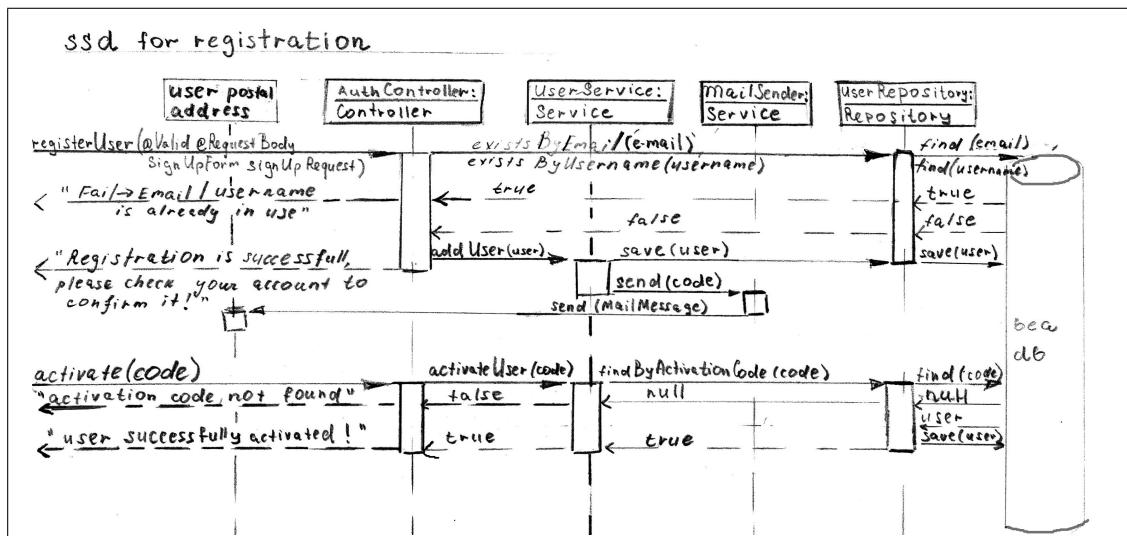


Figure 3: ssd for registration

2.5.2 Interface viewpoint

DESIGN CONCERNS

The interface viewpoint provides information about how we want to design our user interface.

After downloading application, and running first time, user will be directed to Welcome page.

Design elements. Catalog page. After click of catalog of courses in the bar menu user will be redirected to Course page.

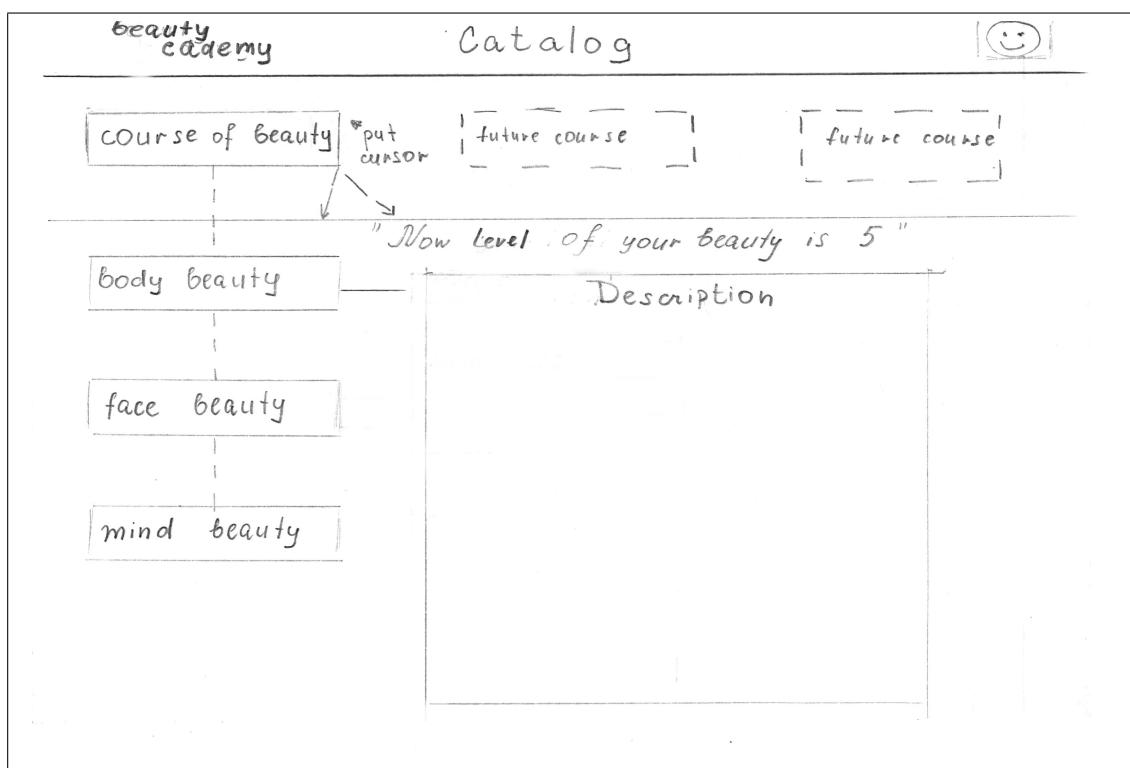


Figure 4: ui design for courses

Design elements. Login page. After clicking subscription button user will be redirected to the login page.

A hand-drawn sketch of a user interface for a login page. At the top left is the logo "Idealty Academy". At the top right is a button labeled "Signup". The main title "Log In to beauty academy" is centered above two input fields: "Email or username" and "Password", each with its own input box. Below these is a link "I forgot my password" and at the bottom is a large, prominent "Log in" button.

Figure 5: ui design for login

Design elements. Registration page. After clicking of Sign up button the user will be redirected to the registration page.

Bebuty Academy

[Log in](#) [Sign up](#)

Motivation

Create a new account
easy :)

 Female

 Male

First name Surname

email address
new password

Birthday

5  Oct  1994 

Weight Height (inches)



Figure 6: ui design for registration page

Design elements. User page. This is the user page. This page will have the information about user, courses that he has, etc.//

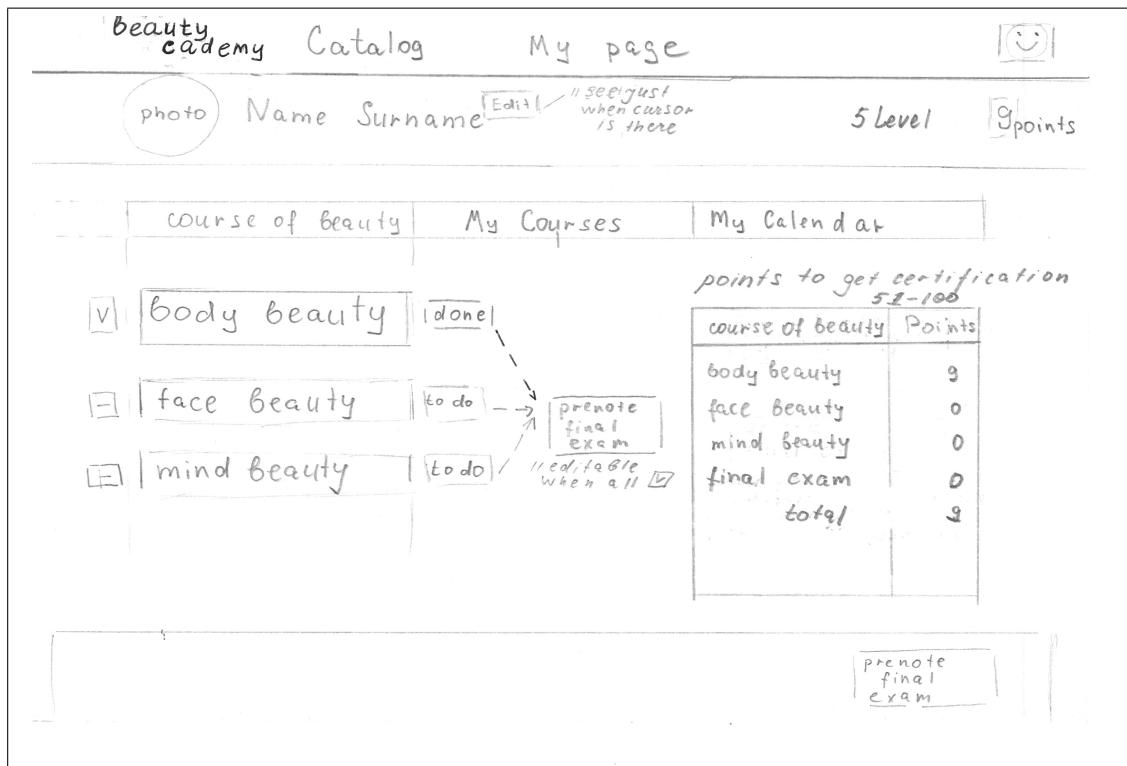


Figure 7: ui design for profile page

Design elements. **Topics page.** This page is sub page of the courses.

beauty academy		body beauty			
				POINTS	to do
1.	Scin beauty	test		0	(face beauty)
2.		Test		0	(mind beauty)
3.		Test		0	
4.		TEST		0	
5.		TEST		0	
6.		TEST		0	
			SUMMARY		

Figure 8: ui design for topic with tests

2.6 Implementation

First steps

First of all we want to describe databank that we going to use.

PostgreSQL is a free and open-sourcse relational database management system emphasizing extensibility and technical standarts compliance. It is designed to handle a range of workloads, from single machines to data warehouses or Web services with many concurrent users. It is the default database for macOS Server, and is also available for Linux, FreeBSD, OpenBSD, and Windows.[4].

We going to use **Maven** as tool to build our project. The layers have to be independently deployable components, with their own vesions, depending between them and making up a whole application. This description fits with **Maven modules**.

First, we need a maven project with packaging type “pom”. Then, we add each layer as a module to this maven project. Once we’ve this done, we can add the dependencies between layers.

Then we need some Spring dependencies to make our project works.

These are the Spring dependencies required in each layer:

-boot: spring-core, spring-beans, spring-context, spring-boot, spring-boot-autoconfigure and spring-boot-starter-undertow. **presentation**: spring-webmvc and spring-beans.

application: spring-context.

Here we want to describe the concern of each layer. **Backend**

- Integration/ Data layer (entity models and repository) **Domain** In this layer we save: These are the **entities** which represents the domain. This is the heart of our application, so the domain layer has to be isolated and it can't depend on another layer of the application.

Repository @Repository is a Spring annotation that indicates that the decorated class is a repository. A repository is a mechanism for encapsulating storage, retrieval, and search behavior which emulates a collection of objects. It is a specialization of the @Component annotation allowing for implementation classes to be autodetected through classpath scanning.

- Application/ Service layer

Service layer or business layer, based on the User command and the data captured from the user. It takes a domain-specific decision, like what to do with the data, which table to look, how to manipulate the data which comes from the database, so it can be presented in UI.

The services are the most important pieces of this layer, they orchestrate the domain objects to fulfil a use case. Another important thing is done inside these services are the translation from raw data to domain model.

- Web layer or presentation layer

This layer interact with the end user, shows data to them, take user input, take command from them, etc.

- Boot

Boot layer is required one in our application with Spring. This layer depends on every other layers previously mentioned and store the MainApplication class which starts the Spring Boot application. Because it depends on the other layers, Spring dependency injection mechanism can inject the annotated components of the others layers. It's important to know that only the components in the same package (or subpackages) of the MainApplication class are scanned. The generated jar of this Maven module will be the executable one, the others modules are libraries in which this module depends on.

What is restful? Building REST services with Spring REST has quickly become the de-facto standard for building web services on the web because they're easy to build and easy to consume.

Why REST? REST embraces the precepts of the web, including its architecture, benefits, and everything else. What **benefits**? The web and its core protocol, HTTP, provide a stack of features:

Suitable actions (GET, POST, PUT, DELETE, ...)

Caching

Redirection and forwarding

Security (encryption and authentication)

So building on top of HTTP, REST APIs provide the means to build flexible APIs that can:

Support backward compatibility

Evolvable APIs

Scaleable services

Securable services

A spectrum of stateless to stateful services

Frontend – Angular The basic building blocks of an Angular application are NgModules, which provide a compilation context for components. NgModules collect related code into functional sets; an Angular app is defined by a set of NgModules. Our app has root module that enables bootstrapping.

- Components define views, which are sets of screen elements that Angular can choose among and modify according to your program logic and data.

- Components use services, which provide specific functionality not directly related to views. Service providers can be injected into components as dependencies, making your code modular, reusable, and efficient.

Both components and services are simply classes, with decorators that mark their type and provide metadata that tells Angular how to use them.

- The metadata for a component class associates it with a template that defines a view. A template combines ordinary HTML with Angular directives and binding markup that allow Angular to modify the HTML before rendering it for display.

- The metadata for a service class provides the information Angular needs to make it available to components through dependency injection (DI).

An app's components define many views, arranged hierarchically. Angular provides the Router service to help us define navigation paths among views. The router provides sophisticated in-browser navigational capabilities.

Modules

Angular NgModules differ from and complement JavaScript (ES2015) modules. An NgModule declares a compilation context for a set of components that is dedicated to

an application domain, a workflow, or a closely related set of capabilities. An NgModule associates its components with related code, such as services, to form functional units.

Every Angular app has a root module, conventionally named AppModule, which provides the bootstrap mechanism that launches the application. An app typically contains many functional modules.

Components

Our application has many components and the root component that connects a component hierarchy with the page document object model (DOM). Each component defines a class that contains application data and logic, and is associated with an HTML template that defines a view to be displayed in a target environment.

The @Component() decorator identifies the class immediately below it as a component, and provides the template and related component-specific metadata.

Templates

A template combines HTML with Angular markup that can modify HTML elements before they are displayed. Template directives provide program logic, and binding markup connects your application data and the DOM.

Services and dependency injection

For data or logic that isn't associated with a specific view, and that you want to share across components, we have created. A service class is preceded by the @Injectable() decorator. The decorator provides the metadata that allows other providers to be injected as dependencies into our class.

Dependency injection (DI) lets us keep our component classes lean and efficient. They don't fetch data from the server, validate user input, or log directly to the console; they delegate such tasks to services.

Routing

The Angular Router NgModule provides a service that lets us define a navigation path among the different application states and view hierarchies in your app. It is modeled on the familiar browser navigation conventions.

The router maps URL-like paths to views instead of pages. When a user performs an action, such as clicking a link, that would load a new page in the browser, the router intercepts the browser's behavior, and shows or hides view hierarchies.

- Angular MVC Framework by Google
- Component based
- Main programming Language is Typescript

- Own structure
- CSS (Design the GUI)
- Angular Material Design

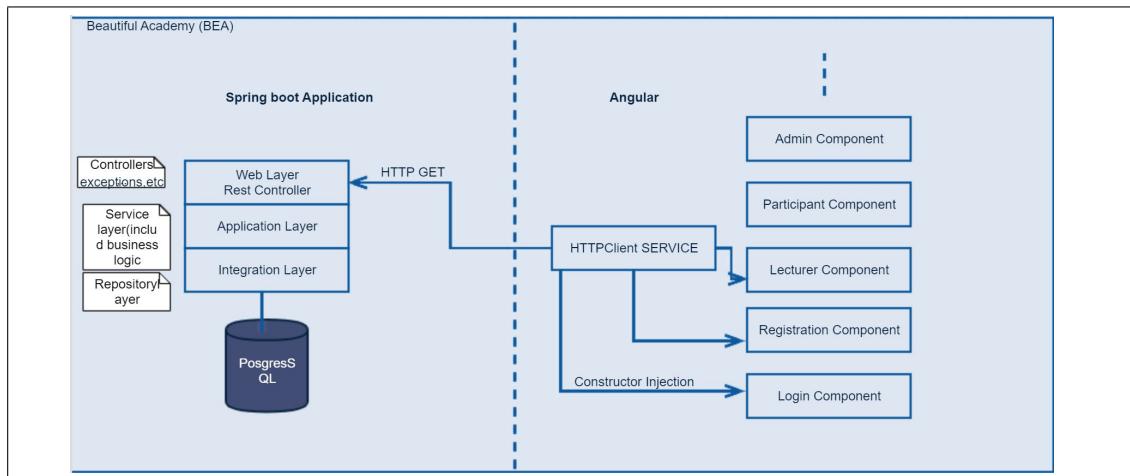


Figure 9: Layer model of application implementation

2.6.1 Why Spring Boot And Angular ?

st work

-Production-ready features such as tracing, metrics, and health status

-Works in your favourite IDE: Spring Tool Suite, IntelliJ IDEA, and NetBeans

Using these features it has really made building a production grade Spring applications very easy and faster for developers. Also, no XML configurations required anymore with spring boot.

ANGULAR FOR FRONT-END

The technology for front-end is Angular.

Angular helps build interactive and dynamic single page applications (SPAs) with its compelling features including templating, two-way binding, modularization, RESTful API handling,

dependency injection, and AJAX handling. We can use HTML as template language and even extend HTML's syntax to easily convey the components of the application.

Angular applications are built using TypeScript language, a superset for JavaScript, which ensures higher security as it supports types (primitives, interfaces, etc.). It helps catch and eliminate errors early when writing the code or performing maintenance tasks.

Angular has a lot of pros

-simplicity

-efficiency

- Developers find AngularJS very effective especially in creating dynamic, single page apps, and supporting MVC (Model View Controller) programming structure.
 - time-saving Projects that previously used to take many months with other frameworks can now be completed faster with AngularJS. All that AngularJS framework requires is splitting the app into several MVC components. From there, the framework takes over because you do not require additional coding.
 - the app is easy to learn and get started.
 - data binding in AngularJS is very easy.
- I like in Angular that it gives our application a clean structure, that is easy to understand and easy to maintain.
- It brings a lot of utility code that we can reuse, for example users navigation. Angular applications are more testable.

2.6.2 Description of the deployment procedure.

Configuring PosgreSQL To configure Spring Boot to use PostgreSQL as our data source. we can do that simply by adding PostgreSQL database url, username, and password in the **src/main/resources/application.properties** file

We used angular CLI to generate angular project and modified it to have functionality such as list user and add user. We used spring boot to expose REST API for the crud operation and integrated spring data to communicate with postgresql database. We made use of ng serv to serv the angular project on localhost:4200 and it is consuming APIs exposed on localhost:8080.

2.7 Integration and System testing

For testing our application we have used different tests:

- JUNIT we have used as the main testing tool that automates the testing process.
- Checklist to check if we have all functions we need in UI.
- Postman to test crud operation in controller
- Database Testing. Database is one critical component of our application. Testing actives are include:
 - Test of any errors while executing code
 - Data Integrity is maintained while creating, updating or deleting data in data base.
 - Test data retrieved from our database is shown accurately in our web application.
- Compatibility testing.
- We have use compatibility tests to ensure that our application displays correctly across different devices. This include -
- Browser Compatibility Test: Here we have checked how our application is displayed in different browsers.

The rendering of web elements like buttons, text fields etc. changes with change in Op-

erating System.

- Security testing:

Test unauthorized access to secure pages should not be permitted.

- Usability testing:

- We have made usability test with a small group of students. We have made several scenarios and we have checked how smart our UI logic, and if there are all necessary tools to use our application.

3 Conclusion and future work

/** In the conclusion of the project, you first summarize the most important results of your project in an understandable way. The main thing here is to filter out the essential content from the previous chapters and get to the point in a compact, clear and concise way. */

3.0.1 Summary

/* Summary of the main results of your work/thesis*/ After a deep research I found that, there is a lot of information concerning the topic of developing a E-learning management system. To develop even a part of this system is not only difficult task but also requires a lot of knowledge in software and database design and some programming languages and frameworks like Spring Boot and Angular.

I can say that we have achieved our plan , but not completely. We have created the necessary database based on system analysis and implementation. We have made the system that works, the connection with database ,connection between frontend and backend. And we have realised the features like:

- login
- registration
- display of course information
- managing course information
- managing user information

The feature as course subscription is achieved in backend , but not yet in frontend and the feature like exam registration is achieved just partially .

3.0.2 Interpretation

/Interpretation of my results

/**. In the theoretical part of your project, you should research and present the current state of research in detail in order to draw the right conclusions from the conclusion of your project. Even if your question could not be answered satisfactorily, you should present it honestly. Check what you could and could not achieve, what you would do differently in retrospect and which methods have proven to be useful.*/

3.0.3 Outlook

/** outlook of my project and future research recommendation*/ In this project we have made an application based on monolith architecture.

The goal of future work is instead of continue to build a large application, is to build number of smaller microservices. Microservices architecture involves a number of small, well-designed microservices, that exchange messages among themselves.

Apart from the better scaling, microservices offer faster development cycles, dynamic scaling depending on load and improved fail over behaviour.

References

- [1] Walter Abish *The Alphabetical Africa*,1974
- [2] Prof.Dr. Olivier Biberstein, Prof.Dr Eric Dubuis *software Engineering and Design*,
- [3] Spring.io/guides • ,2019
- [4] •,
- [5] PostgreSQL *wikipedia*

4 Project planning

4.1 Meetings calendar



Figure 10: Meetings calendar

4.2 Spring Backlog

Sprint Backlog of Sprint 1

		id	Story name	Story description
		0	Domain model	Domain model
		1	Documentation	Initial structure of main document
		2	User stories	Write some user stories
		3	Vision	Start vision of project
		4	Infrastructure	Set up infrastructure- Gitlab
		5	User stories	Define more user stories and enter them to the main backlog
		6	User stories	Extend user stories with "success" and "failure"
		7	Infrastructure	Sprint Backlog. Make a document with sprint plan
		8	Documentation	Extend documentation with explanation about Angular
		9	Documentation	Make clear vision document and put it to the main backlog

Sprint Backlog of Sprint 2

	10	Postgres SQL	Add postgres SQL to the project, make connection
	11	UML diagrams	System sequence diagram for login
	12	User stories	Implement login
	13		

Sprint Backlog of Sprint3

	15	UML diagrams	ssd for registration
	16	User stories	Registration
	17	Front end	Start with frontend
	18	Documentation	word->latex
	19	User stories	Add email confirmation to the registration
	20	User stories	Domain classes
	21	User stories	Repositories and Service classes
	22	User stories	Add ssd for new feature
	23	User stories	Add Controller for new feature
	24	Front end	Continue with Angular front end

Sprint Backlog of Sprint 4

4.2.1 Protocol

Frequency: (weekly)

Meeting length: (35-45 minutes)

Agenda

- Demo and Discuss Deliverable(Demo)
- Planning next Goals(Plan)
- Lessons learned (Lessons)
- Date, time of the next meeting(next meeting)

Report from 09.10.19

Plan

Next goals are:

- Introduction of a Vision make clear. Write about an application I want to build. I have to write a Vision that can make a good picture about the functionality of this application.
- Change the problem statement:
- Join 2 Systems in 1 . Rename system in functions. And write that these functions just a part of this system we want to build.
- Write concrete user stories to these functions, group the stories according the function.
- Analyze domain model, put attributes to each conceptual class, make description for each association. Rebuild domain model according of new clear representation of necessary functions of the system.
- Sequence diagram of first function we want to implement (probably log in)
- Try to make class-diagram.
- Implement of log in function.
- Write a protocol in the main doc.

Lessons learned

To documentation plays decisive role in Software Engineering Project. The first analysing phase have to be done well to make a good start for design and implementation of the IT Product. Next Meeting: 16.10.19, 14:30

Report from 16.10.19

Plan:

The next goals are:

- A domain model – last version. +
- Vision complete. +
- Put spring plan in the main document (Time planning is the first preference).
- After completing 3d point, merge sprint1 and make a del1.
- Start with Design part: 1st we start with design for login feature.+
- SSD for login +
- Write good document for Spring Boot and Angular. Describe the most successful aspects, that has spring boot , angular. Describe why we have chosen it for this project. Describe how can be implement login with spring boot. +
- Make a Product Backlog(list of user stories) and divide to 4 sprints. +
- Point 1 and 2 have highest priority. Just when these 2 points successfully completed I will continue my to-dos. +
- Change the style of document, make headers numerable, and the style more readable. +

Lesson Learned

With this practical work I become always clearer the main principles of building software.

Next meeting: 23.10.19, 14:30

Report from 23.10.19

Plan:

- Make Vision clear(Describe how people will use this application. Describe what is it exactly the course(content, PDF, Unterricht) The vision needs to be longer ,about 1 A4 page. Vision-Solution belongs to Vision, here I have to write what we will produce.
- Domain model. Change word entity to concept by description. Add two concepts: subscription with a Date attribute . Add to exam concept boolean , that will show the difference between final and intermediate exam.
- Change product backlog (failure and success)

- Make ssd for login with all needed classes(show exactly what's happened in system).
- Implement login function, test it. Have to be able to make a demo.
- After making all 5 points and if I'll have more time make ssd for other features.

Lesson learned:

More experience about software engineering diagrams

Next meeting: 30.10.19, 14:30

Report from 30.10.19

Plan:

- Start frontend with Angular. Make frontend for login and registration.

Lesson learned:

Next meeting: 06.11.19, 14:30

Report from 06.11.19

Plan:

- Documentation
- Most important thing in a documentation is to write it so that the reader can easily understand the main scope of project, how it will be realised, etc.
- Angular and spring . Make description of angular and spring , reader have to understand for what we use exactly this frameworks. (have to notice in bibliography everything I use from other authors)
- Make a build of architecture of angular and spring(probably layers build)
- Vision more
- User-stories
- Agile and scrum -
- Make registration with via email address. (read about registration via facebook, ect if I have more time)
- Start to learn about micro services. Try to add first documentation about it.

Lesson learned:

Today I've learned that I have to plan my work better, means that first I have to realise the most difficult and most important tasks, and then make tasks less difficult.

Next meeting: 13.11.19, 14:30

Report from 13.11.19

Plan:

- Documentation: Describe:
What is it monolith architecture, what is different from monolith and micro services?
What is restful? (in layer diagram)

- Code
Make registration via email. Start other features. This step I have to do just when I have finished the documentation. For next time be able to make a demo of what we have.

Lesson learned:

Be able to define clear the features I want to realise in this project.

Next meeting: 27.11.19, 14:30

Report from 27.11.19 Plan:

- Add version to each technology .
- Describe in report how to use this application(how to compile(localhost: ...)).
- Make good description of layer bild.

Lesson learned:

Learned more about writing professional documents. New tips about system sequence diagram.

Next meeting: **11.12.19, 14:30**

Report from Plan:

-
-

Lesson learned:

Next meeting:

Report from Plan:

-
-

Lesson learned:

Next meeting:

Report from Plan:

-
-

Lesson learned:

Next meeting:

Report from Plan:

-
-

Lesson learned:

Next meeting: