

**Diploma in Software Development**

DSE 760 Cloud and Web Software Development

Assessment: Project Report  
Total marks: 100  
Course Weighting: 100%

Due Date: Friday, 9th November at 5:00 p.m., 2018

**Student Name(s):……Michael Braverman……………………………………**

# EXECUTIVE SUMMARY

I created a tool to support foreign language learners. It will help people to save new foreign words together at one place with translations, and learn them through a simple game.

I decided to write this software because it may be useful for people. I have been learning English for about 2 years and have not found yet a simple application that can save new words and help to learn them. There are a lot in the internet, but they are too complicated or not good enough. I took as a model Android App “My Vocabulary” that does not exist in Google Play with some improvements. Consequently, it is impossible to make a reference to this project, because I cannot find it in the internet. The idea was to save foreign words with translation and instead of just listing them to remember – play the memory game.

The application is supporting tool for a person who takes learning language serious. This is private dictionary for learning words and nothing more than that. You can add new words you learnt with translation and learn it afterwards by memorization game: you will have the word and 3 options to choose. You can change direction: from native to foreign and vice versa. You can make a mistake for two times only, after the third mistake – game will be over. You will win if you guess all words in the list. Instead of creation of huge bunch of words (the game will be for hours), there is the option to create as much lists as you want. You can create as many languages as you want! See [screenshots](#_Russian-Hebrew).

I used Microsoft technologies for development such as ASP and MS SQL Server because they are extremely popular in New Zealand.

# Introduction

## Background

*Describe why you chose this application and what you were planning to achieve.*

My decision of choosing of dev technologies is based on job market’s demand.

I started to look for a job directly after arrival and found out that Microsoft Technologies prevail in the market. During job interviews with representatives of different HR companies such as [Enterprise](https://www.enterprise.co.nz/) and [Potentia](http://potentia.co.nz/), I was informed that MS ASP is the most popular skill in the job market. When I looked for a job through <https://www.seek.co.nz/> I also figured out that in New Zealand between 60 and 80% of the all jobs are .NET jobs. Most of these jobs require knowledge in ASP.NET. Most in-demand DB technology (about 80%) is MS SQL Server. I did not make exact calculation and this is my subjection perception of the situation. Together with information from HR agencies, I believe that choosing these technologies it is a right decision.

I created my application with following technologies:

1. ASP.NET core Razor Page
   1. 60-80% of all jobs in New Zealand are in ASP.NET MVC
   2. Even though companies still use ASP Web Forms, ASP MVC or even ASP classic, ASP.NET core is the most perspective technology for Web.
2. MS SQL Server as a data storage
   1. Although I dealt last years with Mongo Db, I decided to work with MS Server to polish up my SQL skills.
   2. Entity Framework Core I used as object-relational mapper (O/RM)

My goal was to learn newest cutting-edge Microsoft web development technology to prepare myself better to NZ local job market.

## Scope

Application is available to the registered users only. The application is a dynamic dictionary with option to play memory game. You can create unlimited number of independent dictionaries. Every dictionary is the *List*. The List keeps Records, where every record is a foreign word with translation. User can create some lists with a number of records. For comfortable and not too long Memory Game, a list should keep not more than 100 records, but it is up to the user. The Memory Game initiates for every List. User should select the list with more than five Records in the List. The goal is to train the memory of user by showing him a foreign word with three option of translations, where one is correct and two are wrong. User will win if he guesses right all records in the selected list. User can make not more than two mistakes. With a third wrong selection the game will be over. Application will show how many records are left, what is your record in all games you did, what is your current score and how many lives you have.

Through your configuration, you can choose the game direction: from foreign language or from your native language. If you choose from foreign language – you will see the foreign word and three options for translations. If you select from native language – you will see translation and three options for foreign word.

In future I would like to implement mobile device access whether from mobile app or from mobile web site. According to [recent video](https://www.youtube.com/watch?v=m-sCdS0sQO8) I have seen, the future of mobile application lies in [Progressive Web Apps](https://developers.google.com/web/progressive-web-apps/) rather than in mobile application. Because it is easier to a user surfing a mobile website instead of downloading and installation an app that takes space in your device. That is why I think it is better to make the site mobile accessible instead of mobile app development.

# Project Planning and Execution

## Project Plan and Gantt Chart

1. Understanding what do I want to do
2. Creation of User Stories
3. Creation of Use Cases
4. Learning ASP Razor Page technology from [Microsoft Docs](https://docs.microsoft.com/en-us/aspnet/core/tutorials/razor-pages/?view=aspnetcore-2.1) together with building my project structure
   1. Building of Models: how my DB structure will look like
   2. Generation of Data Base by Entity Framework Core
   3. Creation of appropriate Razor Pages
   4. Implementation of Authentication and Registration with default MS authentication model
   5. Implementation of Email validation
   6. Making web pages available only by authenticated user
   7. Implementation of the game
   8. Configuration development
5. Bugs fixing
6. UI improvements
7. Code refactoring
8. Code cleaning up
9. Report creation
10. Cloud research and publishing

## Risk Management

1. Even though I consider myself as a experienced developer, I started my project very early with plenty of time in advance to be able to finish it slowly, quietly without rush.
2. I planned to fully finish my development 2 weeks before deadline to have more time for report
3. One student spoil his water close to my PC and I thought it is a good idea to keep your code somewhere in a cloud to have it saved in the case of disaster. For instance, hardware breakdown. To prevent loosing of all code, I used [GitHub](https://github.com/) source control. The [code and documentation](https://github.com/mickeybrave/MemoryGame) is available online.
4. Another risk is to be able implement all possible technologies. For instance, I wanted to implement all code with server-side C#. However, when my development was almost done, I faced some fatal error: “HTTP Error 502.3 - Bad Gateway”. After a day of hitting head against a brick wall, I decided to change technology. Solution from internet did not work. Consequently, I rewrote all business logic in JavaScript and removed redundant C# code.

I learnt that it is robust idea to start development ASAP, make balance between quality and speed and leave a “dead-end” to consider another solution for a stubborn problem.

# Requirements Management

I based on Agile approach to collect my requirements.

Agile is a set of principles and values that are set up by a team to create better software. (Shead, n.d.)

The best way to treat *User Story* as a conversation with a customer when the UX engineer gathers the information about a new System or a feature from the customer. (Scott, n.d.)

As a part of Agile methodology, *User Story* technic follows Agile Principles (Beck, Beedle, & Arie van Bennekum, n.d.) and implies flexibility, responding to change and interactions. Consequently, in some organization, these requirements are written on sticky notes, adhered on walls to provide and encourage discussions, design and planning. As a result, these discussions are more important that requirement statements. (mountaingoatsoftware, n.d.)

I thought about this software for quite a lot time, because I used a couple of similar application and learnt about their benefits and flaws. For instance, if separation of your words to lists is not available, your memory game will be too long. From my experience more than 15 minutes it is too long, consequently, words should be separated to independent lists about 100 records length. Moreover, I keep records in database instead of local file in client’s device. That is beneficial in the case the device, lost, broken of local file is corrupted.

|  |  |  |
| --- | --- | --- |
| Actor | Wants | Reason |
| user | Play memorization game | To learn foreign words |
| user | Create list of words and translations | In order I can memorize foreign words |
| user | View the list of words and translations | To see how many words in the list |
| user | Add and remove words and translations to and from the list | To allow the game |
| User | Navigate between created list | To see all lists, add words to different lists, initiate the game with particular list |
| user | See the number of words in the top of list | To help me keep the list short |
| user | Change game direction settings (from Russian to English or from English to Russian) | From native to foreign will improve my speaking, from foreign to native improves my reading. |
| user | See a word along with 3 translation and to choose the correct one | To test my knowledge and memory |
| User | See label “correct” | To have indication that user is right |
| User | See label “wrong” | To have indication that user is wrong |
| User | See label with indication how many words are left | To see approximately how long he needs to play to finish the game |
| User | See the best score/record | To aspire for improvements |

I used two approaches to gather requirements:

1. User story. The idea to keep them in a table is taken from (Vatoz Atozdevelopment, n.d.)
2. Use case (created by MS Visio)

A Use Case is an approach in System Engineering to recognize, clarify and structure system requirements. (Rouse, n.d.). As a final product, it is a written or graphical description of user’s actions while working with a software. Every use case represents a sequence of a single step that starts with user’s goal and ends with the goal’s achievement. (usability, n.d.).









# User Experience Design (UX)

## Definition

UX (User Experience) is the process of improvement user satisfaction of usage of a software product by boosting of usability, accessibility and enjoyment that provides the interaction with the product. (Wikipedia, n.d.) As a result, eventually facilitates to increase the number of customers of a software product.

## Why UX is so important?

### High competition

In XXI age of technology advance every business offers some service online, the most convenient, useful and attractive software product will take all customers – others will not survive! Today we have 2 kinds of businesses: with high-quality website or bankrupted one. As an example: think will you spend your money in online shop that is definitely worse than another one?

### Spoiled customers

In the eon of prosperity of the internet, customers are captious and spoiled. If your software is not the best one – you will lose customers, money and as a result your business. As an example: as yourself, will you waste your time for a not intuitive, nor attractive nor user-friendly product?

### The lack of time

Nowadays people are extremely busy and will not spend their time for complex and incomprehensible web site. You need to create a software where a user can achieve that maximal result with minimum clicks. As an example: will you complete your purchase in a web store if you need to make more than a couple of click to finish your shopping?

### Software as a habit

People are reluctant to leave their zone of comfort. If they found your software as a good one and got used to it, they will hardly change it to another one. Even though you have higher prices. As an example: will you change the online store you use for years and you are satisfied? Most of the people will not.

### Attracting non-technical customers

Usage of a software is not for everyone. Even in our age, you can meet many people who consider themselves as the “old school guys”, “computer is not for me”, “it is too difficult to understand” and “I like to buy in physical shops”. If you can show them that your software is simple, effective and chipper than in local store, you can earn money even from this “difficult” category of customers. As an example: I showed to my mom once a web store and proved that is more convenient than others and chipper than physical store and she uses it by now.

### Innovativeness

Even effective, user-friendly and attractive application may lose their customers if they don’t keep up with the times! A software should be implemented by cutting-edge technology, with implementation of innovative technic and patterns; otherwise, it will look obsolete. Users may think: this looks old, its owners do not care for the product and it is not as useful as a product of their competitors. As an example: I feel esthetical satisfaction from usage of new bells and whistles sometimes even out of curiosity.

### My implementation

Features I implemented to improve User Experience:

1. I used [bootstrap](https://getbootstrap.com/) for better look and feel
2. I show different indications while memory game:
   1. The best personal record to stimulate adding new words and making a new record
   2. Current score to indicate how many words are currently guessed
   3. How many records are left to win
   4. How many lives are left (how many time user can make a wrong guess before the game is over)
   5. Indication that the user’s selection was correct
   6. Indication of a wrong selection
3. Waiting 3 seconds after every selection to show to the user his guess
4. All data is saved in remote data base and user will never lose his data
5. Search in records to comfort location of required record (update/remove)
6. Convenient navigation between pages
7. Inputs validations

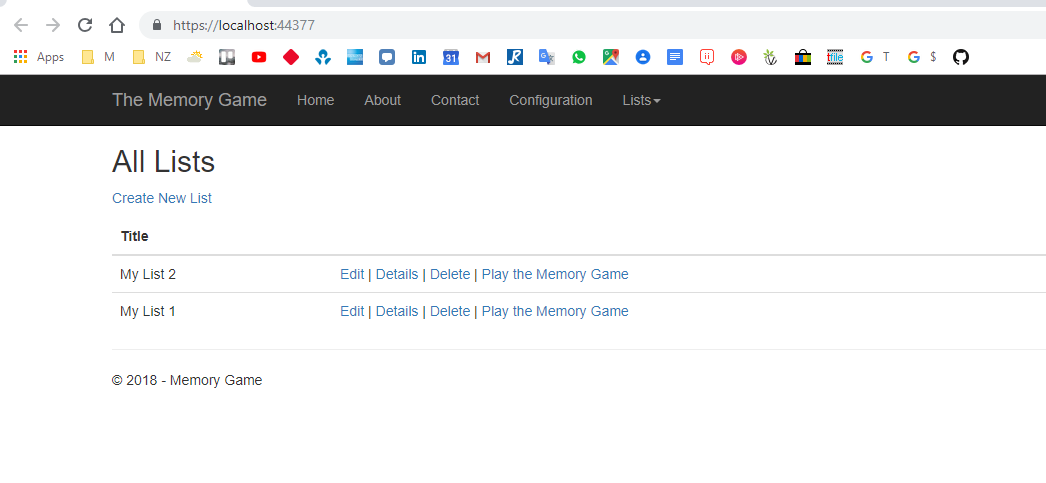
# Architecture and Design

## Content structure

The textual, visual, or aural content is treated as part of the user experience on websites and called *Web Content*. It can be other things: text, images, sound, video and animation. (Wikipedia, n.d.)

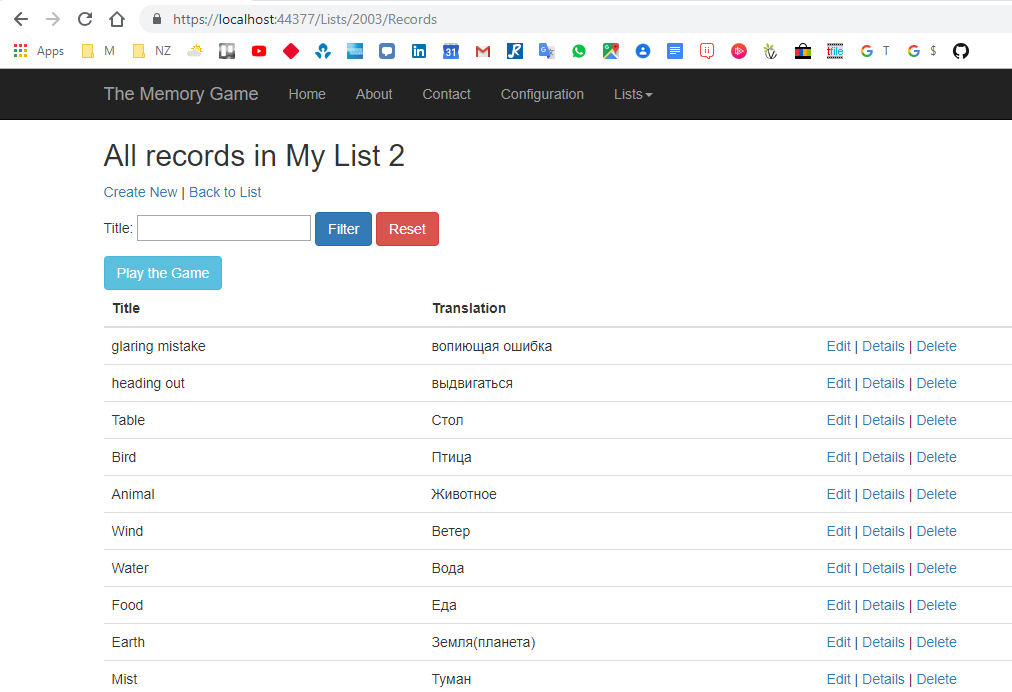
My software does not include too much in addition to texts, because my software is an advanced dictionary for saving and learning words.

This is my main page. Here I listed my *Lists* with following options:

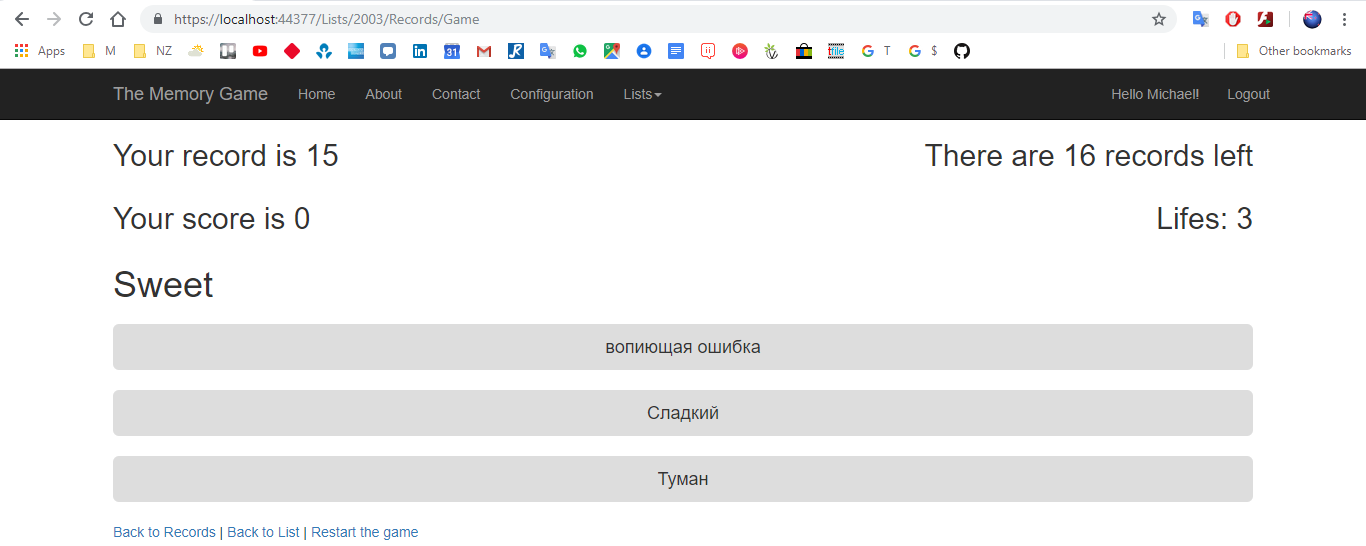


Every option is simple and does not require explanation. Besides *Details* and *Play the Memory Game*:

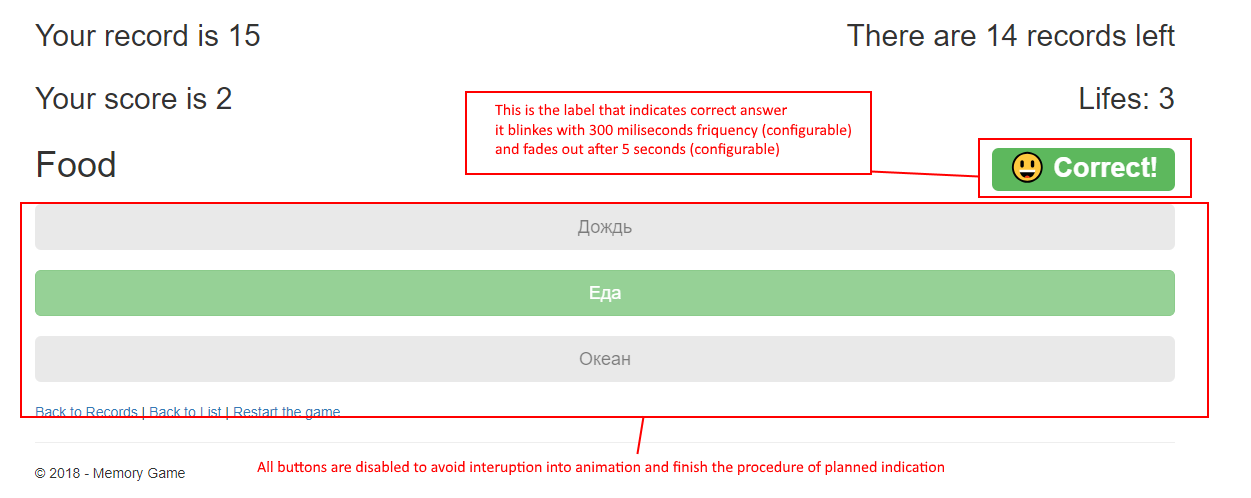
1. Details – shows the List of records inside of selected List

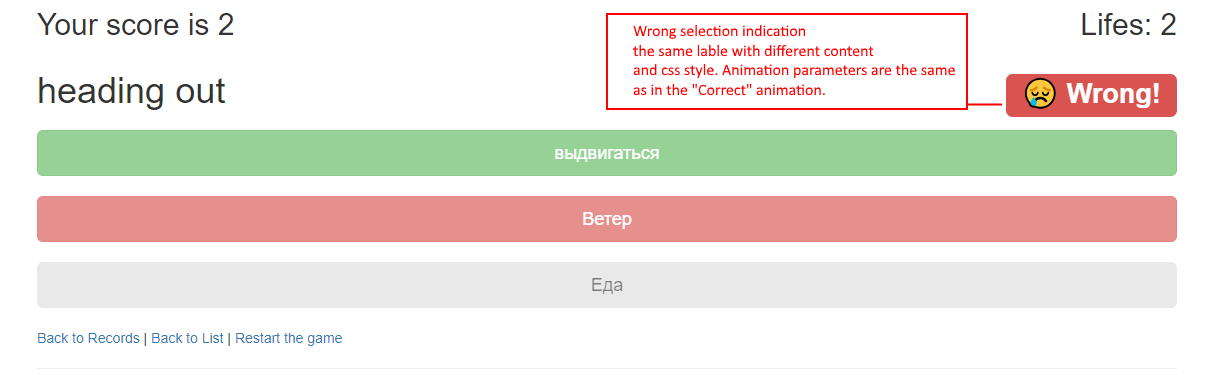


1. Play the Memory Game – initiate the memory game for the selected List



Nevertheless, I included animation in Memory Game to highlight valid and invalid selection to encourage the user to go on. Animation is built from blinking and fading out of the label that indicates whether user was correct or wrong.





The Game screen also incudes different labels that show the score, record, how many left and how many time it is allowed to make a wrong guess before the game is over.

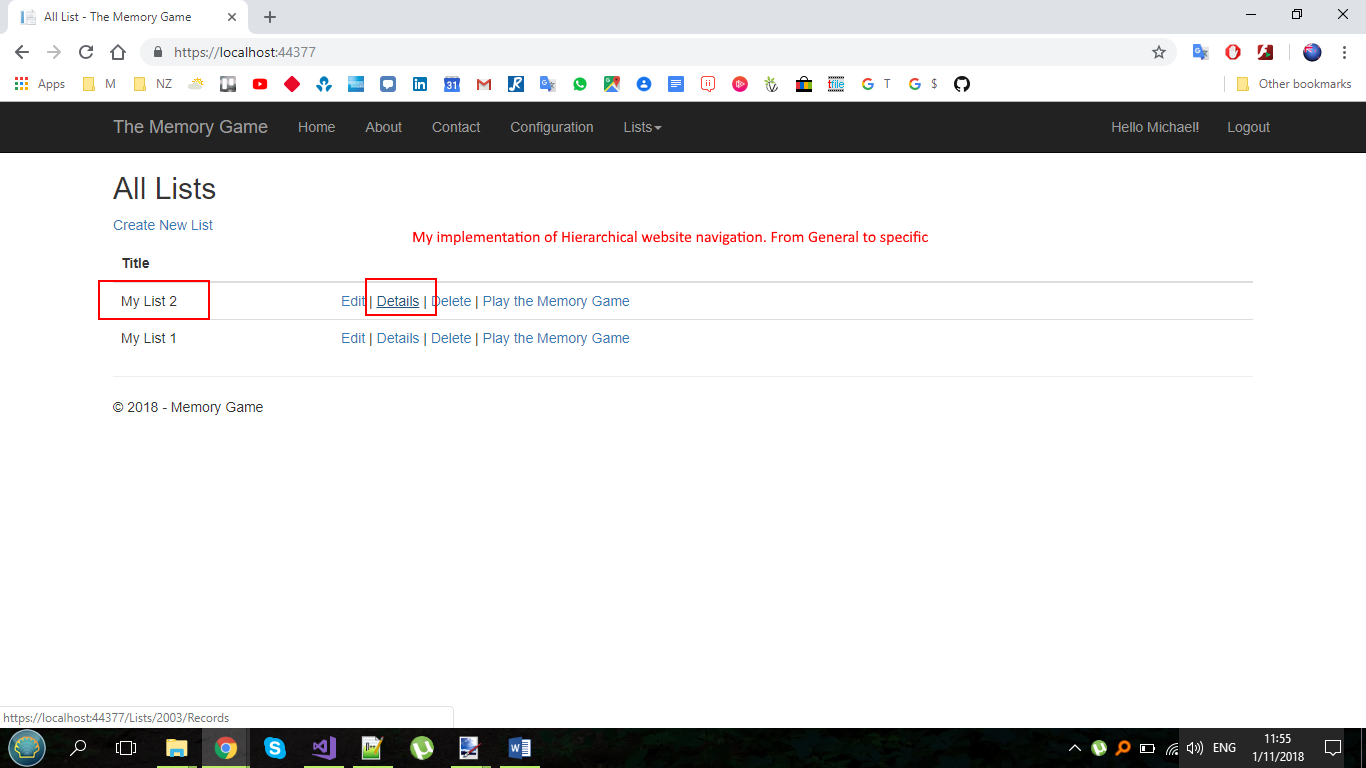
## Navigation

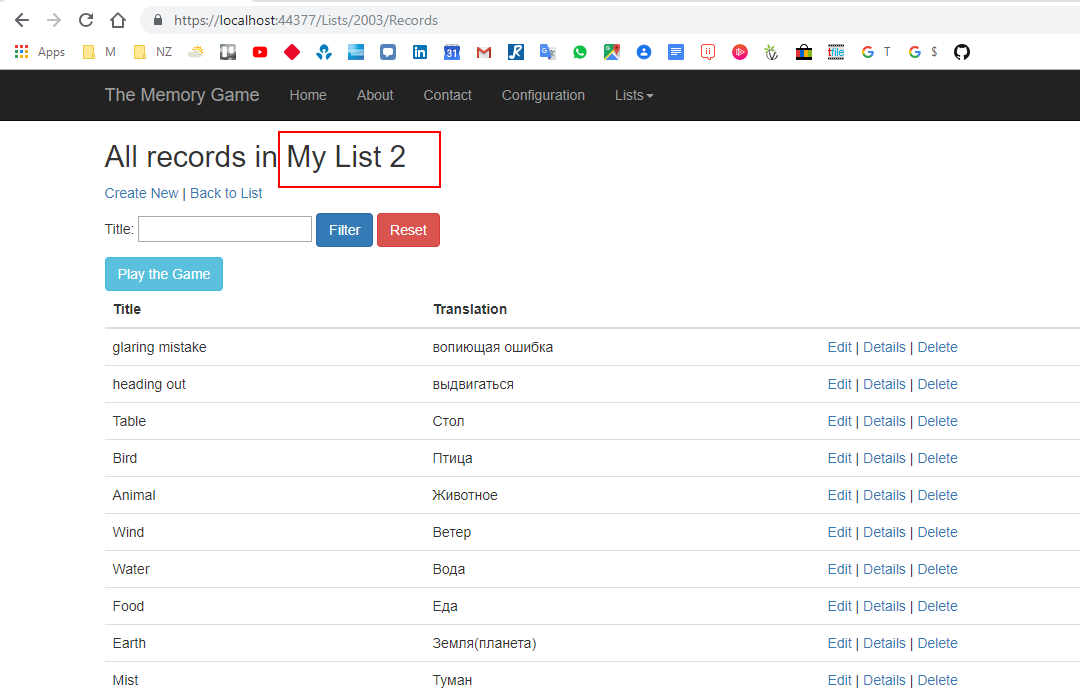
Web Navigation is process of movement from one Web page to another Web page through the internet by usage of web browser. (O'Rourke, n.d.) (Wikipedia, n.d.)

I used two kinds of navigations:

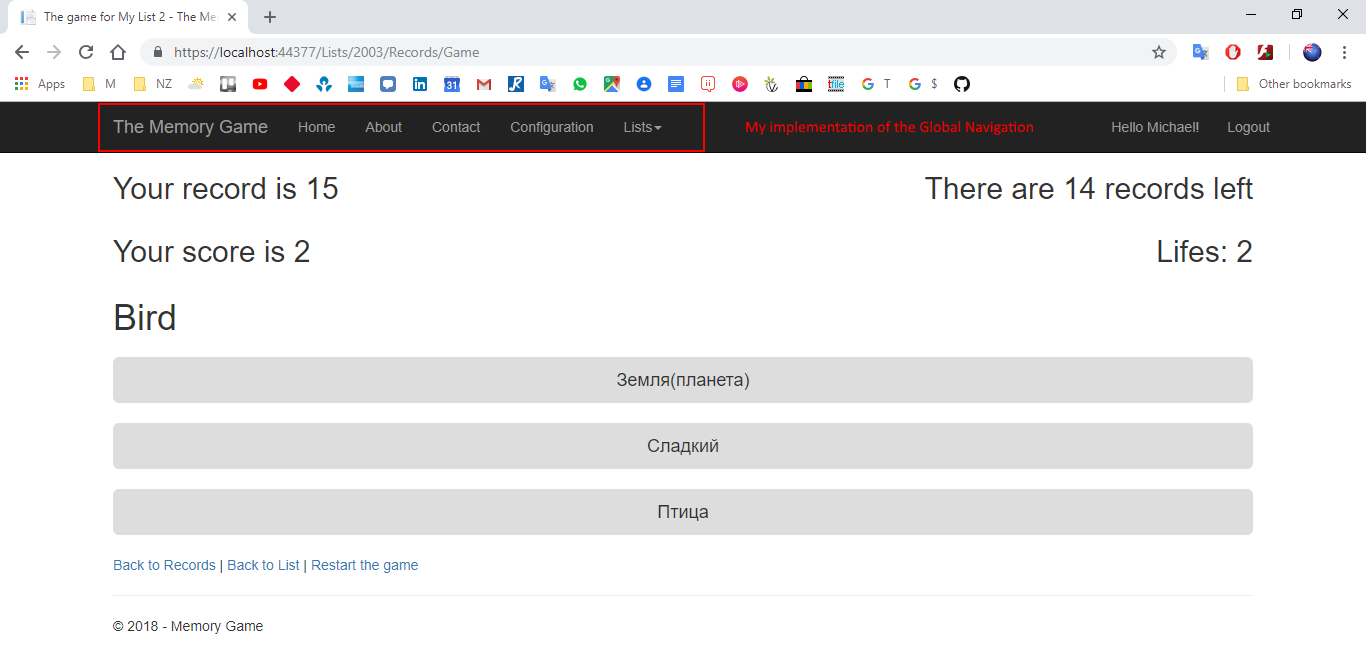
1. Hierarchical website navigation – This is when you navigate from general to specific. That gives simple way to all pages from anywhere of the site. (Wikipedia, n.d.)

Here is navigation from general list of Lists to its content:

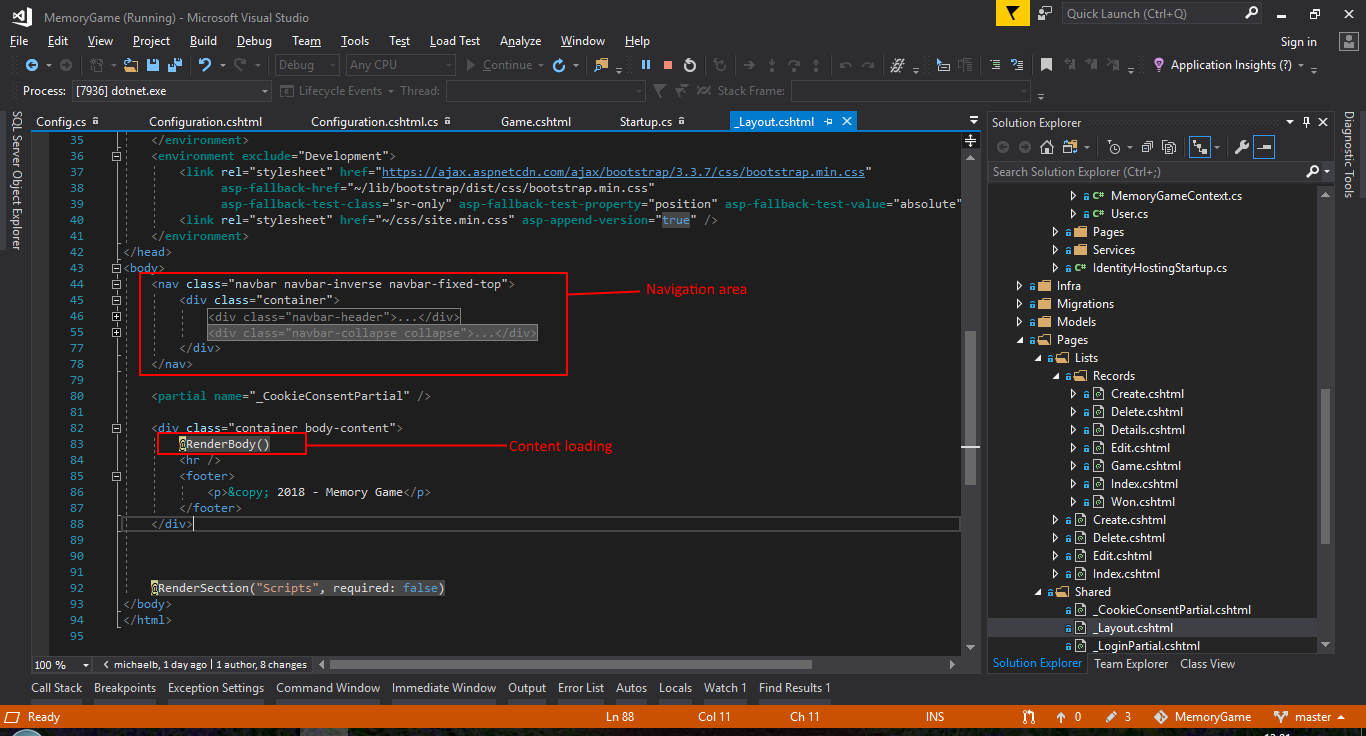


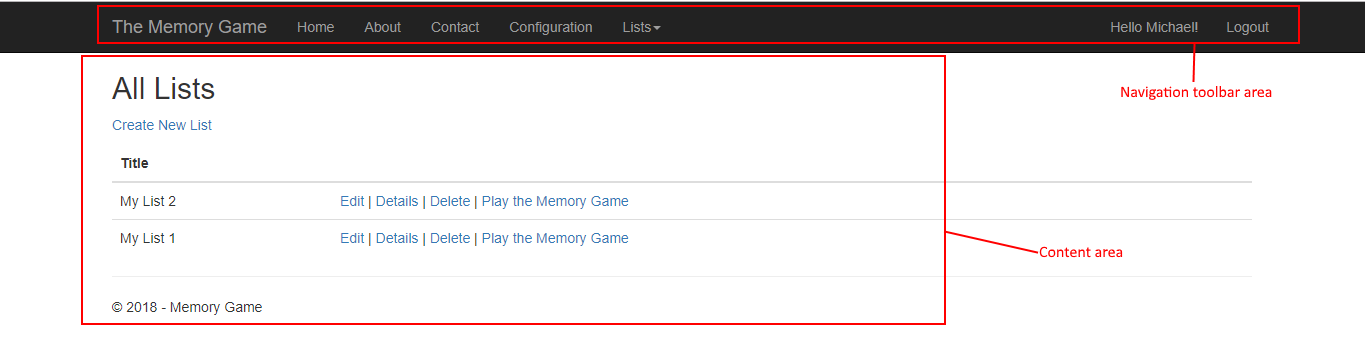


1. Global website navigation – “Global website navigation shows the top level sections/pages of the website. It is available on each page and lists the main content sections/pages of the website.” (webpagemistakes, n.d.) In other words using a constant section of every page as a toolbar with links or buttons that allows navigation anywhere.



I separated navigation area from content to use the same tool bar and reload only content.



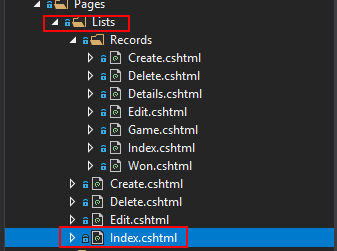


That reduces amount of code and support principle “don’t repeat yourself” (DRY).

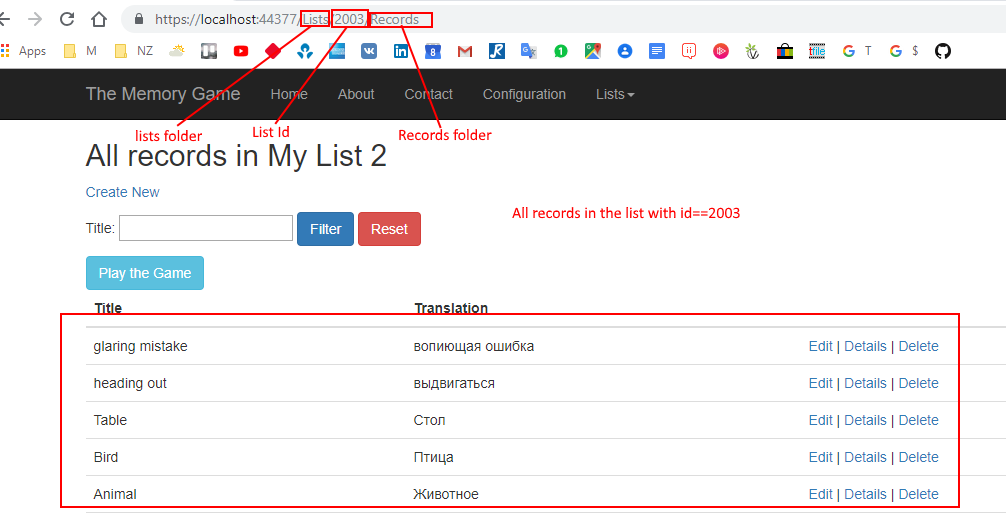
### Problem

Here I found serious limitation of Razor Pages technology – not enough information and community support. Even though it is a part of .NET Core it is newer than MVC and has less support from the community. There is not enough information how to implement different requirements in Razor Pages. Moreover, when I asked Google how to implement required URL and folder structure, I found examples in MVC because it “old brother” technology. However, the implementation in MVC is so different that will not help to implement the same in Razor Pages. I even created the similar solution with MVC instead of Razor Pages; however, I found solution afterwards.

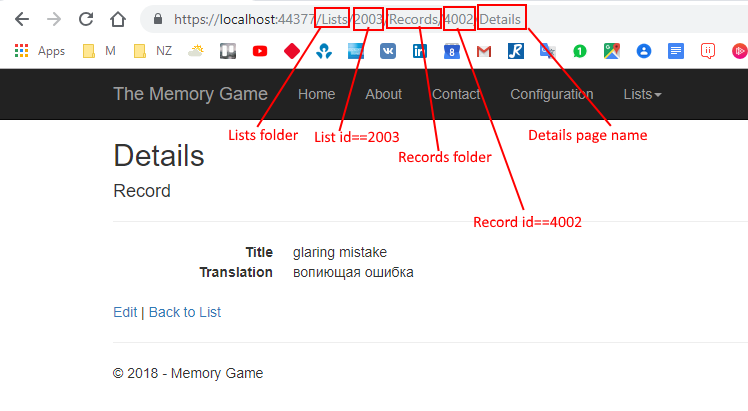
I wanted to implement appropriate REST URL according to hierarchy of my classes: list has many records. MS .NET Core builds automatically URLs according to folder’s and page’s names:



Nevertheless, I did not know how can I change URL and insert there required list ids and record ids to appropriate place according to logical hierarchy. However, that was not straight forward to implement. I wanted to see the URL like this:



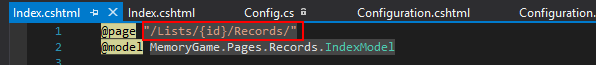
In the case of records, I wanted to see the URL this way:



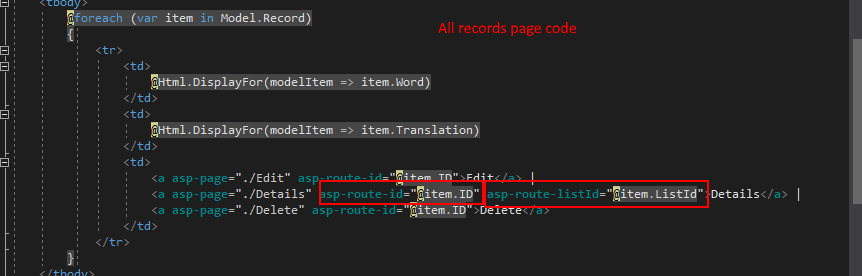
After tries and errors, I decided to place questions in the biggest and most popular developer’s community in the world: <https://stackoverflow.com/>. It is not such simple as it sounds: ask a question, and experienced developers compete between them who will give you the best and fastest answer. The community rejects most of the questions. Moreover, if you want to keep your reputation in this portal as I do, you’d better to ask only a clever question, well-structured and logical. Otherwise, every “dislike” on your question will reduce your reputation and I do not want to do that. I asked two different questions:

1. [Razor Page Routing in the same way as in Web API](https://stackoverflow.com/questions/52863354/razor-page-routing-in-the-same-way-as-in-web-api)
2. [Razor Pages: passing more than one parameter to while navigation OnGetAsync](https://stackoverflow.com/questions/52900647/razor-pages-passing-more-than-one-parameter-to-while-navigation-ongetasync)

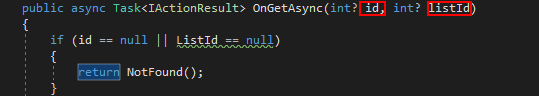
and received the answers that did not helped me to resolve my issue but gave me the right direction.

I posted my final solution to the same questions, because it may be useful for other developers. To show all records in a list I built this URL:  
where the number is List Id. I implemented that by recreation of my URL in Razor Page code: 

Navigation from list to concreate record is built in this way:



And OnGetAsync method in receiving page:

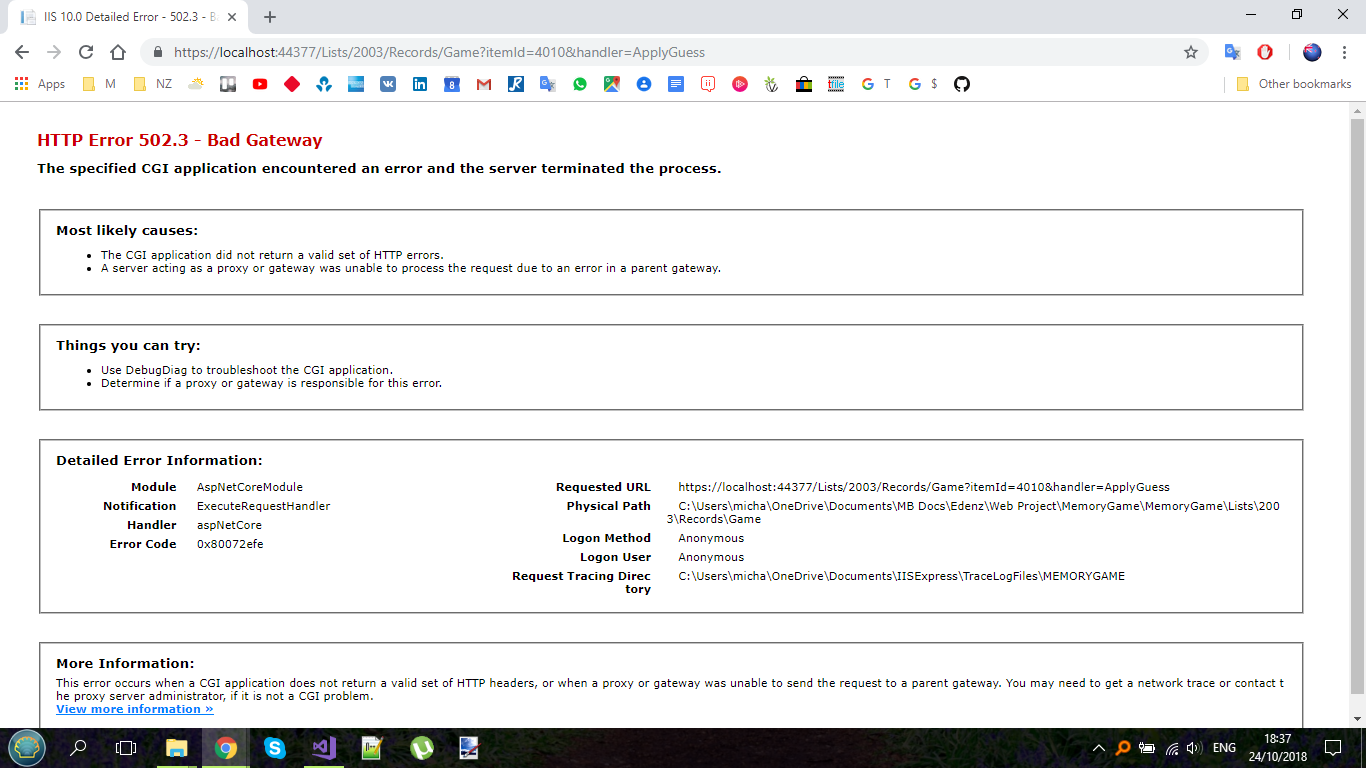


## Functionality

Application has works through authentication and works online only. I believe, it is possible to make application work offline after taking data to the client’s machine, however, it requires further research and development. The web site works this way: After user register, confirm his email and login. Afterwards, he has an access to the application’s pages. Means, he can CRUD his and only his lists. Once a list is created, user can CRUD records for the list. User cannot move record between lists. The relation between records and lists is static and constant. User can play the memory game for concreate list if it has more than 5 records in this list.

### Problem

As was mentioned previously, I faced fatal error: “HTTP Error 502.3 - Bad Gateway” when I implemented my BL in server side. I tried to call method POST every time when user selected his choice. IIS crashed after 6-7 POST methods. Consequently, I was forced to write all BL in client through JavaScript. The result was serious improvement in performance: game interaction happened immediately! Application takes care in server side generally DAL through EF objects that deals successfully with big set of requests, but all computation of BL happens in client side.



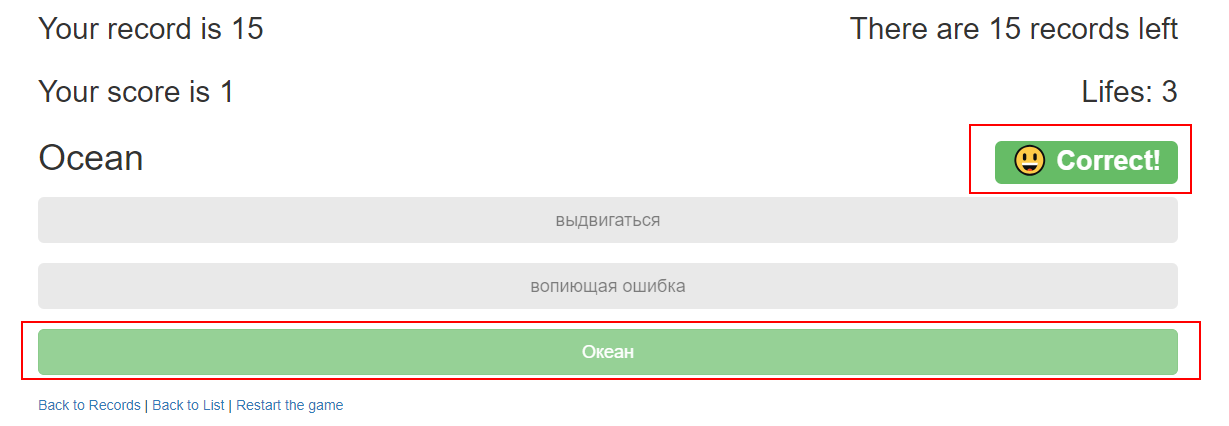
## Styling

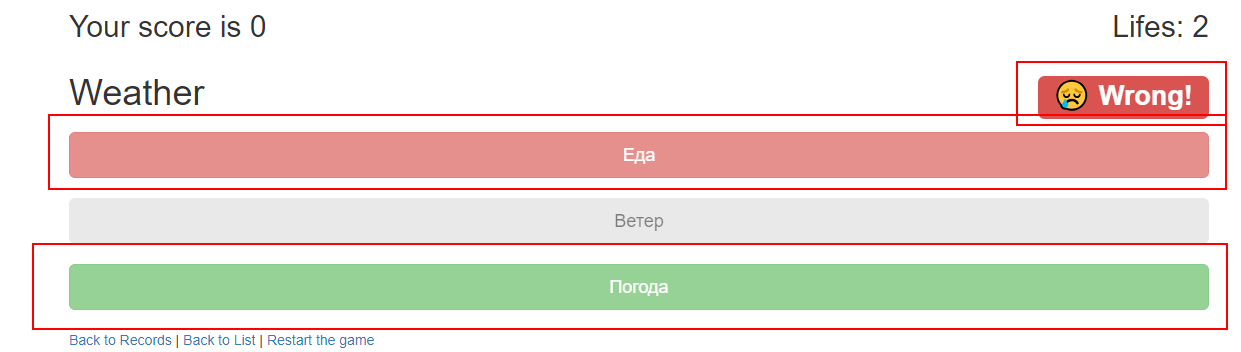
I did not want to implement any css at the beginning, because I wanted to focus on learning Razor Page technology, however, usage of [bootstrap](https://getbootstrap.com/) is very easy. I just needed to add some css and JavaScript files to my solution and use it. All styles I applied by using [bootstrap](https://getbootstrap.com/). I also added a couple of mine css styles to implement special behaviour. For instance, I used css to create table layout with div element. All my styles are located in file local.css.

## Accessibility

“Accessibility is the design of products, devices, services, or environments for people with disabilities. The concept of accessible design and practice of accessible development ensures both "direct access" (i.e. unassisted) and "indirect access" meaning compatibility with a person's assistive technology (for example, computer screen readers).” – Wikipedia. (Wikipedia, n.d.).

It is impossible to play this game or use the application for blind people for example. However, colours-blind people can play the memory game without problems, because colours do not matter while playing:

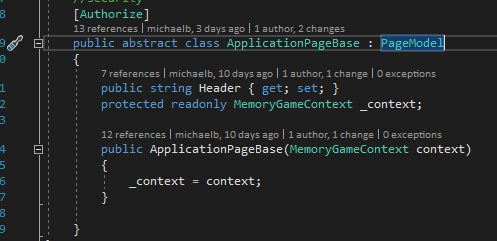




Even though green and red colours indicate correct and wrong answers respectively, you can see “correct” and “wrong” labels with happy or unhappy emojis.

## Security

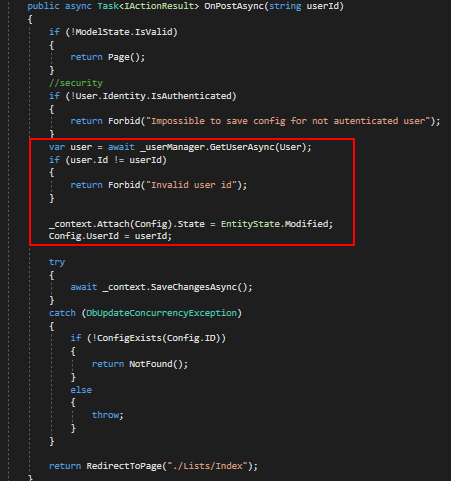
The main security in my application to make lists private. Means, only the current authenticated user can see his lists. First of all, I used attribute [Authorize] for all pages related to Lists, Records, Configuration and Game etc.



All my pages that required authentication inherits from ApplicationPageBase, prevents navigation to these pages without authentication and redirect to login page if someone tries to navigate to these pages manually.

I used email confirmation while registration to avoid fake logins.

I also checked user id when it is sent through URL to make sure it is the authenticated user. For example, in POST method in Configuration page:



It is possible to pass another user id to the URL and without this checking – wrong user will be updated.

## Reflection

I learned how to design and plan a development with completely new technology in very short time. I am new in web in general and in ASP in particular, consequently, that was challenging to design and implement all features I needed: authentication, validation, navigation, database communication etc.

# Implementation

## Discussion of technologies used

I considered usage of Angular + Mongo or ASP + SQL Server or ASP + Mongo. New JavaScript framework such as Angular or React are popular and very interesting for personal research. However, as I mentioned previously, I wanted to focus on better preparation to the local market’s demands. According to my research, the best choice is ASP and SQL Server, because many jobs in the local market require knowledge of these technologies. Furthermore, I believe that enhancing of knowledge of another Microsoft technology will make more desirable asset in an organization, than beginner in Angular. Decision to use MS SQL Server was easy, because it is more popular than other databases engines in NZ, and works perfect with all version of ASP. Nevertheless, it was difficult to decide what version of ASP to use? ASP classic and Web Forms are robust, solid and working technologies, but I wanted to learn something trendy and modern. Consequently, I needed to choose between ASP Core Razor Pages and ASP Core MVC. Based on result from reliable sources:

[Why is Razor Pages the recommended approach to create a Web UI in Asp.net Core 2.0?](https://stackoverflow.com/questions/46777404/why-is-razor-pages-the-recommended-approach-to-create-a-web-ui-in-asp-net-core-2)

[ASP.NET Core 2.0 Razor pages vs Full MVC Core](https://stackoverflow.com/questions/48121928/asp-net-core-2-0-razor-pages-vs-full-mvc-core)

I decided to work with Razor Pages. However, if I had done it today, I would have used ASP Web API to use the same Web API for Mobile and desktop development.

My starting point was in [Introduction to Razor Pages in ASP.NET Core](https://docs.microsoft.com/en-us/aspnet/core/razor-pages/?view=aspnetcore-2.1&tabs=visual-studio). While seeing these examples I implemented my ideas and made the application running.

*Discuss the technologies used in your application along with alternatives considered and your reasons for final choices.*

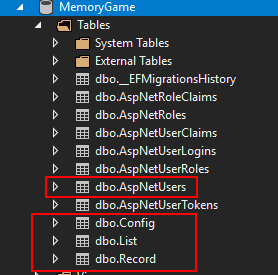
Limitation: Razor Page is tight coupled to other MS technology as Entity Framework (EF) and SQL Server. I can change easily DB schema by migration scripts, because I used EF Code First. That means, I created C# Model classes and EF generated DB for me. I also run update DB scripts when I changed my Model. However, it will be very difficult to work together with another database. MySql for instance. Means, if you change the database for Mongo for instance it will be less convenient and will take much more time to develop. Moreover, there is no enough support because this technology is relatively new and the community does not have enough experience.

## Database schema

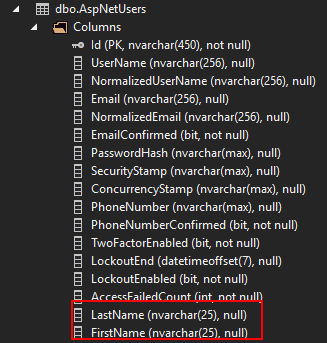
When you use built-in ASP authentication, Visual Studio generates for you database with required data tables. Most of the tables was generated for me. I added only 3 tables:

1. List
2. Record
3. Config

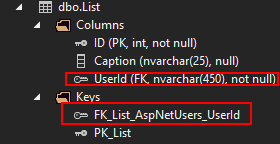
In addition, modified AspNetUsers.

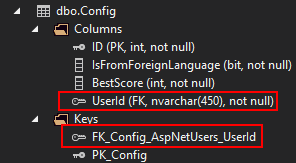


In Users table I added 2 fields:

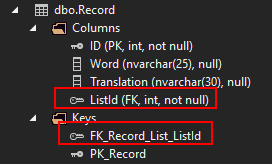


Lists and Config tables have a Foreign Key to Users table:

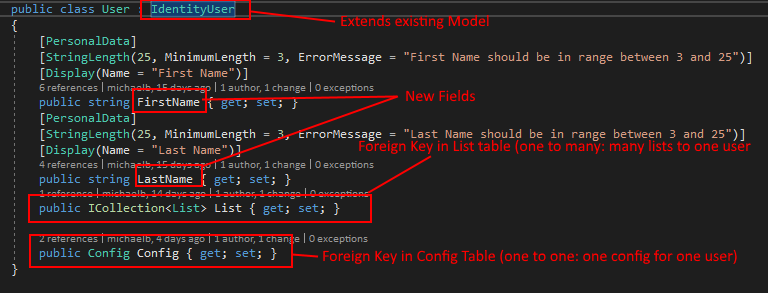


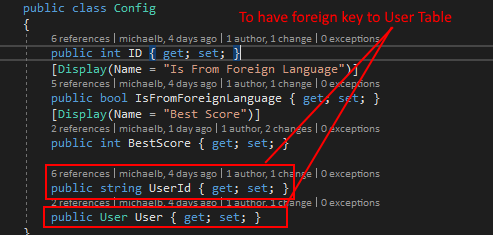


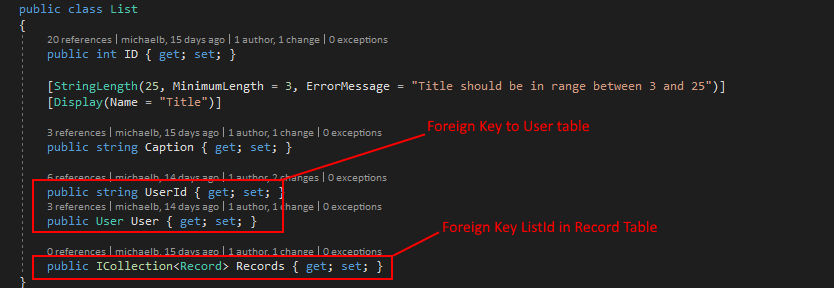
Records has foreign key to List table:

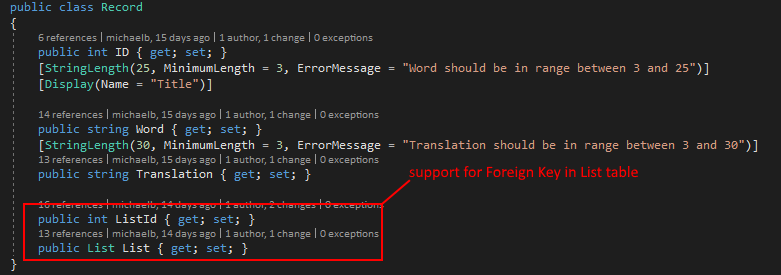


I added these tables and modified existed by EF migration scripts while used technic Code-First. I created. Following Models:





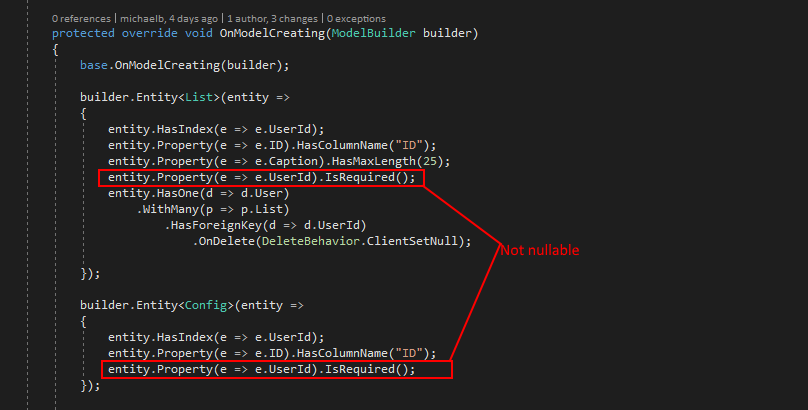




After all models where created, I generated the database with EF core scripts:

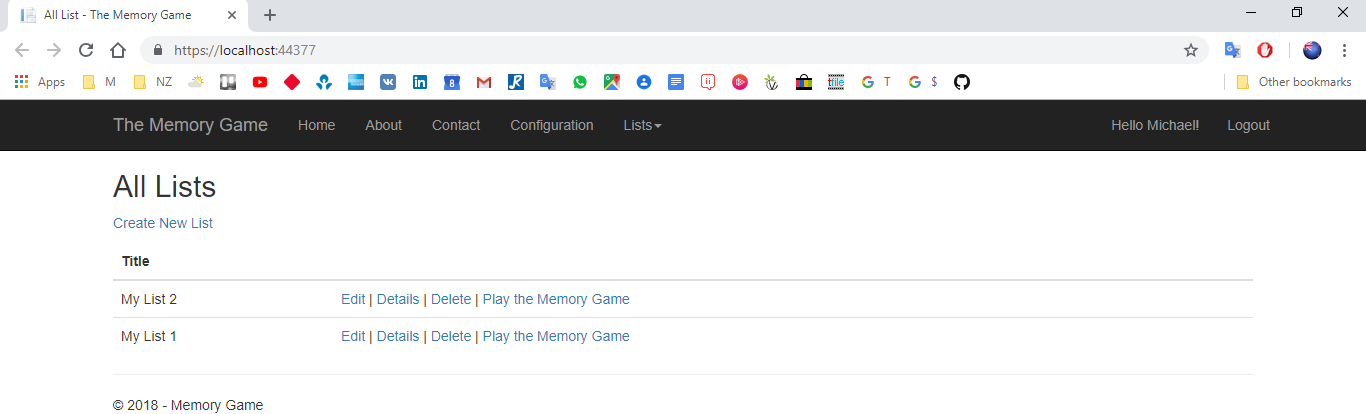
Add-Migration **Initial -** Generate Migration code that creates database in the second command.  
Update-Database - Create database file with required schema

I spent a couple of days to build required db scheme, because of some issue. *Users* table has Primary Key of type *nvarchar*, and Foreign Key in tables *Config* and *List* were generated as Nullable and that was wrong. List and Configuration instances do not make sense without connection to the user. I did not find information how to fix this issue and consequently I made [reverse engineering](https://en.wikipedia.org/wiki/Reverse_engineering). I changed the database manually and generated Model and Migration code. Based on generated code I modified my MemoryGameContext:

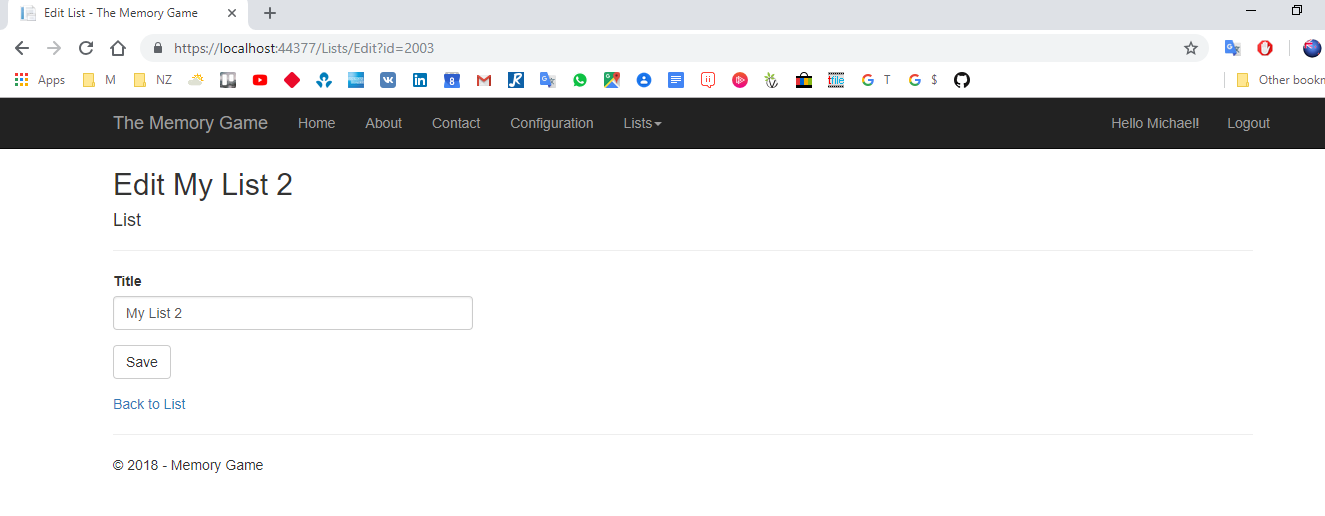


## Screen shots

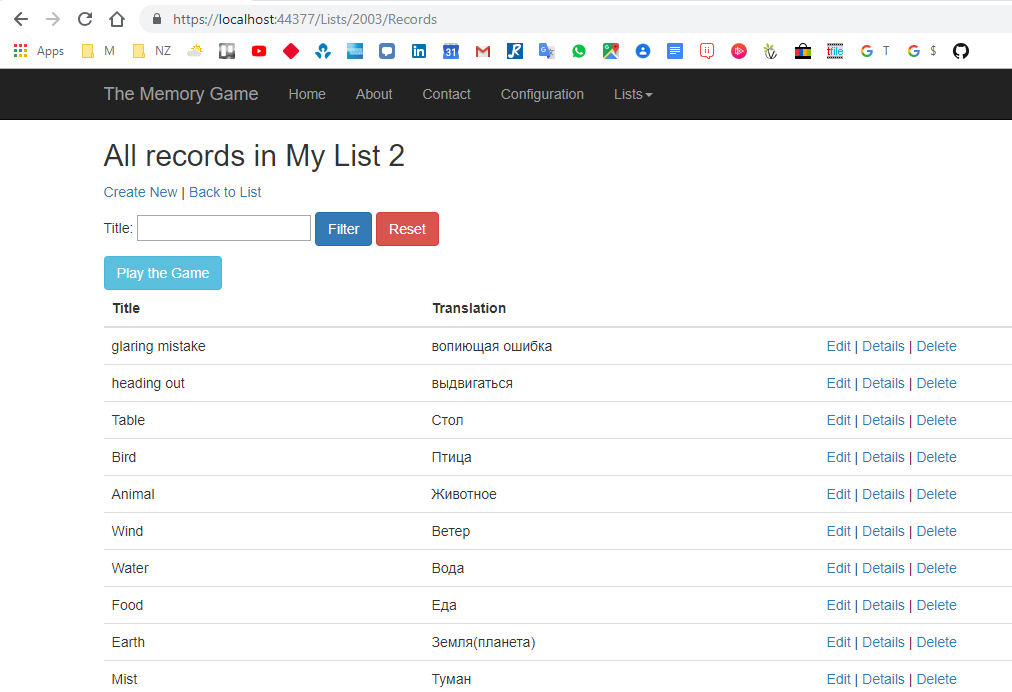
### Main Page



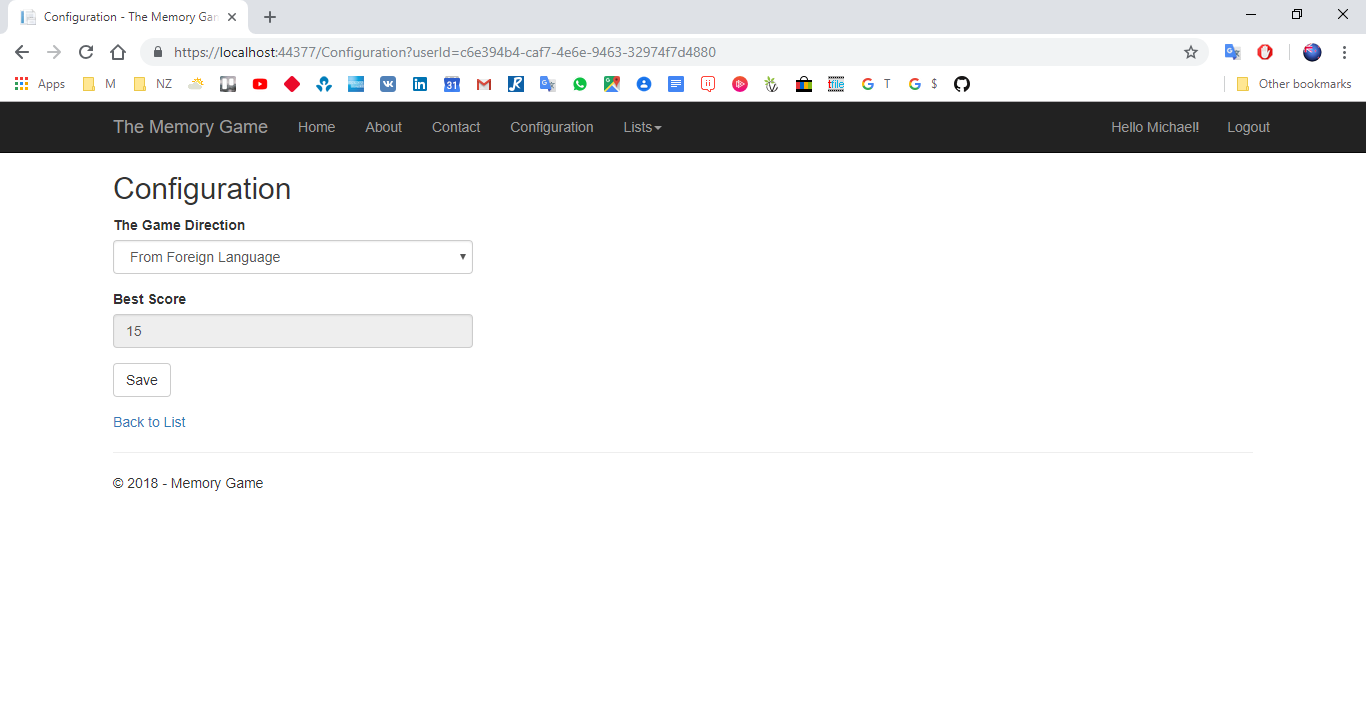
### Edit List



### All records for a List

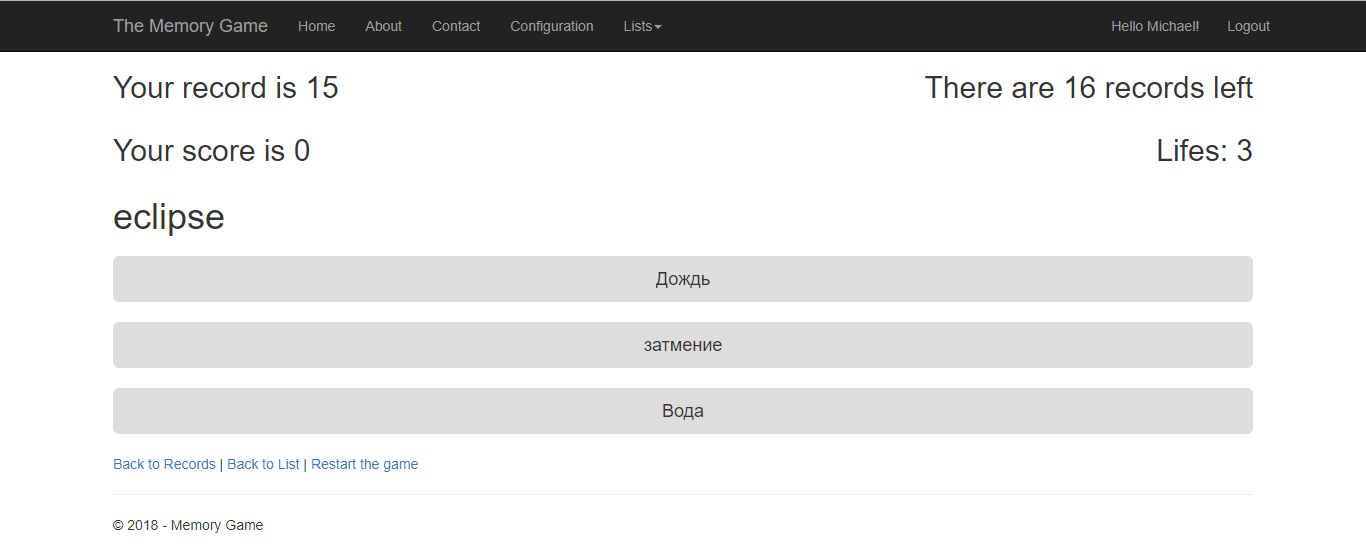


### Configuration Page

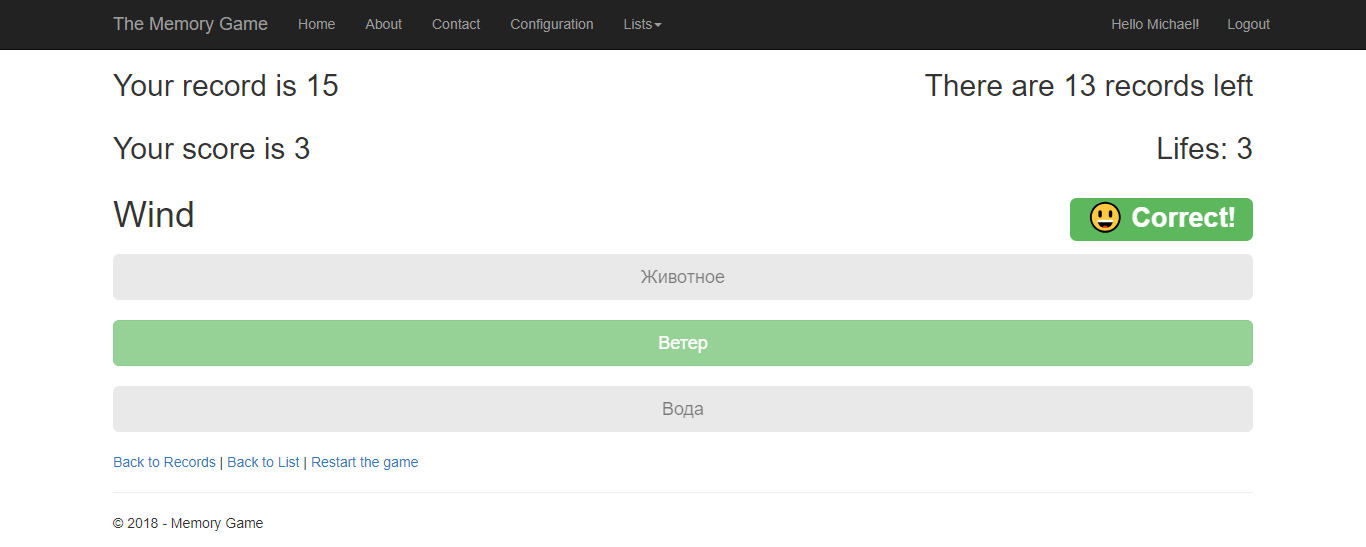


### Memory Game

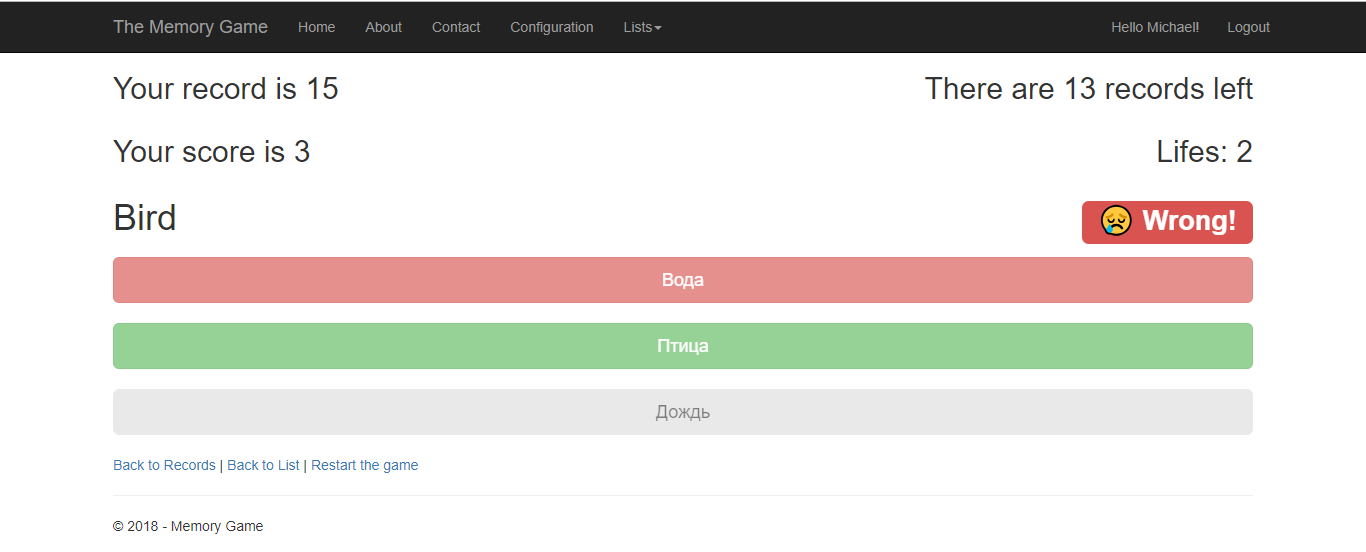
#### Starting



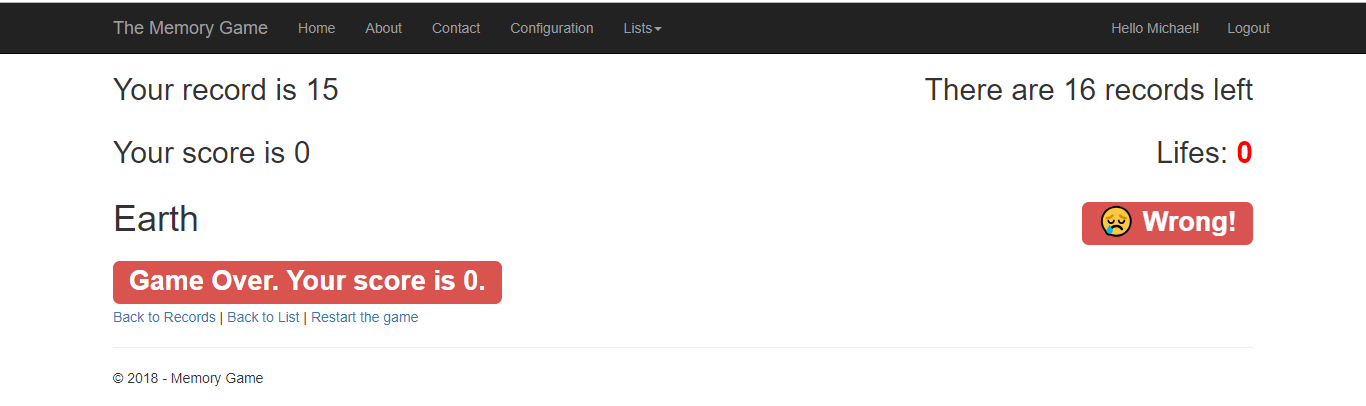
#### Right Selection



#### Wrong Selection

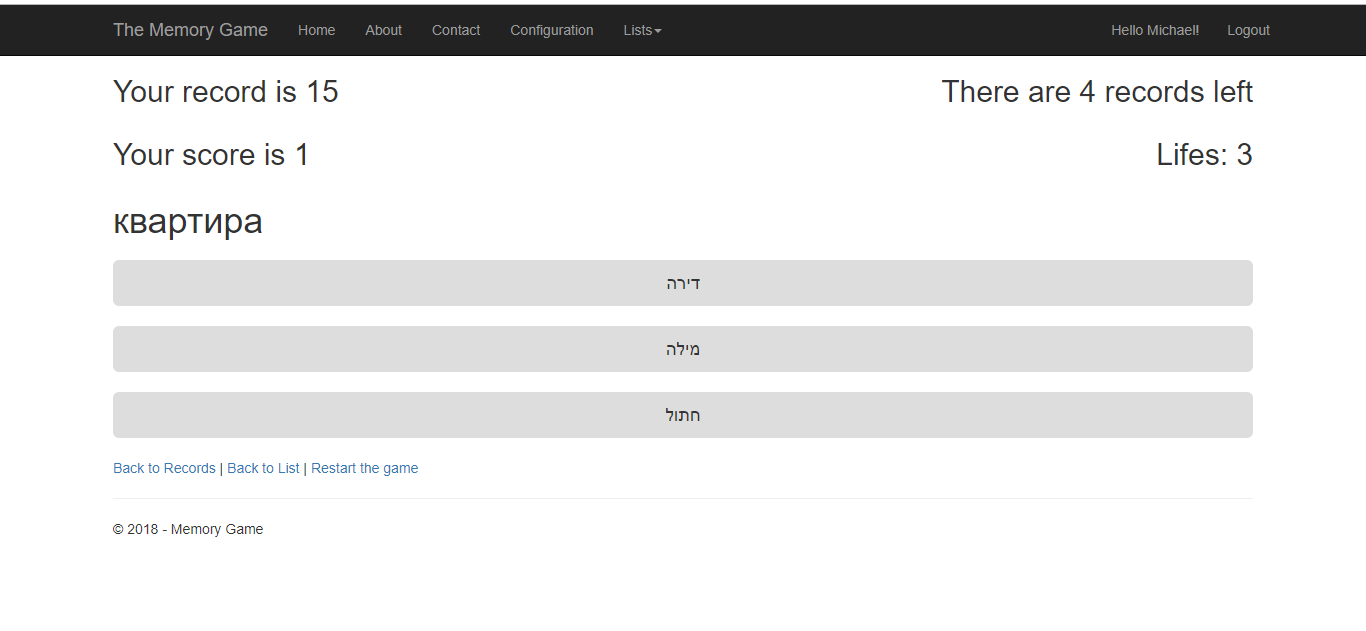


#### Game Over



#### Russian-Hebrew

It is possible to use as many foreign languages as the user want.



## Reflection

I learnt how to work with ASP .NET Core either MVC and Razor Page. I polished up my SQL Server knowledge, EF skills and created my first web application. I also wrote JavaScript code for the first time and was very important because all my business logic is in JavaScript.

Moreover, I learn how to work with GitHub as a source control. I have never used GitHub before. Furthermore, GitHub is also platform as a cloud, therefore I it was additional experience of working with cloud. It was not easy, because GitHub is not such friendly as Microsoft [TFS Server](https://en.wikipedia.org/wiki/Team_Foundation_Server), because GitHub has its own rules, standards and weird behaviours that is different from other source control systems. Nevertheless, after I configured GitHub to work through Visual Studio GUI – it worked perfect without problems.

# Cloud Deployment

“Cloud computing is shared pools of configurable computer system resources and higher-level services that can be rapidly provisioned with minimal management effort, often over the Internet. Cloud computing relies on sharing of resources to achieve coherence and economies of scale, similar to a public utility.” (Wikipedia, n.d.)

From my point of view, the mail benefit of clouds is abstraction from a lot of redundant details and usage of API to get functionality you want. Moreover, you do not need to care for hardware and software in remote machine line when you keep data on your private servers.

In my first work place 10 years ago, company’s website hosted in company’s local server. I remember how difficult and expensive was to maintain, back up and take care for web site and hardware. I believe the owner of the company had spent much more money, than he would have spent on cloud service.

On contrary, in one of my previous companies we worked with [Jenkins](https://en.wikipedia.org/wiki/Jenkins_(software)) platform-as-a-service for continuous integration (version managing, deployment etc.). You ca install Jenkins on your own server or use a cloud service from a company who use Jenkins platform as a service. After one employee from development team spent a couple of days to configure and set up environment – mechanism worked perfectly without problems. I also worked with Jenkins when it is installed on company’s service. It was successful enough, however we spent less time when dealt with Jenkins as a service.

That is why cloud computing thrives nowadays. Instead of spending your time for learning a new technology or paying for professional who already knows how to do what you need, you pay some modest money monthly to a cloud company. As a result, it saves your time, money and saves your data in hands of professionals. However, there is one big disadvantage: security. You never know what this cloud company does with the data. If it is too sensitive, you need to think about keeping all hardware and software in your own servers.

## Discussion of cloud technologies

I dealt with three different cloud services in my life:

1. [mLab](https://mlab.com/) – Mongo (Infrastructure) Db as a Service – totally free

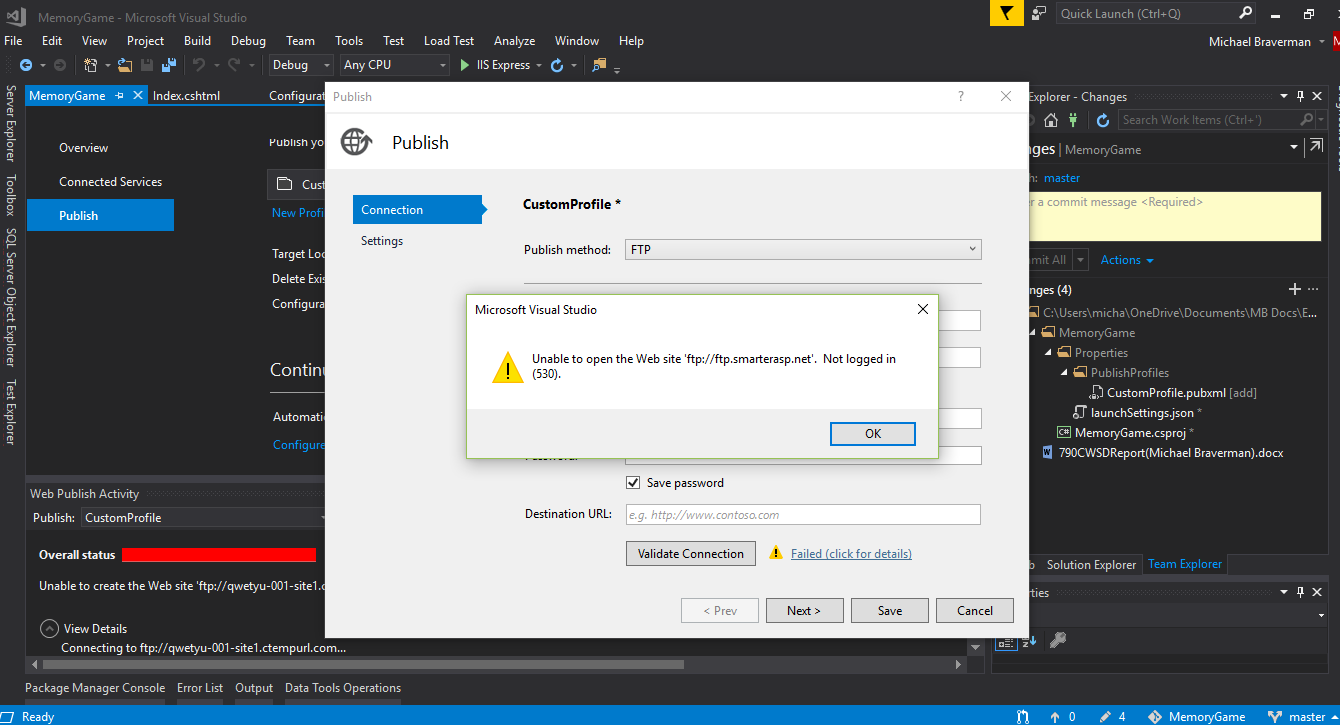
I love to work with this cloud. It allows hosting of your Mongo DB in cloud and access it by special connection string. Very simple and convenient. Disadvantage: extremely horrible Interface. I would say there is no interface. You need to create database manually, create your own way to add documents to it and CRUD it through your application. However, they have also very friendly support. They helped my very fast and even checked my code for bugs ☺ Additional problem was when I sent my solution to the third party: he could not access to the cloud from his work PC due to some firewall issue and consequently I moved my DB to [gearhost](https://www.gearhost.com/).

1. [gearhost](https://www.gearhost.com/) – database as a service. Provides platform-as-a-service. Hosting, databases etc. you can host your database in Mongo, MS Sql, MySQL etc. In comparison mLab, you can keep only one database with very little disk space, however they have very friendly interface and it is accessible from any PC.
2. [Jenkins](https://en.wikipedia.org/wiki/Jenkins_(software)) – software as a service

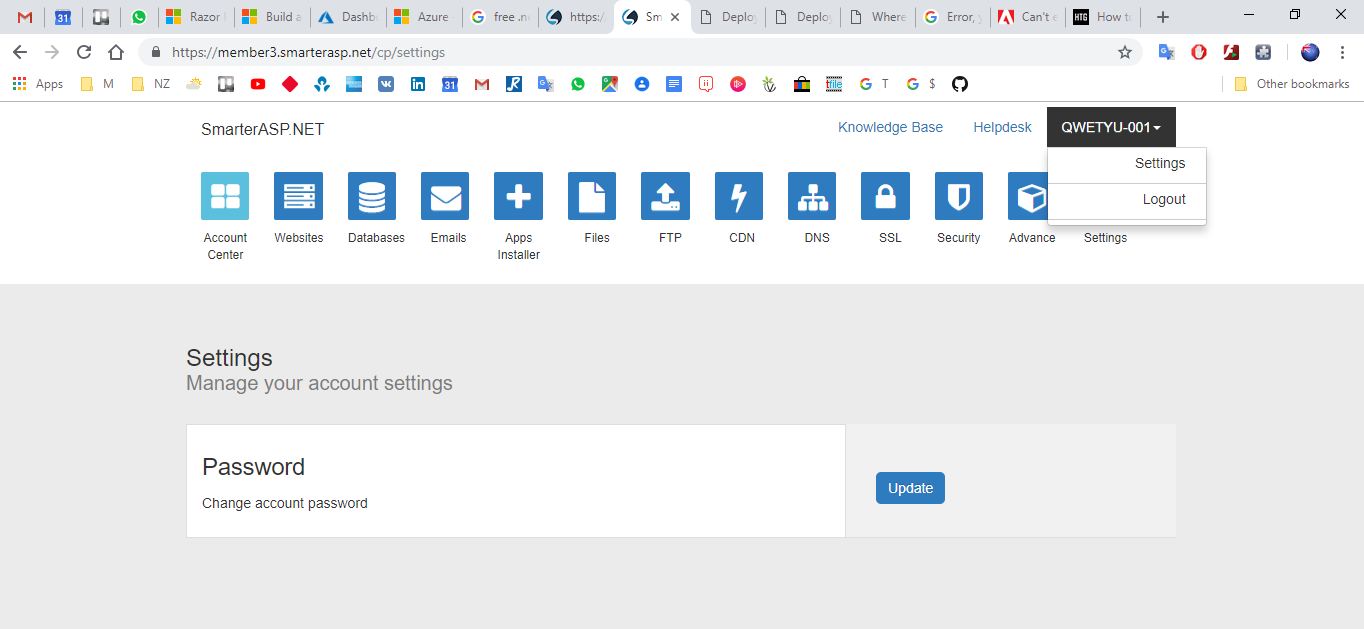
It is a tool for continuous integration. In the times when software product become more and more sophisticated, it is not easy to provide robust continuous integration. That is why the demands for a new profession *DevOps Engineer* came from. Jenkins server installed on your server or you can use it as a service. It allows you do run builds/scripts/processes, CRUD files/exe/dlls, create installation files, manage versions etc. it is huge platform with a lot of settings, configurations and sophistications. When we worked with Jenkins installed on our server, that was the nightmare when we needed to change/update it. Whereas it was transparent for us when we use it as a service. If you ask my recommendation to a company, is it worth to save 20$ a month and maintain it on your server – hell, NO!

## Deployment

This is very difficult to find free and working ASP .NET Core hosting. I spent all day by trying to upload my web site to [smarterasp](https://www.smarterasp.net/), but it was all to no avail. I tried to do that through Visual Studio (VS) wizard but got different errors like “invalid url” or “invalid credentials”:



Even though I am currently logged in to it through browser:



I do not mention that this is impossible, but with my knowledge, experience and available time I could not do that. In my case, I was needed to find some free cloud infrastructure as a service, that provides hosting for ASP .NET Core web site together with MS SQL Database. Most of MS products are not free in comparison to Apache, MySql and Linux for instance. That is why I found only a few free services that do not work for me due to different issues. One of these services is [smarterasp](https://www.smarterasp.net/) is free for trial. Theoretically, this is enough for my needs, but practically I could not do that due to different issues. First, it is very complicated to understanding and lack of documentation. As a new in web and as a someone who did not publish a project for 8 years (I did that once for classic ASP and old IIS version), I need detailed instructions how to do that. However, they has a couple of words for someone who has enough experience. Secondly, I faced some technical issue. For instance, when I tried to publish my app through their wizard, I got message that I need to have flash installed, even though it is installed. This “free lunch” cost me a couple of wasted days.

I also tried MS Azure, but it wanted my credit card “just for confirmation, we will not charge you”. I declined this idea directly.

I also tried [Heroku](https://www.heroku.com/) even though they officially do not support .NET. I found a few instructions how to publish .NET Core project to Herocu ([Example](https://elements.heroku.com/buildpacks/jenyayel/dotnet-buildpack)), however, that was too complicated and nothing worked form me.

As I thought deployment and publishing of ASP project was much more difficult task when pleasure of development. I could not found free hosting.

# Testing

## Test planning

|  |  |  |
| --- | --- | --- |
| Number | Test Case | Result |
|  | Navigation to the main page redirects to Lists\Index page | works |
|  | All links works and navigate to appropriate pages | works |
|  | Adding a new list, adds a list to the database | works |
|  | Edition of an existing list reflects the change | Works |
|  | Deletion deletes the list | Works |
|  | Search in All Records page | Works |
|  | Reset in All Records page removes filter | Works |
|  | Records in All Records page belong to appropriate List Id | Works |
|  | Button “Play the game” initiates the memory game | works |
|  | Registration sends confirmation email | Works |
|  | Pressing on confirmation link navigates to “email confirmed” page. Field “EmailConfirmed” in the database changed to “true” | Works |
|  | Login/Logout | works |
|  | User cannot login before email confirmation | Works |
|  | Confirmation email contains appropriate message | Works |
|  | Cannot access to List, Configuration and records pages without authentication | Works |
|  | Toolbar items Lists, configuration are hidden without authentication | Works |
|  | Authentication with different users shows different data | works |
|  | Authentication with different users shows valid data (only the records that were added by this user) | works |
|  | User does not login directly after registration | Works |
|  | User can CRUD record | Works |
|  | Login shows User’s first name (not email or second name) | Works |
|  | Play game from button initiates the memory game | Works |
|  | Play the Memory Game link from “All Lists” page initiates the memory game | Works |
|  | Game initiates for proper list (for records that belong to selected List) | Works |
|  | In Game Page the best result (record) score appears | Works |
|  | In Game Page current score label appears | Works |
|  | In Game Page appears label with counter of how many records left to win | Works |
|  | Configuration page shows the best result score for current user | Works |
|  | Game Direction is saved in configuration page (when you save and come back to the page you can see your change is applied) | Works |
|  | Save configuration redirects to All Lists page | Works |
|  | When your Game Direction is “From Foreign Language”, you see the word to guess in foreign language and 3 buttons with translation to your Native language | Works |
|  | When your Game Direction is “From Native Language”, you see the translation to Native language and 3 buttons with translation in foreign language | Works |
|  | When you initiate the Game for list with less than 5 records – you see message that game is impossible | Works |
|  | When you select correct option – you see “Correct!” green label | Works |
|  | When you select incorrect option – you see “Wrong!” red label | Works |
|  | In Right/wrong selection – label disappears gradually after 3 seconds | Works |
|  | In Right/wrong selection – label blinks for 3 seconds | Works |
|  | Valid selection changes its colour to green | Works |
|  | Invalid selection changes its colour to red | Works |
|  | Invalid selection shows valid word/translation by making the button green | Works |
|  | All 3 buttons are disabled during the animation – impossible to make any selection | Works |
|  | Score increases with valid selection | Works |
|  | Records left decreases with valid selection | works |
|  | Score and records left labels do not change with invalid selection | Works |
|  | After valid/invalid selection – new random options are shown |  |
|  | All words/translation in 3 buttons are different | works |
|  | Only one option is valid | works |
|  | Selection of valid record always indicates as correct | works |
|  | Selection as invalid option always indicates as wrong | Works |
|  | Life label decreases its value with invalid selection | Works |
|  | Last life remains with red colour and bold font | Works |
|  | After 3 invalid selection- the game is over and user sees the appropriate notification | works |
|  | After user selects all valid options in the list – the game is over with notification “you won + user name” with redirection to Won page | works |
|  | If user overcame his record – he sees “congratulation” message and record is update in configuration table | Works |
|  | Next game new record is seen in appropriate label | Works |
|  | URL of the game page shows id to valid list: https://localhost:44377/Lists/**2003**/Records/Game | Works |
|  | URL of all records for the list shows valid list id: https://localhost:44377/Lists/**2003**/Records | Works |
|  | URL of selected record shows id of list and for the record: https://localhost:44377/Lists/**2003**/Records/**4002**/Details | Works |

## Test results

As I mentioned previously, I started to wright the code in C# and made unit test for a lot of cases, however, after facing of fatal “voodoo” bug in IIS, I rewrote all BL in JavaScript. Even though JavaScript is C-family language and I do familiar with it, learning of new JavaScript Unit Testing framework was out of scope and was not in my scheduler. Moreover, most of the frameworks are Node.js based and did not plan to spend time for Node.js installation and configuration. Consequently, I do not have unit tests in my application. Besides the Game Page, the logic in my application is very straight forward and unit tests are redundant. I agree that I did not use enough abstraction, inversion of control and other SOLID principles. I did it deliberately because I wanted to focus on Web, .NET Core and Razor Pages (I am absolutely new in these technology), and distraction could lead to delay in my time scheduler. I decided to do that safe without risks.

During development I had problem with generation of random words/translation and options to select. I used recursion to generate random members and that took a time to fix bugs. I also spent some time generate valid URLs (last tree tests).

I do not know any bugs remain in my application. All planned functionality works.

## Reflection

1. Improved my JavaScript development skills. I hate JavaScript because it is too dynamic with not enough compilation errors, bad intellisense, weird types treating and not logical (from my opinion) mechanism. However, during this project I rewrote all BL and fixed bugs during about 20 hours. Devil is not so black as he is painted.
2. Enhanced my JavaScript debugging skills through Chrome Dev Tools.
3. I developed a business angular application in my previous company and in comparison to Angular – ASP Core is a child play. Razor Page/ASP is well structured, organized platform. It is pleasure to develop with this technology. It is also easy to troubleshoot, because usually ASP shows your problem very precisely with exact line of code – and this is really cool, whereas working with Angular and React was real nightmare: a lot of times it did not work without error message and I did not know what is a problem and what to do! Consequently, during the testing I could compare between C# .net and JavaScript testing and debugging. As a result, I proofed to myself again that MS technologies are most convenient in the marked!

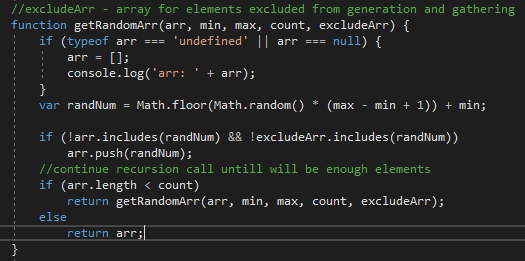
# Conclusion

## Reflection

As I mentioned previously, my entire career I worked in windows development, I am new in web. This project was the first one I did. That was my first and the biggest issue ☺ I learnt what a web development is generally, and what is the different between window and web development. For instance, in windows you do not need to take care for navigation between pages. In windows, we hardly navigate at all, and consequently I needed to learn this principle. I faced [some issues](#_Problem) to build valid URLs. I think my choice was perfect because it was not too complicated to stuck me in the middle, but big enough for basic understanding principles like navigation, authentication, difference between client and server side work in web, redirection, methods Get and POST, REST, etc. I know, there is a lot to learn, but it is a good beginning!

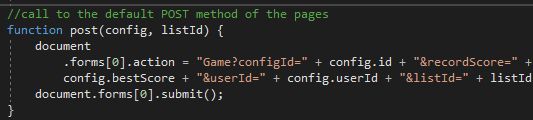
Another problem was working with SMPT protocol (sending emails). According to [MS Documentation](https://docs.microsoft.com/en-us/aspnet/core/security/authentication/accconfirm?view=aspnetcore-2.1&tabs=visual-studio), the best way to do that by using third party freeware [SendGrid](https://sendgrid.com/). I wasted a couple of hours to implement recommended solution, but it was all to no avail. Moreover, it was required a lot of additional classes, implemented interfaces, configuration, registration etc. Due to my experience, persistence is good, but it should be stubbornness. If something does not work for too long (you need to decide what is “too long” for you according to your timeline), you need to change strategy. Consequently after a few hours of tries and errors, I implemented email sending by simple usage of System.Net.Mail.SmtpClient. I believe, Microsoft recommend [SendGrid](https://sendgrid.com/) as a promotion of their partner. I do not see any reason why they do not KIS (Keep It Simple).

The most significant [problem](#_Problem_1) was “HTTP Error 502.3 - Bad Gateway”. It was absolutely unclear. It happens a few POST methods after starting the game without any premises. Even this screenshot appeared about 1 second and disappeared. Therefore, to read it I was forced to wait make fast screenshot before it faded away. The error was very general and did not hint for possible problem. That was very “painful” because coding was almost done. I tried to find a solution, but suggestions from community’s gurus did not work. Consequently, I decided to rewrite the BL in JavaScript to prevent .NET “voodoo” failure. Now I understand that was shrewd decision, because I resolved the issues, saved my time, learnt JavaScript and improved performance of the application. Furthermore, I believe now I understand what the problem was. When I wrote JavaScript, I took my C# code as a basic. The most important method in my BL is recursive getRandomArr:

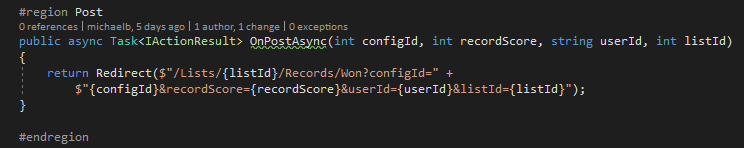


At some point of time during the game I had an error: “the stack is full for function getRandomArr” due to some logic error (exclude array was too big and function did not have enough members to pick up randomly and stack was overflowing). I 90% sure HTTP error was a result of .NET stack overflow because I used similar faulty code in .NET.

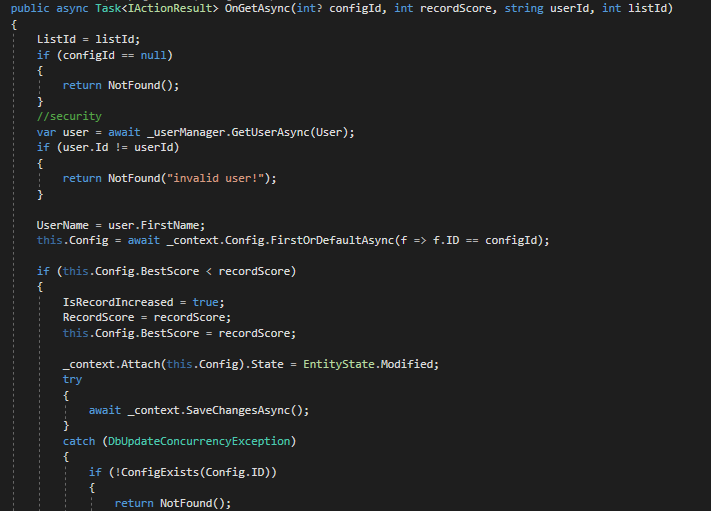
My last problem was in providing data (new record to save in configuration after the game is over). I wanted to let server to know only when game is over. I spent some time for research and decided to implement that in calling default form’s post method and transfer some parameters through URL:



Afterwards, I redirect to another page through .NET code:



In Won page, I update configuration after verifications:



Now I believe that I chose a wrong technology. I regret that I used Razor Page instead of full Web API. Razor Page is really convenient and encapsulated solution for building web application. In comparison to MVC, in Razor Page every page is responsible for one goal only. For instance, you have separated Create, Update and Delete pages for every Model (List or Record). Whereas for MVC all these features are implemented in one controller. These controllers look very bulky, messy and usage of Razor Pages much easier. Hence, Microsoft recommends usage of Razor Pages instead of MVC. Despite these recommendations, I had written my project in Web API and MVC I would have done it again. Because WebApi allows creation services that can be exposed over HTTP. Means, I can use the same back-end services for further mobile and windows development. Consequently, I need to create another API for my further development.

## Summary

To summarise, the main goal of the project “Memory Game” was to learn as much about the web as possible. Nevertheless, I believe that this tool may be very profitable for people how want to improve their foreign vocabulary. One the one hand, users are able to save all their foreign words in one place very easily, on the other hand they can memorise them in less boring way than just listing the dictionary. That helped me a lot to increase my vocabulary while preparation to IELTS.

As I mentioned previously, I inspired from android application MyVocabulary to create this web site. I tried hard, but unfortunately did not find this application in the web. However, it is installed on my device. One of disadvantages of this application was lack of access from PC. That means, I need to type in mobile phone every time I need to add a word to a list. I type through keyboard very fast with 2 hands without watching on it, whereas typing in mobile device very slowly and always make a mistake, therefore it takes me much more time than usage of the smartphone. The idea was to create a mobile app in future with shared database. But the most horrible issue with MyVocabulary is saving everything in local files. I am so scaring to break or loose my smartphone, because I have been gathering my 3000 words dictionary for last 2 years I do not want to think about my mental health in the case of disaster. I faced the same problem before I found MyVocabulary with the similar app: I used it for almost a year, but after an upgrade, I lose all of my saved vocabulary! That was shocking! Consequently, I decided to use database. Besides the fact of project requirement – usage of some database, it is much easier to use local file (JSON or XML) to keep all data. You do not need a registration (we all know how registration annoy users) and a lot of db communication code. But keeping data in remote server (probably on cloud) is a warranty you will not lose your data, because physical hardware and logical software are in the hands of professionals.

I learnt what and how to deal with different problems in server side or client side. For instance, DAL should be taken care in server side for safety, whereas complex BL should be done in client side for better performance.

I picked up Microsoft technologies for implementation of my ideas for web in ASP.NET Core and MS SQL Server because they are extremely popular in New Zealand. Moreover, I feel myself more comfortable with Microsoft Technologies because they are more robust, well-structured and convenient from my point of view.

# References

Beck, K., Beedle, M., & Arie van Bennekum. (n.d.). *agile manifesto*. Retrieved from http://agilemanifesto.org/.

mountaingoatsoftware. (n.d.). *user stories*. Retrieved from https://www.mountaingoatsoftware.com/agile/user-stories.

O'Rourke, S. (n.d.). *https://www.marketingterms.com/dictionary/navigation/*.

Rouse, M. (n.d.). *use case*. Retrieved from https://searchsoftwarequality.techtarget.com/definition/use-case.

Scott, A. (n.d.). *http://www.agilemodeling.com/artifacts/userStory.htm*.

Shead, M. (n.d.). *https://www.youtube.com/watch?v=Z9QbYZh1YXY*.

usability. (n.d.). *Use Cases*. Retrieved from https://www.usability.gov/how-to-and-tools/methods/use-cases.html.

Vatoz Atozdevelopment. (n.d.). *https://www.google.co.nz/search?q=user+story++example&source=lnms&tbm=isch&sa=X&ved=0ahUKEwiLmdCHiMbdAhUSFogKHTfPBUQQ\_AUIDigB&biw=1366&bih=626#imgrc=uUxOYyQ6\_HQuYM:*. Retrieved from http://vatoz.atozdevelopment.co/user-story-template/.

webpagemistakes. (n.d.). *http://www.webpagemistakes.ca/website-navigation/*.

Wikipedia. (n.d.). *https://en.wikipedia.org/wiki/Accessibility*.

Wikipedia. (n.d.). *https://en.wikipedia.org/wiki/Cloud\_computing*.

Wikipedia. (n.d.). *https://en.wikipedia.org/wiki/User\_experience\_design*. Retrieved from https://wikipedia.org.

Wikipedia. (n.d.). *https://en.wikipedia.org/wiki/Web\_content*.

Wikipedia. (n.d.). *https://en.wikipedia.org/wiki/Web\_navigation*.