

Message Wall service

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Implementation

- This is a first approach implementing a message wall service.
- This approach focuses on defining interfaces and their implementations to manage the usual data of a message wall service: Message, MessageWall and UserAccess.
- This approach follows the MVC pattern, but it doesn't consider any persistence.

Interfaces

```
public interface MessageWall {  
    void put(String user, String msg);  
    boolean delete(String user, int index);  
    Message getLast();  
    int getNumber();  
    List<Message> getAllMessages();  
}
```

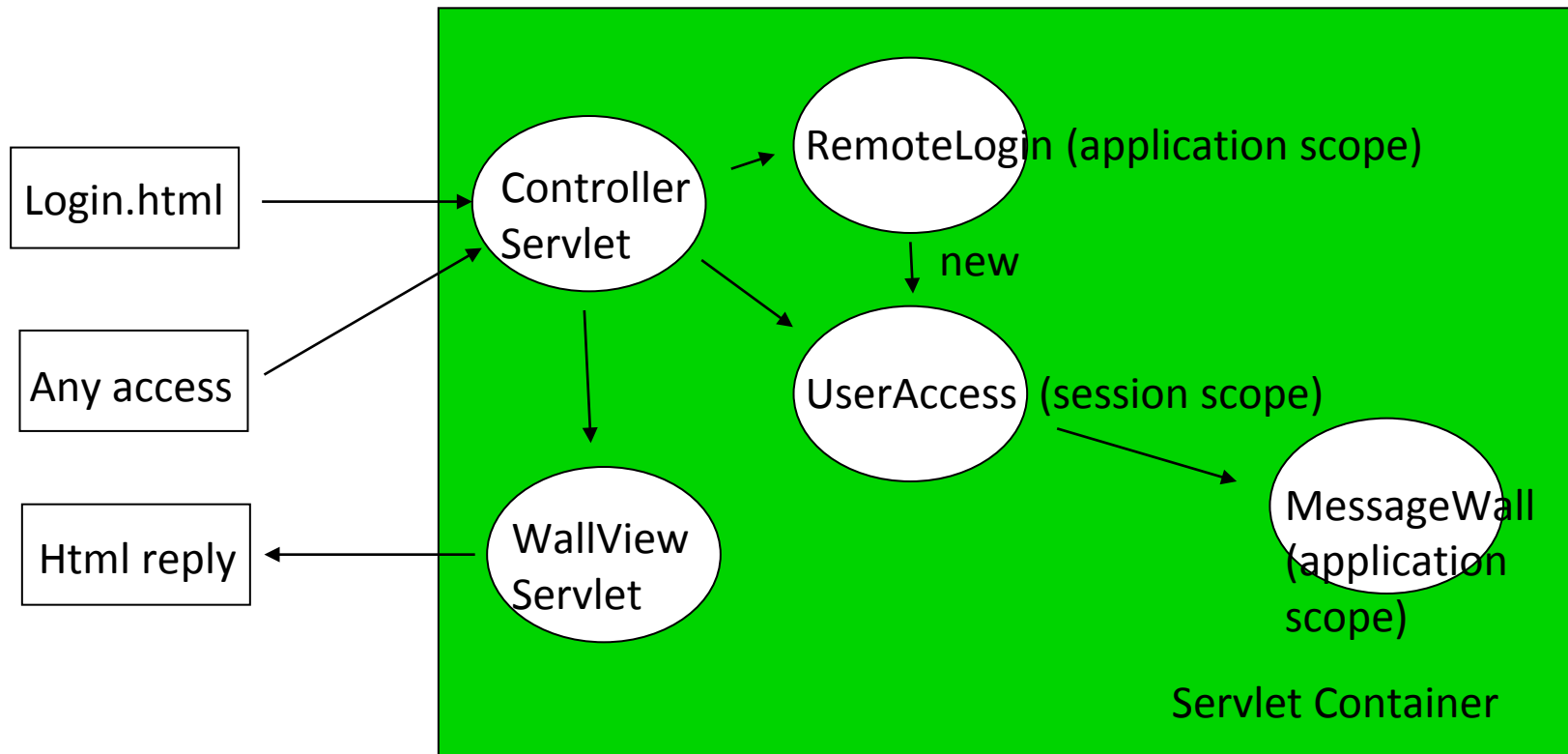
```
public interface Message {  
    String getContent();  
    String getOwner();  
}
```

Interfaces

```
public interface RemoteLogin {  
    UserAccess connect(String usr, String passwd);  
}
```

```
public interface UserAccess {  
    String getUser();  
    Message getLast();  
    int getNumber();  
    void put(String msg);  
    boolean delete(int index);  
    List<Message> getAllMessages();  
}
```

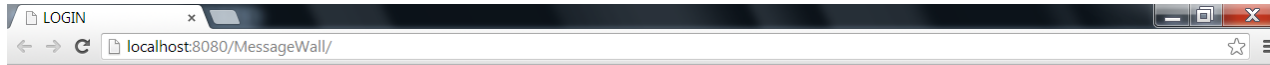
schema of classes



Packets

- demo.spec:
 - Message.java, MessageWall.java
 - RemoteLogin.java, UserAccess.java
- demo.impl:
 - MessageWall_and_RemoteLogin_Impl.java
 - Message_Impl.java, UserAccess_Impl.java
- demo.web:
 - ContextListener.java
 - ControllerServlet.java
 - WallViewServlet.java

Login



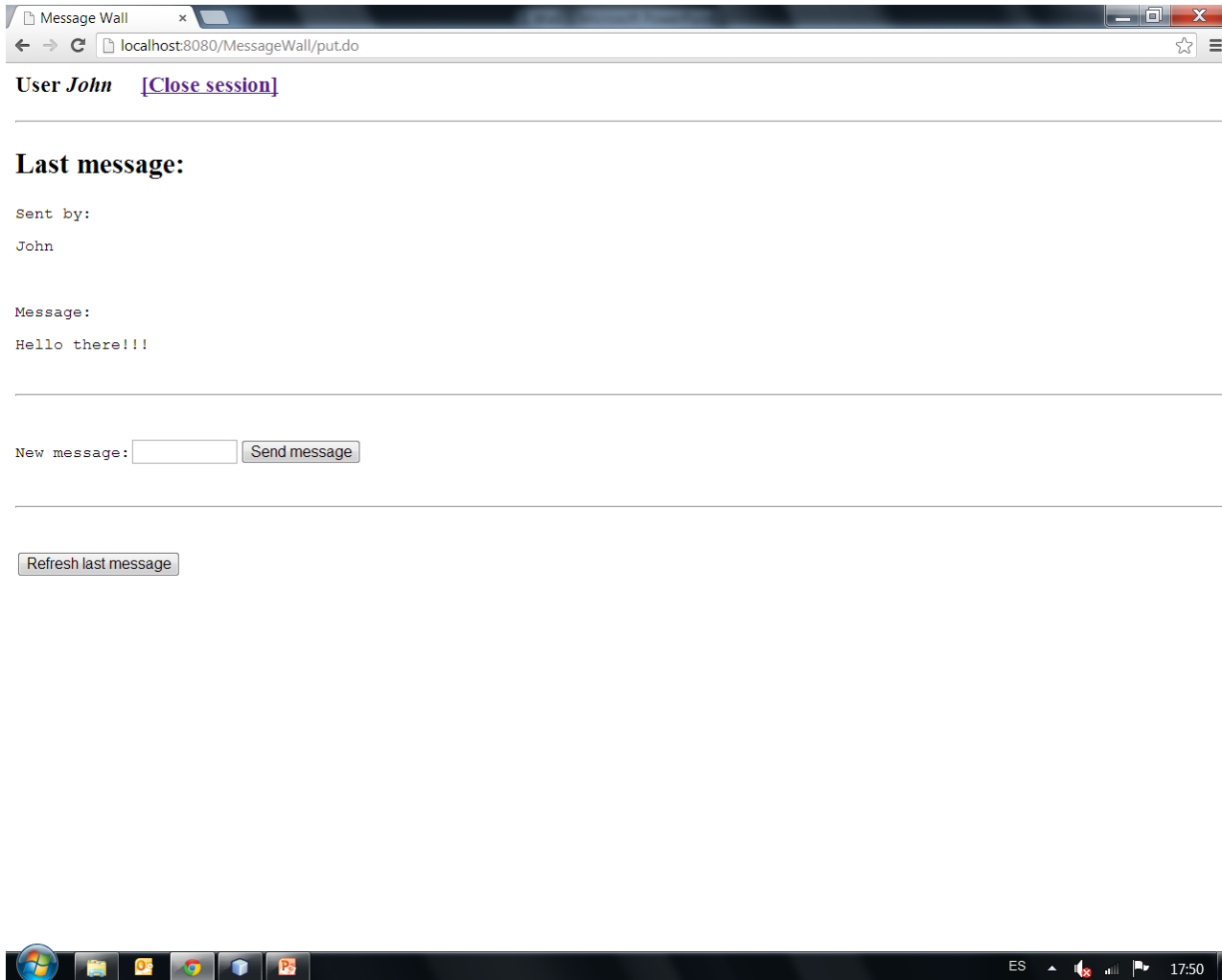
Authentication

Name:

Password:



Wall view



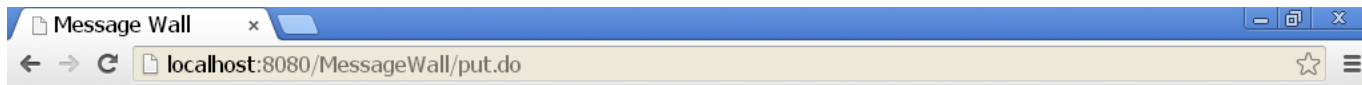
1st Exercise

- Review the initial content of the web application: MessageWall_exercise
- Complete the code for the classes in package demo.impl and the java class: ControllerServlet
- **Hint:** for the forward action made from the ControllerServlet, review the web.xml file as it specifies the servlet mapping when forwarding the request to a non-html file

2nd Exercise

- Complete the code for wallview.jsp to show all messages posted on the wall at the same time, attach each message's owner and the option to delete the message
- Modify the ControllerServlet to show the new view instead of the old one
- Add a minimal login functionality using a hash table with predefined pairs of user/password

new Wall view



user: *John* [\[Close session\]](#)

5 Messages shown:

Message	Owner	Click to:
Hello there!!!	John	<input type="button" value="delete"/>
Still at the gym	John	<input type="button" value="delete"/>
I'm about to finish at work	Molly	<input type="button" value="delete"/>
I'll get there in 30 minutes	Molly	<input type="button" value="delete"/>
I'll be waiting for you!!!	John	<input type="button" value="delete"/>

New message:



Exercise

- Add the following JavaScript code for the wallview.jsp file to periodically request (polling strategy) for new messages on the wall, without having to press the refresh button (asynchronous performance):

```
<script>
    setInterval(my_function, 10000);
    function my_function() {
        document.getElementsByName('refresh_button')[0].click();
    }
</script>
```