

STALKER

WEB & CLOUD COMPUTING

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Introduction

This report accompanies the project for the course Web & Cloud Computing, that we have called STALKER. The main functionality our application STALKER is that it allows a user, the stalker, to request information on another person, the victim, on several social networks at once. Currently we support Facebook and LinkedIn, however due to the modularity of our application adding another social network should be easy. Unfortunately all social networks we tried require that a registered user log in before they allow you to search their user database.

The application also offers users the ability to view anonymous statistics on other users of the website, for example one can see from which countries the most searches originate.

In the next chapter we discuss the technology stack and control flow of the front-end. Chapter 2 does the same for the back-end. The last chapter gives an evaluation of the project.

Chapter 1

Front-End

This chapter discusses the front-end. We start by presenting the technology stack in section 1.1. After that we describe the most important control flows in the front-end in the section Design.

1.1 Technology Stack

This section devotes one section to each technology on the front-end stack. For each technology we will describe what it does and why we opted to use this technology in favour of other options.

1.1.1 AngularJS

AngularJS is a web application framework by Google for creating dynamic web applications.

AngularJS depends on JQuery, thus we had to include that too. We have also used JQuery in some places for the removing and adding of classes where that resulted in neater code than using Angular directives.

We chose to use AngularJS since one of us had some experience with it. We considered Backbone as an alternative but dropped it for its flexibility, which may be great if you are an experienced web developer and know exactly what you want, but would have been too much for us. Furthermore it is advised to add a framework on top of Backbone which would have added to the learning curve for Backbone [5].

Apart from the previous experience the fact that AngularJS was specifically developed for single page applications is what made us decide in favour of AngularJS.

One of the downsides of AngularJS is that its learning curve, after learning the basic features is quite steep. The documentation is rife with Angular-specific

terms which makes it hard to read.

Extensions

We have used some extensions to Angular. We list them and shortly describe their functionality.

ngRoute provides routing and deep-linking services and directives for angular applications [4]. We use it to make it possible to store a link to a specific part of our application.

ngFacebook provides an interface between AngularJS and the Facebook API. We have adapted the source of this service in some places to make it better suited to our purposes and to keep it consistent with **ngLinkedIn**.

ngLinkedIn is for LinkedIn what **ngFacebook** is for Facebook. We have also adapted its source code to extend its functionality and to keep it consistent with **ngFacebook**.

angular-md5 is a service that computes MD5 hashes. We use it to hash the Facebook and LinkedIn identifier of our users, so that we can find multiple searches of one user without storing the actual user.

1.1.2 Bootstrap

Bootstrap is a framework by Twitter which places emphasis on responsive design.

Although there are alternatives to Bootstrap, i.e. Zimit, InK or Pure, we did not really consider them since we were both familiar with Bootstrap and felt that we had enough new technologies to worry about. We did however use a different theme from <http://bootswatch.com> to avoid the distinctive Bootstrap look and feel. We add Font Awesome for the icons it provides.

1.1.3 UI Bootstrap

UI Bootstrap is an Angular version of the JavaScript part of Bootstrap. As far as we could find there are no alternatives other than building the directives yourself.

In the end we had to write the carousel at the login window, see figure 1.2 on page 5, ourselves since the custom buttons we wanted were not supported by UI Bootstrap.

1.1.4 Dangle

“Dangle is a set of AngularJS directives that provide common visualizations based on D3.”[1]

We have used it to create the pie charts shown on the statistics page, after practically rewriting the directive. The directives provided by Dangle did not

handle long labels, and pie charts with a lot of pieces very well. To solve this we have removed all code from the pie chart directive that added labels and added a separate legend, see figure 1.7 on page 8. The one upside of Dangle was that it expected its input in the same format our map-reduce-operations returned it.

In hindsight we should have chosen something other than Dangle, however we did not look further since Dangle played nice with AngularJS.

1.1.5 RequireJS

RequireJS is a JavaScript file and module loader that is optimized for in-browser use. Neither one of us had any experience with anything like it and since RequireJS was mentioned during the lectures we chose to use it. It helped that we found a boilerplate project that combined AngularJS and RequireJS.

Where did we get the boilerplate?

1.2 Design

In this section we will discuss the control flow in the front end upon certain actions of the user. To avoid a lengthy report we will only discuss the flow of successful cases.

1.2.1 Log In

As mentioned earlier users have to log in to a social network before being allowed to stalk somebody on that network. Since we store the ID of the user and we have not implemented an api call that adds for example the LinkedIn identification to a user that we have already stored with its Facebook identification.

Figure 1.1 presents the flow of control when a users logs in. The views that are presented to the user before and after logging in are presented in figure 1.2.

Begeleidend verhaaltje schrijven.

1.2.2 Log Out

The control flow when a user logs out is presented in figure 1.3.

Begeleidend verhaaltje schrijven.

1.2.3 Stalk

Figure 1.4 presents the flow of control when a user searches for somebody on the social networks that he has logged in to. The views presented to the user are shown in Figure 1.5.

Begeleidend verhaaltje schrijven

1.2.4 View Statistics

The control flow when a user views statistics is presented in figure 1.6. Figure 1.7 shows how the statistics are presented to the user.

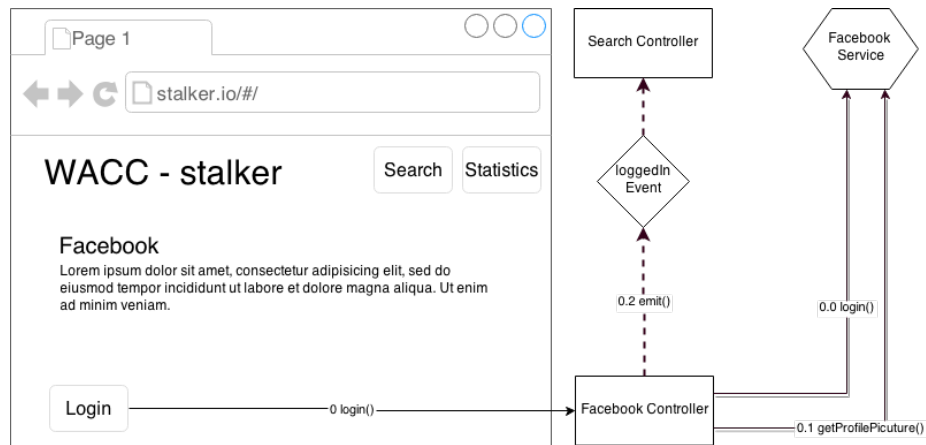
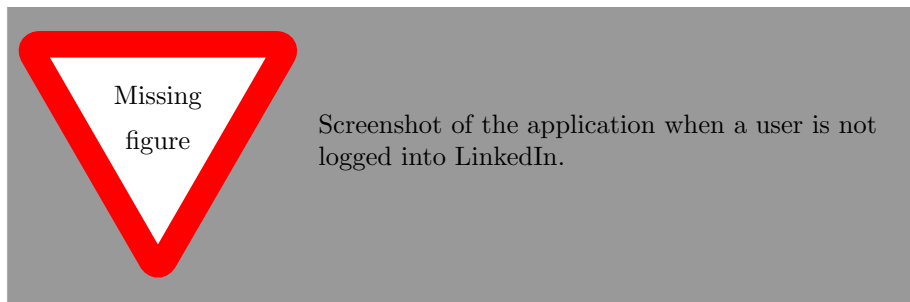
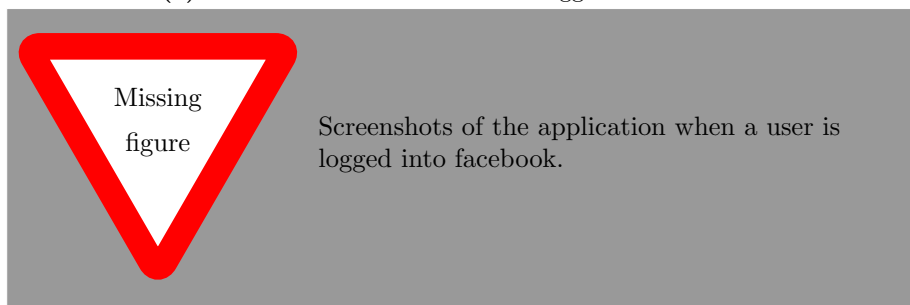


Figure 1.1: A schematic overview of the control flow when a user logs in.



(a) The view when the user is not logged into LinkedIn.



(b) The view when the user is logged into Facebook.

Figure 1.2: Screen shots of the application when b the user still has not yet logged into LinkedIn and a the user has logged in into Facebook.

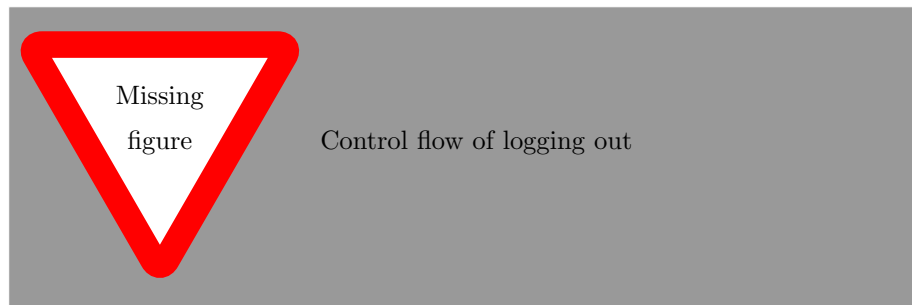


Figure 1.3: A schematic overview of the control flow when a user logs out.

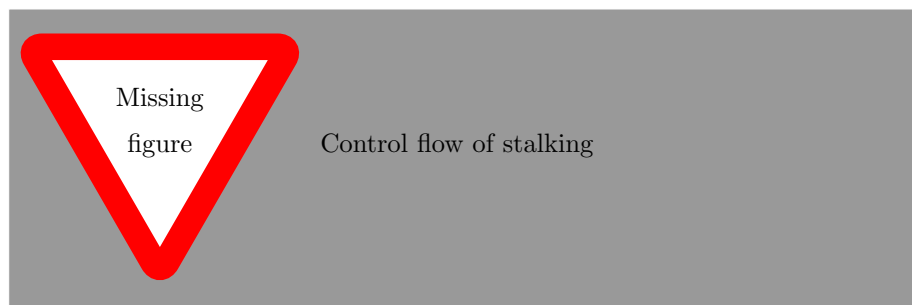
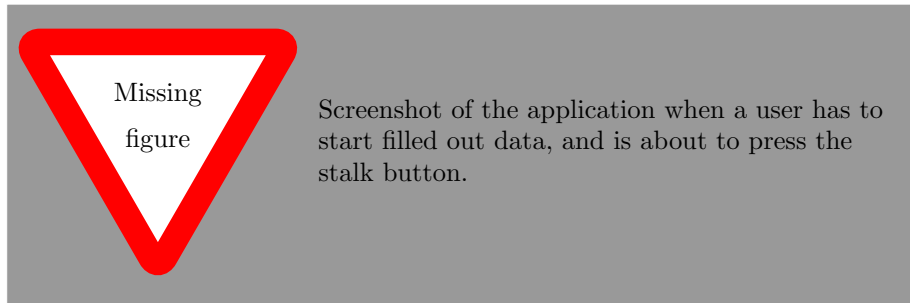
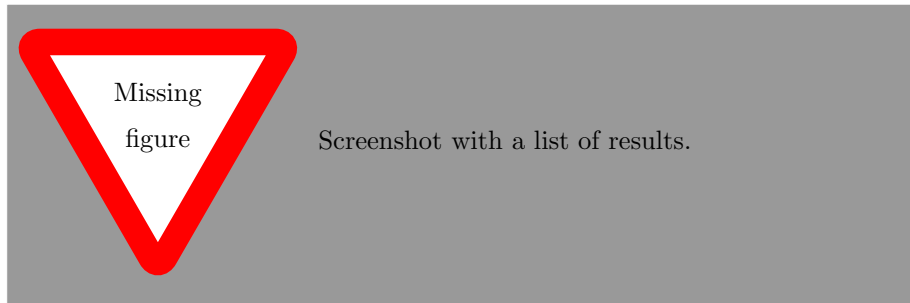


Figure 1.4: A schematic overview of the control flow when a user stalks somebody.



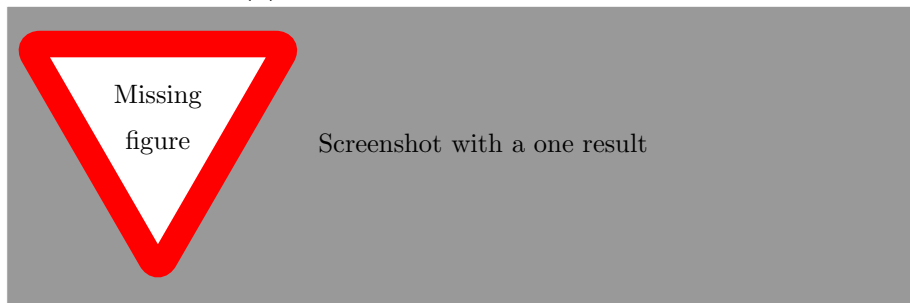
Screenshot of the application when a user has to start filled out data, and is about to press the stalk button.

(a) The view when the user is about to press the stalk button.



Screenshot with a list of results.

(b) The view when all victims are found.



Screenshot with a one result

(c) The view with the details of one victim.

Figure 1.5: Screen shots of the application when a the user is about to press the stalk button, b the list of all victims, c the details of one victim.

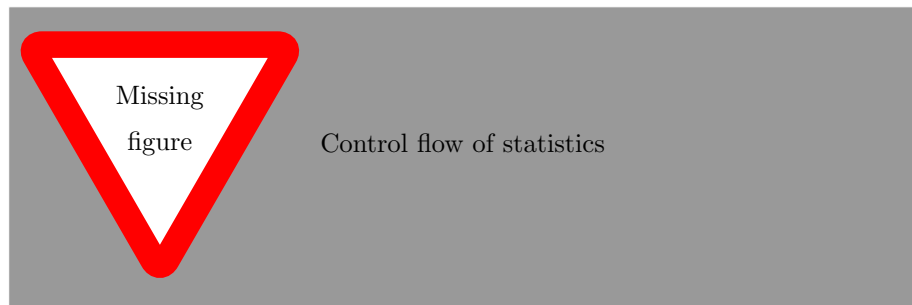


Figure 1.6: A schematic overview of the control flow of requesting the statistics and showing them to the user.

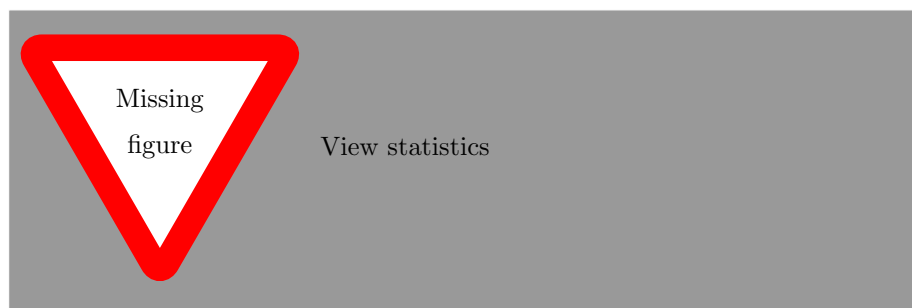


Figure 1.7: The view when the user has requested statistics.

Begeidend
verhaaltje
schrijven

Chapter 2

Back-End

This chapter discusses the back-end. This includes the REST API plus the database storing all the statistics data. We will first discuss the technologies that were used to build these components then how together these technologies and components form the back-end.

2.1 Technology Stack

In this section we will describe as in section 1.1 what technologies were used and why we decided to use these above others.

2.1.1 Flask

Flask [2] is a python micro framework for the web. Flask is based on Werkzeug [6] and Jinja2 [3]. We have used the Flask framework as a base, but mostly used its extensions described below. We choose Flask for our back-end because one of us already had some experience with Flask and both of us had worked (a little bit) with python before.

2.1.2 Extensions

To make our development easier we decided to use already existing solutions for building a REST API using Flask and MongoDB (subsection 2.1.3)

Flask-Restful

Flask-MongoKit

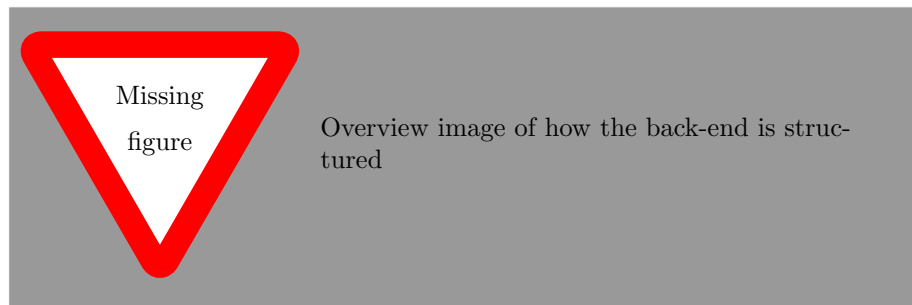


Figure 2.1: A schematic overview of the control flow when a user logs in.

2.1.3 MongoDB

2.1.4 HAProxy

2.2 Design

2.2.1 REST API

Possible api calls table?

Motivation why we used a REST API

2.2.2 Map Reduce

hmmm...

2.3 Scalability

REST API Mongo replicaset enzo...

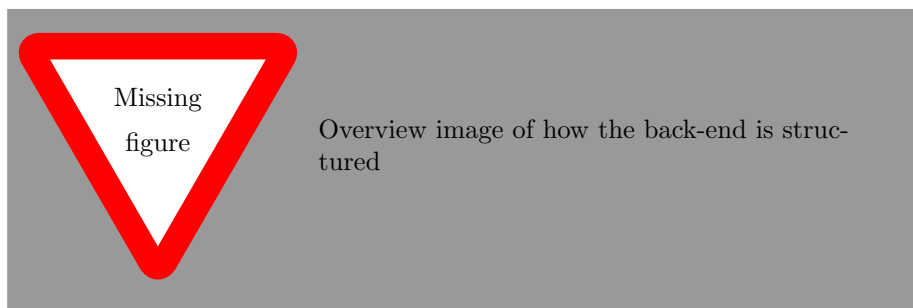


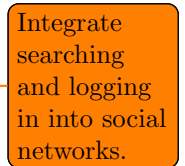
Figure 2.2: A schematic overview of the control flow when a user logs in.

Chapter 3

Evaluation

3.1 Frontend

3.2 Backend



Integrate
searching
and logging
in into social
networks.

Bibliography

- [1] *dangle.js*. URL: <https://fullscale.co.dangle/>.
- [2] *Flask*. URL: <http://flask.pocoo.org>.
- [3] *Jinja2*. URL: <http://jinja.pocoo.org/docs/dev/>.
- [4] *ngRoute*. URL: <https://docs.angularjs.org/api/ngRoute>.
- [5] Sebastian Porto. *A Comparison of Angular, Backbone, CanJS and Ember*. URL: <http://sporto.github.io/blog/2013/04/12/comparison-angular-backbone-can-ember/>.
- [6] *Werkzeug*. URL: <http://werkzeug.pocoo.org>.